

Tymna the Weaver 1

Legendary Creature — Human Cleric

Lifeline
 At the beginning of your postcombat main phase, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards.

Partner (You can have two commanders if both have partner.)

2/2

048/351 R
 C16 • EN WINONA NELSON

Thrasios, Triton Hero

Legendary Creature — Merfolk Wizard

4: Scry 1, then reveal the top card of your library. If it's a land card, put it onto the battlefield tapped. Otherwise, draw a card.

Partner (You can have two commanders if both have partner.)

Beneath crashing waves lies an ocean of secrets waiting to be explored.

1/3

046/351 R
 C16 • EN JESPER EJSING

Thassa's Oracle

Creature — Merfolk Wizard

When Thassa's Oracle enters the battlefield, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game.

Jesper Ejsing

1/3

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Demonic Consultation

Instant

Name a card. Remove the top six cards of your library from the game and reveal the next card to all players. If it is the card named, put it into your hand. If not, remove that card from the game and continue revealing the top card of your library and removing it from the game until the named card appears.

Illus. Rob Alexander

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Tainted Pact

Instant

Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Illus. Adam Rex

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Isochron Scepter 2

Artifact

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, ♠: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

264/332 R
 2XM • EN MARK HARRISON

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Dramatic Reversal 1

Instant

Untap all nonland permanents you control.

"Nobody asked you to butt in, Jace. But thanks."
 —Chandra Nalaar

020/064 C
 GN2 • EN ERIC DESCHAMPS

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Sol Ring 1

Artifact

☞: Add ☞☞.

*"Meadowlarks sing in sun-touched skies
 And breezes kiss where Eirdu lies."*
 —Verselet of Lortwyn

U 0057
 ECC • EN DARIA ARSENOVA

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Mana Vault 1

Mono Artifact

Tap to add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep it does 1 damage to you. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin



Grim Monolith

2



Artifact

Grim Monolith does not untap during your untap phase.

☞: Add three colorless mana to your mana pool. Play this ability as a mana source.

4: Untap Grim Monolith.

Part prison, part home.

Illus. Chippy

© 1993-1999 Wizards of the Coast, Inc. 126/143

Mox Diamond

0



Artifact

When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond.

☞: Add one mana of any color to your mana pool. Play this ability as a mana source.

Illus. Dan Frazier

© 1998 Wizards of the Coast, Inc.

Chrome Mox

0



Artifact

Imprint — When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. *(The removed card is imprinted on this artifact.)*

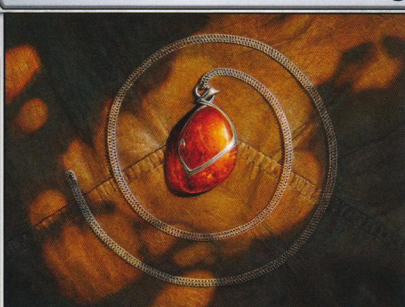
☞: Add one mana of any of the imprinted card's colors to your mana pool.

Donato Giancola

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Mox Amber

0



Legendary Artifact

☞: Add one mana of any color among legendary creatures and planeswalkers you control.

A moment in time made tangible, it has the power to realize epic visions.

224/269 M

DOM • EN STEVEN BELLEDIN

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Lotus Petal

0



Artifact

☞, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.

"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."

Illus. April Lee

© 1997 Wizards of the Coast, Inc.

Jace, Wielder of Mysteries

1



Legendary Planeswalker — Jace

If you would draw a card while your library has no cards in it, you win the game instead.

+1: Target player puts the top two cards of their library into their graveyard. Draw a card.

-8: Draw seven cards. Then if your library has no cards in it, you win the game.

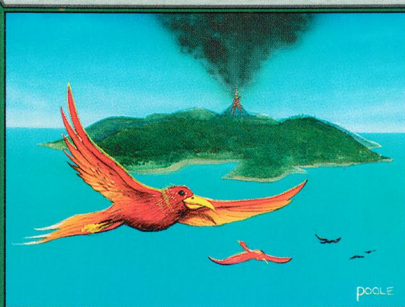
054/264 R

WAR • EN ANNA STEINBAUER

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Birds of Paradise

0



Creature — Bird

Flying

☞: Add one mana of any color.

