

Myrkul, Lord of Bones 4



Legendary Creature — God

As long as your life total is less than or equal to half your starting life total, Myrkul, Lord of Bones has indestructible. Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that card, except it's an enchantment and loses all other card types.

7/5

287/361 R
CLB • EN
PROXY - go.giobi.com/mtg-myrykul 22 Wizards of the Coast

Viscera Seer



Creature — Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

In matters of life and death, he trusts his gut.

1/1

C 0229
SOC • EN
PROXY - go.giobi.com/mtg-myrykul 26 Wizards of the Coast

Carriion Feeder



Creature — Zombie

Carriion Feeder can't block.

Sacrifice a creature: Put a +1/+1 counter on Carriion Feeder.

It has no respect for the deeds of martyrs, reducing their legacy to a mouthful of flesh.

1/1

081/254 U
MH1 • EN
PROXY - go.giobi.com/mtg-myrykul 19 Wizards of the Coast

Woe Strider 2



Creature — Horror

When this creature enters, create a 0/1 white Goat creature token.

Sacrifice another creature: Scry 1.

Escape—3, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

This creature escapes with two +1/+1 counters on it.

3/2

R 0231
SOC • EN
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Yawgmoth, Thran Physician 2



Legendary Creature — Human Cleric

Protection from Humans

Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.

, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/4

110/261 M
DMR • EN
PROXY - go.giobi.com/mtg-myrykul 23 Wizards of the Coast

Ashnod's Altar 3



Artifact

Sacrifice a creature: Add .

"If you work at sawing up carcasses, you notice how the joints fit, how the nerves are arrayed, and how the skin peels back."
—Ashnod, to Tarvos

U 0368
CMM • EN
PROXY - go.giobi.com/mtg-myrykul 23 Wizards of the Coast

Phyrexian Altar 3



Artifact

Sacrifice a creature: Add one mana of any color.

"Unskin these impure bodies, Great Yawgmoth, that the flesh may welcome your blessings."
—Phyrexian Scriptures

311/331 R
2X2 • EN
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Altar of Dementia 2



Artifact

Sacrifice a creature: Target player puts a number of cards equal to the sacrificed creature's power from the top of their library into their graveyard.

"It is not that you will go mad. It is that you will beg for madness."
—Volrath

218/254 R
MH1 • EN
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Blood Artist 1



Creature — Vampire

Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

"Vanya Falkenrath's paintings are astonishing. How does she manage to achieve such rich crimson hues?"
—Stefan, art critic

0/1

U 0288
SOC • EN
PROXY - go.giobi.com/mtg-myrykul 26 Wizards of the Coast

Zulaport Cutthroat 1



Creature — Human Rogue Ally

Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life.

"Eldrazi? Ha! Try walking through Zulaport at night with your pockets full. Now that's dangerous."

1/1

U 0233
SOC • EN
PROXY - go.giobi.com/mtg-myrykul 26 Wizards of the Coast

Harvester of Souls 4



Creature — Demon

Deathtouch

Whenever another nontoken creature dies, you may draw a card.

"He is judge, jury, and executioner because he killed them all."
—Bishop Cawle of Elgaud

5/5

243
JMP • EN
PROXY - go.giobi.com/mtg-myrykul 20 Wizards of the Coast

Midnight Reaper 2



Creature — Zombie Knight

Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card.

No one welcomes his visit, yet all must grant him tribute.

3/2

R 0609
FDN • EN
PROXY - go.giobi.com/mtg-myrykul 24 Wizards of the Coast

Butcher of Malakir 5



Creature — Vampire Warrior

Flying

Whenever Butcher of Malakir or another creature you control dies, each opponent sacrifices a creature.

His verdict is always guilty. His sentence is always death.

5/4

R 0187
LCC • EN
PROXY - go.giobi.com/mtg-myrykul 23 Wizards of the Coast

Sheoldred, Whispering One 5



Legendary Creature — Praetor

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)

At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.

At the beginning of each opponent's upkeep, that player sacrifices a creature.

6/6

278
JMP • EN
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Elesh Norn, Grand Cenobite 5



Legendary Creature — Praetor

Vigilance

Other creatures you control get +2/+2.

Creatures your opponents control get -2/-2.

