

The Beamtown Bullies 1



Legendary Creature — Ogre Devil Warrior

Vigilance, haste

☞: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN TYLER JACOBSON

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.

139
SLD • EN SCOTT BUONCRISTIANO

Badlands



Land

☞: Add either ⬜ or ⬜ to your mana pool. Counts as both mountains and swamp and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

Bane of Progress 4



Creature — Elemental

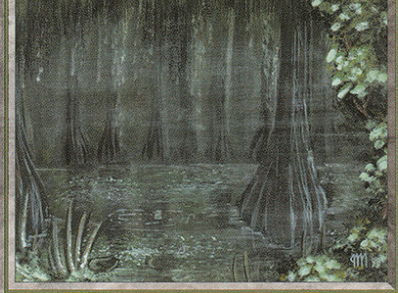
When Bane of Progress enters the battlefield, destroy all artifacts and enchantments. Put a +1/+1 counter on Bane of Progress for each permanent destroyed this way.

It sees shaped stone and carved wood as mutilations.

2/2

091/320 R
CMA • EN LARS GRANT-WEST

Bayou



Land

☞: Add either ⬜ or ⬜ to your mana pool. Counts as both swamp and forest and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Jesper Myrfors

Birds of Paradise



Summon Mana Birds

Flying

☞: Add one mana of any color to your mana pool. This ability is played as an interrupt.

Illus. © Mark Poole

A Blasphemous Act that deals thirteen damage to each creature...

...SORCERY!!



Blasphemous Act

THIS SPELL COSTS ONE LESS FOR EACH CREATURE ON THE BATTLEFIELD!!

322
SLD • EN MARTIN ANSIN

Blood Crypt



Land — Swamp Mountain

(☞: Add ⬜ or ⬜ to your mana pool.)

As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, Blood Crypt enters the battlefield tapped.

Where the dead serve as diversion, decor, and dessert.

Vincent Proce

TM & © 2012 Wizards of the Coast 238/274

Bloodstained Mire



Land

☞, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card and put it onto the battlefield. Then shuffle your library.

Where dragons once triumphed, their bones now molder.

230/269 R
KTK • EN DAARKEN

Bojuka Bog



Land

Bojuka Bog enters the battlefield tapped.

When Bojuka Bog enters the battlefield, exile target player's graveyard.

☞: Add ♠.

C 0250 MKC • EN HOWARD LYON

Boldwyr Heavyweights 2 2 2



Creature — Giant Warrior

Trample

When Boldwyr Heavyweights comes into play, each opponent may search his or her library for a creature card and put it into play. Then each player who searched his or her library this way shuffles it.

Even if giants bring nothing else on a journey, they bring attention.

Wayne Reynolds

8/8

Wizards of the Coast

Boseiju, Who Endures



Legendary Land

☞: Add ♠.

Channel — ☞, Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.

412 NEO • EN えすていお/ESUTHIO

Breaker of Armies 8



Creature — Eldrazi

All creatures able to block Breaker of Armies do so.

"There are some who have lost everyone and everything. They actively seek out the Eldrazi, eager for the smallest measure of vengeance."

—Munda, ambush leader

10/8

003/274 U BFZ • EN RICHARD WRIGHT

Buried Alive 2 ☞



Sorcery

Search your library for up to three creature cards and put them into your graveyard. Then shuffle your library.

The scrape of shovels and the tumble of cold dirt soon muffled their pleas.

Illus. Greg Staples.

Wizards of the Coast

Circle of the Land Druid 1



Creature — Gnome Druid

When Circle of the Land Druid enters the battlefield, you may mill four cards. (You may put the top four cards of your library into your graveyard.)

Natural Recovery — When Circle of the Land Druid dies, return target land card from your graveyard to your hand.

1/1

220/361 C CLB • EN ALEXANDRE HONORÉ

City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

☞: Add one mana of any color to your mana pool.

Ron Walotsky

Wizards of the Coast

Collector Ouphe 1



Creature — Ouphe

Activated abilities of artifacts can't be activated.

"He steals power from treasure after treasure, and what does it do for the ouphe? Nothing."

—Jhoira

2/2

158/254 R MH1 • EN FILIP BURBURAN

Command Beacon



Land

☞: Add ♦.

☞, Sacrifice Command Beacon: Put your commander into your hand from the command zone.

"I gazed once into that light. Now it burns in my mind, forever denying me rest."

