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Adarkar Wastes

Land

{T}: Add {1} to your mana pool.
{T}: Add {C} or {U} to your mana pool. Adarkar Wastes deals 1 damage to you.

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 347/383

Avacyn's Pilgrim

Creature — Human Monk

{T}: Add {C} to your mana pool.

"Avacyn's protection is everywhere. From the holy church to the sacred glade, all that we see is under her blessed watch."

1/1

119/249 C
MM3 • EN ▶ Iana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Bastion Protector

Creature — Human Soldier

Commander creatures you control get +2/+2 and have indestructible.

"As long as I stand, so will your cause."

3/3

001/342 R
C15 • EN ▶ Victor Adame Minguez ™ & © 2015 Wizards of the Coast

Birds of Paradise

Creature — Bird

Flying
{T}: Add one mana of any color to your mana pool.

"The gods used their feathers to paint all the colors of the world."
—Yare-Tiva, warden of Gramur Forest

0/1

176/221 R
CN2 • EN ▶ Marcelo Vignali ™ & © 2016 Wizards of the Coast

Bloom Tender

Creature — Elf Druid

{T}: For each color among permanents you control, add one mana of that color to your mana pool.

Beauty is a seed, waiting to blossom under her capable hands.

1/1

Chippy

™ & © 1993–2008 Wizards of the Coast, Inc. 66/180

Bountiful Promenade

Land

Bountiful Promenade enters the battlefield tapped unless you have two or more opponents.
{T}: Add {G} or {W}.

No pilgrimage to Valor's Reach is complete without a stroll through its celebrated shopping district.

081/254 R
BBD • EN ▶ Jung Park ™ & © 2018 Wizards of the Coast

Brushland

Land

{T}: Add {1} to your mana pool.
{T}: Add {G} or {W} to your mana pool. Brushland deals 1 damage to you.

Scott Bailey

™ & © 1993–2007 Wizards of the Coast, Inc. 349/383

Canopy Vista

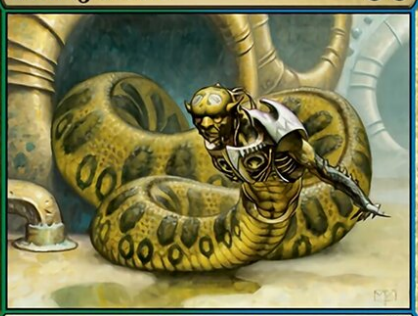
Land — Forest Plains

({T}: Add {G} or {W}.)
Canopy Vista enters the battlefield tapped unless you control two or more basic lands.

The continent of Murasa lies beneath a blanket of dense vegetation, its enormous branches tangled so thickly that some inhabitants never see the ground.

261/322 R
C20 • EN ▶ Adam Paquette ™ & © 2020 Wizards of the Coast

Coiling Oracle



Creature — Snake Elf Druid

When Coiling Oracle enters the battlefield, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.

Snaking remnants of nature directed by a body of thought and progress, the oracles embody all that is Simic.

1/1

212 C
C21 • EN ▶ Marek Zeg ™ & © 2021 Wizards of the Coast

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Compulsive Research
(2)(U)

Sorcery

Target player draws three cards. Then that player discards two cards unless they discard a land card.

"Every Planeswalker remembers the first time their mind touched the staggering vastness of the Multiverse."
—Kasmina

014/063 R
STA • EN ▶ Kristina Collantes
™ & © 2021 Wizards of the Coast

Day of Judgment
(2)(W)(W)

Sorcery

Destroy all creatures.

"This must not become common knowledge. The consequences of such a spell are too great. Lock it away in the restricted archive, and destroy its record in the catalog."
—Director Taiva, to Isabough

002/063 M
STA • EN ▶ Anato Finnstark
™ & © 2021 Wizards of the Coast

Dryad Arbor

Land Creature — Forest Dryad

(Dryad Arbor isn't a spell, it's affected by summoning sickness, and it has "(T): Add (G).")

