Mountain
Basic Land — Mountain
261/264 L
WAR • EN
Richard Wright
™ & © 2019 Wizards of the Coast

Plains
Basic Land — Plains
252/264 L
WAR • EN
Richard Wright
™ & © 2019 Wizards of the Coast

Mountain
Basic Land — Mountain
261/264 L
WAR • EN
Richard Wright
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Basic Land — Mountain
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WAR • EN
Richard Wright
™ & © 2019 Wizards of the Coast

Mountain
Basic Land — Mountain
261/264 L
WAR • EN
Richard Wright
™ & © 2019 Wizards of the Coast

Acidic Soil
2
Sorcery
Acidic Soil deals 1 damage to each player for each land he or she controls.
Phyrexia had tried to take Urza's soul. He was relieved that Shiv tried to claim only his soles.
Illus. Scott M. Fischer

Aetherflux Reservoir
4
Artifact
Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.
Pay 50 life: Aetherflux Reservoir deals 50 damage to target creature or player.
While most power is used for ordinary, everyday tasks, one shouldn't underestimate its potential for the extraordinary.
192/264 R
KLD • EN
Cliff Childs
™ & © 2016 Wizards of the Coast

Alhammarret's Archive
5
Legendary Artifact
If you would gain life, you gain twice that much life instead.
If you would draw a card except the first one you draw in each of your draw steps, draw two cards instead.
It contains the totality of Alhammarret's notes, theories, and ponderings.
221/272 M
ORI • EN
Richard Wright
™ & © 2015 Wizards of the Coast

Ancient Tomb
Land
: Add ◇◇. Ancient Tomb deals 2 damage to you.
There is no glory to be gained in the kingdom of the dead.
—Vec tomb inscription
236/254 R
UMA • EN
Yeong-Hao Han
™ & © 2018 Wizards of the Coast

Arcane Lighthouse
Land
: Add ◇.
1, : Until end of turn, creatures your opponents control lose hexproof and shroud and can't have hexproof or shroud.
233/312 U
CM2 • EN
Igor Kieryluk
™ & © 2018 Wizards of the Coast

Arid Mesa
Land
, Pay 1 life, Sacrifice Arid Mesa: Search your library for a Mountain or Plains card and put it onto the battlefield. Then shuffle your library.
229/249 R
MM3 • EN
Raymond Swanland
™ & © 2017 Wizards of the Coast

Ash Barrens

Land

{T}: Add {C}.

Basic landcycling {1} (*{1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.*)

235/312 C
CM2 • EN ► Jonas De Ro
™ & © 2018 Wizards of the Coast

Austere Command

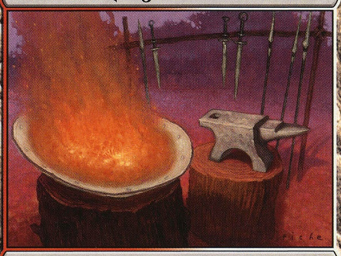
{4}{W}{W}

Sorcery

Choose two —
- Destroy all artifacts.
- Destroy all enchantments.
- Destroy all creatures with converted mana cost 3 or less.
- Destroy all creatures with converted mana cost 4 or greater.

010/249 R
IMA • EN ► Anna Steinbauer
™ & © 2017 Wizards of the Coast

Battlefield Forge



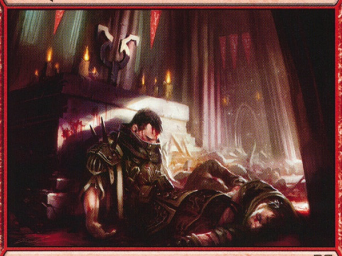
Land

{T}: Add {1} to your mana pool.
{T}: Add {R} or {W} to your mana pool. Battlefield Forge deals 1 damage to you.

