

# The Ice Age Cycle (June 1995)

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- Considered the first cycle of cards
    - A cycle is typically a publications of three sets connected by storyline and themes
      - The first set is large with over 300 cards and contains reprints
      - The next two sets are small with around 150 cards and build on themes
    - The Ice Age Cycle originally claimed the unrelated set Homelands along with Alliances
    - In July 2006 WOTC finished the Ice Age Cycle with the related set Coldsnap
  - The cycle introduced cumulative upkeep, the supertype Snow and formalized Cantrips
  - The cycle also saw Pitch Cards and the keywords Ripple and Recover
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# Ice Age Saga

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- The saga or storyline of Ice Age takes place on Terisaire in the plane of Dominaria
    - This the same setting of the previous sets The Dark and Fallen Empires
  - The story takes place a few hundred years after the time of The Dark
  - The sets have a Nordic flavor
  - Major characters of the era include the necromancer Nim-Dul, the Demon Leshrac, the mercenary and mage Jaya and the half-elf Freyalise
  - The Ice Age comes to an end when Freyalise casts the World Spell to warm the world and cause great floods
    - The Rimewind wizards try to reverse this warming but are ultimately unsuccessful
-

# Single Color Hosers

**Drought** 2\*\*

**Enchantment**

During your upkeep, pay \*\* or destroy Drought. Before a spell that requires ♠ as part of its casting cost may be cast or an ability that requires ♠ as part of its activation cost may be played, the controller of that spell or ability sacrifices a swamp for each ♠ in the spell's casting cost or the ability's activation cost.

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**Stench of Evil** 2♣♣

**Sorcery**

Destroy all plains. Stench of Evil deals 1 damage to each player for each plains he or she controls that is destroyed in this way. Each player may pay 2 for each 1 damage he or she wishes to prevent from Stench of Evil.

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**Justice** 2\*\*

**Enchantment**

During your upkeep, pay \*\* or destroy Justice. Whenever a red creature or spell deals damage, Justice deals an equal amount of damage to the controller of that creature or spell. If another spell or effect reduces the amount of damage a red creature or spell deals, it does not reduce the amount of damage dealt by Justice.

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**Anarchy** 2♣♣

**Sorcery**

Destroy all white permanents.  
*"The Shaman waved the staff, and the land itself went mad."*  
—Disa the Restless, journal entry

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**Breath of Dreams** 2♠♠

**Enchantment**

**Cumulative Upkeep:** ♠ Green creatures each require an additional Cumulative Upkeep: 1.  
*"Get up, blast you! They're attacking! Why are you all so slow?"*  
—General Jarkeld, the Arctic Fox

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**Thoughtleech** ♣♣

**Enchantment**

Whenever an island controlled by target opponent becomes tapped, gain 1 life.  
*"A resourceful mage has many sources of information. The best one is your foe."*  
—Zur the Enchanter

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**Leshrac's Sigil** ♣♣

**Enchantment**

♣♣: When any opponent successfully casts a green spell, look at that player's hand and choose a card; he or she then discards that card. Use this ability only once each time a green spell is cast.  
♣♣: Return Leshrac's Sigil to owner's hand.

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**Freyalise's Charm** ♣♣

**Enchantment**

♣♣: When any opponent successfully casts a black spell, draw a card. Use this ability only once each time a black spell is cast.  
♣♣: Return Freyalise's Charm to owner's hand.

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Glaciers 2 \* ♠



Enchantment

During your upkeep, pay \* ♠ or destroy Glaciers. All mountains become plains.  
*"Even the highest mountain can be ground to dust."*  
 —Lucilde Fiksdotter, Leader of the Order of the White Shield

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Reclamation 2 \* ♣



Enchantment

No black creature can attack unless its controller sacrifices a land whenever that creature attacks.  
*"We shall oppose Lim-Dûl and his forces by any means necessary, even if the very earth be torn asunder."*  
 —Arna Kemmerid, Skyknight

Illus. Dameon Willich  
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Ghostly Flame 2 ♠ ♣



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.  
*"Walk slowly when in the nether world, and seek that which calls."*  
 —Lim-Dûl, the Necromancer

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Flooded Woodlands 2 ♠ ♣



Enchantment

No green creature can attack unless its controller sacrifices a land whenever that creature attacks.  
*Freyalise's tears bring life and renewal, though they also bring trouble.*

