Abbot of Keral Keep

1 ⊕

Creature — Human Monk

Prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

When Abbot of Keral Keep enters the battlefield, exile the top card of your library. Until end of turn, you may play that card.

2/1

127/272 R
ORI • EN ✒ Deruchenko Alexander
™ & © 2015 Wizards of the Coast

Abrade

1 ⊕

Instant

Choose one —
- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The desert is a voracious beast, devouring both flesh and stone.

083/199 U
HOU • EN ✒ Ionas De Ro
™ & © 2017 Wizards of the Coast

Academy Ruins

Legendary Land

⊕: Add 1 to your mana pool.

1 ●, ⊕: Put target artifact card from your graveyard on top of your library.

Its secrets once wrought the greatest artifice ever known. Now crabs loot the rubble to decorate their shells.

✒ Zoltan Boros & Gabor Szikszai
™ & © 2013 Wizards of the Coast 219/229

Acidic Slime

3 ♣♣

Creature — Ooze

Deathtouch *(Any amount of damage this deals to a creature is enough to destroy it.)*

When Acidic Slime enters the battlefield, destroy target artifact, enchantment, or land.

2/2

✒ Karl Kopinski
™ & © 2014 Wizards of the Coast 94/98

Adanto Vanguard

1 ✳

Creature — Vampire Soldier

As long as Adanto Vanguard is attacking, it gets +2/+0.

Pay 4 life: Adanto Vanguard gains indestructible until end of turn. *(Damage and effects that say "destroy" don't destroy it.)*

1/1

001/279 U
XLN • EN ✒ Anna Steinbauer
™ & © 2017 Wizards of the Coast

Ajani Vengeant

2 ●✳

Planeswalker — Ajani

+1: Target permanent doesn't untap during its controller's next untap step.

-2: Ajani Vengeant deals 3 damage to target creature or player and you gain 3 life.

-7: Destroy all lands target player controls.

3

✒ Izzy
™ & © 1993–2011 Wizards of the Coast LLC 1/80

Ancestral Recall

●

Instant

Target player draws three cards.

001/325 S
VMA • EN ✒ Ryan Pancoast
™ & © 2014 Wizards of the Coast

Ancestral Vision

Sorcery

Suspend 4—● *(Rather than cast this card from your hand, pay ● and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Target player draws three cards.

042/249 R
IMA • EN ✒ John Avon
™ & © 2017 Wizards of the Coast

Ancient Grudge

1 ●

Instant

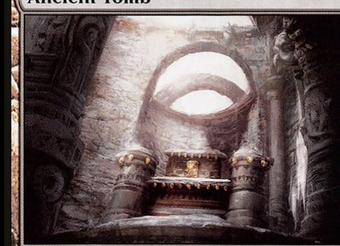
Destroy target artifact.

Flashback ♣ *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

If there's anything a werewolf hates, it's a collar—especially Avacyn's Collar, the symbol of her church.

088/249 U
MM3 • EN ✒ Ryan Yee
™ & © 2017 Wizards of the Coast

Ancient Tomb



Land

⊕: Add ◇◇. Ancient Tomb deals 2 damage to you.

There is no glory to be gained in the kingdom of the dead.
—Vec tomb inscription

236/254 R
UMA • EN ✒ Yeong-Hao Han
™ & © 2018 Wizards of the Coast

Angel of Invention

3 ✳✳

Creature — Angel

Flying, vigilance, lifelink

Fabricate 2 *(When this creature enters the battlefield, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.)*

Other creatures you control get +1/+1.

2/1

004/264 M
KLD • EN ✒ Volkan Baga
™ & © 2016 Wizards of the Coast

Angel of Sanctions

3 ✳✳

Creature — Angel

Flying

When Angel of Sanctions enters the battlefield, you may exile target nonland permanent an opponent controls until Angel of Sanctions leaves the battlefield.

Embalm 5✳ *(5✳, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Angel with no mana cost. Embalm only as a sorcery.)*

3/4

001/269 M
AKH • EN ✒ Min Yum
™ & © 2017 Wizards of the Coast

Angel of Serenity

4 ✳✳✳

Creature — Angel

Flying

When Angel of Serenity enters the battlefield, you may exile up to three other target creatures from the battlefield and/or creature cards from graveyards.