244/272 R
ORI • EN ► Darrell Riche
™ & © 2015 Wizards of the Coast

Blasphemous Act

{8}{R}



Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

"Holy places are no longer sanctuary from death, and death is no longer sanctuary from anything."
—Thalia, Knight-Cathar

120/307 R
C18 • EN ► Daarken
™ & © 2018 Wizards of the Coast

Bloodstained Mire

Land

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

Where dragons once triumphed, their bones now molder.

230/269 R
KTK • EN ► Daarken
™ & © 2014 Wizards of the Coast

Boros Charm

{R}{W}

Instant

Choose one —
- Boros Charm deals 4 damage to target player or planeswalker.
- Permanents you control gain indestructible until end of turn.
- Target creature gains double strike until end of turn.

084/127 U
GK1 • EN ► Zoltan Boros
™ & © 2018 Wizards of the Coast

Boros Garrison

Land

Boros Garrison enters the battlefield tapped.

When Boros Garrison enters the battlefield, return a land you control to its owner's hand.

{T}: Add {R}{W}.

098/127 C
GK1 • EN ► Iohn Avon
™ & © 2018 Wizards of the Coast

Boros Reckoner

{R/W}{R/W}{R/W}

Creature — Minotaur Wizard

Whenever Boros Reckoner is dealt damage, it deals that much damage to any target.

{R/W}: Boros Reckoner gains first strike until end of turn.

"Imagine a thunderstorm that's also a tactical genius. That's him."
—Dars Gostok, Firefist captain

3/3

085/127 R
GK1 • EN ► Howard Lyon
™ & © 2018 Wizards of the Coast

Boros Signet

{2}

Artifact

{1}, {T}: Add {R}{W}.

"Have you ever held a Boros signet? There's a weight to it that belies its size—a weight of strength and of pride."
—Agrus Kos

097/127 C
GK1 • EN ► Mike Sass
™ & © 2018 Wizards of the Coast

Boseiju, Who Shelters All

Legendary Land

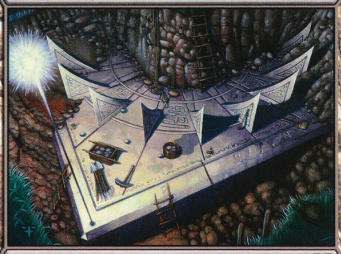
Boseiju, Who Shelters All comes into play tapped.

, Pay 2 life: Add 1 to your mana pool. If that mana is spent on an instant or sorcery spell, that spell can't be countered by spells or abilities.

Ralph Horsley

™ & © 1995-2004 Wizards of the Coast, Inc. 273/306

Buried Ruin



Land

: Add .

2, , Sacrifice Buried Ruin: Return target artifact card from your graveyard to your hand.

History has buried its treasures deep.

239/307 U
C18 • EN Franz Vohwinkel

™ & © 2018 Wizards of the Coast

Burnished Hart 3

Artifact Creature — Elk

3, Sacrifice Burnished Hart: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle your library.

Forged by divine hands to wander mortal realms.

2/2

248/342 U
C15 • EN Yeong-Hao Han

™ & © 2015 Wizards of the Coast

Chain Reaction 2

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

121/307 R
C18 • EN Trevor Claxton

™ & © 2018 Wizards of the Coast

Chaos Warp 2

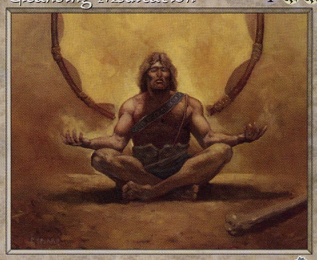
Instant

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.

122/307 R
C18 • EN Trevor Claxton

™ & © 2018 Wizards of the Coast

Cleansing Meditation 1



Sorcery

Destroy all enchantments.

Threshold — Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way. *(You have threshold if seven or more cards are in your graveyard.)*

Illus. Ron Spears

™ & © 1993-2002 Wizards of the Coast, Inc. 3/143

Clifftop Retreat

Land

Clifftop Retreat enters the battlefield tapped unless you control a Mountain or a Plains.