0/1

176 R SLD • EN MARK POOLE

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Deathrite Shaman

0



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

™ & © 2012 Wizards of the Coast 213/274

1/2

Noble Hierarch

0



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.

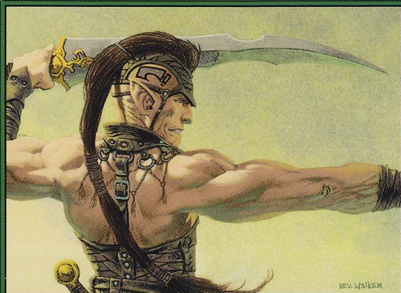
0/1

177/332 R 2XM • EN MARK ZUG

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Llanowar Elves



Creature — Elf Druid



☞: Add ♀ to your mana pool.

One bone broken for every twig snapped underfoot.

—Llanowar penalty for trespassing

—Kev Walker

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1/1

Elves of Deep Shadow



Creature — Elf Druid



☞: Add ♀ to your mana pool. Elves of Deep Shadow deals 1 damage to you.

Cast out of the Conclave generations ago, these elves found a home in the corrupted districts of the Golgari.

—Justin Sweet

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1/1

Delighted Halfling



Creature — Halfling Citizen



☞: Add ♦.

☞: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

There were toys the Hobbit-children had never seen before, all beautiful, and some obviously magical.

R 0158

LTR • EN • INKA SCHULZ

© MEE

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1/2

Bloom Tender



Creature — Elf Druid



☞: 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

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1/1

Wall of Roots



Creature — Plant Wall



Defender

Put a -0/-1 counter on Wall of Roots: Add ♀. Activate only once each turn.

"Mana grows and changes like the roots of a plant. Like a plant, it must be nurtured."
—Nissa Revane

319

NCC • EN • MATT STEWART

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0/5

Rhystic Study



Enchantment



Whenever an opponent casts a spell, you may draw a card unless that player pays 1.

Friends teach what you want to know. Enemies teach what you need to know.

—Terese Nielsen

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Mystic Remora



Enchantment



Cumulative upkeep 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays 4.

R 1842

SLD • EN • JESPER EISING

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Sylvan Library



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.

Illus. Yeong-Hao Han

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Necropotence



Enchantment



Skip your draw phase. If you discard a card from your hand, remove that card from the game. 0: Pay 1 life to set aside the top card of your library. At the beginning of your next discard phase, put that card into your hand. Effects that prevent or redirect damage cannot be used to counter this loss of life.

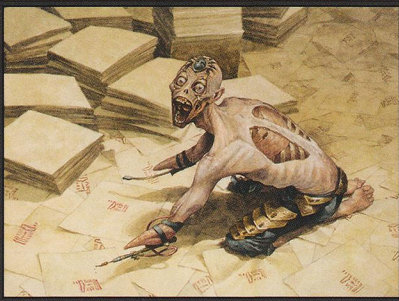
Illus. Mark Tedin

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Ad Nauseam

3



Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost. You may repeat this process any number of times.

When the task spilled over into undeath, he stopped calling it his life's work.

Jeremy Jarvis

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Sensei's Divining Top

1



Artifact

1 : Look at the top three cards of your library, then put them back in any order.

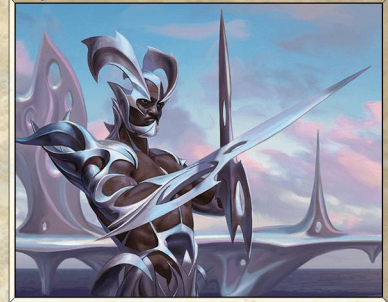
☞ : Draw a card, then put Sensei's Divining Top on top of its owner's library.

Michael Sutfin

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Esper Sentinel

*



Artifact Creature — Human Soldier

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

The more Esper changes, the more he refuses to.

Illus. Eric Deschamps

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1/1

Dark Confidant

1



Creature — Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

Greatness, at any cost.

2/1

075/249 M
MM2 • EN

SCOTT M. FISCHER

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Demonic Tutor

1



Sorcery

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

Beware the generosity of demons.

