

Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN • CHRISTINE CHOI

Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN • CHRISTINE CHOI

Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN • CHRISTINE CHOI

Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♣ or ♠ to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN • CHRISTINE CHOI

Island



Basic Land Island

255/274 L
BFZ • EN • NOAH BRADLEY

Island



Basic Land Island

255/274 L
BFZ • EN • NOAH BRADLEY

Island



Basic Land Island

255/274 L
BFZ • EN • NOAH BRADLEY

Island



Basic Land Island

255/274 L
BFZ • EN • NOAH BRADLEY

Lonely Sandbar



Land

Lonely Sandbar enters the battlefield tapped.

☞: Add ♠.

Cycling ♠ (♠, Discard this card; Draw a card.)

242/254 U
MH1 • EN • NOAH BRADLEY

Lonely Sandbar



Land

Lonely Sandbar enters the battlefield tapped.

☞: Add ♠.

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

242/254 U
MH1 • EN • NOAH BRADLEY

Lonely Sandbar



Land

Lonely Sandbar enters the battlefield tapped.

☞: Add ♠.

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

242/254 U
MH1 • EN • NOAH BRADLEY

Lonely Sandbar



Land

Lonely Sandbar enters the battlefield tapped.

☞: Add ♠.

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

242/254 U
MH1 • EN • NOAH BRADLEY

Lotus Field



Land

Hexproof

Lotus Field enters the battlefield tapped.

When Lotus Field enters the battlefield, sacrifice two lands.

☞: Add three mana of any one color.

249/280 R
M20 • EN • JOHN AVON

Lotus Field



Land

Hexproof

Lotus Field enters the battlefield tapped.

When Lotus Field enters the battlefield, sacrifice two lands.

☞: Add three mana of any one color.

249/280 R
M20 • EN • JOHN AVON

Lotus Field



Land

Hexproof

Lotus Field enters the battlefield tapped.

When Lotus Field enters the battlefield, sacrifice two lands.

☞: Add three mana of any one color.

249/280 R
M20 • EN • JOHN AVON

Lotus Field



Land

Hexproof

Lotus Field enters the battlefield tapped.

When Lotus Field enters the battlefield, sacrifice two lands.

☞: Add three mana of any one color.

249/280 R
M20 • EN • JOHN AVON

Yavimaya Coast



Land

☞: Add 1 to your mana pool.

☞: Add ♠ or ♣ to your mana pool.

Yavimaya Coast deals 1 damage to you.

252/272 R
ORI • EN • ANTHONY S. WATERS

Yavimaya Coast



Land

☞: Add 1 to your mana pool.

☞: Add ♠ or ♣ to your mana pool.

Yavimaya Coast deals 1 damage to you.

252/272 R
ORI • EN • ANTHONY S. WATERS

Yavimaya Coast



Land

☞: Add 1 to your mana pool.
☞: Add ♣ or ♠ to your mana pool.
Yavimaya Coast deals 1 damage to you.

252/272 R
ORI • EN ANTHONY S. WATERS

Yavimaya Coast



Land

☞: Add 1 to your mana pool.
☞: Add ♣ or ♠ to your mana pool.
Yavimaya Coast deals 1 damage to you.

252/272 R
ORI • EN ANTHONY S. WATERS

Vizier of Tumbling Sands 2



Creature — Human Cleric

☞: Untap another target permanent.
Cycling 1 (1, Discard this card: Draw a card.)
When you cycle Vizier of Tumbling Sands, untap target permanent.
“Time is like the Luxa River—though it flows in one direction, it can be diverted.”

075/269 U
AKH • EN JOSH HERNANZ

Vizier of Tumbling Sands 2



Creature — Human Cleric

☞: Untap another target permanent.
Cycling 1 (1, Discard this card: Draw a card.)
When you cycle Vizier of Tumbling Sands, untap target permanent.
“Time is like the Luxa River—though it flows in one direction, it can be diverted.”

075/269 U
AKH • EN JOSH HERNANZ

Dream's Grip



Instant

Choose one — Tap target permanent; or untap target permanent.
Entwine 1 (Choose both if you pay the entwine cost.)

— Jim Nelson

Dream's Grip



Instant

Choose one — Tap target permanent; or untap target permanent.
Entwine 1 (Choose both if you pay the entwine cost.)

— Jim Nelson

Dream's Grip



Instant

Choose one — Tap target permanent; or untap target permanent.
Entwine 1 (Choose both if you pay the entwine cost.)

— Jim Nelson

Dream's Grip



Instant

Choose one — Tap target permanent; or untap target permanent.
Entwine 1 (Choose both if you pay the entwine cost.)

— Jim Nelson

Echoing Truth 1



Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.
A single lie unleashes a tide of disbelief.

— Greg Staples

Grapeshot 1



Sorcery

Grapeshot deals 1 damage to target creature or player.

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

Mages often seek to emulate the powerful relics lost to time and apocalypse.

Pete Venters

Grapeshot 1



Sorcery

Grapeshot deals 1 damage to target creature or player.

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

Mages often seek to emulate the powerful relics lost to time and apocalypse.

