ABRADE
1
INSTANT
CHOOSE ONE —
• ABRADE DEALS 3 DAMAGE TO TARGET CREATURE.
• DESTROY TARGET ARTIFACT.
IDOLS AND MEN BECOME SLAG BENEATH THE ALTAR TO THE NEW OBJECT OF WORSHIP: LORD UNMAKING, THE GREAT DISSOLUTION
R 1425
SLD • EN TOM077
™ & © 2023 WIZARDS OF THE COAST

Academy Wall
2
Creature — Wall
Defender
Whenever you cast an instant or sorcery spell, you may draw a card. If you do, discard a card. This ability triggers only once each turn.
Once the Society of Mishra took control, the Tolarian Academy at Lat-Nam became a haven for dark research.
0/5
041/281 C
DMU • EN Adam Paquette
™ & © 2022 Wizards of the Coast

Alania, Divergent Storm
3
Legendary Creature — Otter Wizard
Whenever you cast a spell, if it's the first instant spell, the first sorcery spell, or the first Otter spell other than Alania you've cast this turn, you may have target opponent draw a card. If you do, copy that spell. You may choose new targets for the copy.
"Why would I chase the storm? Does a cloud chase the rain? Does the sun chase the light?"
3/5
R 0204
BLB • EN Joshua Raphael
™ & © 2024 Wizards of the Coast

An Offer You Can't Refuse
Instant
Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with ", Sacrifice this token: Add one mana of any color.")
"I think you'll find my terms quite agreeable, if you know what's good for you."
U 0160
FDN • EN Dallas Williams
™ & © 2024 Wizards of the Coast

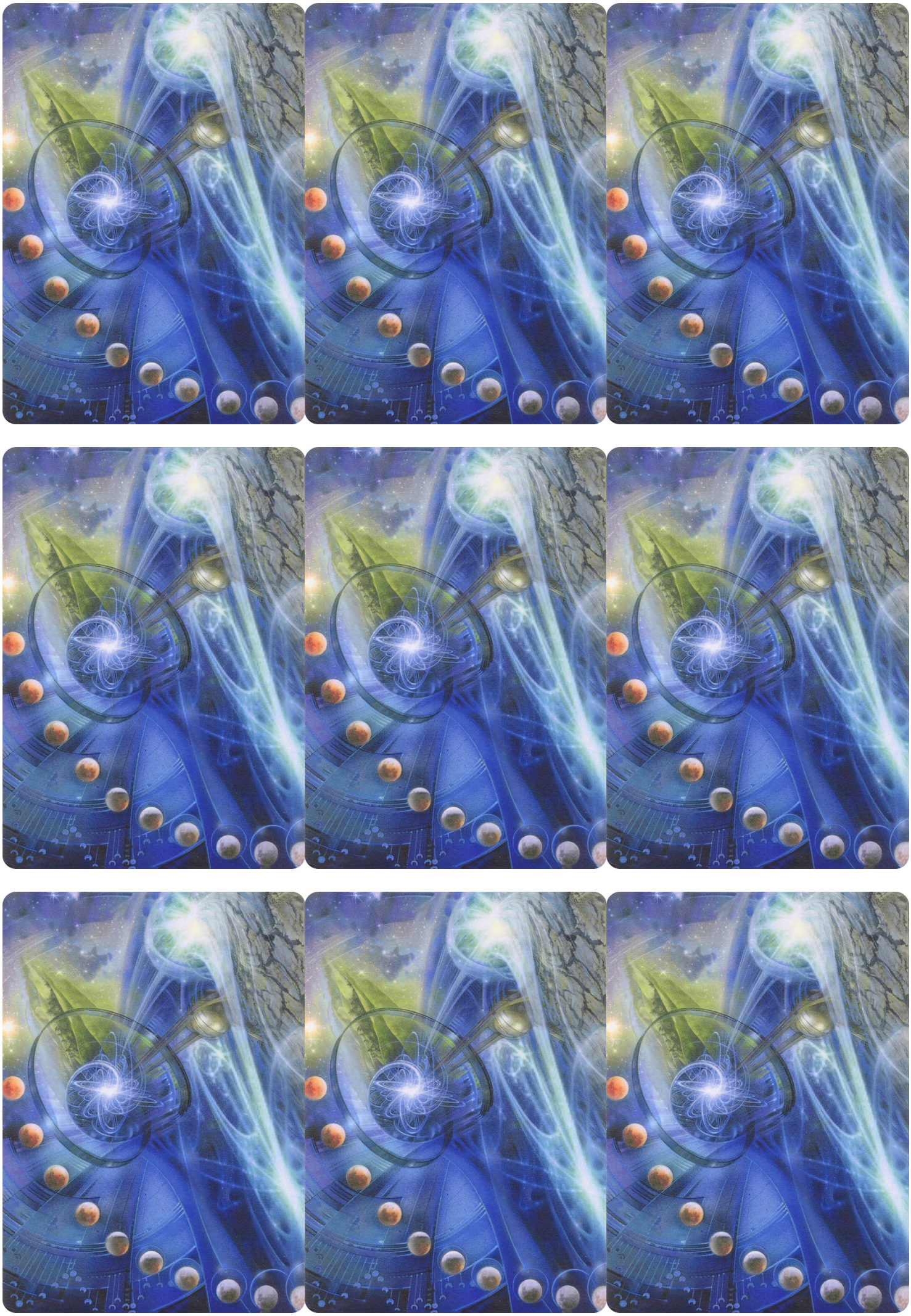
Arcane Bombardment
4
Enchantment
Whenever you cast your first instant or sorcery spell each turn, exile an instant or sorcery card at random from your graveyard. Then copy each card exiled with Arcane Bombardment. You may cast any number of the copies without paying their mana costs.
101/281 M
SNC • EN Marta Nael
™ & © 2022 Wizards of the Coast