—Riku of Two Reflections

R 0279 OTC • EN JONAS DE RO

Command Tower



Land

☾: Add one mana of any color in your commander's color identity.

When defeat is near and guidance is scarce, all eyes look in one direction.

C 0280
OTC • EN • RYAN YEE

Deadly Rollick 3



Instant

If you control a commander, you may cast this spell without paying its mana cost.

Exile target creature.

"Anyone can make their audience beg for an encore . . . I prefer mine to beg for mercy!"

R 0695
CMM • EN • RON SPENCER

Deathrite Shaman



Creature — Elf Shaman

☾: Exile target land card from a graveyard. Add one mana of any color to your mana pool.

♣, ☾: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

♣, ☾: Exile target creature card from a graveyard. You gain 2 life.

Steve Argyle

1/2

TM & © 2012 Wizards of the Coast 213/274

Deflecting Swat 2



Instant

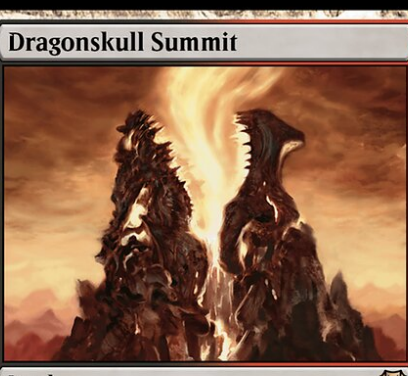
If you control a commander, you may cast this spell without paying its mana cost.

You may choose new targets for target spell or ability.

"Come to slay the dragon for the good of the kingdom? How terribly predictable."

R 0698
CMM • EN • GREG STAPLES

Dragonskull Summit



Land

Dragonskull Summit enters the battlefield tapped unless you control a Swamp or a Mountain.

☾: Add ♣ or ♠.

R 0289
OTC • EN • ION FOSTER

Dryad of the Ilysian Grove 2



Enchantment Creature — Nymph Dryad

You may play an additional land on each of your turns.

Lands you control are every basic land type in addition to their other types.

"Vine-wreathed, he nurtures life among the dead."
—Psemilla, Meletian poet

R 0225
MSC • EN • LEANNA CROSSAN

Eater of Days 4



Artifact Creature — Leviathan

Flying, trample

When Eater of Days comes into play, you skip your next two turns.

When Mirrodin's varied civilizations developed ways to fight the levelers, Memmarch upped the stakes.

Mark Tedin

9/8

TM & © 1993-2004 Wizards of the Coast, Inc. 120/165

Endurance 1



Creature — Elemental Incarnation

Flash

Reach

When Endurance enters the battlefield, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.

Evoked—Exile a green card from your hand.

Illus. Anastasia Ovchinnikova

3/4

TM & © 2024 Wizards of the Coast 14

Entomb



Instant

Search your library for a card and put that card into your graveyard. Then shuffle your library.

A grave is the safest place to store ill-gotten treasures.

Illus. Ron Spears

TM & © 1993-2001 Wizards of the Coast, Inc. 132/350

Eternal Witness 1



Creature — Human Shaman

When Eternal Witness comes into play, 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.

—Terese Nielsen

2/1

TM & © 1993-2004 Wizards of the Coast, Inc. 56/165

Faithless Looting 2



Sorcery

Draw two cards, then discard two cards.

Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

Illus. Karl Kopinski

TM & © 2022 Wizards of the Coast 116

Fanatic of Rhonas 1



Creature — Snake Druid

☞: Add .

Ferocious — ☞: Add . Activate only if you control a creature with power 4 or greater.

Eternalize 2

R 0458
MH3 • EN SCOTT MURPHY

1/4

TM & © 2024 Wizards of the Coast

Fauna Shaman 1



Creature — Elf Shaman

, ☞, Discard a creature card: Search your library for a creature card, reveal it, and put it into your hand. Then shuffle your library.

She wears the talismans of every creature she can evoke.

—Steve Prescott

2/2

TM & © 1993-2010 Wizards of the Coast LLC 172/249

Fire Covenant 1



Instant

Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you pay. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Dan Frazier

© 1995 Wizards of the Coast, Inc. All rights reserved.

Forest



Basic Land — Forest



L 0265
OTJ • EN SERGEY GLUSHAKOV

TM & © 2024 Wizards of the Coast

Generous Ent 5



Creature — Treefolk

Reach

When Generous Ent enters the battlefield, create a Food token. (It's an artifact with "2, ☞, Sacrifice this artifact: You gain 3 life.")