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## Multicolor Hosers

Monsoon 2 ♠ ♣



Enchantment

Whenever any island is untapped at the end of its controller's turn, tap it; Monsoon deals 1 damage to that player.  
*"No one in her right mind would venture off the coast of Kjeldor during this season."*  
 —Disa the Restless, journal entry

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## Wrath of Marit Lage

3



Enchantment

When Wrath of Marit Lage comes into play, tap all red creatures. Red creatures do not untap during their controller's untap phase. *Dread Marit Lage lies dreaming, not dead.*

Illus. Mike Raabe

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## Curse of Marit Lage

3



Enchantment

When Curse of Marit Lage comes into play, tap all islands. Islands do not untap during their controller's untap phase. *"Our world has not felt her thundering steps in lifetimes, but Marit Lage's presence is still with us."*  
—Halvor Arenson, Kjeldoran Priest

Illus. Amy Weber

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## River Delta



Land

If there are any depletion counters on River Delta, it does not untap during your untap phase. At the beginning of your upkeep, remove a depletion counter from River Delta.

- ☉: Add ♠ to your mana pool. Put a depletion counter on River Delta.
- ☉: Add ♠ to your mana pool. Put a depletion counter on River Delta.

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## Underground River



Land

- ☉: Add 1 to your mana pool.
- ☉: Add ♠ to your mana pool. Underground River deals 1 damage to you.
- ☉: Add ♠ to your mana pool. Underground River deals 1 damage to you.

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VS

## Notable Crads

### Brainstorm



Instant

Draw three cards; then, take two cards from your hand and put them on top of your library in any order.  
*"I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."*  
—Gustha Ebbasdotter, Kjeldoran Royal Mage

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### Jester's Cap



Artifact

2, ♠: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.  
*"Know your foes' strengths as well as their weaknesses."*  
—Arcum Dagsson, Soldevi Machinist

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### Necropotence

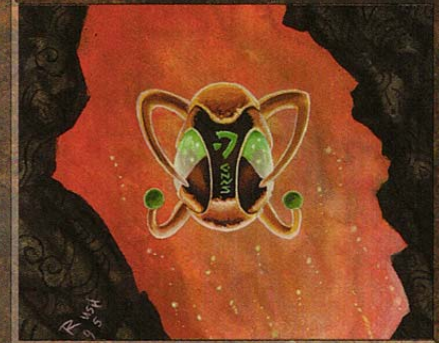


Enchantment

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.

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### Urza's Bauble



Artifact

♠: Sacrifice Urza's Bauble to choose a card at random from target player's hand; look at that card. Ignore this ability if that player has no cards left in hand. Draw a card at the beginning of the next turn's upkeep.

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Scars of the Veteran 4 \*

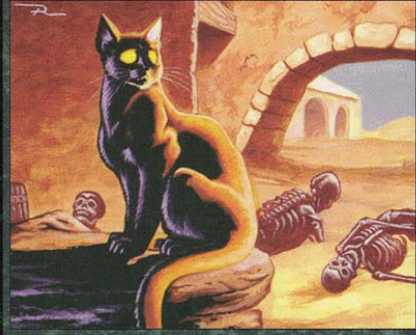


Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost. Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

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Contagion 3



Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two -2/-1 counters, distributed any way you choose, on any number of target creatures.

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Bounty of the Hunt 3



Instant

You may remove a green card in your hand from the game instead of paying Bounty of the Hunt's casting cost. Put three +1/+1 counters, distributed any way you choose, on any number of target creatures. Remove these counters at end of turn.

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Force of Will 3



Interrupt

You may pay 1 life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.

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Pyrokinesis 4



Instant

You may remove a red card in your hand from the game instead of paying Pyrokinesis's casting cost. Pyrokinesis deals 4 damage, divided any way you choose among any number of target creatures. "Anybody want some . . . toast?" —Jaya Ballard, Task Mage

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Pitch Spells



### Kjeldoran Outpost



Land

When Kjeldoran Outpost comes into play, sacrifice a plains or bury Kjeldoran Outpost.  
 ☞: Add \* to your mana pool.  
 1 \*, ☞: Put a Soldier token into play. Treat this token as a 1/1 white creature.