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

4/7

018/249 M
IMA • EN
PROXY - go.giobi.com/mtg-myrykul 17 Wizards of the Coast

Mikaeus, the Unhallowed 3



Legendary Creature — Zombie Cleric

Intimidate

Whenever a Human deals damage to you, destroy it.

Other non-Human creatures you control get +1/+1 and have undying. (When a creature with undying dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

5/5

M 0173
CMM • EN
PROXY - go.giobi.com/mtg-myrykul 23 Wizards of the Coast

Ophiomancer 2



Creature — Human Shaman

At the beginning of each upkeep, if you control no Snakes, create a 1/1 black Snake creature token with deathtouch.

"Keep them in terrariums? No way! Snakes are meant to roam free, my friend."

2/2

R 0118
SOC • EN
PROXY - go.giobi.com/mtg-myrykul 26 Wizards of the Coast

Grand Abolisher



Creature — Human Cleric

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

"You think because you've mapped the land, you own the land. You own an idea, nothing more."

2/2

M 0002
BIG • EN
PROXY - go.giobi.com/mtg-myrykul 24 Wizards of the Coast

Thalia, Guardian of Thraben 1



Legendary Creature — Human Soldier

First strike
Noncreature spells cost 1 more to cast.

“Thraben belongs to the living. I will not rest until it is cleansed.”

2/1

036/277 R
VOW • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 Wizards of the Coast

Drannith Magistrate 1



Creature — Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

“Our sanctuaries must be beacons of reason and calm or else they will fall.”

1/3

011/274 R
IKO • EN • K
PROXY - go.giobi.com/mtg-myrikul 20 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

141/361 R
CMR • EN • S
PROXY - go.giobi.com/mtg-myrikul 20 Wizards of the Coast

Dauthi Voidwalker



Creature — Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
S, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

R 0176
TDC • EN • S
PROXY - go.giobi.com/mtg-myrikul 25 Wizards of the Coast

Archivist of Oghma 1



Creature — Halfling Cleric

Flash
Whenever an opponent searches their library, you gain 1 life and draw a card.

“Knowledge is the greatest tool of the mortal mind, outweighing anything made by mortal hands. Before anything else can exist, the idea must exist.”

2/2

004/361 R
CLB • EN • S
PROXY - go.giobi.com/mtg-myrikul 22 Wizards of the Coast

Fauna Shaman 1



Creature — Elf Shaman

♣, ♠, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

“I call on both predators and protectors, for now is a season of war.”

2/2

179/287 R
BRO • EN • N
PROXY - go.giobi.com/mtg-myrikul 22 Wizards of the Coast

Sylvan Safekeeper



Creature — Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

“He has been to the heart of the wood. Did you truly expect to wield power over him?”
—Oakhide druid

1/1

R 0267
MHS • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 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 “♣: Add ♣.”)

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

1/1

R 0273
DSC • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 Wizards of the Coast

Sidisi, Undead Vizier 3



Legendary Creature — Zombie Naga

Deathtouch
Exploit (When this creature enters the battlefield, you may sacrifice a creature.)
When Sidisi, Undead Vizier exploits a creature, you may search your library for a card, put it into your hand, then shuffle your library.

4/6

120/264 R
DTK • EN • M
PROXY - go.giobi.com/mtg-myrikul 20 Wizards of the Coast

Vampiric Rites



Enchantment

1 ♣, Sacrifice a creature: You gain 1 life and draw a card.

Scions of the Markov line take particular pleasure in the perversion of humans' holy rituals.

U 0615
FDN • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 Wizards of the Coast

Pitiless Plunderer 3



Creature — Human Pirate

Whenever another creature you control dies, create a Treasure token. (It's an artifact with “♣, Sacrifice this artifact: Add one mana of any color.”)

“Shame to let good gold go to the grave.”

1/4

U 0208
LCC • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 Wizards of the Coast

Bitterblossom 1



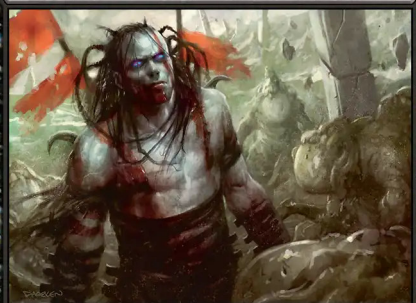
Tribal Enchantment — Faerie

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

In Lorwyn's brief evenings, the sun pauses at the horizon long enough for a certain species of violet to bloom with the fragrance of mischief.