"Touch no tree, break no branch, and speak only the question you wish answered."
—Von Yomm, elder druid, to her initiates

1/1

277/289 R
TSR • EN ▶ Eric Fortune
™ & © 2020 Wizards of the Coast

Dueling Grounds
(1)(G)(W)

Enchantment

No more than one creature may attack each turn.
No more than one creature may block each turn.

"You think you can stop me?" hissed Tsabo.
"I think I can kill you," replied Gerrard.

Illus. Pete Venters
©1993–2000 Wizards of the Coast, Inc. 245/350

Eladamri's Call
(G)(W)

Instant

Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

Tribal rivalries and petty disputes were laid aside at Eladamri's summons.

203/249 R
A25 • EN ▶ Key Walker
™ & © 2018 Wizards of the Coast

Elvish Mystic
(G)

Creature — Elf Druid

(T): Add (G) to your mana pool.

"Life grows everywhere. My kin merely find those places where it grows strongest."
—Nissa Revane

1/1

173/269 C
M15 • EN ▶ Wesley Burt
™ & © 2014 Wizards of the Coast

Ephemerate
(W)

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

005/063 R
STA • EN ▶ Rovina Cai
™ & © 2021 Wizards of the Coast

Esper Sentinel
(W)

Artifact Creature — Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays (X), where X is Esper Sentinel's power.

The more Esper changes, the more he refuses to.

1/1

012/303 R
MH2 • EN ▶ Eric Deschamps
™ & © 2021 Wizards of the Coast

Eternal Witness
(1)(G)(G)

Creature — Human Shaman

When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

She remembers every word spoken, from the hero's oath to the baby's cry.

2/1

163/254 U
UMA • EN ▶ Chris Rahn
™ & © 2018 Wizards of the Coast

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Finest Hour
2 🌳 ✳ 💧

Enchantment

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, if it's the first combat phase of the turn, untap that creature. After this phase, there is an additional combat phase.

180/307 R
C18 • EN ▶ Michael Komarck
™ & © 2018 Wizards of the Coast

Flooded Grove

Land

↻: Add ✧.
💧, ↻: Add 🌳🌳, 🌳💧, or 💧💧.

At full moon, the river seeps over its banks and crawls through the woods like a blanket of serpents.

318/332 R
2XM • EN ▶ Dave Kendall
™ & © 2020 Wizards of the Coast

Fyndhorn Elves
🌳

Creature — Elf Druid

↻: Add 🌳.

"We could no more abandon the forest than the stars could abandon the night sky."

1/1

228/361 C
CMR • EN ▶ Igor Kieryluk
™ & © 2020 Wizards of the Coast

Guardian Augmenter
2 🌳

Creature — Troll Wizard

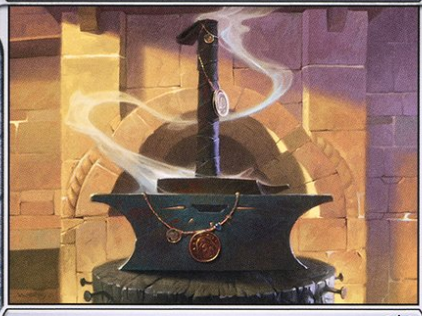
Flash
Commander creatures you control get +2/+2.
Commanders you control have hexproof.

After years of research, he finally unlocked the formula for the perfect punch.

2/2

062/081 R
C21 • EN ▶ Uros Sajevic
™ & © 2021 Wizards of the Coast

Hammer of Nazahn
4

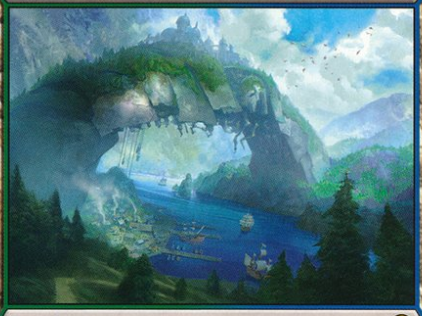


Legendary Artifact — Equipment

Whenever Hammer of Nazahn or another Equipment enters the battlefield under your control, you may attach that Equipment to target creature you control.
Equipped creature gets +2/+0 and has indestructible.
Equip 4

260/332 R
2XM • EN ▶ Victor Adame Minguez
™ & © 2020 Wizards of the Coast

Hinterland Harbor



Land

Hinterland Harbor enters the battlefield tapped unless you control a Forest or an Island.
↻: Add 🌳 or 💧.