Archmage Emeritus
2
Creature — Human Wizard
Magecraft — Whenever you cast or copy an instant or sorcery spell, draw a card.
Some emeritus professors return from their wanderings periodically to share tales of the mystical wonders of Arcavios.
2/2
037/275 R
STX • EN Caio Monteiro
™ & © 2021 Wizards of the Coast

Archmage of Runes
3
Creature — Giant Wizard
Instant and sorcery spells you cast cost 1 less to cast.
Whenever you cast an instant or sorcery spell, draw a card.
He's so intent on his study that others think him frozen in place.
3/6
R 0030
FDN • EN Kai Carpenter
™ & © 2024 Wizards of the Coast

Ashling, Flame Dancer
2
Legendary Creature — Elemental Shaman
You don't lose unspent red mana as steps and phases end.
Magecraft — Whenever you cast or copy an instant or sorcery spell, discard a card, then draw a card. If this is the second time this ability has resolved this turn, Ashling, Flame Dancer deals 2 damage to each opponent and each creature they control. If it's the third time, add .
4/4
M 0115
MH3 • EN Michal Ivan
™ & © 2024 Wizards of the Coast

Baral and Kari Zev
1
Legendary Creature — Human
First strike, menace
Whenever you cast your first instant or sorcery spell each turn, you may cast a spell with lesser mana value that shares a card type with it from your hand without paying its mana cost. If you don't, create First Mate Ragavan, a legendary 2/1 red Monkey Pirate creature token. It gains haste until end of turn.
2/4
R 0218
MOM • EN Fariba Khamseh
™ & © 2023 Wizards of the Coast



Beamsplitter Mage

Creature — Vedalken Wizard

Whenever you cast an instant or sorcery spell that targets only Beamsplitter Mage, if you control one or more other creatures that spell could target, choose one of those creatures. Copy that spell. The copy targets the chosen creature.

The Izzet love replicating results.

2/2

155/259 U
GRN • EN ✒ Svetlin Velinov
™ & © 2018 Wizards of the Coast

Birgi, God of Storytelling

Legendary Creature — God

Whenever you cast a spell, add ◐. Until end of turn, you don't lose this mana as steps and phases end.

Creatures you control can boast twice during each of your turns rather than once.

"This is a tale to make all Kaldheim tremble . . ."

Artifact

3/3

123/285 R
KHM • EN ✒ Eric Deschamps
™ & © 2021 Wizards of the Coast

Case of the Ransacked Lab

Instant and sorcery spells you cast cost 1 less to cast.

To solve — You've cast four or more instant and sorcery spells this turn. *(If unsolved, solve at the beginning of your end step.)*

Solved — Whenever you cast an instant or sorcery spell, draw a card.

Enchantment — Case

R 0045
MKM • EN ✒ Borja Pindado
™ & © 2024 Wizards of the Coast

Chandra, Hope's Beacon

Legendary Planeswalker — Chandra

Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn.

+2: Add two mana in any combination of colors.

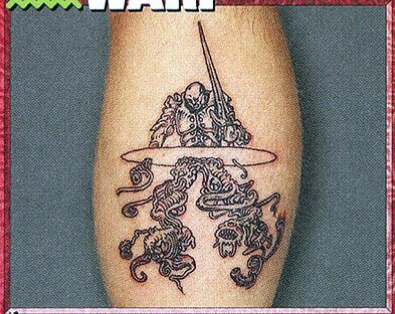
+1: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards.

−X: Chandra, Hope's Beacon deals X damage to each of up to two targets.

5

M 0134
MOM • EN ✒ Kieran Yanner
™ & © 2023 Wizards of the Coast

Chaos Warp



Instant

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

Warping the fabric of reality begins with warping the fabric of the individual.

Tatt. Jackson Epstein
™ & © 2024 Wizards of the Coast 823

Consecrated Sphinx

Creature — Sphinx

Flying

Whenever an opponent draws a card, you may draw two cards.

A curse is just another name for an unwanted blessing.

4/6

043/331 M
2X2 • EN ✒ Mark Zug
™ & © 2022 Wizards of the Coast

Cosi's Trickster

Creature — Merfolk Wizard

Whenever an opponent shuffles his or her library, you may put a +1/+1 counter on Cosi's Trickster.

She watches the chaos created by the Roil, seeking strength in the patterns of anarchy.

1/1

✒ Igor Kieryluk
™ & © 1993–2009 Wizards of the Coast LLC 45/249

Counsel of the Soratami

Sorcery

Draw two cards.

"Wisdom is not the counting of all the drops in a waterfall. Wisdom is learning why the water seeks the earth."

✒ Randy Gallegos
™ & © 1993–2007 Wizards of the Coast, Inc. 76/383

Cryptic Pursuit

Enchantment

Whenever you cast an instant or sorcery spell from your hand, manifest the top card of your library. *(Put that card onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

Whenever a face-down creature you control dies, exile it if it's an instant or sorcery card. You may cast that card until the end of your next turn.