Forestcycling 1 (1, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

© 0169
LTR • EN SIMON DOMINIC

© MEE
TM & © 2023 Wizards of the Coast

Golgari Grave-Troll 4



Creature — Troll Skeleton

Golgari Grave-Troll enters the battlefield with a +1/+1 counter on it for each creature card in your graveyard.

1, Remove a +1/+1 counter from Golgari Grave-Troll: Regenerate Golgari Grave-Troll.

Dredge 6

Illus. Greg Hildebrandt

0/0

TM & © 2024 Wizards of the Coast 348

Gorilla Shaman 2



Summon Gorilla

x x 1: Destroy target non-creature artifact with casting cost equal to X.

"Each generation teaches the next that artifice is the enemy of natural order."

—Kaysa, Elder Druid of the Juniper Order

Illus. Anthony Waters

1/1

© 1996 Wizards of the Coast, Inc. All rights reserved.

Grove of the Burnwillows



Land

•: Add ♦ to your mana pool.
•: Add ♠ or ♣ to your mana pool.
Each opponent gains 1 life.

Spring is the most beautiful season in the grove, when the new leaves open from their ember-buds in a race of leaping flames.

238/249 R
IMA • EN • CLIFF CHILDS
™ & © 2017 Wizards of the Coast

hammer Mage



Creature — Spellshaper

✕ ♣, ♠, Discard a card from your hand: Destroy all artifacts with converted mana cost X or less.

When he's holding the hammers, everything looks like a nail.

Illus. Rebecca Guay
© 1993-1999 Wizards of the Coast, Inc. 193/350
1/1

Hellcarver Demon



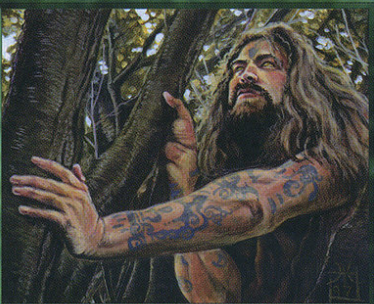
Creature — Demon

Flying

Whenever Hellcarver Demon deals combat damage to a player, sacrifice all other permanents you control and discard your hand. Exile the top six cards of your library. You may cast any number of nonland cards exiled this way without paying their mana costs.

Greg Staples
™ & © 1993-2010 Wizards of the Coast LLC 113/248
6/6

hermit Druid



Summon Druid

♣, ♠: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
© 1998 Wizards of the Coast, Inc.
1/1

hired Giant



Creature — Giant

When Hired Giant comes into play, each other player may search his or her library for a land card, put that card into play, then shuffle that library.

Illus. Ben Thompson
© 1993-1999 Wizards of the Coast, Inc. 194/350
4/4

Homeward Path



Land

•: Add ♦ to your mana pool.
•: Each player gains control of all creatures he or she owns.

*"Let your heels point you home."
—Ancient blessing*

301/351 R
C16 • EN • TOMASZ JEDRUSZEK
™ & © 2016 Wizards of the Coast

Ignoble hierarch



Creature — Goblin Shaman

Exalted

•: Add ♠, ♡, or ♣.

He protects the fetid bog from light, life, and the hideous sound of laughter.

Illus. Mark Zug
™ & © 2021 Wizards of the Coast 414
0/1

Ingot Chewer



Creature — Elemental

When Ingot Chewer comes into play, destroy target artifact.

Evoke (You may play this spell for its evoke cost. If you do, it's sacrificed when it comes into play.)

Elementals are ideas given form. This one is the idea of "smashitude."

Key Walker
™ & © 1993-2007 Wizards of the Coast, Inc. 180/301
3/3

Insolent Neonate



Creature — Vampire

Menace (This creature can't be blocked except by two or more creatures.)

Discard a card, Sacrifice Insolent Neonate: Draw a card.

"Manners are for mortals."

168/297 C
S01 • EN • DERUCHENKO ALEXANDER
™ & © 2016 Wizards of the Coast
1/1

Inti, Seneschal of the Sun 1



Legendary Creature — Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

R 0156
LCI • EN • VICTOR ADAME MINGUEZ
™ & © 2023 Wizards of the Coast

Inverter of Truth 2



Creature — Eldrazi

Devoid (*This card has no color.*)
Flying

When Inverter of Truth enters the battlefield, exile all cards from your library face down, then shuffle all cards from your graveyard into your library.