"Our ancestors brought down a Phyrexian portal ship, then built our town on its hull. We're pretty proud of that."
—Alene of Riverspan

240/269 R
DOM • EN ▶ Daniel Ljunggren
™ & © 2018 Wizards of the Coast

Horizon Canopy

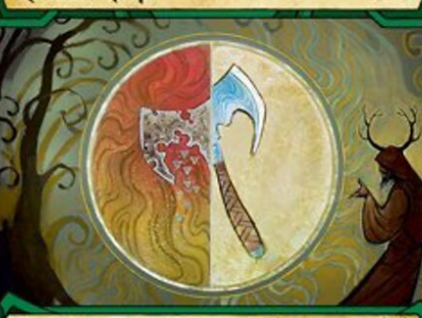
Land

↻, Pay 1 life: Add 🌳 or ✳ to your mana pool.
1, ↻, Sacrifice Horizon Canopy: Draw a card.

The day is born within its branches.

240/249 R
IMA • EN ▶ Noah Bradley
™ & © 2017 Wizards of the Coast

Krosan Grip
2 🌳



Instant

Split second *(As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)*
Destroy target artifact or enchantment.

"On a world where time was torn asunder, destruction ruled the minds of all."
—Multiversal Metahistories

053/083 R
STA • EN ▶ Mintu Hynninen
™ & © 2021 Wizards of the Coast

Krosan Verge

Land

Krosan Verge enters the battlefield tapped.
↻: Add ✧.
2, ↻, Sacrifice Krosan Verge: Search your library for a Forest card and a Plains card, put them onto the battlefield tapped, then shuffle your library.

134 U
ZNC • EN ▶ Ruxing Gao
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Lavinia, Azorius Renegade

Legendary Creature — Human Soldier

Each opponent can't cast noncreature spells with converted mana cost greater than the number of lands that player controls.

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

"I told Jace that Ravnica would fall apart if he didn't take his responsibilities seriously. I didn't want to be right."

2/2

189/259 R
RNA • EN ▶ Steven Belledin

™ & © 2019 Wizards of the Coast

Lightning Greaves

Artifact — Equipment

Equipped creature has haste and shroud. *(It can't be the target of spells or abilities.)*

Equip 0

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

267/332 U
2XM • EN ▶ Jeremy Jarvis

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Linvala, Keeper of Silence

Legendary Creature — Angel

Flying

Activated abilities of creatures your opponents control can't be activated.

Those who seek to disturb the harmony of life will see their instruments taken from them.

3/4

119 M
JMP • EN ▶ Igor Kieryluk

™ & © 2020 Wizards of the Coast

Mana Confluence

Land

◉, Pay 1 life: Add one mana of any color.

"Ravnica is not its buildings or markets, or even its guilds. Ravnica is its people. As long as we're here, we can rebuild the rest." —Teysa Karlov

721 P Buy-a-Box
CMR★EN ▶ Titus Lunter

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Meddling Mage

Creature — Human Wizard

As Meddling Mage enters the battlefield, choose a nonland card name.

Spells with the chosen name can't be cast.

"This violent wasteland is an indictment of its people. These cowards lack the will to oppose disorder."

2/2

210/332 R
2XM • EN ▶ Todd Lockwood

™ & © 2020 Wizards of the Coast

Memory Lapse

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

"Where do our forgotten thoughts go? I knew once, but I can't remember." —Director Taiva, journal entry

016/063 R
STA • EN ▶ Kristina Collantes

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Misty Rainforest

Land

◉, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

240/249 R
MM3 • EN ▶ Shelly Wan

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Mox Opal

Legendary Artifact

Metalcraft — ◉: Add one mana of any color. Activate this ability only if you control three or more artifacts.

The suns of Mirrodin have shone upon perfection only once.

