

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.

Raymond Swanland
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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
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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.

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Hallowed Fountain



Land — Plains Island

(☞: Add * or ♠.)

As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

The ever-watchful center of a growing web of eyes.

251/259 R
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Plains



Basic Land Plains

John Avon
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Plains



Basic Land Plains

John Avon
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Sacred Foundry



Land — Mountain Plains

(: Add  or  to your mana pool.)

As Sacred Foundry comes into play, you may pay 2 life. If you don't, Sacred Foundry comes into play tapped instead.

Rob Alexander
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Seachrome Coast



Land

Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.

(: Add  or  to your mana pool.)

Where the Quicksilver Sea laps over the Razor Fields, the landscape reflects the suns' fading hope.

Lars Grant-West
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Seachrome Coast



Land

Seachrome Coast enters the battlefield tapped unless you control two or fewer other lands.

(: Add  or  to your mana pool.)

Where the Quicksilver Sea laps over the Razor Fields, the landscape reflects the suns' fading hope.

Lars Grant-West
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Temple Garden



Land — Forest Plains

(: Add  or  to your mana pool.)

As Temple Garden comes into play, you may pay 2 life. If you don't, Temple Garden comes into play tapped instead.

Rob Alexander
™ & © 1993-2005 Wizards of the Coast, Inc. 281/306

Puresteel Paladin



Creature — Human Knight

Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip  as long as you control three or more artifacts.

Jason Chan
™ & © 1993-2011 Wizards of the Coast LLC 20/175

2/2

Puresteel Paladin



Creature — Human Knight

Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip  as long as you control three or more artifacts.

Jason Chan
™ & © 1993-2011 Wizards of the Coast LLC 20/175

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2/2

Puresteel Paladin 2



Creature — Human Knight P

Whenever an Equipment enters the battlefield under your control, you may draw a card.

Metalcraft — Equipment you control have equip 0 as long as you control three or more artifacts.

— Jason Chan 2/2

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Sram, Senior Edificer 1



Legendary Creature — Dwarf Advisor P

Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.

“As this conflict grows, it gets harder to prevent the city from breaking down. How much longer can we keep this machinery balanced?”

2/2

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Eladamri's Call P



Instant P

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

Tribal rivalries and petty disputes were laid aside at Eladamri's summons.

Illus. Kev Walker
© 1993–2001 Wizards of the Coast, Inc. 106/143

Grapeshot 1



Sorcery P

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 1/2

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Noxious Revival P



Instant P

(P can be paid with either P or 2 life.)

Put target card from a graveyard on top of its owner's library.

“Dead or alive, my creations are stronger than Jin-Gitaxias's septic minions.”
— Vorinclex, Voice of Hunger

— Matt Stewart 1/2

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Repeal X



Instant P

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 1/2

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Repeal



Instant



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Retract



Instant



Return all artifacts you control to their owner's hand.

"Secrets are meant to remain secret."

—Memnarch

—Matt Cavotta

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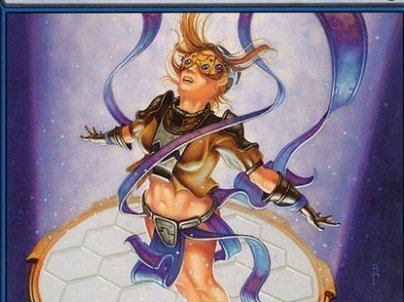
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Serum Visions



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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Accorder's Shield 0



Artifact — Equipment 

Equipped creature gets +0/+3 and has vigilance. (*Attacking doesn't cause it to tap.*)
 Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
An Auriok shield is polished to a mirror finish even on the inside, enabling its bearer to watch foes ahead and behind.

Alan Pollack
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Cathar's Shield 0



Artifact — Equipment 

Equipped creature gets +0/+3 and has vigilance.
 Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)
*"A leader can inspire courage, but it is the smiths and healers who truly keep hope alive."
 —Thalia, heretic cathar*

192/205 C
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Mox Opal 0



Legendary Artifact 

Metalcraft — : Add one mana of any color to your mana pool. Activate this ability only if you control three or more artifacts.
The suns of Mirrodin have shone upon perfection only once.

223/249 M
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Paradise Mantle 0



Artifact — Equipment

Equipped creature has “☞: Add one mana of any color to your mana pool.”

Equip 1

“It contains the wisdom of generations of our people. We permit only a chosen few to don the raiment.”
—Imran, Viridian elder

Greg Hildebrandt
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Sigil of Distinction X



Artifact — Equipment

Sigil of Distinction comes into play with X charge counters on it.

Equipped creature gets +1/+1 for each charge counter on Sigil of Distinction.

Equip—Remove a charge counter from Sigil of Distinction.

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Sigil of Distinction X



Artifact — Equipment

Sigil of Distinction comes into play with X charge counters on it.