When Angel of Serenity leaves the battlefield, return the exiled cards to their owners' hands.

5/6

✒ Aleksi Briclot
™ & © 2012 Wizards of the Coast 1/274

Anguished Unmaking

1 ✳ ☠

Instant

Exile target nonland permanent. You lose 3 life.

Sorin had created Avacyn, so it was a cruelty beyond imagining, a pain beyond description, that it fell upon him to end her forever.

242/297 R
SOI • EN ✒ Wesley Burt
™ & © 2016 Wizards of the Coast

Animate Dead

1 ☠

Enchantment — Aura

Enchant creature card in a graveyard

When Animate Dead enters the battlefield, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with Animate Dead." Return enchanted creature card to the battlefield under your control and attach Animate Dead to it. When Animate Dead leaves the battlefield, that creature's controller sacrifices it.

Enchanted creature gets -1/-0.

078/249 U
EMA • EN ✒ Bastien L. Deharme
™ & © 2016 Wizards of the Coast

Arbor Elf

Creature — Elf Druid

⊕: Untap target Forest.

1/1

160/249 C
A25 • EN ✒ rk post
™ & © 2018 Wizards of the Coast

Arcane Artisan

2 ●

Creature — Human Wizard

2 ●, ⊕: Target player draws a card, then exiles a card from their hand. If a creature card is exiled this way, that player creates a token that's a copy of that card.

When Arcane Artisan leaves the battlefield, exile all tokens created with it at the beginning of the next end step.

0/3

033/254 M
BBD • EN ✒ Tommy Arnold
™ & © 2018 Wizards of the Coast

Archangel Avacyn

3 ✳✳

Legendary Creature — Angel

Flash

Flying, vigilance

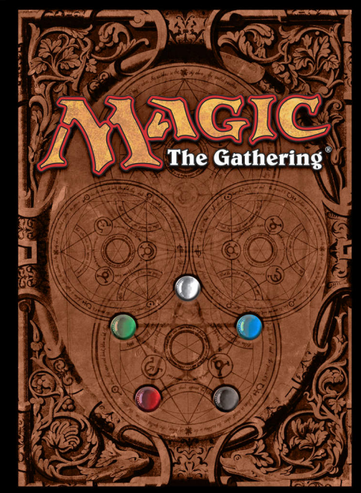
When Archangel Avacyn enters the battlefield, creatures you control gain indestructible until end of turn.

When a non-Angel creature you control dies, transform Archangel Avacyn at the beginning of the next upkeep.