Pete Venters

Ideas Unbound



Sorcery — Arcane

Draw three cards. Discard three cards at end of turn.

The apprentice stared in puzzlement. "But Master, you finished writing those spells just yesterday. Don't you remember?" The jushi's heart froze.

Mark Tedin

Ideas Unbound



Sorcery — Arcane

Draw three cards. Discard three cards at end of turn.

The apprentice stared in puzzlement. "But Master, you finished writing those spells just yesterday. Don't you remember?" The jushi's heart froze.

Mark Tedin

Ideas Unbound



Sorcery — Arcane

Draw three cards. Discard three cards at end of turn.

The apprentice stared in puzzlement. "But Master, you finished writing those spells just yesterday. Don't you remember?" The jushi's heart froze.

Mark Tedin

Ideas Unbound



Sorcery — Arcane

Draw three cards. Discard three cards at end of turn.

The apprentice stared in puzzlement. "But Master, you finished writing those spells just yesterday. Don't you remember?" The jushi's heart froze.

Mark Tedin

Past in Flames 3



Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

105/249 M
MM3 • EN ANNA STEINBAUER

Past in Flames 3



Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.

Flashback 4 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

105/249 M
MM3 • EN ANNA STEINBAUER

Peer Through Depths 1



Instant — Arcane

Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

Anthony S. Waters

Peer Through Depths

1



Instant — Arcane

TT

Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

—Anthony S. Waters

TM & © 1993–2004 Wizards of the Coast, Inc. 78/306

Peer Through Depths

1



Instant — Arcane

TT

Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

—Anthony S. Waters

TM & © 1993–2004 Wizards of the Coast, Inc. 78/306

Peer Through Depths

1



Instant — Arcane

TT

Look at the top five cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

—Anthony S. Waters

TM & © 1993–2004 Wizards of the Coast, Inc. 78/306

Psychic Puppetry

1



Instant — Arcane

TT

Tap or untap target permanent.
Splice onto Arcane ♠ (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Joel Thomas

TM & © 1993–2004 Wizards of the Coast, Inc. 80/306

Psychic Puppetry

1



Instant — Arcane

TT

Tap or untap target permanent.
Splice onto Arcane ♠ (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Joel Thomas

TM & © 1993–2004 Wizards of the Coast, Inc. 80/306

Psychic Puppetry

1



Instant — Arcane

TT

Tap or untap target permanent.
Splice onto Arcane ♠ (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Joel Thomas

TM & © 1993–2004 Wizards of the Coast, Inc. 80/306

Psychic Puppetry

1



Instant — Arcane

TT

Tap or untap target permanent.
Splice onto Arcane ♠ (As you play an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

—Joel Thomas

TM & © 1993–2004 Wizards of the Coast, Inc. 80/306

Reach Through Mists

1



Instant — Arcane

TT

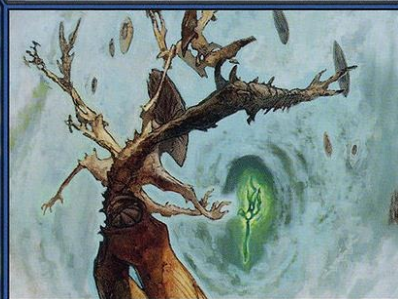
Draw a card.
“Know one part of the name, obsession begins. Know two parts, paranoia sets in. Know three parts, madness descends. Know all, and only the kami know what will become of you.”
—Lady Azami

—Anthony S. Waters

TM & © 1993–2004 Wizards of the Coast, Inc. 81/306

Reach Through Mists

1



Instant — Arcane

TT

Draw a card.
“Know one part of the name, obsession begins. Know two parts, paranoia sets in. Know three parts, madness descends. Know all, and only the kami know what will become of you.”
—Lady Azami

—Anthony S. Waters

TM & © 1993–2004 Wizards of the Coast, Inc. 81/306

Reach Through Mists



Instant — Arcane

Draw a card.

"Know one part of the name, obsession begins. Know two parts, paranoia sets in. Know three parts, madness descends. Know all, and only the kami know what will become of you."
—Lady Azami

—Anthony S. Waters
™ & © 1993–2004 Wizards of the Coast, Inc. 81/306

Reach Through Mists



Instant — Arcane

Draw a card.

"Know one part of the name, obsession begins. Know two parts, paranoia sets in. Know three parts, madness descends. Know all, and only the kami know what will become of you."
—Lady Azami