: Add or .

The sunlight falls pristine on the temple at Epityr, softened by the remembered shadows of angelic saviors' wings.

239/269 R
DOM • EN Christine Choi

™ & © 2018 Wizards of the Coast

Coalition Relic 3

Artifact

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

: Put a charge counter on Coalition Relic.

At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each charge counter removed this way.

223/249 R
A25 • EN Jason Felix

™ & © 2018 Wizards of the Coast

Comeuppance 3

Instant

Prevent all damage that would be dealt to you and planeswalkers you control this turn by sources you don't control. If damage from a creature source is prevented this way, Comeuppance deals that much damage to that creature. If damage from a noncreature source is prevented this way, Comeuppance deals that much damage to the source's controller.

004/337 R
C14 • EN Marco Nelor

™ & © 2014 Wizards of the Coast

Command Tower

Land

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

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

240/307 C
C18 • EN ✎ Ryan Yee
™ & © 2018 Wizards of the Coast

Dawn of Hope

1 ✳

Enchantment

Whenever you gain life, you may pay 2. If you do, draw a card.

3 ✳: Create a 1/1 white Soldier creature token with lifelink.

"To wage war, secure peace within yourself."
—Emmara

008/259 R
GRN • EN ✎ Sung Choi
™ & © 2018 Wizards of the Coast

Deflecting Palm

2 ✳

Instant

The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.

173/269 R
KTK • EN ✎ Eric Deschamps
™ & © 2014 Wizards of the Coast

Earthquake

X 2

Sorcery

Earthquake deals X damage to each creature without flying and each player.

They fell screaming into the depths of the chasm like so many pebbles tossed down a well.

095/312 R
CM2 • EN ✎ Adrian Smith
™ & © 2018 Wizards of the Coast

Electrodominance

X 2 2

Instant

Electrodominance deals X damage to any target. You may cast a card with converted mana cost X or less from your hand without paying its mana cost.

"Basically, we turn a bunch of little lightnings into one big lightning."

099/259 R
RNA • EN ✎ Dmitry Burmak
™ & © 2019 Wizards of the Coast

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
™ & © 2016 Wizards of the Coast

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

189/312 U
CM2 • EN ✎ John Avon
™ & © 2018 Wizards of the Coast

Fiery Confluence

2 2 2

Sorcery

Choose three. You may choose the same mode more than once.

- Fiery Confluence deals 1 damage to each creature.
- Fiery Confluence deals 2 damage to each opponent.
- Destroy target artifact.

098/312 R
CM2 • EN ✎ Kieran Yanner
™ & © 2018 Wizards of the Coast

Firesong and Sunspeaker

4 2 ✳

Legendary Creature — Minotaur Cleric

Red instant and sorcery spells you control have lifelink.

Whenever a white instant or sorcery spell causes you to gain life, Firesong and Sunspeaker deals 3 damage to target creature or player.

The peaks of Hurloon never fall silent.

4/6

280/269 P Buy-a-Box
DOM • EN ✎ Zoltan Boros
™ & © 2018 Wizards of the Coast

Flooded Strand

Land

⟲, 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
™ & © 2014 Wizards of the Coast

Hour of Devastation

3 2 2

Sorcery

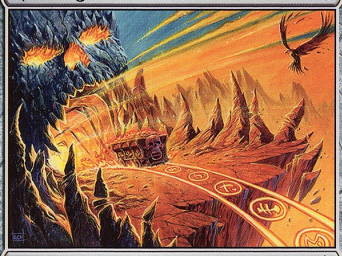
All creatures lose indestructible until end of turn. Hour of Devastation deals 5 damage to each creature and each non-Bolas planeswalker.