6/5

4/4

005/297 M
SOI • EN ✒ James Ryman
™ & © 2016 Wizards of the Coast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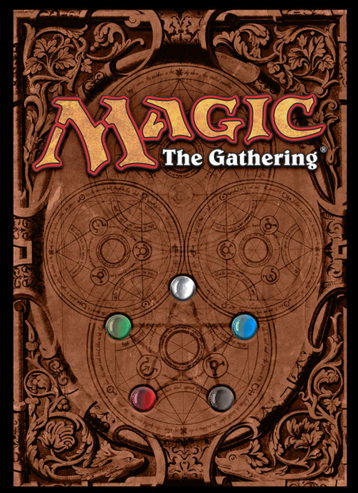
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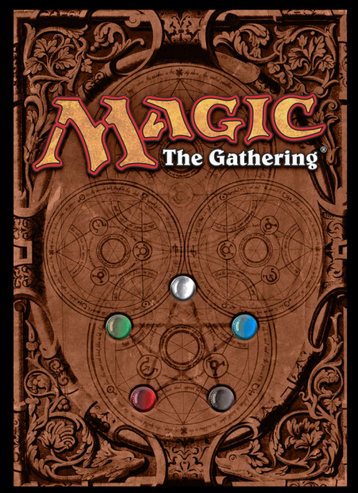
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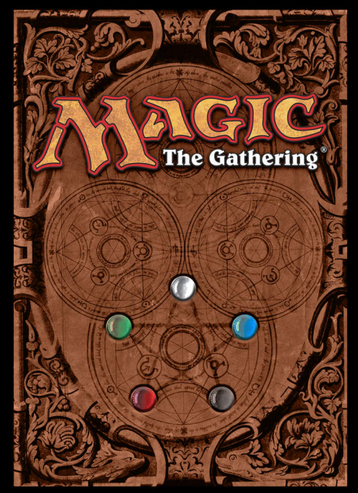
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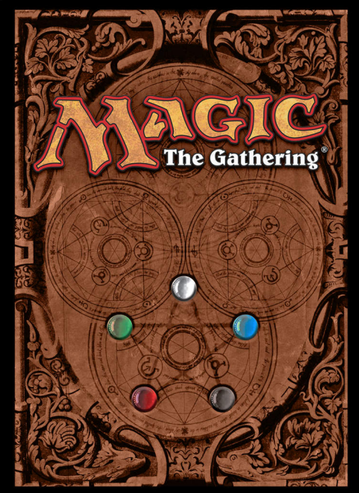
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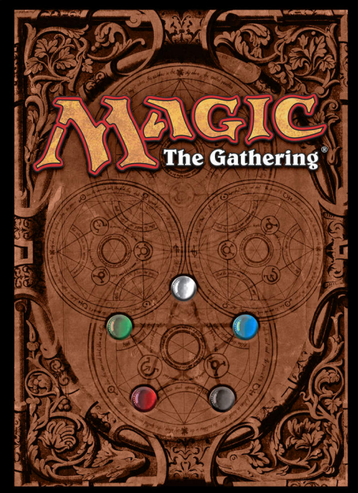
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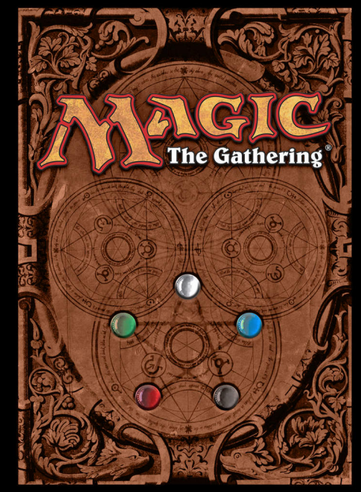
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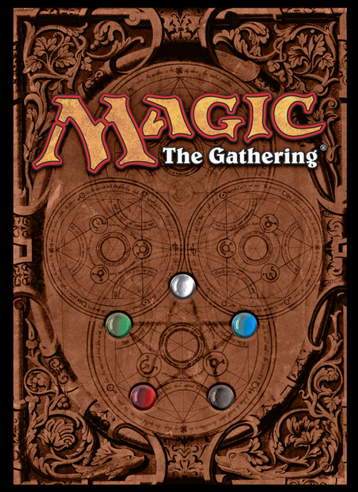
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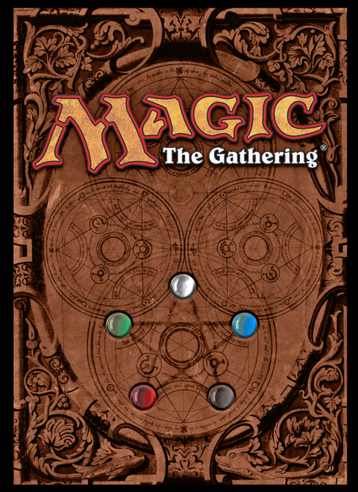
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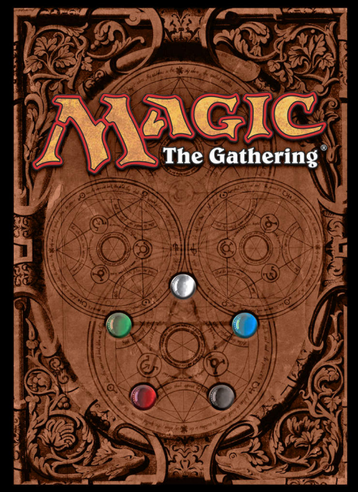
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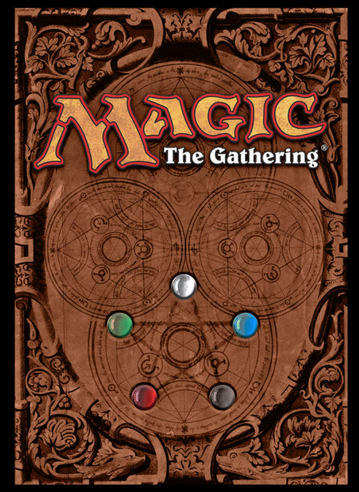
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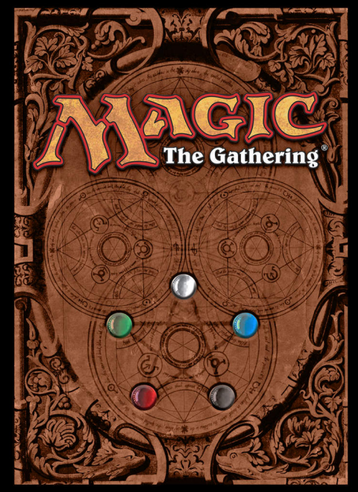
MAGIC
The Gathering