093/254 R
UMA • EN

ACK STELLA

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Vampiric Tutor

*



Instant

Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

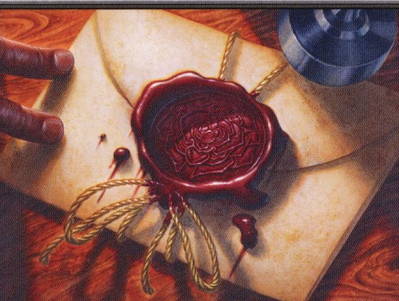
"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."
—Shauku, Endbringer

Illus. Gary Leach

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Imperial Seal

*



Sorcery

Search your library for a card, then shuffle and put that card on top. You lose 2 life.

"Your presence at the palace this evening is required."
—Letter from Queen Marchesa

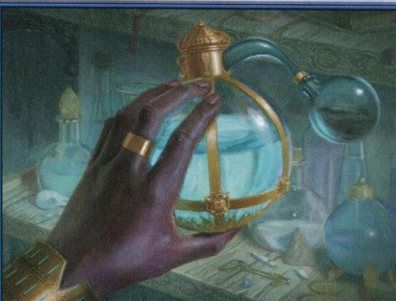
079/331 M
2X2 • EN

MILIVOJ CERAN

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Mystical Tutor

*



Instant

Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

The student searches the world for meaning. The master finds worlds of meaning in the search.

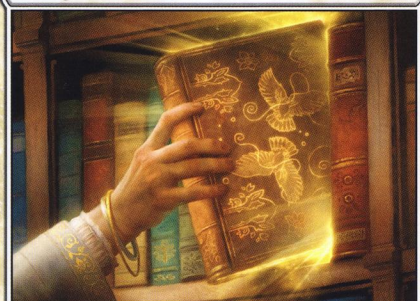
060/261 R
DMR • EN

LINDSEY LOOK

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Enlightened Tutor

*



Instant

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

"Organization is often undervalued but rarely unjustified."
—Frasio, royal archivist

009/249 R
EMA • EN

HOWARD LYON

TM & © 2016 Wizards of the Coast



Worldly Tutor



Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

"All of us, from the tiny leaf-mite to the towering baloth, are vital threads in the weave of life."

Illus. Volkan Baga

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Spellseeker



Creature — Human Wizard

When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.

Mages and warriors recruited from across Kylem display their skills at Valor's Reach.

1/1

041/254 R
BBD • EN IGOR KIERYLUK

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Grim Tutor



Sorcery

M21

Search your library for a card, put that card into your hand, then shuffle your library. You lose 3 life.

As blood touched the empty page, it formed words that seared themselves into the wizard's mind.

103/274 M
M21 • EN IGOR KIERYLUK

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Eladamri's Call



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

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Lim-Dûl's Vault



Instant

Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle your library and put the last cards you looked at this way on top of it in any order.

Wayne England

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Diabolic Intent



Sorcery

As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Illus. Dave Dorman

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Merchant Scroll



Sorcery

Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Lat-Nam wizards trade knowledge on scrolls made of magic so they can better guard against thieves and spies.

David Martin

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Force of Will



Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.

"Your artillery will burn itself out before I allow my focus to waver."

Illus. Donato Giancola

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Force of Negation



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."

050/531 R
2X2 • EN PAUL SCOTT CANAVAN

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Fierce Guardianship

2



Instant

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

*"Hunt somewhere else. This is your only warning."
—Gavi, nest warden*

035/322 R
C20 • EN • RANDY VARGAS

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Pact of Negation

0



Instant

Counter target spell.
At the beginning of your next upkeep, pay 3 . If you don't, you lose the game.

Those who expect betrayal at every turn are seldom disappointed.

077/289 R
TSR • EN • JASON CHAN

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Mana Drain

0



Instant

Counter target spell. At the beginning of your next main phase, add an amount of ♦ equal to that spell's mana value.

Enthusiasm is no match for preparation.

057/331 M
2X2 • EN • RAYMOND SWANLAND

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Counterspell

0



Instant

Counter target spell.

045/261 C
DMR • EN • ZACK STELLA

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Swan Song

0



Instant

Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.

The gracefulness of their flight makes one wonder whether Nature or, indeed, a rare sort of Magic lifts their wings.