070/093 R
NCC • EN ✒ Marc Simonetti
™ & © 2022 Wizards of the Coast

Harnfel, Horn of Bounty
4
Legendary Artifact
Discard a card: Exile the top two cards of your library. You may play those cards this turn.
Like her well of stories, Birgi's horn never runs dry.
God
2
123/285 R
KHM • EN
Eric Deschamps
™ & © 2021 Wizards of the Coast

Curse of Inertia

2 🜄

Enchantment — Aura Curse

Enchant player

Whenever a player attacks enchanted player with one or more creatures, that attacking player may tap or untap target permanent of his or her choice.

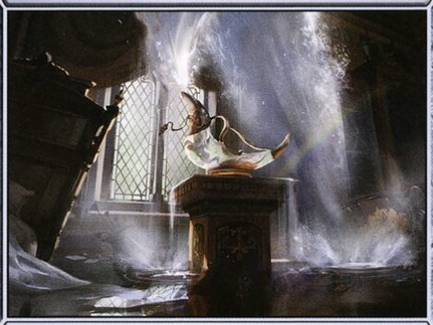
"As long as I pull the strings, you will dance."
—Tezzeret

Jasper Sandner

™ & © 2013 Wizards of the Coast 36/356

Decanter of Endless Water

3



Artifact

You have no maximum hand size.

⟳: Add one mana of any color.

"Now, remember: Under no circumstances should you utter the word 'geyser' in the same room as—oh, blast it!"
—Bindlehaim, Upper City merchant

309/361 C
CLB • EN ✒ Titus Lunter

™ & © 2022 Wizards of the Coast

Divination

2 🜄

Sorcery M19

Draw two cards.

"The stars mark your destiny. May you accept the fate thus divulged."

051/280 C
M19 • EN ✒ Willian Murai

™ & © 2018 Wizards of the Coast

Docent of Perfection

3 🜄 🜄

Creature — Insect Horror

Flying

Whenever you cast an instant or sorcery spell, create a 1/1 blue Human Wizard creature token. Then if you control three or more Wizards, transform this creature.

The time had come for him to share his findings.

6/5

5/4

R 0062
INR • EN ✒ Nils Hamm

™ & © 2025 Wizards of the Coast

Electrolyze

1 🜄 🜂

Instant

Electrolyze deals 2 damage divided as you choose among one or two targets.

Draw a card.

"The hydraulic power grip was a failure, but the gauntlets were a shocking success."
—Journal of the Prime Izmagnus

060/063 R
STA • EN ✒ Dominik Mayer

™ & © 2021 Wizards of the Coast

Ever-Watching Threshold

2 🜄

Enchantment

Whenever an opponent attacks, if they attacked you and/or a planeswalker you control, draw a card.

"You think they know we're here?"
—Orlo, goblin raider

050 R
SCD • EN ✒ Jenn Ravenna Tran

™ & © 2022 Wizards of the Coast

Evolving Wilds

Land

⟳, Sacrifice Evolving Wilds: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Parts of Faerûn still churn with the magic of arrogant Netherese archmages long dead.

256/281 C
AFR • EN ✒ Muhammad Firdaus

™ & © 2021 Wizards of the Coast

Eye of Vecna

2

Legendary Artifact

When Eye of Vecna enters the battlefield, you draw a card and you lose 2 life.

At the beginning of your upkeep, you may pay 2. If you do, you draw a card and you lose 2 life.

"I see all things as they truly are! I see . . . decay in all flesh, and betrayal in every heart."

243/281 R
AFR • EN ✒ Irina Nordsol

™ & © 2021 Wizards of the Coast

Field Research

2 🜄

Sorcery

Kicker 2 🜄 *(You may pay an additional 2 🜄 as you cast this spell.)*

Draw two cards. If this spell was kicked, draw three cards instead.

"In the field, speed-reading is a survival skill."

058/280 C
ZNR • EN ✒ PINDURSKI

™ & © 2020 Wizards of the Coast

Final Iteration
Creature — Eldrazi Insect
Flying
Wizards you control get +2/+1 and have flying.
Whenever you cast an instant or sorcery spell, create a 1/1 blue Human Wizard creature token.
6/5
R 0062
INR • EN
Nils Hamm
™ & © 2025 Wizards of the Coast

Geometric Nexus
2
Artifact
Whenever a player casts an instant or sorcery spell, put a number of charge counters on Geometric Nexus equal to that spell's mana value.
6, ⟳, Remove all charge counters from Geometric Nexus: Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of charge counters removed this way.
077/081 R
C21 • EN
Ionas De Ro
™ & © 2021 Wizards of the Coast