"Everything here exists or perishes at my whim. Including you, Gatewatch."
—Nicol Bolas

097/199 R Story Spotlight 5/5
HOU • EN ► Simon Dominic
mtgstory.com
™ & © 2017 Wizards of the Coast

Howling Mine

2



Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.

The mine's riches never end, nor do the moans of the spirits doomed to haunt them.

257/351 R
C16 • EN ► Ralph Horsley
™ & © 2016 Wizards of the Coast

Idyllic Tutor

2 ✳

Sorcery

Search your library for an enchantment card, reveal it, and put it into your hand. Then shuffle your library.

"If one's life is blessed, solutions to all life's problems will appear at the right moment."
—The Book of Kith and Kin

Howard Lyon
™ & © 1993–2008 Wizards of the Coast, Inc. 12/150

Knight of the White Orchid

✳ ✳

Creature — Human Knight

First strike
When Knight of the White Orchid enters the battlefield, if an opponent controls more lands than you, you may search your library for a Plains card, put it onto the battlefield, then shuffle your library.

2/2

021/272 R
ORI • EN ► Mark Zug
™ & © 2015 Wizards of the Coast

Kor Cartographer

3 ✳

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast
™ & © 1993–2012 Wizards of the Coast LLC 13/77

Kor haven

Legendary Land

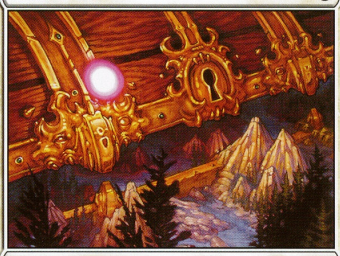
⟲: Add one colorless mana to your mana pool.

1 ✳, ⟲: Prevent all combat damage that would be dealt by target attacking creature this turn.

Illus. Darrell Riche
© 1993, 2000 Wizards of the Coast, Inc. 141/143

Land Tax

✳



Enchantment

At the beginning of your upkeep, if an opponent controls more lands than you, you may search your library for up to three basic land cards, reveal them, put them into your hand, then shuffle your library.

094/254 M
BBD • EN ► Chuck Lukacs
™ & © 2018 Wizards of the Coast

Lapse of Certainty

2 ✳

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

Without a connection of mind and body, magic is just an idea stuck in the head, a word on the tip of a tongue.

Anthony Francisco
™ & © 1993–2009 Wizards of the Coast, Inc. 9/145

Lightning Greaves

Artifact — Equipment

Equipped creature has haste and shroud. *(It can't be the target of spells or abilities.)*
Equip 0

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

196/312 U
CM2 • EN ► Jeremy Jarvis
™ & © 2018 Wizards of the Coast

Lightning Helix

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

Though less well-known than its army of soldiers, the Boros Legion's mage-priests are as respected by the innocent as they are hated by the ghosts of the guilty.

090/127 U
GK1 • EN ► Kev Walker
™ & © 2018 Wizards of the Coast

Mana Crypt

Artifact

At the beginning of your upkeep, flip a coin. If you lose the flip, Mana Crypt deals 3 damage to you.
: Add ◇◇ to your mana pool.

225/249 M
EMA • EN ► Matt Stewart
™ & © 2016 Wizards of the Coast

Mana Geyser

Sorcery

Add ● to your mana pool for each tapped land your opponents control.

The Quicksilver Sea hissed and bubbled at the indignity. The Vulshok shaman just smiled.

Martina Pilcerova
™ & © 2018 Wizards of the Coast

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.

239/249 R
MM3 • EN ► Izzy
™ & © 2017 Wizards of the Coast

Mountain

Basic Land — Mountain

261/264 L
WAR • EN ► Richard Wright
™ & © 2019 Wizards of the Coast

Neheb, the Eternal

Legendary Creature — Zombie Minotaur Warrior

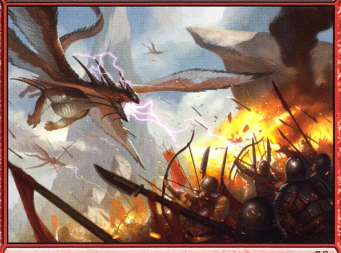
Afflict 3 *(Whenever this creature becomes blocked, defending player loses 3 life.)*
At the beginning of your postcombat main phase, add ● to your mana pool for each 1 life your opponents have lost this turn.