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### Lake of the Dead



Land

When Lake of the Dead comes into play, sacrifice a swamp or bury Lake of the Dead.  
 ☞: Add ♠ to your mana pool.  
 ☞: Sacrifice a swamp to add ♠♠♠♠ to your mana pool.

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### Heart of Yavimaya



Land

When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart of Yavimaya.  
 ☞: Add ♣ to your mana pool.  
 ☞: Target creature gets +1/+1 until end of turn.

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## Replacement Lands

### Soldevi Excavations

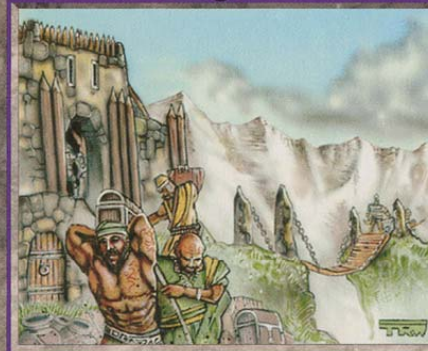


Land

When Soldevi Excavations comes into play, sacrifice an untapped island or bury Soldevi Excavations.  
 ☞: Add 1 ♦ to your mana pool.  
 1, ☞: Look at the top card of your library. You may put that card on the bottom of your library.

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### Balduvian Trading Post



Land

When Balduvian Trading Post comes into play, sacrifice an untapped mountain or bury Balduvian Trading Post.  
 ☞: Add 1 ♠ to your mana pool.  
 1, ☞: Balduvian Trading Post deals 1 damage to target attacking creature.

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## Notable Cards


Diminishing Returns 2  

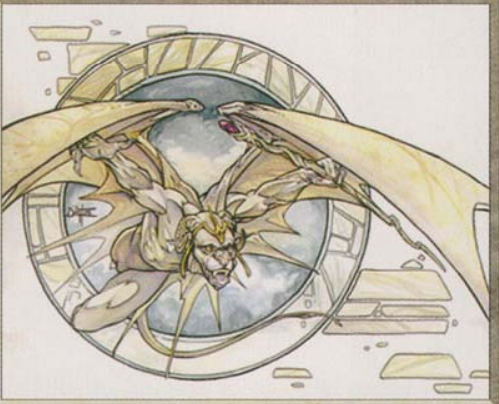



Sorcery 

Each player shuffles his or her hand and graveyard into his or her library. Remove the top ten cards of your library from the game. Each player draws up to seven cards.

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Ivory Gargoyle 4 



Summon Gargoyle 

**Flying**  
If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase.  
**4\***: Remove Ivory Gargoyle from the game.

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Thawing Glaciers



Land 

Comes into play tapped.  
**1, ♠**: Search your library for a basic land and put it into play tapped. This does not count towards your one land per turn limit. Shuffle your library afterwards. At end of turn, return Thawing Glaciers to owner's hand.

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**Jötun Owl Keeper** 2\*



**Creature — Giant**

Cumulative upkeep \* or ♣ (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.)

When Jötun Owl Keeper is put into a graveyard from play, put a 1/1 white Bird creature token with flying into play for each age counter on it.

— Dave Dorman 3/3

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**Balduvian Fallen** 3♣



**Creature — Zombie**

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 Balduvian Fallen's cumulative upkeep is paid, it gets +1/+0 until end of turn for each ♣ or ♠ spent this way.

— Dave Kendall 3/5

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**Arctic Nishoba** 5♣



**Creature — Cat Warrior**

Trample

Cumulative upkeep ♣ or \* (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.)

When Arctic Nishoba is put into a graveyard from play, you gain 2 life for each age counter on it.

— Dave Kendall 6/6

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**Krovikan Whispers** 3♣



**Enchantment — Aura**

Enchant creature

Cumulative upkeep ♣ or ♠

You control enchanted creature.

When Krovikan Whispers is put into a graveyard from play, you lose 2 life for each age counter on it.

— Nick Percival 2/2

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**Earthen Goo** 2♣



**Creature — Ooze**

Trample

Cumulative upkeep ♣ or ♠ (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.)

Earthen Goo gets +1/+1 for each age counter on it.