069/331 M
2X2 • EN • M
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Pawn of Ulamog 1



Creature — Vampire Shaman

Whenever this creature or another nontoken creature you control dies, you may create a 0/1 colorless Eldrazi Spawn creature token. It has “Sacrifice this token: Add ♦.”

2/2

U 0223
SOC • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 Wizards of the Coast

Sifter of Skulls 3



Creature — Eldrazi

Devoid (This card has no color.)
Whenever another nontoken creature you control dies, put a 1/1 colorless Eldrazi Scion creature token onto the battlefield. It has “Sacrifice this creature: Add ♦ to your mana pool.” (♦ represents colorless mana.)

4/3

077/184 R
OGW • EN • M
PROXY - go.giobi.com/mtg-myrikul 16 Wizards of the Coast

Dark Prophecy 3



Enchantment

Whenever a creature you control dies, you draw a card and lose 1 life.

When the bog ran short on small animals, Ekri turned to the surrounding farmlands.

Scott Chou

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Grave Pact 1



Enchantment

Whenever a creature you control dies, each other player sacrifices a creature.

Denied the peace of the Blessed Sleep, geists lash out at the living, and the cycle of anger and unrest continues unbroken.

M 0165
CMH • EN • M
PROXY - go.giobi.com/mtg-myrikul 21 Wizards of the Coast

Dictate of Erebos 3



Enchantment

Flash
Whenever a creature you control dies, each opponent sacrifices a creature.

“I take no pleasure in your suffering, but it is necessary. Once you accept your fate you'll find eternity more tolerable.”

Michael C. Hayes

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Bastion of Remembrance 2



Enchantment

When this enchantment enters, create a 1/1 white Human Soldier creature token.

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

Brave soldier boy comes marching home.

U 0160
TLE • EN • M
PROXY - go.giobi.com/mtg-myrikul 2025 Viacom.

Toxic Deluge 2



Sorcery

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

*"Zemo insults me by tasking me with weaklings such as you. Even together, you pose no challenge."
—Radioactive Man, Dr. Chen Lu*

R 0161
MSC • EN • ANTHONY DEVINE
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Damnation 2



Sorcery

Destroy all creatures.
They can't be regenerated.

073/331 R
2X2 • EN • KEY WALKER
PROXY - go.giobi.com/mtg-mykrul

Wrath of God 2



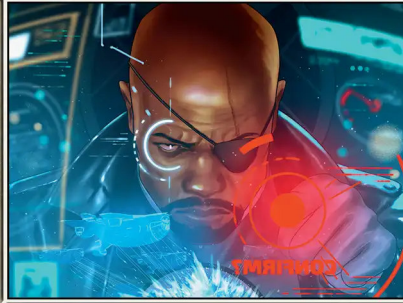
Sorcery

Destroy all creatures. They can't be regenerated.

Legend speaks of the lost coastal polis of Olantin, whose inhabitants' hubris enraged the sun god Heliod.

R 0070
CMM • EN • WILLIAM MURAI
PROXY - go.giobi.com/mtg-mykrul

Austere Command 4



Sorcery

Choose two —

- Destroy all artifacts.
- Destroy all enchantments.
- Destroy all creatures with mana value 3 or less.
- Destroy all creatures with mana value 4 or greater.

R 0121
MSC • EN • TAURIN CLARKE
PROXY - go.giobi.com/mtg-mykrul

Living Death 3



Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

R 0185
TDC • EN • MARK WINTERS
PROXY - go.giobi.com/mtg-mykrul

Massacre Wurm 3



Creature — Phyrexian Wurm

When this creature enters, creatures your opponents control get -2/-2 until end of turn.
Whenever a creature an opponent controls dies, that player loses 2 life.

