

Fiery Islet



Land

☾, Pay 1 life: Add ♠ or ♣.
1, ☾, Sacrifice Fiery Islet: Draw a card.

Where water is the canvas and lava the paint.

238/254 R
MH1 • EN • RICHARD WRIGHT

Island



Basic Land **Island**

Veronique Meignaud

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Island



Basic Land **Island**

Veronique Meignaud

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Mountain



Basic Land **Mountain**

John Avon

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Shivan Reef



Land

☾: Add 1 to your mana pool.
☾: Add ♠ or ♣ to your mana pool.
Shivan Reef deals 1 damage to you.

251/272 R
ORI • EN • ROB ALEXANDER

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251/272 R
ORI • EN • ROB ALEXANDER

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Snow-Covered Island



Land

☾: Add ♠ to your mana pool.

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Snow-Covered Island



Land

☞: Add  to your mana pool.

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Spirebluff Canal



Land

Spirebluff Canal enters the battlefield tapped unless you control two or fewer other lands.

☞: Add  or  to your mana pool.

There's so much more to Ghirapur than can be accessed by traditional roads.

249/264 R
KLD • EN ADAM PAQUETTE

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249/264 R
KLD • EN ADAM PAQUETTE

Steam Vents



Land — Island Mountain

(☞: Add  or  to your mana pool.)

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
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Steam Vents



Land — Island Mountain

(☞: Add  or  to your mana pool.)

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

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Baral, Chief of Compliance 1



Legendary Creature — Human Wizard

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

Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.

"The echo of silence is music to my ears."

1/3

028/184 R
AER • EN • WESLEY BURT
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028/184 R
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Goblin Electromancer



Creature — Goblin Wizard

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

When asked how much power is required, Izzet mages always answer "more."

Svetlin Velinov

2/2

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Desperate Ritual 1



Instant — Arcane

Add to your mana pool.

Splice onto Arcane 1 (As you cast 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.)

Darrell Riche

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Gifts Ungiven 3



Instant

Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.

—D. Alexander Gregory

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—D. Alexander Gregory

Grapeshot 1



Sorcery

Grapeshot deals 1 damage to target creature or player.
 Storm (When you cast this spell, copy it for each spell cast 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.

—Clint Cearley

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

—Clint Cearley

Manamorphose 1



Instant

Add two mana in any combination of colors to your mana pool.
 Draw a card.
 “Master the chaotic forces of nature, and you shall master magic.”
 —Yare-Tiva, warden of Gramur forest

—Adam Paquette

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—Yare-Tiva, warden of Gramur forest*

Adam Paquette
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Opt



Instant

Look at the top card of your library. You may put that card on the bottom of your library.
Draw a card.

"We need alternatives, Hanna," yelled Gerrard. "Now!"

Ilius, John Howe
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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
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105/249 M
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Pieces of the Puzzle 2



Sorcery

Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.

"The clues have begun to reveal a truth I hesitate to accept."

078/297 C
SO1 • EN • MAGALI VILLENEUVE
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Pyretic Ritual 1



Instant

Add to your mana pool.

The Multiverse is filled with limitless power just waiting for someone to reach out and seize it.

James Paick
© 1993-2010 Wizards of the Coast, LLC 13-000

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Remand 1



Instant

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

Draw a card.

For the Azorius, the law can be a physical shield against chaos and anarchy.

055/249 U
MM2 • EN • ZOLTAN BOROS

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

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055/249 U
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Repeal



Instant

Return target nonland permanent with converted mana cost X to its owner's hand.

Draw a card.

"Your deed cannot be undone. You, however, can be."
—Agosto, Azorius imperator

Dan Scott

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Serum Visions



Sorcery

Draw a card.

Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

Ben Thompson

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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.

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Abrade  



Instant 

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The desert is a voracious beast, devouring both flesh and stone.

083/199 U
HOU • EN • IONAS DE RO
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Instant 

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The desert is a voracious beast, devouring both flesh and stone.

083/199 U
HOU • EN • IONAS DE RO
TM & © 2017 Wizards of the Coast

Aria of Flame  



Enchantment 

When Aria of Flame enters the battlefield, each opponent gains 10 life.

Whenever you cast an instant or sorcery spell, put a verse counter on Aria of Flame, then it deals damage equal to the number of verse counters on it to target player or planeswalker.

118/254 R
MH1 • EN • GREG STAPLES
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Aria of Flame 2



Enchantment

When Aria of Flame enters the battlefield, each opponent gains 10 life.
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118/254 R
MH1 • EN • GREG STAPLES

Empty the Warrens 3



Sorcery

Put two 1/1 red Goblin creature tokens into play.
Storm (When you play this spell, copy it for each spell played before it this turn.)
“They’d pour out of the warrens to make war (and to make room for the littering matrons).”
—Sarpadian Empires, vol. IV

Mark Brill

Empty the Warrens 3



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—Sarpadian Empires, vol. IV

Mark Brill

Lightning Bolt



Instant

Lightning Bolt deals 3 damage to target creature or player.
The sparkmage shrieked, calling on the rage of the storms of his youth. To his surprise, the sky responded with a fierce energy he’d never thought to see again.

122/249 U
MM2 • EN • CHRISTOPHER MOELLER

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Lightning Bolt deals 3 damage to target creature or player.
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122/249 U
MM2 • EN • CHRISTOPHER MOELLER

Madcap Experiment 3



Sorcery

Reveal cards from the top of your library until you reveal an artifact card. Put that card onto the battlefield and the rest on the bottom of your library in a random order. Madcap Experiment deals damage to you equal to the number of cards revealed this way.

122/264 R
KLD • EN • JOSEPH MEEHAN

Madcap Experiment 3



Sorcery

Reveal cards from the top of your library until you reveal an artifact card. Put that card onto the battlefield and the rest on the bottom of your library in a random order. Madcap Experiment deals damage to you equal to the number of cards revealed this way.

122/264 R
KLD • EN • JOSEPH MEEHAN

Platinum Emperion 8



Artifact Creature — Golem

Your life total can’t change. (You can’t gain or lose life. You can’t pay any amount of life except 0.)
It ignores such insignificant forces as time, entropy, and death.

Chris Rahn

8/8