— Nick Percival 2/2

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Allied-colored  
Cumulative  
Upkeep Spells

## Rimewind Wizards

### Rimewind Taskmage

1



Creature — Human Wizard

**1, ♣**: Tap or untap target permanent. Play this ability only if you control four or more snow permanents.

*“Find solace in the sun? Burning, blinding, laying secrets bare? No, solace is found under the blanket of cold.”*

Ron Spears

1/2

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### Rimewind Cryomancer

3



Creature — Human Wizard

**1, ♣**: Counter target activated ability. Play this ability only if you control four or more snow permanents. *(Mana abilities can't be targeted.)*

*“The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world.”*

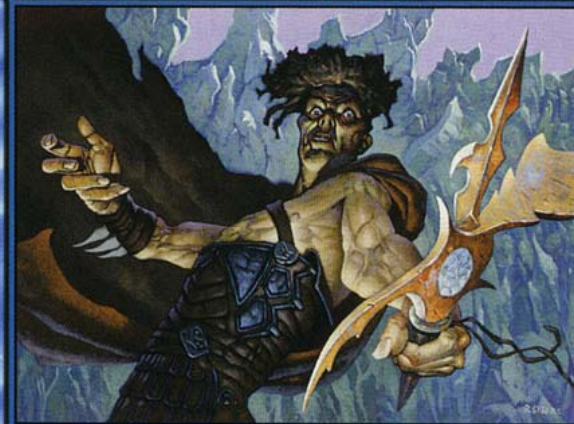
Dan Scott

2/3

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### Heidar, Rimewind Master

4



Legendary Creature — Human Wizard

**2, ♣**: Return target permanent to its owner's hand. Play this ability only if you control four or more snow permanents.

*“The umber stain of the Thaw will be bleached away. Once again the world will be sharp, white, perfect!”*

Ron Spears

3/3

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**Sunscur** 5   



**Sorcery** 

You may remove two white cards in your hand from the game rather than pay Sunscour's mana cost.  
Destroy all creatures.

— Jim Murray  
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**Soul Spike** 5   



**Instant** 

You may remove two black cards in your hand from the game rather than pay Soul Spike's mana cost.  
Soul Spike deals 4 damage to target creature or player and you gain 4 life.

— Wayne England  
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**Allosaurus Rider** 5   



**Creature — Elf Warrior** 

You may remove two green cards in your hand from the game rather than pay Allosaurus Rider's mana cost.  
Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.

— Daren Bader  
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**1+\*/1+\***

## Super Pitch Spells

**Commandeer** 5   



**Instant** 

You may remove two blue cards in your hand from the game rather than pay Commandeer's mana cost.  
Gain control of target noncreature spell. You may choose new targets for it. *(If that spell is an artifact or enchantment, the permanent comes into play under your control.)*

— John Matson  
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**Fury of the Horde** 5   



**Sorcery** 

You may remove two red cards in your hand from the game rather than pay Fury of the Horde's mana cost.  
Untap all creatures that attacked this turn. After this main phase, there is an additional combat phase followed by an additional main phase.

— Stephen Tappin  
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## Dark Depths




## Legendary Snow Land



Dark Depths comes into play with ten ice counters on it.

3: Remove an ice counter from Dark Depths.

When Dark Depths has no ice counters on it, sacrifice it. If you do, put an indestructible legendary 20/20 black Avatar creature token with flying named Marit Lage into play.

 Stephan Martiniere

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# The Mirage Cycle (1996)

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- The cycle includes Mirage, Visions and Weatherlight
  - Mirage introduced Flanking and Phasing
    - Creatures with flanking can give the creatures defending them -1/-1
    - Phasing was designed as a disadvantage that caused cards to only remain in play every other turn
      - Phasing however has complicated implications
  - Mirage included a large number of Knights and multicolor cards
  - Visions was the last set to include World Enchantments
-

# Mirage Saga and the beginning of the Weatherlight Saga

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- Mirage and Visions tell the story of the Mirage Wars on Jamuraa
    - The major characters of this story are Teferi, Mangara, Jolrael, Kaervek (these characters remain relevant up through the Invasion Cycle)
  - This story is tenuously connected to the story of Weatherlight which begins the tale of the Urza's Bloodline Project and the crew of the Weatherlight flying ship as Urza and his allies prepare for the Phyrexian invasion
    - Characters associated with Weatherlight are Sissay, Gerrard, Mirri, Crovax and Starke
-



Pearl Dragon 4 \*\*



Summon Dragon

Flying

1 \*: +0/+1 until end of turn

*"They knew Bantau was lost when, to hide the pearl he had found on the beach, he swallowed it—and soon grew wings."*  
—Hakim, Loreweaver

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Catacomb Dragon 4 (S) (S)



Summon Dragon

Flying

Whenever Catacomb Dragon is blocked by any nonartifact, non-Dragon creature, that creature's power is halved, rounded up, until end of turn.