275/332 M
2XM • EN ▶ Volkan Baga

™ & © 2020 Wizards of the Coast

Mystic Gate

Land

◉: Add ◇.

*, ◉: Add **, *, or .

The gate of every kithkin doun is a cunning trap, intended to spill visitors into an oubliette from which there is no escape.

324/332 R
2XM • EN ▶ Fred Fields

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Noble Hierarch

Creature — Human Druid

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

: Add , , or .

She protects the sacred groves from blight, drought, and the Unbeholden.

0/1

177/332 R
2XM • EN ▶ Mark Zug
™ & © 2020 Wizards of the Coast

Personal Tutor

Sorcery

Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.

Illus. D. Alexander Gregory
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Polluted Delta

Land

, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

Where dragons once prevailed, their bones now sink.

239/269 R
KTK • EN ▶ Vincent Proce
™ & © 2014 Wizards of the Coast

Prismatic Vista

, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle your library.

Land

027/030 M
ZNE • EN ▶ Sam Burley
™ & © 2020 Wizards of the Coast

Rafiq of the Many

Legendary Creature — Human Knight

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

Whenever a creature you control attacks alone, it gains double strike until end of turn.

Many sigils, one purpose.

3/3

Michael Komarck
™ & © 1993–2008 Wizards of the Coast, Inc. 185/249

Razorverge Thicket

Land

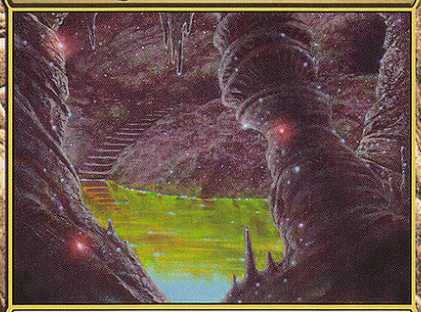
Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

: Add or to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick
™ & © 1993–2010 Wizards of the Coast LLC 228/249

Reflecting Pool



Land

: Add to your mana pool one mana of any type that a land you control could produce.

Does it reflect the future that once was or the past that can never be?

Fred Fields
™ & © 2014 Wizards of the Coast 210/210

Regrowth

Sorcery

Return target card from your graveyard to your hand.

"Centuries of war had broken Arcavios, but a single seed began the long process of renewal."
—The Mystic Age: A Saga of Spells

056/063 R
STA • EN ▶ Mintu Hynninen
™ & © 2021 Wizards of the Coast

Rejuvenating Springs

Land

Rejuvenating Springs enters the battlefield tapped unless you have two or more opponents.

: Add or .

When they're done pummeling each other, the fighters relax companionably in the springs, warming their sore muscles.

354/361 R
CMR • EN ▶ Alayna Danner
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Restoration Angel
3 ✳

Creature — Angel

Flash
Flying
When Restoration Angel enters the battlefield, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

Johannes Voss
™ & © 1993–2012 Wizards of the Coast LLC 32/244

Sea of Clouds

Land

Sea of Clouds enters the battlefield tapped unless you have two or more opponents.
: Add ✳ or 💧.

Skybridges from across Kylem converge at the grand stadium of Valor's Reach.

084/254 R
BBD • EN ▶ Florian de Gesincourt
™ & © 2018 Wizards of the Coast

Seachrome Coast

Land

Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.
: Add ✳ or 💧 to your mana pool.

Where the Quicksilver Sea laps over the Razor Fields, the landscape reflects the suns' fading hope.

Lars Grant-West
™ & © 1993–2010 Wizards of the Coast LLC 229/249

Shadowspear
1

Legendary Artifact — Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
1: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip 2

A weapon of darkness for a warrior of light.

236/254 R
THB • EN ▶ Yeong-Hao Han
™ & © 2020 Wizards of the Coast

Snakeskin Veil

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn.