Island
Basic Land — Island
L 0022
REX • EN
Svetlin Velinov
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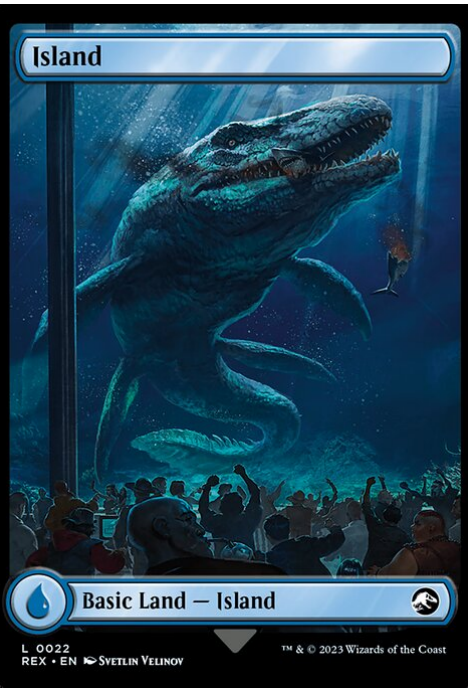
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Svetlin Velinov
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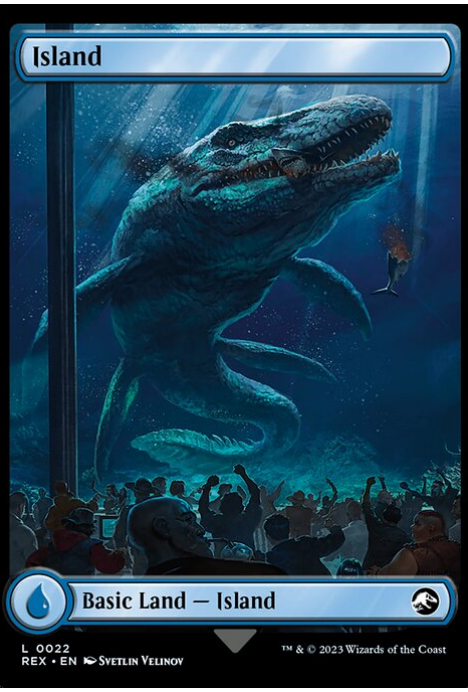
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Basic Land — Island
L 0022
REX • EN
Svetlin Velinov
™ & © 2023 Wizards of the Coast

Izzet Charm
Instant
Choose one —
• Counter target noncreature spell unless its controller pays 2.
• Izzet Charm deals 2 damage to target creature.
• Draw two cards, then discard two cards.
U 0190
RVR • EN
Zoltan Boros
™ & © 2024 Wizards of the Coast

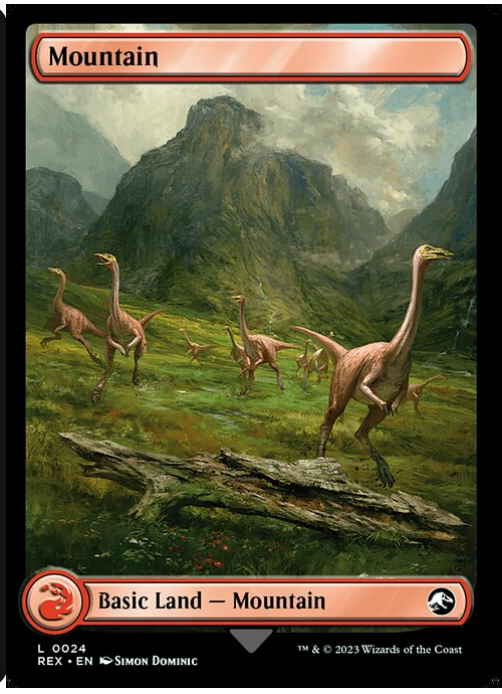
Kraum, Ludevic's Opus
Legendary Creature — Zombie Horror
Flying, haste
Whenever an opponent casts his or her second spell each turn, draw a card.
Partner (You can have two commanders if both have partner.)
"It lives . . . IT LIVES!"
—Ludevic, necro-alchemist
4/4
034/351 R
C16 ★ EN
Aaron Miller
™ & © 2016 Wizards of the Coast

Mana Flare
Enchantment
Whenever a player taps a land for mana, that player adds one mana of any type that land produced.
"I give my heart to the mountain, my memories to the wind. Let my last moment be burned into history."
—Daughters of Flame
R 0046
WOT • EN
Olena Richards
™ & © 2023 Wizards of the Coast

Mana Leak
Instant
Counter target spell unless its controller pays 3.
"The fatal flaw in every plan is the assumption that you know more than your enemy."
—Volrath
058/269 C
TPR • EN
Christopher Rush
™ & © 2015 Wizards of the Coast

Mind's Dilation
Enchantment
Whenever an opponent casts their first spell each turn, that player exiles the top card of their library. If it's a nonland card, you may cast it without paying its mana cost.
Depart yourself; one mind is too small a vessel.
1180 M
SLD • EN
Ori Toor
™ & © 2022 Wizards of the Coast

Mindcrank
Artifact
Whenever an opponent loses life, that player puts that many cards from the top of his or her library into his or her graveyard. (Damage dealt by sources without infect causes loss of life.)
"Let go of your memories and be reborn."
—Argent Etchings, plate 106, passage 27
Chris Rahn
™ & © 1993-2011 Wizards of the Coast LLC 144/175