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Canopy Dragon 4 (G) (G)



Summon Dragon

Trample

1 (G): Flying and loses trample until end of turn

*"In the Mwonvuli you must divide your attention between what hangs overhead and what lies underfoot."*  
—Sidar Jabari

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Mist Dragon 4 (U) (U)



Summon Dragon

0: Flying  
0: Loses flying  
3 (U) (U) (U): Phases out

*"Across the plains, farmers who braved the mists began to vanish. Most blamed the goblins; none guessed the truth."*  
—Hakim, Loreweaver

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Volcanic Dragon 4 (R) (R)



Summon Dragon

Flying

Volcanic Dragon is unaffected by summoning sickness.

*Speed and fire are always a deadly combination.*

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## Colorful Dragons

# Guildmages

**Armorer Guildmage** 



Summon Wizard 

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

*Zhalfir's destiny rings in tempered steel.*  
—Armorer Guild maxim

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**Granger Guildmage** 



Summon Wizard 

 : Target creature gains first strike until end of turn.  
 : Granger Guildmage deals 1 damage to target creature or player and 1 damage to you.

*Leave no mouth agape, no stomach unfilled.*  
—Granger Guild maxim

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**Civic Guildmage** 



Summon Wizard 

 : Target creature gets +0/+1 until end of turn.  
 : Put target creature you control on top of owner's library.

*To condemn the innocent you must first condemn yourself.*  
—Civic Guild maxim

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**Shadow Guildmage** 



Summon Wizard 

 : Put target creature you control on top of owner's library.  
 : Shadow Guildmage deals 1 damage to target creature or player and 1 damage to you.

*To keep the dead so others may live.*  
—Shadow Guild maxim

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**Shaper Guildmage** 



Summon Wizard 

 : Target creature gains first strike until end of turn.  
 : Target creature gets +1/+0 until end of turn.

*Shape this world in Zhalfir's image.*  
—Shaper Guild maxim

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## Bad River



Land



Bad River comes into play tapped.  
◆, Sacrifice Bad River: Search your library for an island or swamp card. Put that land into play. Shuffle your library afterwards.

Illus. Terese Nielsen

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## Polluted Delta



Land



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

Illus. Rob Alexander

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VS

## Notable Cards

**Grinning Totem** 4



Artifact

2, ♠, Sacrifice Grinning Totem: Search target opponent's library for any card and put it face up in front of you. That player shuffles his or her library afterwards. You may play the card as though it were in your hand. If you do not play the card by the beginning of your next upkeep, put it into its owner's graveyard.

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**Political Trickery** 2



Sorcery

Choose target land you control and target land an opponent controls. Exchange control of those lands.

*"Politics is a game—move a stone here, move a stone there—except sometimes the stones bleed."*  
—Shauku, Endbringer

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Karoo



Land

Karoo comes into play tapped.  
When Karoo comes into play, return an untapped plains you control to owner's hand or bury Karoo.  
☞: Add \* and one colorless mana to your mana pool.

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Everglades



Land

Everglades comes into play tapped.  
When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades.  
☞: Add ♠ and one colorless mana to your mana pool.

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Dormant Volcano



Land

Dormant Volcano comes into play tapped.  
When Dormant Volcano comes into play, return an untapped mountain you control to owner's hand or bury Dormant Volcano.  
☞: Add ⚡ and one colorless mana to your mana pool.

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Coral Atoll



Land

Coral Atoll comes into play tapped.  
When Coral Atoll comes into play, return an untapped island you control to owner's hand or bury Coral Atoll.  
☞: Add ♠ and one colorless mana to your mana pool.

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Jungle Basin



Land

Jungle Basin comes into play tapped.  
When Jungle Basin comes into play, return an untapped forest you control to owner's hand or bury Jungle Basin.  
☞: Add ♣ and one colorless mana to your mana pool.