"This is what glory looks like."
—Nicol Bolas

4/6

104/199 M
HOU • EN ► Chris Rahn
™ & © 2017 Wizards of the Coast

Outpost Siege



Enchantment

As Outpost Siege enters the battlefield, choose Khans or Dragons.
- Khans — At the beginning of your upkeep, exile the top card of your library. Until end of turn, you may play that card.
- Dragons — Whenever a creature you control leaves the battlefield, Outpost Siege deals 1 damage to target creature or player.

139/309 R
C17 • EN ► Daarken
™ & © 2017 Wizards of the Coast

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.

003/047 U
E02 • EN ► Todd Lockwood
™ & © 2017 Wizards of the Coast

Plains
Basic Land — Plains
252/264 L
WAR • EN ► Richard Wright
™ & © 2019 Wizards of the Coast

Plateau
Land — Mountain Plains
(: Add or to your mana pool.)
308/325 R
VMA • EN ► Noah Bradley
™ & © 2014 Wizards of the Coast

Price of Progress
1
Instant
3
Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.
Enthusiasm can be tempered in the furnace of the earth.
141/249 U
EMA • EN ► Yohann Schepacz
™ & © 2016 Wizards of the Coast

Primal Amulet
4
Artifact
Instant and sorcery spells you cast cost 1 less to cast.
Whenever you cast an instant or sorcery spell, put a charge counter on Primal Amulet. Then if there are four or more charge counters on it, you may remove those counters and transform it.
243/279 R
XLN • EN ► John Avon
™ & © 2017 Wizards of the Coast

Pyromancer's Goggles
5
Legendary Artifact
: Add to your mana pool. When that mana is spent to cast a red instant or sorcery spell, copy that spell and you may choose new targets for the copy.
"I hope to meet Jaya Ballard someday. I think we'd get along."
—Chandra Nalaar
236/272 M
ORI • EN ► James Paick
™ & © 2015 Wizards of the Coast

Reiterate
1
Instant
Buyback 3 (You may pay an additional 3 as you play this spell. If you do, put this card into your hand as it resolves.)
Copy target instant or sorcery spell. You may choose new targets for the copy.
"Echoes of the Mirari's power yet linger."
—Zyd, Kamahlite druid
Dan Scott

Reverberate
Instant
Copy target instant or sorcery spell. You may choose new targets for the copy.
"Not bad, but I can think of a better use for that."
jD

Rolling Earthquake
X
Sorcery
Rolling Earthquake deals X damage to each creature without horsemanship and each player.
Illus. Yang Hong
™ & © 1993-2009 Wizards of the Coast LLC 110/230

Rugged Prairie
Land
: Add to your mana pool.
, : Add , , or to your mana pool.
Hobs bury their kin far from home. They believe the dry, open ground keeps hags from stealing the bones and gwyllions from stealing the spirits.
247/249 R
A25 • EN ► Fred Fields
™ & © 2018 Wizards of the Coast

Sacred Foundry
Land — Mountain Plains
(T: Add W or R.)
As Sacred Foundry enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.
"You will not be trained here. You will be forged."
—Commander Yaszen
254/259 R
GRN • EN
Adam Paquette
™ & © 2018 Wizards of the Coast

Scalding Tarn
Land
T, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.
244/249 R
MM3 • EN
Philip Straub
™ & © 2017 Wizards of the Coast