Mountain
Basic Land — Mountain
L 0024
REX • EN
Simon Dominic
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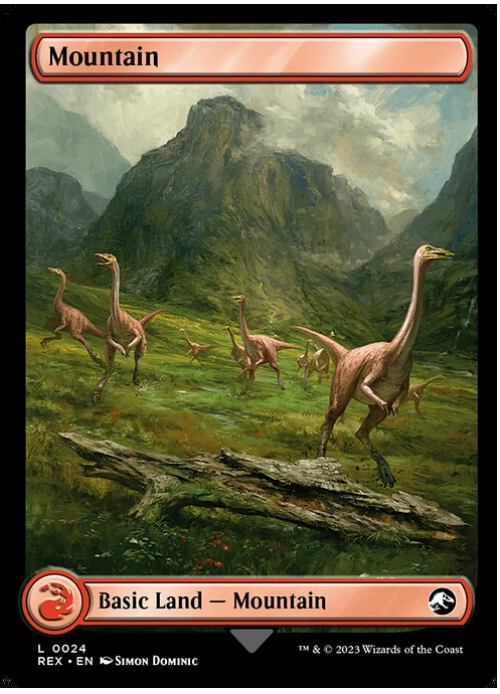
Mountain
Basic Land — Mountain
L 0024
REX • EN
Simon Dominic
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Island
Basic Land — Island
L 0022
REX • EN
Svetlin Velinov
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Mountain
Basic Land — Mountain
L 0024
REX • EN
Simon Dominic
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Basic Land — Mountain
L 0024
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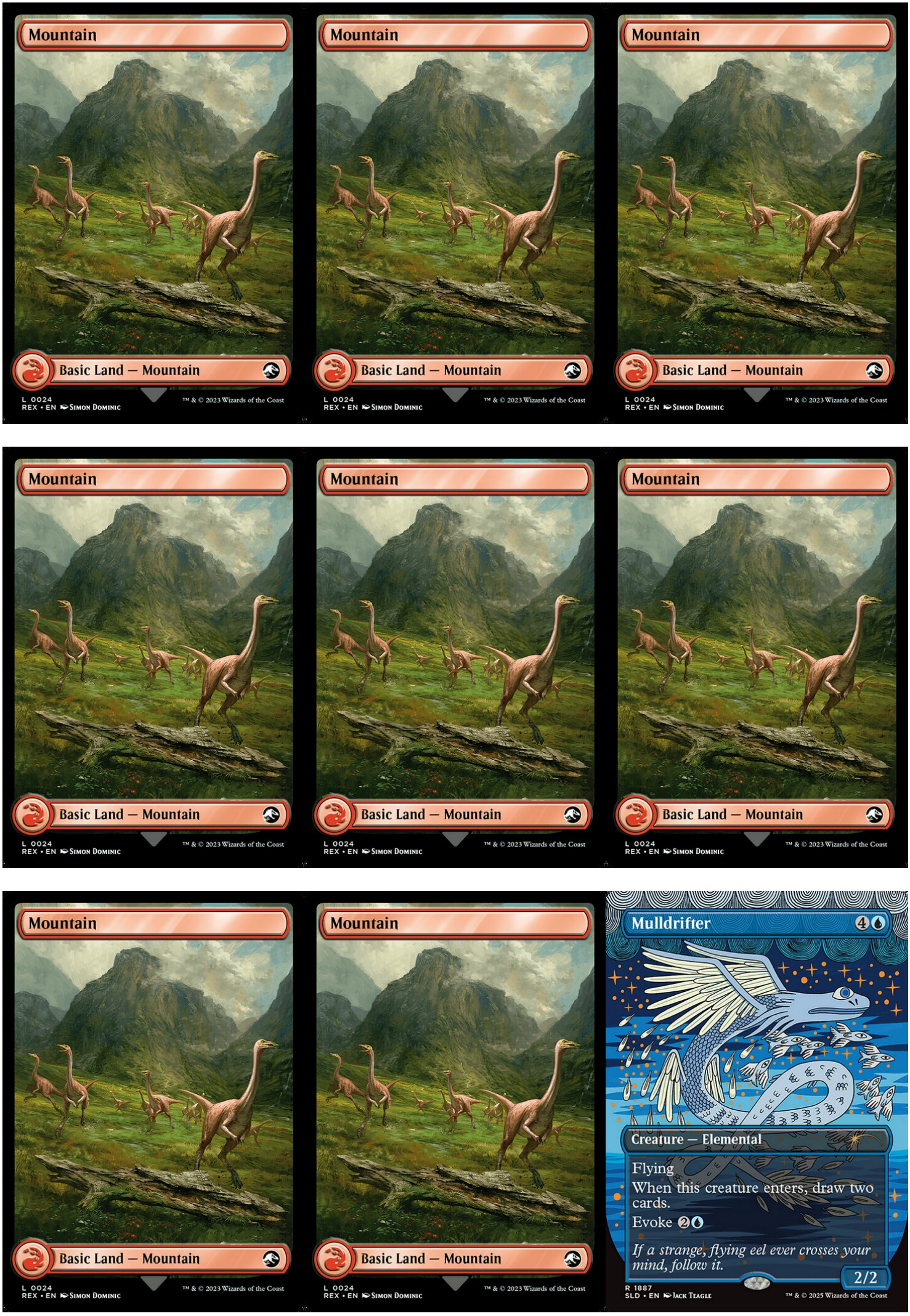
Mountain
Basic Land — Mountain
L 0024
REX • EN Simon Dominic
™ & © 2023 Wizards of the Coast
Mulldrifter
Creature — Elemental
Flying
When this creature enters, draw two cards.
Evoke
If a strange, flying eel ever crosses your mind, follow it.
2/2
R 1887
SLD • EN Jack Teagle
™ & © 2025 Wizards of the Coast

Mountain
Basic Land — Mountain
L 0024
REX • EN
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Basic Land — Mountain
L 0024
REX • EN
Simon Dominic
™ & © 2023 Wizards of the Coast

Negate

1 U

Instant

Counter target noncreature spell.