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## Karoo Lands



# Opposing Color Rares

Righteous War 1 



Enchantment ∇

All white creatures you control gain protection from black.  
All black creatures you control gain protection from white.

*"This is a war without neutrality."  
—Asmira, Holy Avenger*

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Pygmy hippo 2 



Summon Hippopotamus ∇

If Pygmy Hippo attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, defending player draws all mana from his or her lands and then his or her mana pool is emptied. After combat, add an equal amount of colorless mana to your mana pool.

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Suleiman's Legacy 2 



Enchantment ∇

When Suleiman's Legacy comes into play, bury all Djinns and Efreet. Whenever a Djinn or Efreet comes into play, bury it.

*With Suleiman's ascension to power, the djinn and efreet of ancient Rabiah learned humility.*

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Firestorm hellkite 4 



Summon Dragon ∇

Flying, trample  
Cumulative upkeep 

*"If it can scar the sky with fire, do not share its destination."  
—Mwani, Mtenda herder*

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Squandered Resources 2 



Enchantment ∇

Sacrifice a land: Add to your mana pool one mana of any type the sacrificed land could produce. Play this ability as a mana source.

*"He traded sand for skins, skins for gold, gold for life. In the end, he traded life for sand."  
—Afari, Tales*

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Chronatog

1



Summon AtoG



Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.

*For the chronatog, there is no meal like the present.*

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1/2



## 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*

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# Sac Auras

**Kithkin Armor** 



Enchant Creature 

Enchanted creature cannot be blocked by creatures with power 3 or greater.  
Sacrifice Kithkin Armor: Prevent all damage to enchanted creature from one source.

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**Coils of the Medusa**  



Enchant Creature 

Enchanted creature gets +1/-1.  
Sacrifice Coils of the Medusa: Destroy all non-Wall creatures blocking enchanted creature.  
*Serpentine locks shape ornate rocks.*

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**Phantom Wings**  



Enchant Creature 

Enchanted creature gains flying.  
Sacrifice Phantom Wings: Return enchanted creature to owner's hand.  
*"But you said 'when goats fly!'" Squee whined.*

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**Fire Whip**  



Enchant Creature 

Play only on a creature you control.  
Tap enchanted creature: Enchanted creature deals 1 damage to target creature or player.  
Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.

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**Briar Shield** 



Enchant Creature 

Enchanted creature gets +1/+1.  
Sacrifice Briar Shield: Enchanted creature gets +3/+3 until end of turn.  
*In all its forms, the forest is the elves' best protector.*

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# Disadvantage to Advantage Spells

**Paradigm Shift** 1



Sorcery

Remove all cards in your library from the game. Shuffle your graveyard into your library.

*"Barrin always said that reality is relative. 'The world,' he cautioned, 'is but pieces of one's perception.'"*  
—Ertai, wizard adept

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**Firestorm**



Instant

Choose and discard X cards: Firestorm deals X damage to each of X target creatures and/or players.

*"Glok loved storms! He'd sit an' watch an' laugh through the whole thing. I miss him."*  
—Squee, goblin cabin hand

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**Tariff** 1



Sorcery

Each player chooses a creature with the highest total casting cost he or she controls, then pays an amount of mana equal to that creature's total casting cost or buries the creature.

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**Urborg Justice**



Instant

Target opponent chooses and buries a number of creatures he or she controls equal to the number of creatures put into your graveyard from play so far this turn.

*"It is a narrow line between justice and vengeance."*  
—Crovax

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**Nature's Resurgence** 2



Sorcery

Each player draws a number of cards equal to the number of creature cards in his or her graveyard.

*Spring follows winter*  
—Elvish expression meaning "all things pass"

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**Ancestral Knowledge** 1

Enchantment

Cumulative upkeep 1

When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

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**Gerrard's Wisdom** 2

Sorcery

For each card in your hand, gain 2 life.

"Fighting without an army is called a duel, and you'll lose a duel if your enemy comes expecting a war."  
—Gerrard of the Weatherlight

**Llanowar Druid** 1

Summon Elf

♦, Sacrifice Llanowar Druid: Untap all forests.

"This forest means more to the druids than their own kin. The loss of a tree is like the loss of a child."  
—Mirri of the Weatherlight

**Null Rod** 2

Artifact

Players cannot play any artifact abilities requiring an activation cost.

Gerrard: "But it doesn't do anything!"  
Hanna: "No—it does nothing."