Avacyn, the Purifier
Legendary Creature — Angel
Flying
When this creature transforms into Avacyn, the Purifier, it deals 3 damage to each other creature and each opponent.
"Wings that once bore hope are now stained with blood. She is our guardian no longer."
—Grete, cathar apostate
6/5
005/297 M
SOI • EN
James Ryman
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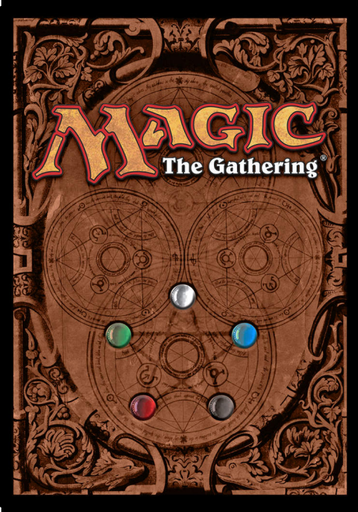
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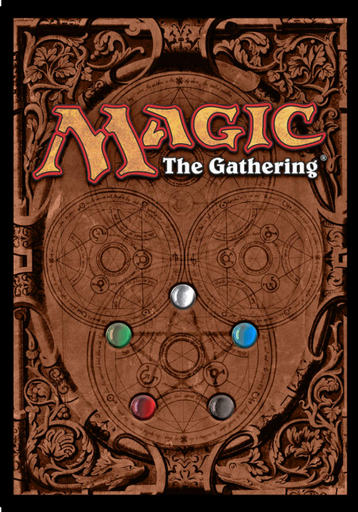
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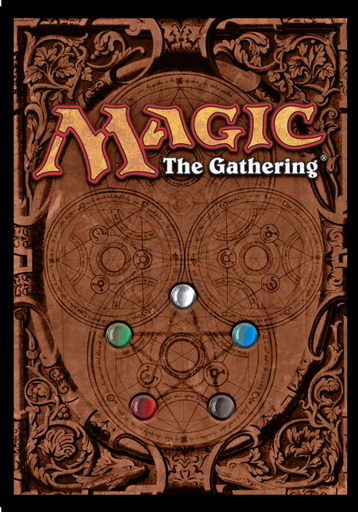
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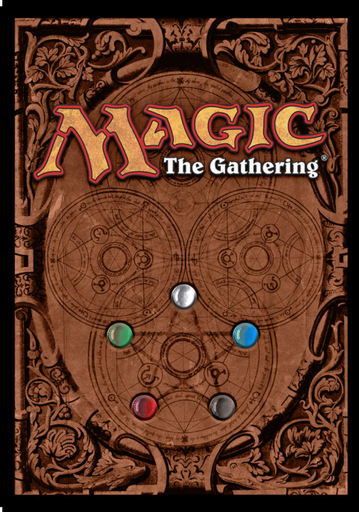
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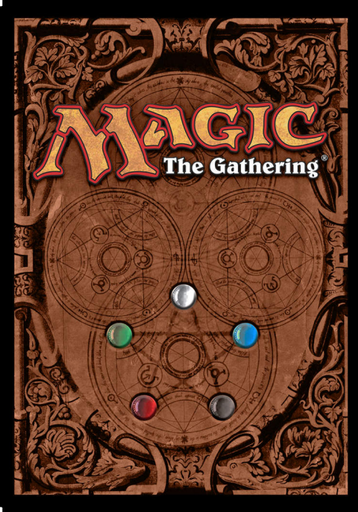
MAGIC
The Gathering