"Never reject the kindness of a serpent. It will not be offered twice."
—Druidic manuscript fragment

057/063 U
STA • EN ▶ Anato Finnstark
™ & © 2021 Wizards of the Coast

Snapcaster Mage
1 💧

Creature — Human Wizard

Flash
When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. *(You may cast that card from your graveyard for its flashback cost. Then exile it.)*

2/1

050/249 M
MM3 • EN ▶ Ryan Alexander Lee
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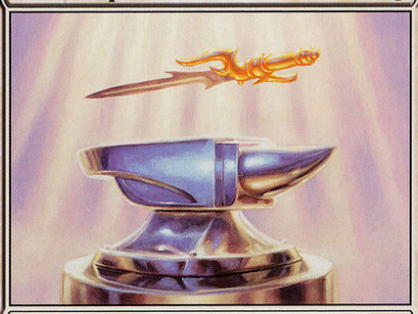
Steelshaper's Gift
✳



Sorcery

Search your library for an Equipment card, reveal that card, and put it into your hand. Then shuffle your library.

Some blades seek their own wielders.

Tim Hildebrandt
™ & © 1993–2004 Wizards of the Coast, Inc. 19/165

Strategic Planning
1 💧

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

"I can offer only information, young one. What path you choose is up to you."
—Jadzi, Oracle of Arcavios

020/063 U
STA • EN ▶ Robbie Trevino
™ & © 2021 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.
: Add 🌳 or ✳ to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar
™ & © 2017 Wizards of the Coast

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Sylvan Library 1

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

187/249 R
EMA • EN ▶ Yeong-Hao Han
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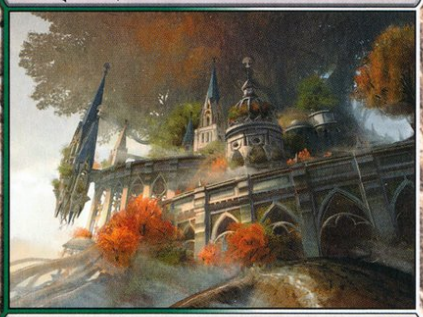
Temple Garden



Land — Forest Plains

(T: Add G or W.)
As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

"Where the roots reach, there the temple rises."
—Niszka, Selesnya evangel

258/259 R
GRN • EN ▶ Titus Lunter
™ & © 2018 Wizards of the Coast

Temporal Manipulation 3UU

Sorcery

Take an extra turn after this one.

Doing something at the last minute isn't so bad when you can make that minute last.

077/254 M
UMA • EN ▶ Franz Vohwinkel
™ & © 2018 Wizards of the Coast

Temporal Mastery 5UU

Sorcery

Take an extra turn after this one.
Exile Temporal Mastery.
Miracle 1U *(You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)*

Time is a marvelous plaything.

054/249 M
MM3 • EN ▶ Franz Vohwinkel
™ & © 2017 Wizards of the Coast

Time Spiral 4UU

Sorcery

Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.

Illus. Michael Sutfin
©1993–1998 Wizards of the Coast, Inc. 103/350

Time Warp 3UU

Sorcery

Target player takes an extra turn after this one.

"Chronomancers have a rather different definition of living in the moment."
—The Millennium Tome

022/063 M
STA • EN ▶ Dominik Mayer
™ & © 2021 Wizards of the Coast

Trailblazer's Boots 2

Artifact — Equipment

Equipped creature has nonbasic landwalk. *(It's unblockable as long as defending player controls a nonbasic land.)*
Equip 2

It's much easier to list the places they haven't been.

Zoltan Boros & Gabor Szikszai
™ & © 1993–2009 Wizards of the Coast LLC 208/249

Venser, Shaper Savant 2UU

Legendary Creature — Human Wizard

Flash
When Venser, Shaper Savant enters the battlefield, return target spell or permanent to its owner's hand.

His marvels of artifice pale in comparison to the developing machinery of his mind.

2/2

055/249 R
MM3 • EN ▶ Eric Deschamps
™ & © 2017 Wizards of the Coast

Wargate XGWU

Sorcery

Search your library for a permanent card with converted mana cost X or less, put it into play, then shuffle your library.

Bant mages still call to the heavens for aid, but angels are not the only ones who answer.

Franz Vohwinkel
™ & © 1993–2009 Wizards of the Coast LLC 129/145

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