**Abyssal Gatekeeper** 1

Summon Gatekeeper

If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls.

"There are two ways for me to pass this gate. One involves you remaining conscious."  
—Gerrard of the Weatherlight

**Abduction** 2

Enchant Creature

When Abduction comes into play, untap enchanted creature. Gain control of enchanted creature. If enchanted creature is put into any graveyard, put that creature into play under its owner's control.

**Redwood Treefolk** 4

Summon Treefolk

"In the heart of Llanowar the magic is so strong that trees cannot stay rooted."  
—Mirri of the Weatherlight

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**Nature's Kiss** 1

Enchant Creature

1, Remove the top card in your graveyard from the game: Enchanted creature gets +1/+1 until end of turn.

I cradle my rage even as the earth cradles my dead kin.  
—Mirri of the Weatherlight

**Aboroth** 4

Summon Aboroth

Cumulative upkeep—Put a -1/-1 counter on Aboroth

The Weatherlight banked sharply as the colossal beast rose up to crush the lone rider. "My bet's on the dirt," Gerrard said flatly.

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**Haunting Misery** 1

Sorcery

Remove X creature cards in your graveyard from the game: Haunting Misery deals X damage to target player.

"I am condemned without end."  
—Crovax

**Benalish Missionary**

Summon Cleric

1 ♦, ♦: Target blocked creature deals no combat damage this turn.

"These horn-haters say no gods but theirs exist. I say let him find out for himself—right now!"  
—Tahngarth of the Weatherlight

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**Call of the Wild** 2

Enchantment

2 ♣♣: Reveal the top card of your library to all players. If that card is a creature card, put it into play. Otherwise, bury it.

Thinking of dinner made Squee realize that the forest was probably thinking the same thing.

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**Vitalize**

Instant

Untap all creatures you control.

"After talking to the magic of Llanowar, no dreams can compare."  
—Mirri of the Weatherlight

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**Avizoa** 3

Summon Avizoa

Flying

Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn.

"Maybe we can trap them with bait," thought Tahngarth, eyeing Squee.

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**Shattered Crypt**

Sorcery

Return X target creature cards from your graveyard to your hand and lose X life.

"You must be mad to want one such as I aboard the Weatherlight. But I would be mad to remain here with my rotting family. I accept."  
—Crovax

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## Desperate Gambit



Instant



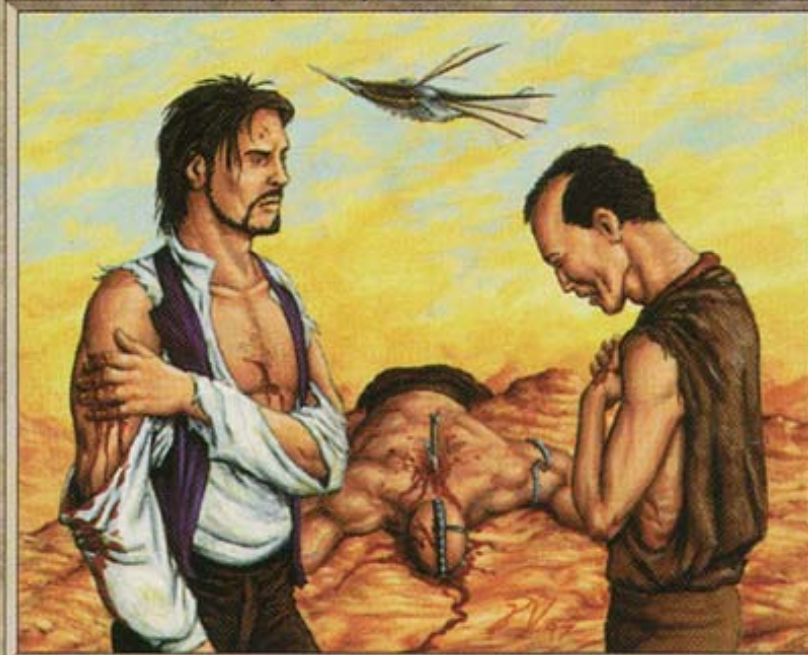
Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

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## Debt of Loyalty

1



Instant



Regenerate target creature. Gain control of that creature.

*"I killed him because I had to," Starke lied to Gerrard. "But now I pledge my loyalty to you."*

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