091 R
SLD • EN • ALLEN DOUGLAS

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Flusterstorm

0



Instant

Counter target instant or sorcery spell unless its controller pays 1.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

Erica Yang
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An Offer You Can't Refuse

0



Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "C", Sacrifice this artifact: Add one mana of any color.)

Elspeth wanted answers. Xander needed a spy. Their paths were destined to cross.

051/281 U Story Spotlight
SNC • EN • DALLAS WILLIAMS

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Dovin's Veto

0



Instant

This spell can't be countered.
Counter target noncreature spell.

"I see you've learned nothing, Chandra. You'd still put a match to something rather than understand it."

Illus. Izzy

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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

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Mental Misstep



Instant



(Φ can be paid with either blue 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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Tishana's Tidebinder

2 blue



Creature — Merfolk Wizard



Flash

When Tishana's Tidebinder enters the battlefield, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as Tishana's Tidebinder remains on the battlefield. (Mana abilities can't be targeted.)

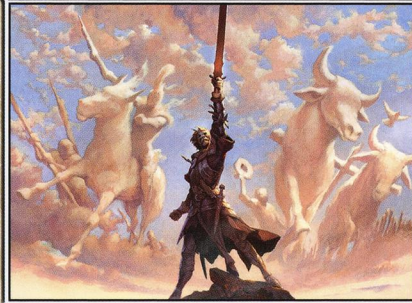
3/2

R 0081

LCI • EN • NINO VECIA

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Swords to Plowshares



Instant



Exile target creature. Its controller gains life equal to its power.

"The arc of my blade has carved a path of light for the peace that will follow."

099

VOC • EN • JESPER EISING

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Path to Exile



Instant



Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

—Todd Lockwood

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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.

"Not just any floriculturist can grow this caliber of nightbloom. We're looking for a rooftop hothouse with quite particular conditions."
—Dr. A of the Foundway Associates

R 0119

ECC • EN • DMITRY BURMAK

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Abrupt Decay



Instant



This spell can't be countered.

Destroy target nonland permanent with converted mana cost 3 or less.

The Izzet quickly suspended their policy of lifetime guarantees.

057/127 R

GK1 • EN • SVETLIN VELINOV

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Cyclonic Rift

1 blue



Instant



Return target nonland permanent you don't control to its owner's hand.

Overload 6 blue (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

The Izzet specialize in unnatural disaster.

104/337 R

C14 • EN • CHRIS RAHN

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Toxic Deluge

2 poison



Sorcery



As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

"It's a difficult task to quarantine a plague that moves with the clouds."
—Esara, healer adept

Illus. Svetlin Velinov

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Nature's Claim



Instant



Destroy target artifact or enchantment. Its controller gains 4 life.

"The timeless, tireless jaws of nature shall one day devour us all."
—Sildark, artificer of Omu

Illus. Raoul Vitale

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Chain of Vapor



Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Carl Critchlow

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Veil of Summer



Interrupt

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control cannot be countered by spells or effects this turn. You and permanents you control cannot be the target of blue or black spells or effects your opponents control this turn.

Illus. Wayne Reynolds

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Silence



Instant

Your opponents can't cast spells this turn. (Spells cast before this resolves are unaffected.)

"All the wizardry in the world has to pass through one small and easily sealed door."
—Ajani Goldmane

Wayne Reynolds

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Teferi's Protection



Instant

Until your next turn, your life total can't change and you have protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before your untap during your untap step.) Exile Teferi's Protection.

008/309 R
C17 • EN CHASE STONE

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Grand Abolisher



Creature — Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

"Journey . . ."

2/2

R 1285
SLD • EN RANDY VARGAS

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Noxious Revival



Instant

(Φ can be paid with either Φ or 2 life.) Put target card from a graveyard on top of its owner's library.

"Dead or alive, my creations are stronger than Jin-Gitaxias's septic minions."
—Vorinclex, Voice of Hunger

—Matt Stewart

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Brainstorm



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

115
C21 • EN WILLIAM MURAI

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Flooded Strand



Land

Φ , Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card and put it onto the battlefield. Then shuffle your library.

Where dragons once slept, their bones now rest.