Arguel's Blood Fast
1

Legendary Enchantment

1, Pay 2 life: Draw a card.
At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast.

Arguel's vision led him into the jungles of Ixalan . . .

090/279 R
XLN • EN ▶ Daarken
™ & © 2017 Wizards of the Coast

Arid Mesa

Land

, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.

229/249 R
MM3 • EN ▶ Raymond Swanland
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Armageddon
3

Sorcery

Destroy all lands.

005/249 M
A25 • EN ▶ Chris Rahn
™ & © 2018 Wizards of the Coast

Ashen Rider
4

Creature — Archon

Flying
When Ashen Rider enters the battlefield or dies, exile target permanent.

One offering to appease her on her arrival. Another to celebrate her departure.

5/5

Chris Rahn
™ & © 2013 Wizards of the Coast 187/249

Ashiok, Nightmare Weaver
1

Planeswalker — Ashiok

+2: Exile the top three cards of target opponent's library.
-X: Put a creature card with converted mana cost X exiled with Ashiok, Nightmare Weaver onto the battlefield under your control. That creature is a Nightmare in addition to its other types.
-10: Exile all cards from all opponents' hands and graveyards.

3

Karla Ortiz
™ & © 2013 Wizards of the Coast 188/249

Assassin's Trophy

Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle their library.

A power vacuum for the Azorius. A keepsake for Vraska.

152/259 R Story Spotlight
GRN • EN ▶ Seb McKinnon
mtgstory.com
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Avacyn's Pilgrim

Creature — Human Monk

: Add 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

Avalanche Riders
3

Creature — Human Nomad

Haste
Echo 3 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*
When Avalanche Riders comes into play, destroy target land.

Illus. Edward P. Beard, Jr.
™ & © 1993-2006 Wizards of the Coast, Inc. 55/121

2/2

Avenger of Zendikar
5

Creature — Elemental

When Avenger of Zendikar enters the battlefield, put a 0/1 green Plant creature token onto the battlefield for each land you control.
Landfall — Whenever a land enters the battlefield under your control, you may put a +1/+1 counter on each Plant creature you control.

5/5

Zoltan Boros & Gabor Szikszai
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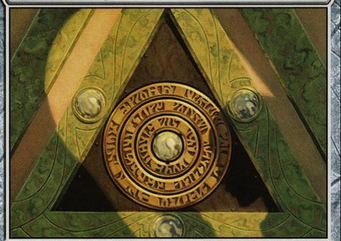
Azorius Signet
2



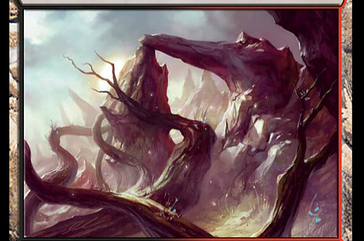
Artifact

1, : Add to your mana pool.

The maze-like design embodies the core of Azorius law—strict structure designed to test wills and stall change.

215/249 U
MM3 • EN ▶ Raoul Vitale
™ & © 2017 Wizards of the Coast

Badlands



Land — Swamp Mountain

(: Add or to your mana pool.)

291/325 R
VMA • EN ▶ Daarken
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Balance
1

Sorcery

Each player chooses a number of lands he or she controls equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

002/249 M
EMA • EN ▶ Kev Walker
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Baleful Strix

Artifact Creature — Bird

Flying, deathtouch
When Baleful Strix enters the battlefield, draw a card.

Its beak rends flesh and bone, exposing the tender marrow of dream.