—Anthony S. Waters
™ & © 1993–2004 Wizards of the Coast, Inc. 81/306

Serum Visions



Sorcery

Draw a card. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

120/221 U
CN2 • EN BEN THOMPSON
™ & © 2016 Wizards of the Coast

Serum Visions



Sorcery

Draw a card. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

120/221 U
CN2 • EN BEN THOMPSON
™ & © 2016 Wizards of the Coast

Serum Visions



Sorcery

Draw a card. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

120/221 U
CN2 • EN BEN THOMPSON
™ & © 2016 Wizards of the Coast

Serum Visions



Sorcery

Draw a card. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

120/221 U
CN2 • EN BEN THOMPSON
™ & © 2016 Wizards of the Coast

Sleight of Hand



Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

"Gambling with mages never is."
—Remin, venerable monk

070/254 U
UMA • EN JIM MURRAY
™ & © 2018 Wizards of the Coast

Sleight of Hand



Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

"Gambling with mages never is."
—Remin, venerable monk

070/254 U
UMA • EN JIM MURRAY
™ & © 2018 Wizards of the Coast

Sleight of Hand



Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

"Gambling with mages never is."
—Remin, venerable monk

070/254 U
UMA • EN JIM MURRAY
™ & © 2018 Wizards of the Coast

Sleight of Hand 1



Sorcery ∞

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

"Gambling with mages never is."
—Remin, venerable monk

070/254 U
UMA • EN • JIM MURRAY

™ & © 2018 Wizards of the Coast

Sylvan Scrying 1



Sorcery ♦

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

"As long as there is a single shred of life, there is hope."
—Nissa Revane

192/274 U
BFZ • EN • DANIEL LIUNGGREN

™ & © 2015 Wizards of the Coast

Sylvan Scrying 1



Sorcery ♦

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

"As long as there is a single shred of life, there is hope."
—Nissa Revane

192/274 U
BFZ • EN • DANIEL LIUNGGREN

™ & © 2015 Wizards of the Coast

Twiddle 1



Instant

Tap or untap target artifact, creature, or land.

Illus. Rob Alexander
© 1997 Wizards of the Coast, Inc. All rights reserved.

Twiddle 1



Instant

Tap or untap target artifact, creature, or land.

Illus. Rob Alexander
© 1997 Wizards of the Coast, Inc. All rights reserved.

Twiddle 1



Instant

Tap or untap target artifact, creature, or land.

Illus. Rob Alexander
© 1997 Wizards of the Coast, Inc. All rights reserved.

Deceiver Exarch 2



Creature — Cleric ♣

Flash (You may cast this spell any time you could cast an instant.)

When Deceiver Exarch enters the battlefield, choose one — Untap target permanent you control; or tap target permanent an opponent controls.

1/4

Izzy
™ & © 1993-2011 Wizards of the Coast LLC 33/175

Deceiver Exarch 2



Creature — Cleric ♣

Flash (You may cast this spell any time you could cast an instant.)

When Deceiver Exarch enters the battlefield, choose one — Untap target permanent you control; or tap target permanent an opponent controls.

1/4

Izzy
™ & © 1993-2011 Wizards of the Coast LLC 33/175

Deceiver Exarch 2



Creature — Cleric ♣

Flash (You may cast this spell any time you could cast an instant.)

When Deceiver Exarch enters the battlefield, choose one — Untap target permanent you control; or tap target permanent an opponent controls.

1/4

Izzy
™ & © 1993-2011 Wizards of the Coast LLC 33/175

Deceiver Exarch 2



Creature — Cleric

Flash (*You may cast this spell any time you could cast an instant.*)

When Deceiver Exarch enters the battlefield, choose one — Untap target permanent you control; or tap target permanent an opponent controls.

— Izzy

1/4

TM & © 1993–2011 Wizards of the Coast LLC 33/175

Kiki-Jiki, Mirror Breaker 2



Legendary Creature — Goblin Shaman

Haste

☞: Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.

— Pete Venters

2/2

TM & © 1993–2004 Wizards of the Coast, Inc. 12/206

Kiki-Jiki, Mirror Breaker 2



Legendary Creature — Goblin Shaman

Haste

☞: Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.

— Pete Venters

2/2

TM & © 1993–2004 Wizards of the Coast, Inc. 12/206

Kiki-Jiki, Mirror Breaker 2



Legendary Creature — Goblin Shaman

Haste

☞: Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.

— Pete Venters

2/2

TM & © 1993–2004 Wizards of the Coast, Inc. 12/206

Kiki-Jiki, Mirror Breaker 2



Legendary Creature — Goblin Shaman

Haste

☞: Put a creature token into play that's a copy of target nonlegendary creature you control. That creature token has haste. Sacrifice it at end of turn.

— Pete Venters

2/2

TM & © 1993–2004 Wizards of the Coast, Inc. 12/206

Nature's Claim



Instant

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

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

177/249 C
IMA • EN • RAOUL VITALE

TM & © 2017 Wizards of the Coast

Nature's Claim



Instant

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

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

177/249 C
IMA • EN • RAOUL VITALE

TM & © 2017 Wizards of the Coast

Rebuild 2



Instant

Return all artifacts to their owners' hands.

Cycling 2 (2, Discard this card: Draw a card.)

The first step in any artificer's scheme is to take inventory.

066/254 U
MH1 • EN • LINDSEY LOOK

TM & © 2019 Wizards of the Coast

Rebuild 2



Instant

Return all artifacts to their owners' hands.

Cycling 2 (2, Discard this card: Draw a card.)

The first step in any artificer's scheme is to take inventory.

066/254 U
MH1 • EN • LINDSEY LOOK

TM & © 2019 Wizards of the Coast