233/269 R
KTK • EN ANDREAS ROCHA

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Polluted Delta



Land

Φ , Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Illus. Rob Alexander

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Windswept Heath



Land

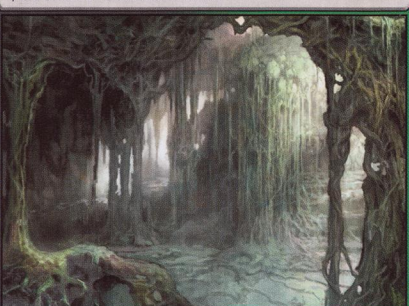
☞, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

An underground paradise, bright and thriving beneath the surface of Ixalan.

Illus. Alexander Forssberg

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Verdant Catacombs



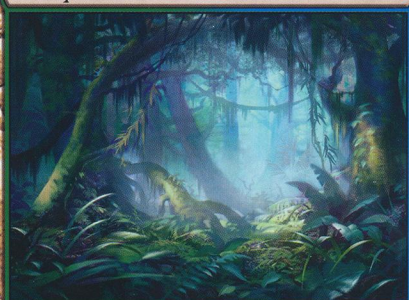
Land

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

249/249 R
MM3 • EN VANCE KOVACS

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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.

Shelly Wan

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Marsh Flats



Land

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

Izzy

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Prismatic Vista



Land

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

There is beauty in the uncertainty of potential.

Illus. Sam Burley

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Tropical Island

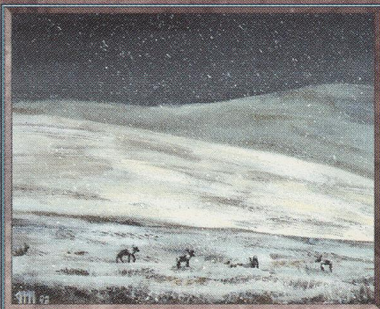


Land

Counts as both forest and islands and is affected by spells that affect either. Tap to add either ☞ or ♠ to your mana pool.

Illus. © Mark Poole

Tundra

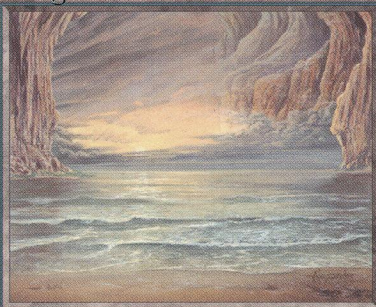


Land

Counts as both islands and plains and is affected by spells that affect either. Tap to add either ♠ or ♣ to your mana pool.

Illus. © Jesper Myrfors

Underground Sea



Land

Counts as both swamp and islands and is affected by spells that affect either. Tap to add either ♠ or ♠ to your mana pool.

Illus. © Rob Alexander

Bayou



Land

Counts as both swamp and forest and is affected by spells that affect either. Tap to add either ♠ or ♣ to your mana pool.

Illus. © Jesper Myrfors



Scrubland



Land

Counts as both plains and swamp and is affected by spells that affect either. Tap to add either ♦ or ♠ to your mana pool.

Illus. © Jesper Myrfors

Savannah

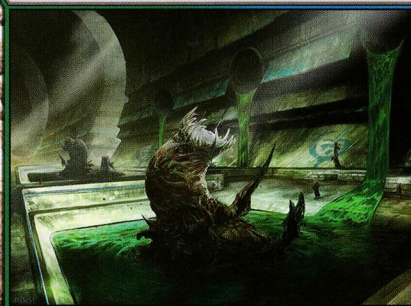


Land

Counts as both plains and forest and is affected by spells that affect either. Tap to add either ♦ or ♣ to your mana pool.

Illus. © Rob Alexander

Breeding Pool



Land — Forest Island



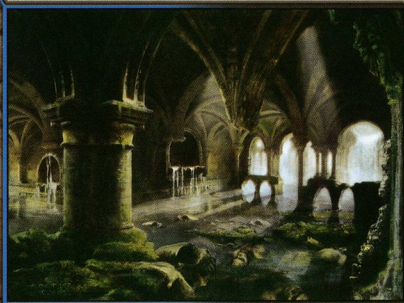
As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, Breeding Pool enters the battlefield tapped.

Where Jin-Gitaxias's ingenuity meets Vorinclex's inhumanity.