In its shadow, everything changed.

6/6

072/184 M
OGW • EN • CHASE STONE
™ & © 2016 Wizards of the Coast

Leveler 5



Artifact Creature — Juggernaut

When Leveler enters the battlefield, exile all cards from your library.

Once a century, the levelers rip through every corner of Mirrodin, obeying the commands of an unseen master.

Illus. Carl Critchlow
™ & © 2020 Wizards of the Coast 397

10/10

Life from the Loam 1



Sorcery

Return up to three target land cards from your graveyard to your hand.

Dredge 3

Illus. Sung Choi
™ & © 2024 Wizards of the Coast 350

Lightning Axe 2



Instant

As an additional cost to cast this spell, discard a card or pay 5.

Lightning Axe deals 5 damage to target creature.

"A gargoyle's meat can be carved with an ordinary cleaver, but for its petrous hide . . ."
—Asmoranomardicadaistinaculdacar, The Underworld Cookbook

174/289 U
TSR • EN • DAN SCOTT
™ & © 2020 Wizards of the Coast

Lotleth Troll



Creature — Zombie Troll

Trample

Discard a creature card: Put a +1/+1 counter on Lotleth Troll.

☠: Regenerate Lotleth Troll.

He lurks in the undercity, eager for the corpse haulers to unload their rotting cargo.

Vincent Proce
™ & © 2013 Wizards of the Coast 177/211

2/1

Magus of the Wheel 2



Creature — Human Wizard

1 ☠, ☠, Sacrifice Magus of the Wheel: Each player discards their hand, then draws seven cards.

"Fate is not as fixed as you might think."

3/3

R 0241
CMM • EN • CARL FRANK
™ & © 2023 Wizards of the Coast

Malevolent Rumble 1



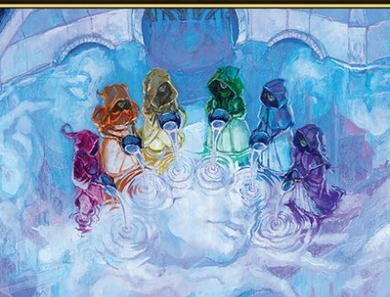
Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this creature: Add ♦."

What emerged from Turntimber was even more twisted than the forest itself.

C 0161
MH3 • EN • NÉSTOR OSSANDÓN LEAL
™ & © 2024 Wizards of the Coast

Mana Confluence



Land

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

Better places poured prismatic dreams into the world, rendering it anew.

1012 R
SLD • EN • TABARI WEATHERS
™ & © 2022 Wizards of the Coast

Mountain



Basic Land — Mountain



L 0283
OTJ • EN • SERGEY GLUSHAKOV

™ & © 2024 Wizards of the Coast

Necron Deathmark 3



Artifact Creature — Necron

Flash

Synaptic Disintegrator — When Necron Deathmark enters the battlefield, destroy up to one target creature and target player mills three cards.

5/3

042/168 R
40K • EN • GAMES WORKSHOP

™ & © 2022 Wizards of the Coast

Oliphant 5



Creature — Elephant

Trample

Whenever Oliphant attacks, another target creature you control gets +2/+0 and gains trample until end of turn.

Mountaincycling 1 (1, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

6/4

C 0139
LTR • EN • JOHN DI GIOVANNI

© MEE
™ & © 2023 Wizards of the Coast

Opposition Agent 2



Creature — Human Rogue

Flash

You control your opponents while they're searching their libraries.

While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

3/2

651
CMR • EN • SCOTT MURPHY

™ & © 2020 Wizards of the Coast

Orcish Bowmasters 1



Creature — Orc Archer

Flash

When Orcish Bowmasters enters the battlefield and whenever an opponent draws a card except the first one they draw in each of their draw steps, Orcish Bowmasters deals 1 damage to any target. Then amass Orcs 1.

1/1

R 0103
LTR • EN • MAXIM KOSTIN

© MEE
™ & © 2023 Wizards of the Coast

Overgrown Tomb



Land — Swamp Forest

(*Cost*: Add  or  to your mana pool.)

As Overgrown Tomb comes into play, you may pay 2 life. If you don't, Overgrown Tomb comes into play tapped instead.

— Rob Alexander

™ & © 1993–2005 Wizards of the Coast, Inc. 279/306

Pathrazer of Ulamog 11



Creature — Eldrazi

Annihilator 3 (Whenever this creature attacks, defending player sacrifices three permanents.)