1/1

196/249 R
EMA • EN ▶ Nils Hamm
™ & © 2016 Wizards of the Coast

Banefire
X

Sorcery

Banefire deals X damage to any target.
If X is 5 or more, this spell can't be countered and the damage can't be prevented.

For Sarkhan Vol, the dragon is the purest expression of life's savage splendor.

130/280 R
M19 • EN ▶ Raymond Swanland
™ & © 2018 Wizards of the Coast

Baneslayer Angel
3

Creature — Angel

Flying, first strike, lifelink, protection from Demons and from Dragons

Some angels protect the meek and innocent. Others seek out and smite evil wherever it lurks.

5/5

Greg Staples
™ & © 1993-2010 Wizards of the Coast LLC 7/249

Banishing Light
2

Enchantment

When Banishing Light enters the battlefield, exile target nonland permanent an opponent controls until Banishing Light leaves the battlefield. *(That permanent returns under its owner's control.)*

Willian Murai
™ & © 2014 Wizards of the Coast 5/165

Baral, Chief of Compliance
1

Legendary Creature — Human Wizard

Instant and sorcery spells you cast cost 1 less to cast.
Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.

"The echo of silence is music to my ears."

1/3

028/184 R
AER • EN ▶ Wesley Burt
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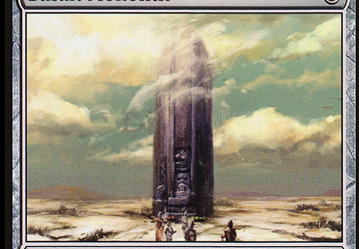
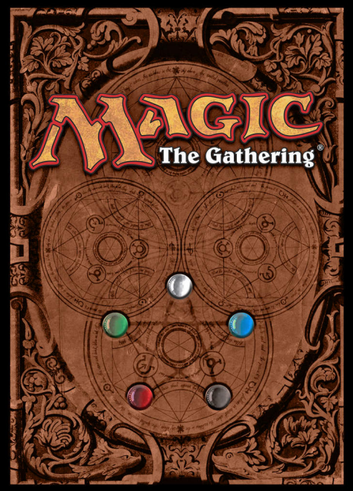
Basalt Monolith
3



Artifact

Basalt Monolith doesn't untap during your untap step.
: Add 3 to your mana pool.
3: Untap Basalt Monolith.

Yeong-Hao Han
™ & © 2013 Wizards of the Coast 237/356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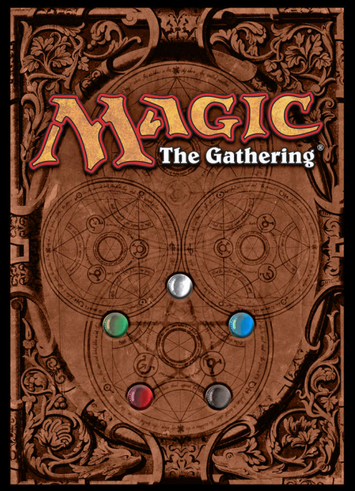
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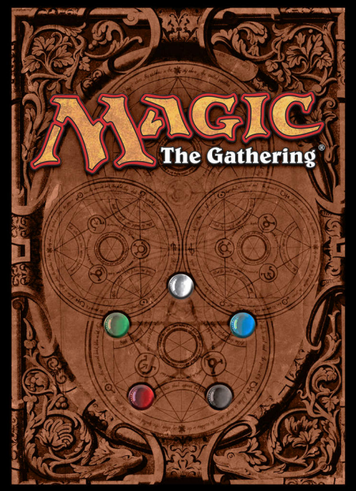
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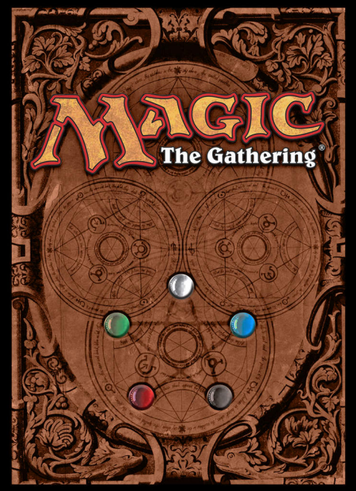
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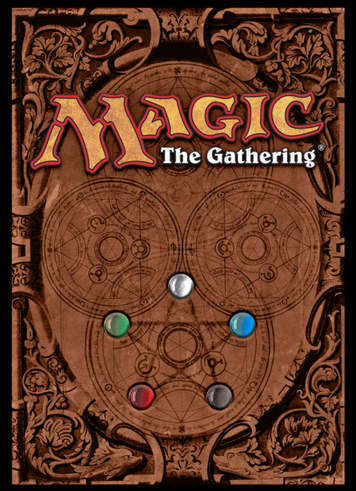
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The Gathering