"As one, nature lifts its voice to tell you this: 'No.'"

C 0710
FDN ★ EN ✒ Magali Villeneuve
™ & © 2024 Wizards of the Coast

Pain Distributor

2 R

Creature — Devil Citizen

Menace

Whenever a player casts their first spell each turn, they create a Treasure token.

Whenever an artifact an opponent controls is put into a graveyard from the battlefield, Pain Distributor deals 1 damage to that player.

2/3

R 0033
MOC • EN ✒ Olivier Bernard
™ & © 2023 Wizards of the Coast

Pongify

U

Instant

Destroy target creature. It can't be regenerated. Its controller creates a 3/3 green Ape creature token.

Some spellcrafting mistakes go on to become spells of their own.

079/289 U
TSR • EN ✒ Heather Hudson
™ & © 2020 Wizards of the Coast

Price of Glory

2 R

Enchantment

Whenever a player taps a land for mana during another player's turn, destroy that land.

"True strength lies in action. Let the weak react to me."
—Kamahl, pit fighter

Illus. Darrell Riche
™ & © 1993–2001 Wizards of the Coast, Inc. 214/350

Psychic Battle

3 U U

Enchantment

Whenever a player chooses one or more targets, each player reveals the top card of his or her library. The player who reveals the card with the highest converted mana cost may change the target or targets. If two or more cards are tied for highest cost, the target or targets remain unchanged.

Illus. Ray Lago
©1993–2000 Wizards of the Coast, Inc. 68/350

Psychic Surgery

1 U

Enchantment

Whenever an opponent shuffles his or her library, you may look at the top two cards of that library. You may exile one of those cards. Then put the rest on top of that library in any order.

Anthony Francisco
™ & © 1993–2011 Wizards of the Coast LLC 44/175

Rapid Hybridization

U

Instant

Destroy target creature. It can't be regenerated. That creature's controller creates a 3/3 green Frog Lizard creature token.

It's like the cycle of reincarnation, just significantly more abrupt.

1126 R
SLD • EN ✒ Kozyndan
™ & © 2022 Wizards of the Coast

Scrawling Crawler

3

Artifact Creature — Phyrexian Construct

At the beginning of your upkeep, each player draws a card.

Whenever an opponent draws a card, that player loses 1 life.

It spreads the machine gospel of New Phyrexia, its task incomplete until all surrender to perfection.

3/2

R 0132
FDN • EN ✒ Miro Petrov
™ & © 2024 Wizards of the Coast

Secrets of the Golden City

1 U U

Sorcery

Ascend *(If you control ten or more permanents, you get the city's blessing for the rest of the game.)*

Draw two cards. If you have the city's blessing, draw three cards instead.

Stolen knowledge can never be stolen back.

052/196 C
RIX • EN ✒ Jason Felix
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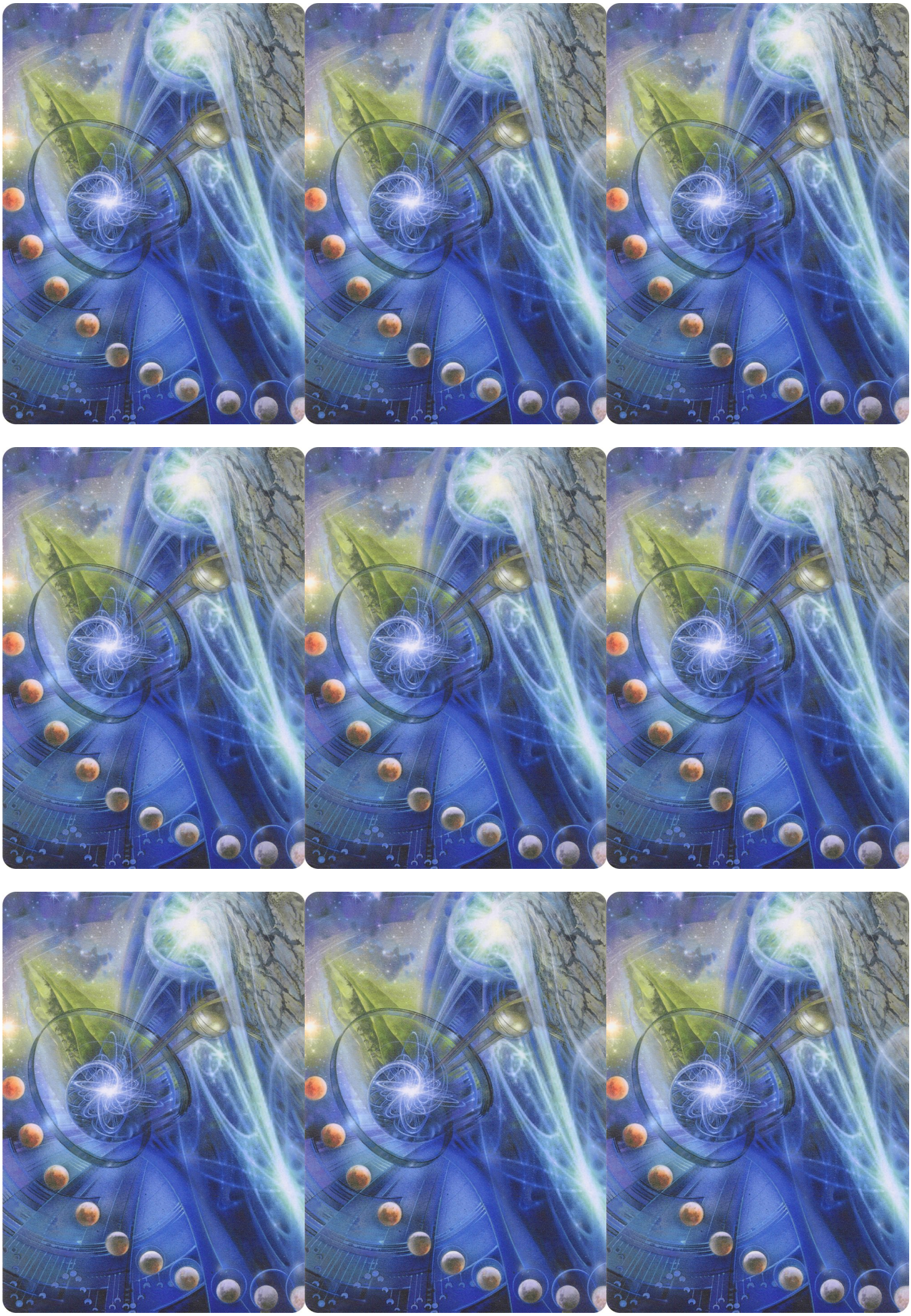