Pathrazer of Ulamog can't be blocked except by three or more creatures.

No thought but hunger. No strategy but destruction.

9/9

U 0004
CMM • EN • AUSTIN HSU

™ & © 2023 Wizards of the Coast

Phyrexian Negator 2



Creature — Horror

Trample

Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zelenik

©1993–1999 Wizards of the Coast, Inc. 63/143

5/5

Prismatic Vista



Land

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

There is beauty in the uncertainty of potential.

244/254 R
MH1 • EN • SAM BURLEY

™ & © 2019 Wizards of the Coast

Quirion Ranger 2



Summon Elf V

Return a forest you control to owner's hand: Untap target creature. Use this ability only once each turn.

*"Respect the earth, for it will one day be your shield and another day your blanket."
—Liefellen, Quirion exarch*

Illus. Tom Kyffin
© 1996 Wizards of the Coast, Inc. All rights reserved. 1/1

Ramunap Excavator 2



Creature — Snake Cleric 1

You may play lands from your graveyard.

"This world was once so much more than the confines of Naktamun."

R 0241
M3C • EN MARK BEHM 2/3
™ & © 2024 Wizards of the Coast

Reclamation Sage 2



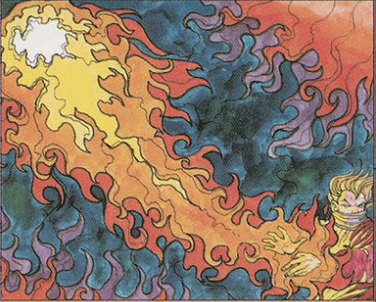
Creature — Elf Shaman 1

When Reclamation Sage enters the battlefield, you may destroy target artifact or enchantment.

"What was once formed by masons, shaped by smiths, or given life by mages, I will return to the embrace of the earth."

Illus. Christopher Moeller
™ & © 2020 Wizards of the Coast 366 2/1

Red Elemental Blast 2



Interrupt

Counters a blue spell being cast or destroys a blue card in play.

Illus. © Richard Thomas

Revitalizing Repast 1



Instant 1

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

*"Today, we feast! Tomorrow, we fight! Then, we feast again!"
—Harald, king of Skemfar*

Land 1 Add 1 or 1

U 0256
MH3 • EN RAOUL VITALE ™ & © 2024 Wizards of the Coast

Old-Growth Grove 1



Land

Old-Growth Grove enters the battlefield tapped.

1: Add 1 or 1.

The most potent elvish tonics and potions are brewed from the trees containing their imprisoned gods, the Eimir.

Instant 1

U 0256
MH3 • EN RAOUL VITALE ™ & © 2024 Wizards of the Coast

Ruin Grinder 5



Artifact Creature — Construct 1

Menace

When Ruin Grinder dies, each player may discard their hand and draw seven cards.

Mountaincycling 2 (2, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

7/4

057/081 R
C21 • EN HECTOR ORTIZ ™ & © 2021 Wizards of the Coast

Sakura-Tribe Elder 1



Creature — Snake Shaman 1

Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card into play tapped, then shuffle your library.

There were no tombstones in orochi territory. Slain warriors were buried with a tree sapling, so they would become a part of the forest after death.

Carl Critchlow
™ & © 1993-2004 Wizards of the Coast, Inc. 239/306 1/1

Satyr Wayfinder 1



Creature — Satyr 1

When Satyr Wayfinder enters the battlefield, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.

The first satyr to wake after a revel must search for the site of the next one.

1/1

C 0204
OTC • EN STEVE PRESCOTT ™ & © 2024 Wizards of the Coast

Scrapwork Mutt 2



Artifact Creature — Dog

When Scrapwork Mutt enters the battlefield, you may discard a card. If you do, draw a card.

Unearth 1 (1: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/1

164/287 C
BRO • EN • SIDHARTH CHATURVEDI
™ & © 2022 Wizards of the Coast

Scryb Ranger 1



Creature — Faerie

Flash

Flying, protection from blue

Return a Forest you control to its owner's hand: Untap target creature. Activate this ability only once each turn.

1/1

227/289 U
TSR • EN • REBECCA GUAY
™ & © 2020 Wizards of the Coast

Shefet Archfiend 5



Creature — Demon

Flying

When this creature enters, all other creatures get -2/-2 until end of turn.

Cycling 2 (2, Discard this card: Draw a card.)