6/5

M 0754
FDN • EN • KEY WALKER
PROXY - go.giobi.com/mtg-mykrul

Swords to Plowshares



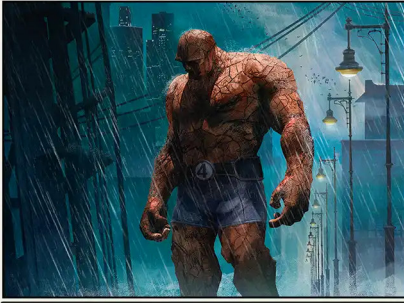
Instant

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

*"Gotta get that corn planted before the world ends again."
—Clint Barton*

U 0143
MSC • EN • GREG SMALLWOOD
PROXY - go.giobi.com/mtg-mykrul

Path to Exile



Instant

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

*"I ain't a man any more. I'm just . . . a monster."
—The Thing, Ben Grimm*

U 0141
MSC • EN • NINO IS
PROXY - go.giobi.com/mtg-mykrul

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 Foundweay Associates*

R 0294
SOC • EN • DMITRY BURMAK
PROXY - go.giobi.com/mtg-mykrul

Anguished Unmaking 1



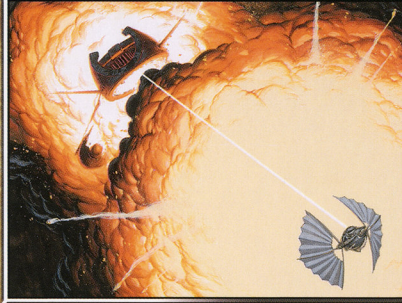
Instant

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.

R 0293
SOC • EN • WESLEY BURT
PROXY - go.giobi.com/mtg-mykrul

Vindicate 1

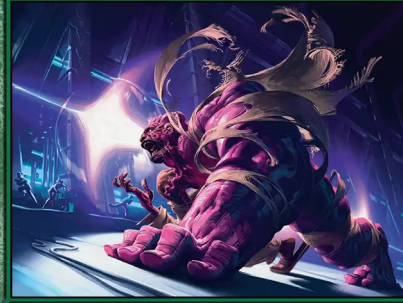


Sorcery

Destroy target permanent.

284/303 R
MH2 • EN • BRIAN SHODDY
PROXY - go.giobi.com/mtg-mykrul

Beast Within 2



Instant

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

Raw vibranium is hazardous to any who touch it, causing irreversible mutations.

U 0169
MSC • EN • THOMAS CHAMBERLAIN-KEEN
PROXY - go.giobi.com/mtg-mykrul

Necropotence



Enchantment

Skip your draw step.
Whenever you discard a card, exile that card from your graveyard.
Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

098/249 M
TMA • EN • DAVE KENDALL
PROXY - go.giobi.com/mtg-mykrul

Phyrexian Arena 1



Enchantment

At the beginning of your upkeep, you draw a card and you lose 1 life.

A spark of resistance against a tide of corruption.

R 0180
FDN • EN • SVETLIN VELINOV
PROXY - go.giobi.com/mtg-mykrul

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.

179/261 M
DMR • EN • YEONG-HAO HAN
PROXY - go.giobi.com/mtg-mykrul

Demonic Tutor 1



Sorcery

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

Beware the generosity of demons.

M 0150
CMM • EN • ZACK STELLA
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Vampiric Tutor



Instant

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

True power is achieved through blood and sweat. But mostly blood.

108/261 M
DMR • EN • RAYMOND SWANLAND
PROXY - go.giobi.com/mtg-mykrul

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.

197/254 R
MH1 • EN • KEY WALKER
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Sol Ring

1



Artifact

☞: Add ♦♦.

"The subject of innovation will always be near and dear to my heart."
—Tony Stark

U 0211

MSC • EN

MYLES WOHL

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Arcane Signet

2



Artifact

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

"The new ID cards are amazing! Instant communication with any Avenger worldwide, top level security clearance in over a hundred countries, and ten percent off at the cafe downstairs!"
—She-Hulk, Jennifer Walters

U 0191

MSC • EN

JASON SMITH

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Fellwar Stone

2



Artifact

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

"What do you have that I cannot obtain?"
—Mairsil, the Pretender

U 0347

SOC • EN

JOHN AVON

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Talisman of Hierarchy

2



Artifact

☞: Add ♦.

☞: Add * or ♠. This artifact deals 1 damage to you.

"You'll never get to the top if you don't know who's already there."
—Kaya

U 0358

SOC • EN

LINDSEY LOOK

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Talisman of Resilience

2



Artifact

☞: Add ♦.

☞: Add ♠ or ♣. Talisman of Resilience deals 1 damage to you.

"The continual rise of the downtrodden is as inevitable as vines usurping a forest."
—Vraska

U 0255

DSC • EN

LINDSEY LOOK

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Birds of Paradise

0/1



Creature — Bird

Flying

☞: Add one mana of any color.

