Elesh Norn, Grand Cenobite 5

Legendary Creature — Praetor

Vigilance
Other creatures you control get +2/+2.
Creatures your opponents control get -2/-2.

"The Gitaxians whisper among themselves of other worlds. If they exist, we must bring Phyrexia's magnificence to them."

4/7

018/249 M
IMA • EN ▶ Igor Kieryluk
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Hollow One 5

Artifact Creature — Golem

Hollow One costs 2 less to cast for each card you've cycled or discarded this turn.
Cycling 2 (2, *Discard this card: Draw a card.*)

The embodiment of yearning, forever drifting the deserts to find what had once made it whole.

4/4

163/199 R
HOU • EN ▶ Anthony Palumbo
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Prized Amalgam

Creature — Zombie

Whenever a creature enters the battlefield, if it entered from your graveyard or you cast it from your graveyard, return Prized Amalgam from your graveyard to the battlefield tapped at the beginning of the next end step.

"Ludevic's laboratory is a veritable wonderland. I have never felt so inspired."
—Stitcher Geralf

3/3

249/297 R
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Stinkweed Imp 2

Creature — Imp

Flying
Whenever Stinkweed Imp deals combat damage to a creature, destroy that creature.
Dredge 5 *(If you would draw a card, instead you may put exactly five cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)*

1/2

Edward P. Beard, Jr.
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Force of Negation 1

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

"Try, if you must."

052/254 R
MH1 • EN ▶ Paul Scott Canavan
™ & © 2019 Wizards of the Coast

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Force of Will 3 🌊🌊

Instant

You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.

Counter target spell.

Illus. Terese Nielsen

™ & © 1993-2007 Wizards of the Coast LLC 33/195

Force of Will 3 🌊🌊

Instant

You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.

Counter target spell.

Illus. Terese Nielsen

™ & © 1993-2007 Wizards of the Coast LLC 33/195

Force of Will 3 🌊🌊

Instant

You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.

Counter target spell.

Illus. Terese Nielsen

™ & © 1993-2007 Wizards of the Coast LLC 33/195

Force of Will 3 🌊🌊

Instant

You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.

Counter target spell.

Illus. Terese Nielsen

™ & © 1993-2007 Wizards of the Coast LLC 33/195

Mental Misstep

Instant

(Φ can be paid with either 🌊 or 2 life.)

Counter target spell with converted mana cost 1.

"Your first mistake was thinking I would let you live long enough to make a second."
—Sarnvax, Gitaxian sective

Erica Yang

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Cabal Therapy

Sorcery

Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name.

Flashback—Sacrifice a creature. *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

Illus. Ron Spencer

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Unmask
Sorcery
You may remove a black card in your hand from the game instead of paying Unmask's mana cost.
Look at target player's hand and choose a nonland card from it. That player discards that card.
Illus. rk post
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Illus. rk post
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Bazaar of Baghdad
Land
: Draw two cards, then discard three cards.
Illus. Jeff A. Menges
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Force of Vigor
Instant
If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.
Destroy up to two target artifacts and/or enchantments.
The vines overgrew the construct, snapping gears and soaking up aether.
164/254 R
MH1 • EN
Randy Vargas
™ & © 2019 Wizards of the Coast

Force of Vigor 2 🌲🌲

Instant

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Destroy up to two target artifacts and/or enchantments.

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Leyline of Sanctity 2 ✳✳

Enchantment

If Leyline of Sanctity is in your opening hand, you may begin the game with it on the battlefield.

You have hexproof. *(You can't be the target of spells or abilities your opponents control.)*

023/249 R
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MM2 • EN ▶ Ryan Pancoast
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Leyline of the Void 2 ⓂⓂ

Enchantment

If Leyline of the Void is in your opening hand, you may begin the game with it in play.

If a card would be put into an opponent's graveyard, remove it from the game instead.

Where treachery and oblivion converge.

Adam Rex
™ & © 1993–2006 Wizards of the Coast, Inc. 52/165

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Enchantment

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