It yields only to the gods themselves.

5/5

U 0104
DFT • EN • GODMACHINE
™ & © 2025 Wizards of the Coast

Shriekmaw 4



Creature — Elemental

Fear (This creature can't be blocked except by artifact creatures and/or black creatures.)

When Shriekmaw enters the battlefield, destroy target nonartifact, nonblack creature.

Evoke 1 (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

3/2

U 0139
MKC • EN • STEVE PRESCOTT
™ & © 2024 Wizards of the Coast

Beholder's Death Ray 3



Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.

Destroy target nonblack creature. It can't be regenerated.

"On a failed save, target creature dies."

R 1792
SLD • EN • ED REPKA
™ & © 2024 Wizards of the Coast

Soulgorger Orgg 3



Creature — Nightmare Orgg

Trample

When Soulgorger Orgg comes into play, you lose all but 1 life.

When Soulgorger Orgg leaves play, you gain life equal to the life you lost when it came into play.

Illus. John Matson

6/6

™ & © 1993–2002 Wizards of the Coast, Inc. 99/143

Spire Garden



Land

Spire Garden enters the battlefield tapped unless you have two or more opponents.

•: Add or .

The village's name was long forgotten, its crumbling ruins a monument to the fragility of civilization.

361/361 R
CLB • EN • ALEXANDER FORSSBERG
™ & © 2022 Wizards of the Coast

Spymaster's Vault



Land

Spymaster's Vault enters the battlefield tapped unless you control a Swamp.

•: Add .

•, •: Target creature you control convines X, where X is the number of creatures that died this turn.

R 0358
MH3 • EN • HECTOR ORTIZ
™ & © 2024 Wizards of the Coast

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, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

Illus. Nils Hamm

1/2

™ & © 2020 Wizards of the Coast 332

Stitcher's Supplier



Creature — Zombie

When Stitcher's Supplier enters the battlefield or dies, mill three cards.
(Put the top three cards of your library into your graveyard.)

"Let me give you a hand. He won't be needing it; he's left-handed. Also dead."

1/1

073 U
J22 • EN 刀渡方/CANATA KATANA TM & © 2022 Wizards of the Coast

Stomping Ground



Land — Mountain Forest

(C : Add C or F to your mana pool.)

As Stomping Ground comes into play, you may pay 2 life. If you don't, Stomping Ground comes into play tapped instead.

Rob Alexander

TM & © 1993–2006 Wizards of the Coast, Inc. 163/165

Stormshriek Feral



Creature — Dragon

Flush Out 1

Sorcery — Omen

Discard a card. If you do, draw two cards.
(Then shuffle this card into its owner's library.)

Flying, haste

1: This creature gets +1/+0 until end of turn.

3/3

C 0124
TDM • EN JOSHUA RAPHAEL TM & © 2025 Wizards of the Coast

Strip Mine



Land

C : Add one colorless mana to your mana pool.

C , Sacrifice Strip Mine: Destroy target land.

Unlike previous conflicts, the war between Urza and Mishra made Dominia itself a casualty of war.

Illus. Daniel Gelon

©1993–1998 Wizards of the Coast, Inc.

Swamp



Basic Land — Swamp

L 0281
OTJ • EN SERGEY GLUSHAKOV TM & © 2024 Wizards of the Coast

Taiga



Land

F : Add either C or W to your mana pool.
Counts as both forest and mountains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

Takenuma, Abandoned Mire



Legendary Land

C : Add C .

Channel — 3, Discard Takenuma, Abandoned Mire: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs 1 less to activate for each legendary creature you control.

278/302 R
NEO • EN SAM BURLEY TM & © 2022 Wizards of the Coast

Town Greeter



Creature — Human Citizen

When this creature enters, mill four cards. You may put a land card from among them into your hand. If you put a Town card into your hand this way, you gain 2 life. (To mill four cards, a player puts the top four cards of their library into their graveyard.)

"This is Cornelia, the city of dreams."

1/1

C 0209 FFI
FIN • EN ハヤケン・サレナ/HAYAKEN-SARINA TM & © 2025 Wizards of the Coast

Troll of Khazad-dûm



Creature — Troll

Troll of Khazad-dûm can't be blocked except by three or more creatures.

Swampcycling 1

"A great cave-troll, I think. There is no hope of escape that way."
—Gandalf

6/5

C 0562
LTR • EN SIMON DOMINIC TM & © 2023 Wizards of the Coast

Undergrowth Stadium



Land

Undergrowth Stadium enters the battlefield tapped unless you have two or more opponents.