Scavenger Grounds
Land — Desert
T: Add C to your mana pool.
2, T, Sacrifice a Desert: Exile all cards from all graveyards.
When the last scrap of flesh is scoured away, the Curse of Wandering ends. Then the dead may sleep.
182/199 R
HOU • EN
Steven Belledin
™ & © 2017 Wizards of the Coast

Sensei's Divining Top
1
Artifact
1: Look at the top three cards of your library, then put them back in any order.
T: Draw a card, then put Sensei's Divining Top on top of its owner's library.
232/249 R
EMA • EN
Rob Alexander
™ & © 2016 Wizards of the Coast

Serra Ascendant
W
Creature — Human Monk
Lifelink
As long as you have 30 or more life, Serra Ascendant gets +5/+5 and has flying.
Faith in Serra is its own reward.
1/1
031/249 R
IMA • EN
Howard Lyon
™ & © 2017 Wizards of the Coast

Smothering Tithe
3 W
Enchantment
Whenever an opponent draws a card, that player may pay 2. If the player doesn't, you create a colorless Treasure artifact token with "T, Sacrifice this artifact: Add one mana of any color."
"I await your donation."
—Dasha, Orzhov priest
022/259 R
RNA • EN
Mark Behm
™ & © 2019 Wizards of the Coast

Sol Ring
1
Artifact
T: Add C C.
Lost to time is the artificer's art of trapping light from a distant star in a ring of purest gold.
222/307 U
C18 • EN
Mike Bierek
™ & © 2018 Wizards of the Coast

Solemn Simulacrum
4
Artifact Creature — Golem
When Solemn Simulacrum enters the battlefield, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle your library.
When Solemn Simulacrum dies, you may draw a card.
2/2
218/312 R
CM2 • EN
Greg Staples
™ & © 2018 Wizards of the Coast

Steelshaper's Gift
W
Sorcery
Search your library for an Equipment card, reveal that card, and put it into your hand. Then shuffle your library.
Some blades seek their own wielders.
Greg Hildebrandt
™ & © 1993-2011 Wizards of the Coast LLC 24/88

Stolen Strategy
Enchantment
At the beginning of your upkeep, exile the top card of each opponent's library. Until end of turn, you may cast nonland cards from among those exiled cards, and you may spend mana as though it were mana of any color to cast those spells.
064/254 R
BBD • EN
Dmitry Burmak
™ & © 2018 Wizards of the Coast

Strip Mine
Land
: Add 1 to your mana pool.
, Sacrifice Strip Mine: Destroy target land.
Unlike previous conflicts, the war between Urza and Mishra made Dominaria itself a casualty of war.
316/325 R
VMA • EN
John Avon
™ & © 2014 Wizards of the Coast

Stuffy Doll
Artifact Creature — Construct
As Stuffy Doll enters the battlefield, choose a player.
Stuffy Doll is indestructible.
Whenever Stuffy Doll is dealt damage, it deals that much damage to the chosen player.
: Stuffy Doll deals 1 damage to itself.
David Rapoza
0/1

Sunforger
Artifact — Equipment
Equipped creature gets +4/+0.
, Unattach Sunforger: Search your library for a red or white instant card with converted mana cost 4 or less and cast that card without paying its mana cost. Then shuffle your library.
Equip 3
275/351 R
C16 • EN
Darrell Riche
™ & © 2016 Wizards of the Coast

Sword of Fire and Ice
Artifact — Equipment
Equipped creature gets +2/+2 and has protection from red and from blue.
Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.
Equip 2
Chris Rahn

Swords to Plowshares
Instant
Exile target creature. Its controller gains life equal to its power.
The smallest seed of regret can bloom into redemption.
110/254 U
BBD • EN
Terese Nielsen
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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 you untap during your untap step.)
Exile Teferi's Protection.
008/309 R
C17 • EN
Chase Stone
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Temple of Triumph
Land
Temple of Triumph enters the battlefield tapped.
When Temple of Triumph enters the battlefield, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)
: Add or to your mana pool.
Jason Felix
™ & © 2013 Wizards of the Coast 228/249

Temple of the False God
Land
: Add . Activate this ability only if you control five or more lands.
"When gods become apathetic, the people will worship anyone who answers their pleas."
—Kiora
285/307 U
C18 • EN
James Zapata
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Treasonous Ogre 3 ⓑ

Creature — Ogre Shaman

Dethrone *(Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)*

Pay 3 life: Add ⓑ to your mana pool.