The migration of the cranes is believed to be a portent of coming abundance in Wakanda.

R 0170

MSC • EN

KARL KOPINSKI

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Deathrite Shaman

1/2



Creature — Elf Shaman

☞: Exile target land card from a graveyard. Add one mana of any color.

♠, ☞: 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.

R 0175

RVR • EN

STEVE ADRIAN

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Nature's Lore

1



Sorcery

Search your library for a Forest card, put that card onto the battlefield, then shuffle.

"How can you build a better future without first looking to the past?"
—Queen Mother Ramonda

C 0177

MSC • EN

MATEUS MANHIANINI

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Three Visits

1



Sorcery

Search your library for a Forest card, put it onto the battlefield, then shuffle.

"Three against four. I like our odds."
—Human Torch, Johnny Storm

U 0181

MSC • EN

EUGENE MASLOVSKI

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Cultivate

2



Sorcery

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

"Don't get so caught up in the science that you forget to embrace the wonder in front of you."
—Reed Richards, to Valeria Richards

C 0172

MSC • EN

DARIUS ZABLOCKIS

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Command Tower

0/0



Land

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

"Of course the Triskelion is a big gaudy target. And anyone who's confident enough to think about taking it out is someone we want on our radar."
—Nick Fury, director of S.H.I.E.L.D.

C 0233

MSC • EN

LEON TUKKER

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Exotic Orchard

0/0



Land

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

In the Blue Area of the moon lies a garden sculpted by alien hands, where the one called the Watcher stands witness.

R 0241

MSC • EN

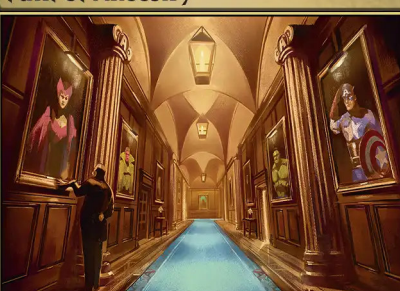
DAVID SZABO

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Path of Ancestry

0/0



Land

This land enters tapped.

☞: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

C 0254

MSC • EN

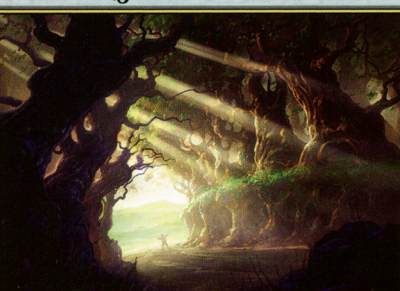
BEN HARVEY

PROXY - go.giobi.com/mtg-myrkul

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Murmuring Bosk

0/0



Land — Forest

(☞: Add ♣.)

As Murmuring Bosk enters the battlefield, you may reveal a Treefolk card from your hand. If you don't, Murmuring Bosk enters the battlefield tapped.

☞: Add * or ♠. Murmuring Bosk deals 1 damage to you.

220

DMC • EN

JOHN AVON

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Sandsteppe Citadel

0/0



Land

This land enters tapped.

☞: Add *, ♠, or ♣.

"The most important part of a stronghold isn't its armaments or its walls. It's the reason people have to defend it."
—Gaar Barzeel, krumar captain

U 0164

ECC • EN

DIEGO GIBERT

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Indatha Triome

248/274



Land — Plains Swamp Forest

(☞: Add *, ♠, or ♣.)

Indatha Triome enters the battlefield tapped.

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

"These lowlands were formed thousands of years ago by the behemoth Indatha—its final footsteps before vanishing into the sea."
—Tales of the Ozolith

248/274

R

IKO • EN

NOAH BRADLEY

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Temple of Malady

0/0



Land

This land enters tapped.

When this land enters, scry 1.

☞: Add ♠ or ♣.

R 0413

SOC • EN

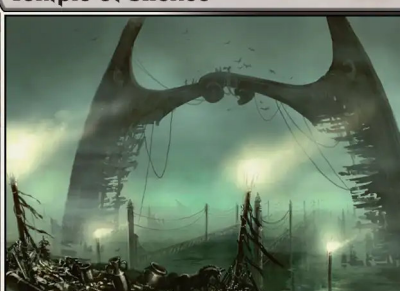
TITUS LUNTER

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Temple of Silence

0/0



Land

This land enters tapped.

When this land enters, scry 1.

☞: Add * or ♠.