132 R SLD • EN ALEKSI BRICLOT

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Watery Grave



Land — Island Swamp



(**C**: Add ♦ or ♠ to your mana pool.)

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

Rob Alexander
™ & © 1993–2005 Wizards of the Coast, Inc. 250/406

Godless Shrine



Land — Plains Swamp



(**C**: Add ♦ or ♣ to your mana pool.)

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

Judgment without hope.

Cliff Childs
™ & © 2013 Wizards of the Coast 242/249

Temple Garden



Land — Forest Plains



(**C**: Add ♣ or ♦.)

As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

R 0290 RVR • EN ROB ALEXANDER

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Hallowed Fountain



Land — Plains Island



As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Illus. Rob Alexander
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Overgrown Tomb



Land — Swamp Forest



As Overgrown Tomb enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Illus. Rob Alexander
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Command Tower



Land



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

"You think I sit in this seat because of luck? Because of providence? I hold this seat because I alone am fit to fill it."
—Gonti

C 0060 DRC • EN ALAYNA DANNER

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Mana Confluence



Land

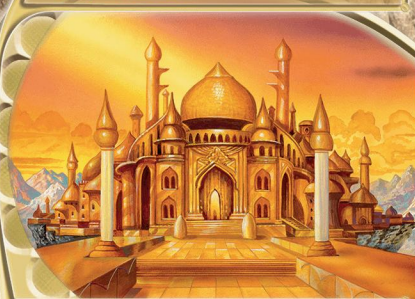
☞, Pay 1 life: Add one mana of any color to your mana pool.

Five rivers encircle Theros, flowing with waters more ancient than the world itself.

Richard Wright

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City of Brass



Land

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

☞: Add one mana of any color.

Ron Walotsky

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Reflecting Pool



Land

☞: Add one mana of any type that a land you control could produce.

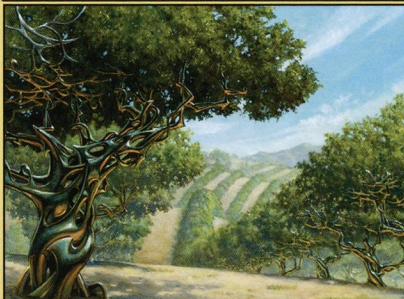
Gale stared into the pool and saw a stranger. The similarities were uncanny, but it was not him.

358/361 R

CLB • EN ALAYNA DANNER

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Exotic Orchard



Land

☞: Add one mana of any color that a land an opponent controls could produce.

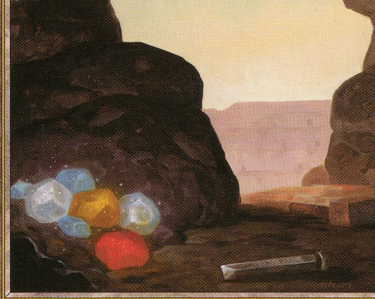
"It was a strange morning. When we awoke, we found our trees transformed. We didn't know whether to water them or polish them."
—Pulan, Bant orchardist

893

CLB • EN STEVEN BELLEDIN

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Gemstone Mine



Land

When Gemstone Mine comes into play, put three mining counters on it.

☞, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, bury it.

Illus. Brom

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Ancient Tomb



Land

☞: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

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

Illus. Colin MacNeil

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Bountiful Promenade



Land

Bountiful Promenade enters the battlefield tapped unless you have two or more opponents.

☞: Add ♣ or *.

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

081/254 R
BBD • EN JUNG PARK

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Morphic Pool



Land

Morphic Pool enters the battlefield tapped unless you have two or more opponents.

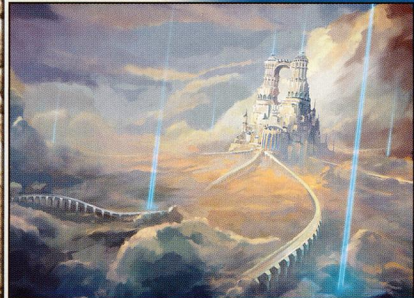
☞: Add ♠ or ♣.

No one really knows how deep the waters go beneath Undercity, nor what amorphous horrors lurk within.

357/361 R
CLB • EN CHRIS OSTROWSKI

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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

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