Storm-Kiln Artist
3 🔴

Creature — Dwarf Shaman

Storm-Kiln Artist gets +1/+0 for each artifact you control.

Magecraft — Whenever you cast or copy an instant or sorcery spell, create a Treasure token.

A captured elemental makes for a potent, albeit unstable, power source.

2/2

U 0260
CMM • EN ✒ Manuel Castañón
™ & © 2023 Wizards of the Coast

Stormcarved Coast

Land

Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

⟳: Add 💧 or 🔴.

Frequent, violent storms shape the Nephalia coastline, sculpting cliffs and caves where monsters often lurk.

265/277 R
VOW • EN ✒ Sarah Finnigan
™ & © 2021 Wizards of the Coast

Sulfur Falls

Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

⟳: Add 💧 or 🔴.

"We have inherited the mysteries of the Thran, but few of the answers."
—Jhoira

R 0322
OTC • EN ✒ Cliff Childs
™ & © 2024 Wizards of the Coast

Surge to Victory
4 🔴🔴

Sorcery

Exile target instant or sorcery card from your graveyard. Creatures you control get +X/+0 until end of turn, where X is that card's mana value. Whenever a creature you control deals combat damage to a player this turn, copy the exiled card. You may cast the copy without paying its mana cost.

058/081 R
C21 • EN ✒ Grzegorz Rutkowski
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Terramorphic Expanse

Land

⟳, Sacrifice Terramorphic Expanse: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Take two steps north into the unsettled future, south into the unquiet past, east into the present day, or west into the great unknown.

357/361 C
CMR • EN ✒ Dan Scott
™ & © 2020 Wizards of the Coast

Total War
3 🔴

Enchantment

Whenever any player declares an attack, destroy all untapped non-wall creatures that player controls that don't attack. Do not destroy creatures the player did not control at the beginning of the turn.

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

Training Center

Land

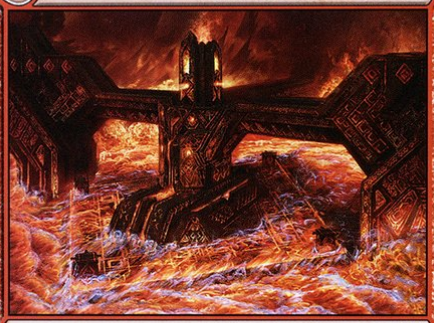
Training Center enters the battlefield tapped unless you have two or more opponents.

⟳: Add 💧 or 🔴.

Between matches, combatants practice to stay in peak mental and physical form.

R 0434
CMM • EN ✒ Daniel Ljunggren
™ & © 2023 Wizards of the Coast

Valakut Awakening
2 🔴



Instant

Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.

"My ancestors reshaped the world to their vision. I have a few ideas of my own."
—Tars Olan, stoneforge mystic

◀ Land ⟳: Add 🔴.

174/280 R
ZNR • EN ✒ Campbell White
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Vandalblast
🔴

Sorcery

Destroy target artifact you don't control.

Overload 4 🔴 *(You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")*

Beauty is in the eye of the exploder.