☞: Add ♠ or ♣.

To get to Valor's Reach, competitors must first make a name for themselves in the smaller arenas.

R 0435
CMM • EN YEONG-HAO HAN

The Dead Marshes

Urborg, Tomb of Yawgmoth



Legendary Land

Each land is a Swamp in addition to its other land types.

*"All dead, all rotten. Elves and Men and Orcs. There was a great battle here long ago, yes."
—Gollum*

M 0375
LTC • EN ERIKAS PERL

Veil of Summer



Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn.

U 0075
MB2 • EN LAKE HURWITZ

Verdant Catacombs



Land

☞, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

479
MH2 • EN VANCE KOVACS

Wheel of Misfortune

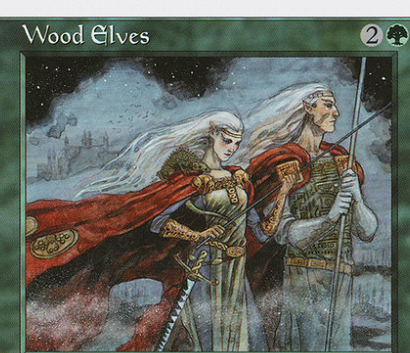


SORCERY

Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards.

R 1959
SLD • EN 6VCR & CHUCK LUKACS

Wood Elves



Creature — Elf

When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

Illus. Rebecca Guay
©1993-1999 Wizards of the Coast, Inc. 153/173

1/1

Wooded Foothills



Land

☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card and put it onto the battlefield. Then shuffle your library.

Where dragons' breath once burned, their bones now freeze.

249/269 R
KTK • EN JONAS DE RO

Woodland Cemetery



Land

Woodland Cemetery enters the battlefield tapped unless you control a Swamp or a Forest.

☞: Add ♠ or ♣.

*"They never found the body of young Josu, or that of his murderous sister."
—"The Fall of the House of Vess"*

248/269 R
DOM • EN CHRISTINE CHOI

Worldgorger Dragon



Creature — Nightmare Dragon

Flying, trample

When Worldgorger Dragon comes into play, remove all other permanents you control from the game.

When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.

Illus. Wayne England
™ & © 1993-2002 Wizards of the Coast, Inc. 103/143

7/7

Yavimaya, Cradle of Growth



Legendary Land

Each land is a Forest in addition to its other land types.

"Multani's heart is a seed, and all of Yavimaya is its flower. There is as much life here as in the rest of Dominaria together."
—Karn

T 261/303 R
MH2 • EN SARAH FINNINGAN

Ziatora's Proving Ground



Land — Swamp Mountain Forest

(**C**: Add **U**, **W**, or **B**.)

Ziatora's Proving Ground enters the battlefield tapped.

Cycling 3 (3, Discard this card: Draw a card.)

Restless Riveteers can always find a sparring partner in the sprawling Treza warehouse.

T 261/281 R
SNC • EN VIKO MENEZES

Bloom Tender



Creature — Elf Druid

C: 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.

Chippy

T 1/1

ELDRAZI SPAWN



Token Creature — Eldrazi Spawn

Sacrifice this creature: Add **U**.

0/1

T 0002
MH3 • EN ALEKSI BRICLOT

ELDRAZI SPAWN



Token Creature — Eldrazi Spawn

Sacrifice this creature: Add **U**.

0/1

T 0002
MH3 • EN ALEKSI BRICLOT

Escape Tunnel



Land

C, Sacrifice Escape Tunnel: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

C, Sacrifice Escape Tunnel: Target creature with power 2 or less can't be blocked this turn.

No self-respecting criminal has a basement with only one exit.

C 0261
MKM • EN CARLOS PALMA CRUCHAGA

FANATIC OF RHONAS



Token Creature — Zombie Snake Druid

C: Add **U**.

Ferocious — **C**: Add **U****U****U****U**. Activate only if you control a creature with power 4 or greater.

4/4

T 0015
MH3 • EN BARTK FIEDYCAK

FOOD



Token Artifact — Food

2, **C**, Sacrifice this artifact: You gain 3 life.

T 0009
LTR • EN RANDY GALLEGOS

FOOD



Token Artifact — Food

2, **C**, Sacrifice this artifact: You gain 3 life.

T 0009
LTR • EN RANDY GALLEGOS