Temple of Aclazotz
Legendary Land
(Transforms from Arguel's Blood Fast.)
: Add ☠ to your mana pool.
, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness.
. . . to the lost temple of a bat-god of night, eternal enemy to the Threefold Sun.
090/279 R
XLN • EN
Daarken
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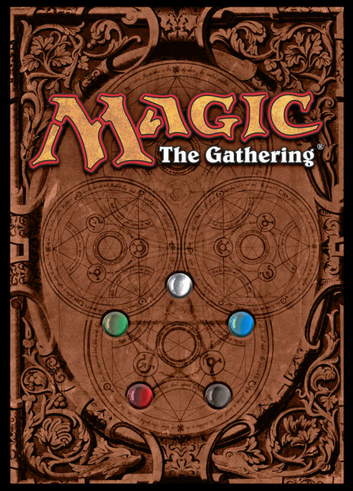
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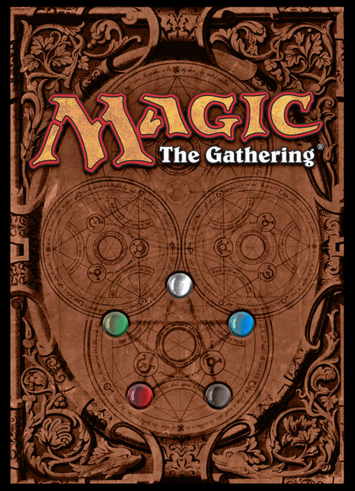
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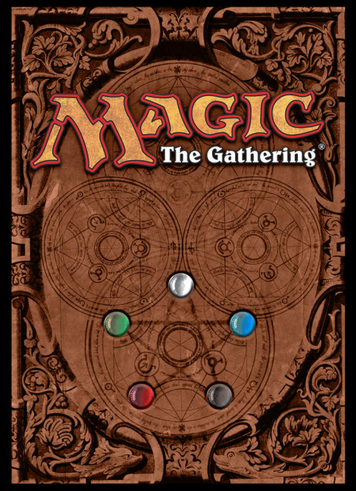
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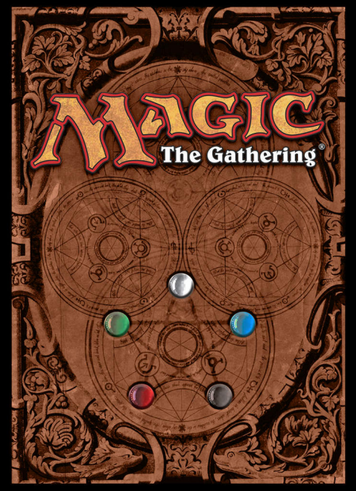
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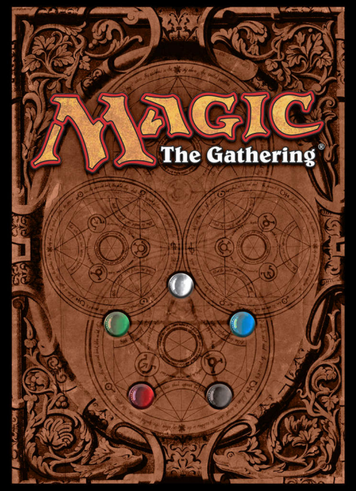