U 0267
CMM • EN ✒ Seb McKinnon
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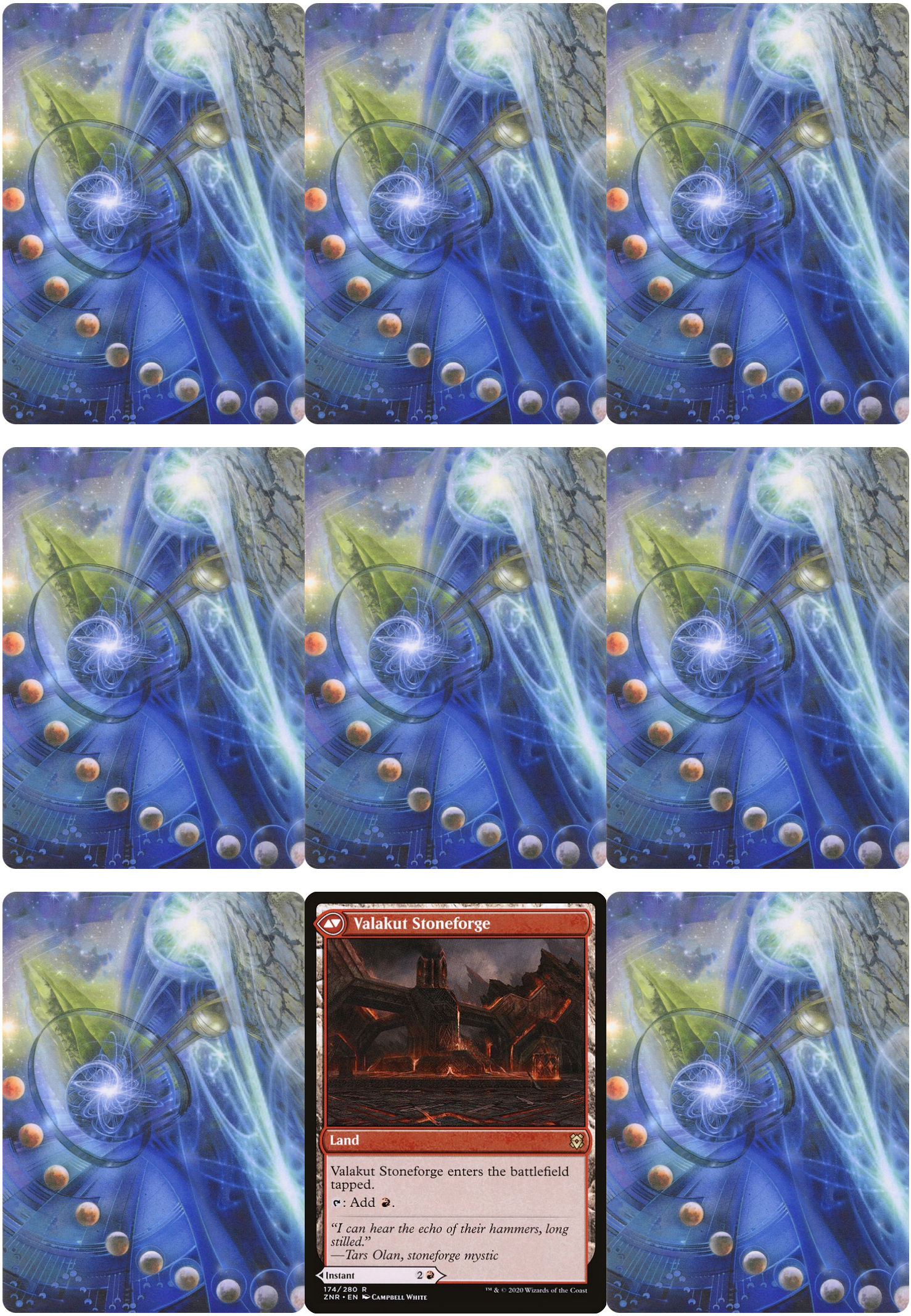
Valakut Stoneforge
Land
Valakut Stoneforge enters the battlefield tapped.
: Add .
"I can hear the echo of their hammers, long stilled."
—Tars Olan, stoneforge mystic
Instant
2
174/280 R
ZNR • EN
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Veyran, Voice of Duality
1
Legendary Creature — Efreet Wizard
Magecraft — Whenever you cast or copy an instant or sorcery spell, Veyran, Voice of Duality gets +1/+1 until end of turn.
If you casting or copying an instant or sorcery spell causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
2/2
M 0248
OTC • EN
Mathias Kollros
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Wandering Archaic
5
Creature — Avatar
Whenever an opponent casts an instant or sorcery spell, they may pay 2. If they don't, you may copy that spell. You may choose new targets for the copy.
"Fly the path of nine birds."
Sorcery
3
4/4
006/275 R
STX • EN
Wayne Reynolds
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War's Toll
3
Enchantment
Whenever an opponent taps a land for mana, tap all lands that player controls.
If a creature an opponent controls attacks, all creatures that opponent controls attack if able.
Razia, archangel of war, demands total commitment.
187/254 R
BBD • EN
Dana Knutson
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2
WHEEL OF MISFORTUNE
SORCERY
Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards.
R 1959
SLD • EN
6VCR & Chuck Lukacs
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Slimer's Feast
2
Windfall
Sorcery
Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.
"Sir, what you had there is what we refer to as a focused, non-terminal repeating phantasm, or a class-five full-roaming vapor. Real nasty one, too!"
—Dr. Raymond Stantz
R 1775
SLD • EN
Simon Dominic
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Winged Words
2
Sorcery
This spell costs 1 less to cast if you control a creature with flying.
Draw two cards.
Magic written across the sky falls like rain on thirsty ground, bringing forth wisdom in its season.
196 C
JMP • EN
Chris Seaman
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Explore the Vastlands
3
Sorcery
Each player looks at the top five cards of their library, reveals a land card and/or an instant or sorcery card from among them, then puts the cards they revealed this way into their hand and the rest on the bottom of their library in a random order. Each player gains 3 life.
Avatar
5
006/275 R
STX • EN
Wayne Reynolds
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