R 0415

SOC • EN

KARL KOPINSKI

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Temple of Plenty



Land

This land enters tapped.

When this land enters, scry 1.

☞: Add ♣ or ✱.

R 0405

TDC • EN

CHRIS OSTROWSKI

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Blossoming Sands



Land

This land enters tapped.

When this land enters, you gain 1 life.

☞: Add ♣ or ✱.

“It’s rare to see Tëmur so far from their own lands. I see no reason to interfere, but keep an eye on them nonetheless.”
—Hamza of House Fenzala

L 0251

TDM • EN

PIOTR DURA

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Scoured Barrens



Land

This land enters tapped.

When this land enters, you gain 1 life.

☞: Add ✱ or ♣.

By the codes of Mardu and Abzan alike, both sides allowed their enemies time to grieve after a battle.

L 0267

TDM • EN

BRENT HOLLOWELL

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Jungle Hollow



Land

This land enters tapped.

When this land enters, you gain 1 life.

☞: Add ♣ or ♠.

Long-standing disagreements between the Sultai and Abzan about how to honor their dead have led to rare but fierce skirmishes.

L 0258

TDM • EN

CRISTI BALANESCU

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Woodland Cemetery



Land

This land enters 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”

R 0424

SOC • EN

CHRISTINE CHOI

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Overgrown Tomb



Land — Swamp Forest

☞: Add ♣ or ♠.)

As this land enters, you may pay 2 life. If you don’t, it enters tapped.

The Zakdorn run Surplus Depot Zed-15, salvaging decommissioned ships to supply future Federation projects.

R 0289

TRK • EN

PAVEL KOLOMEYETS

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Godless Shrine



Land — Plains Swamp

☞: Add ✱ or ♣.)

As this land enters, you may pay 2 life. If you don’t, it enters tapped.

After Gul Dukat aligned the Cardassian Union with the Dominion, the Founders moved their military headquarters to Cardassia Prime to better oversee war efforts.

R 0285

TRK • EN

JOHN THACKER

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Temple Garden



Land — Forest Plains

☞: Add ♣ or ✱.)

As this land enters, you may pay 2 life. If you don’t, it enters tapped.

The Edo view their homeworld as a paradise, though outsiders find their strict justice system senselessly brutal.

R 0301

TRK • EN

SHAHAB ALIZADEH

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Marsh Flats



Land

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

248/303 R

MH2 • EN

IZZY

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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.

260/303 R

MH2 • EN

VANCE KOVACS

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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.

R 0235

MH3 • EN

ALEXANDER FORSSBERG

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Bojuka Bog



Land

This land enters tapped.

When this land enters, exile target player’s graveyard.

☞: Add ♣.

C 0363

SOC • EN

HOWARD LYON

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Phyrexian Tower



Legendary Land

☞: Add ♦.

☞, Sacrifice a creature: Add ♣♣.

“A cursed silhouette to look upon. Even if the halls stand empty, its vile shadows blight the land. I shudder to think of the evils that it held.”
—Koth

M 0303

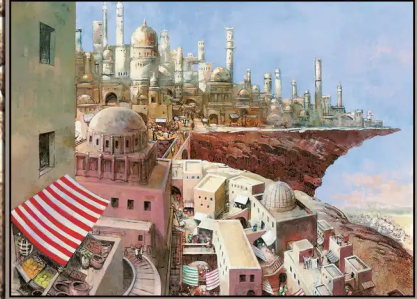
MH5 • EN

MARTIN DE DIEGO SÁDABA

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High Market



Land

☞: Add ♦.

☞, Sacrifice a creature: You gain 1 life.

If it can’t be had here, it can’t be had on any world.

R 0380

SOC • EN

CARL CRETECHLOW

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Urborg, Tomb of Yawgmoth



Legendary Land

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

“Yawgmoth’s corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse.”
—Lord Windgrace

287/289 R

TSR • EN

JOHN AVON

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Swamp



Basic Land — Swamp

*The wind went on from west to east;
All movement in the forest ceased,
But shrill and harsh across the marsh
Its whistling voices were released.*

L 0191

HOB • EN

ERIKAS PERL

© MEE

PROXY - go.giobi.com/mtg-myrkul

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L 0191

HOB • EN

ERIKAS PERL

© MEE

PROXY - go.giobi.com/mtg-myrkul

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