"Everything comes with a price. Especially revolution."
—Grenzo, dungeon warden

2/3

Randy Gallegos
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Treasure Map 2

Artifact

1, ⓒ: Scry 1. Put a landmark counter on Treasure Map. Then if there are three or more landmark counters on it, remove those counters, transform Treasure Map, and create three colorless Treasure artifact tokens with "ⓒ, Sacrifice this artifact: Add one mana of any color to your mana pool."

250/279 R
XLN • EN ► Cliff Childs
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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 its text by replacing all instances of "target" with "each.")*

Beauty is in the eye of the exploder.

170/342 U
C15 • EN ► Seb McKinnon
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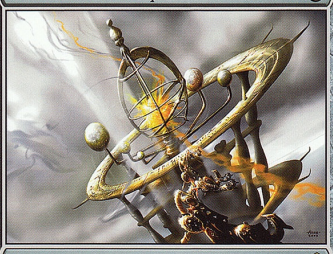
Vedalken Orrery 4



Artifact

You may cast nonland cards as though they had flash.

The model incorporated the fifth sun effortlessly, as if it had always known.

John Avon
™ & © 2014 Wizards of the Coast 206/210

Volcanic Vision 5ⓑⓑ

Sorcery

Return target instant or sorcery card from your graveyard to your hand. Volcanic Vision deals damage equal to that card's converted mana cost to each creature your opponents control. Exile Volcanic Vision.

019/065 R
DDS • EN ► Noah Bradley
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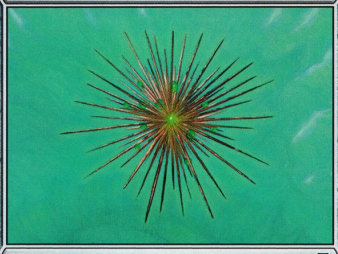
Wayfarer's Bauble 1



Artifact

2, ⓒ, Sacrifice Wayfarer's Bauble: Search your library for a basic land card and put that card onto the battlefield tapped. Then shuffle your library.

It is the forest beyond the horizon, the mountain waiting to be climbed, the new land across the endless sea.

229/312 C
CM2 • EN ► Darrell Riche
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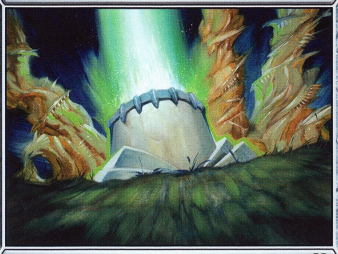
Well of Lost Dreams 4



Artifact

Whenever you gain life, you may pay X, where X is less than or equal to the amount of life you gained. If you do, draw X cards.

Some say the knowledge lost during the Ritual of Rebuking is returned through the well's waters.

231/309 R
C17 • EN ► Jeff Miracola
™ & © 2017 Wizards of the Coast

Wheel of Fortune 2ⓑ

Sorcery

Each player discards his or her hand and draws seven cards.

192/325 M
VMA • EN ► John Matson
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Wooded Foothills

Land

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

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

249/269 R
KTK • EN ► Jonas De Ro
™ & © 2014 Wizards of the Coast

Worn Powerstone
3
Artifact
Worn Powerstone enters the battlefield tapped.
: Add .
Even a fragment of a powerstone contains within it not just energy, but space—vast dimensions trapped in fragile crystal.
230/307 U
C18 • EN
Henry G. Higginbotham
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