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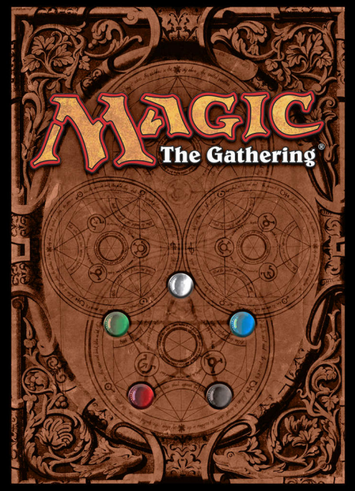
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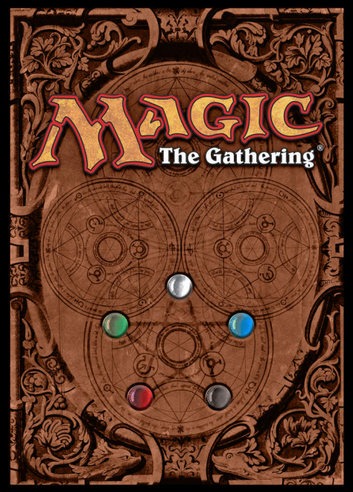
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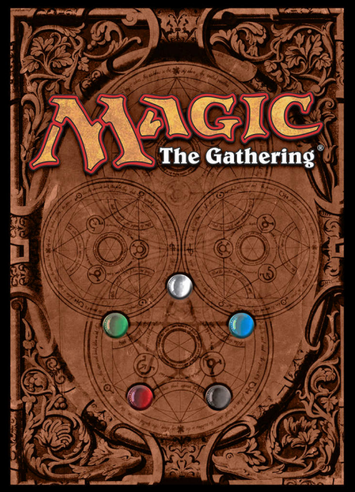
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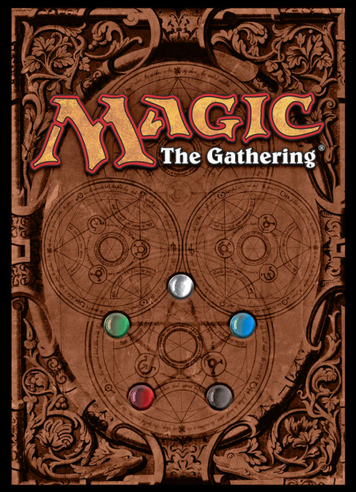
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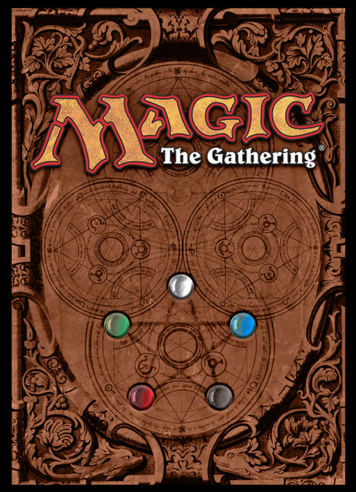
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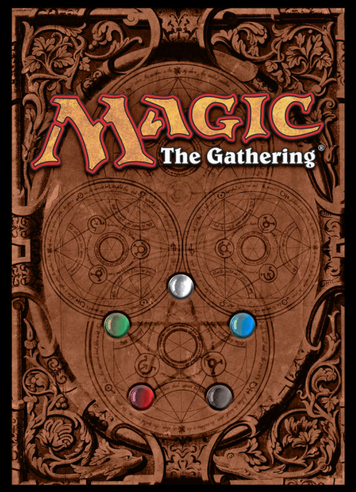
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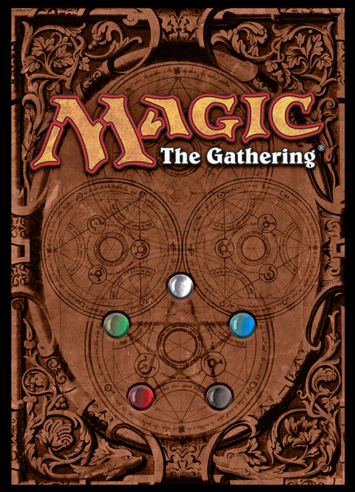
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