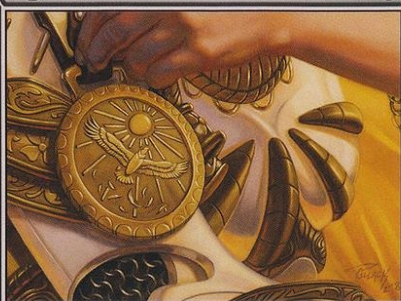
Equipped creature gets +1/+1 for each charge counter on Sigil of Distinction.

Equip—Remove a charge counter from Sigil of Distinction.

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Sigil of Distinction

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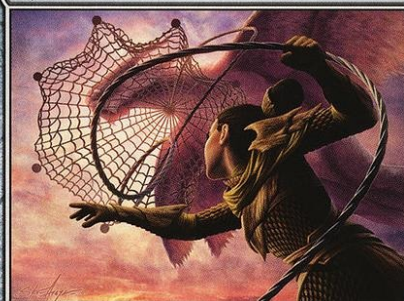
Equip—Remove a charge counter from Sigil of Distinction.

—Alan Pollack

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Spidersilk Net

0



Artifact — Equipment

Equipped creature gets +0/+2 and has reach. *(It can block creatures with flying.)*

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

“Dragons are our betters, but we will fight them if our dragonlord orders it.”

244/264 C
DTK • EN • STEVE ARGYLE

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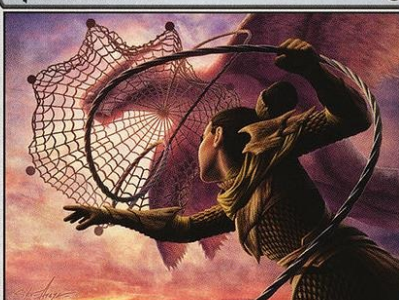
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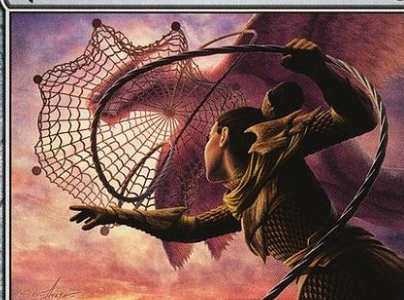
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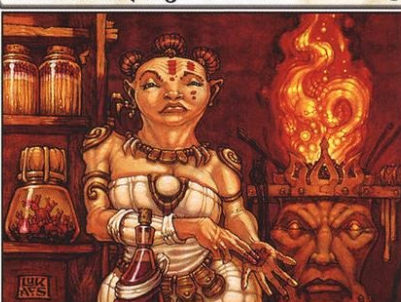
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Burrenton Forge-Tender



Creature — Kithkin Wizard

Protection from red

Sacrifice Burrenton Forge-Tender: Prevent all damage a red source of your choice would deal this turn.

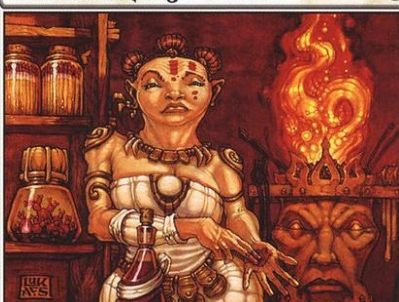
“We are a clachan of smiths. The forge is as comfortable to us as a small fire during a cool winter’s evening.”

1/1

014/249 U
IMA • EN • CHUCK LUKACS

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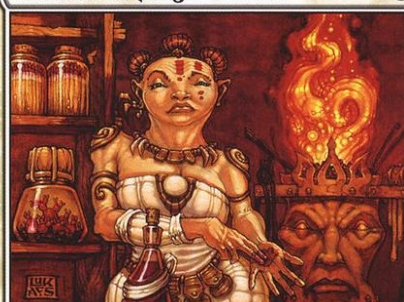
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Echoing Truth 1



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
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Eladamri's Call



Instant 25

Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

Tribal rivalries and petty disputes were laid aside at Eladamri's summons.

203/249 R
A25 • EN KEY WALKER
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Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

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203/249 R
A25 • EN KEY WALKER
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Ghirapur Æther Grid 2



Enchantment

Tap two untapped artifacts you control: Ghirapur Æther Grid deals 1 damage to target creature or player.

The city of Ghirapur is a living thing, and living things defend themselves.

148/272 U
ORI • EN CYNTHIA SHEPPARD
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Paradoxical Outcome 3



Instant 60

Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.

The results of Rashmi's experimentation forced her to consider the possibility that multitudinous realities existed beyond her own.

060/264 R
KLD • EN NILS HAMM
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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.

017/249 U
MM3 • EN TODD LOCKWOOD
TM & © 2017 Wizards of the Coast

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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.

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017/249 U
MM3 • EN TODD LOCKWOOD
TM & © 2017 Wizards of the Coast

Silence

Instant

Your opponents can't cast spells this turn. *(Spells cast before this resolves are unaffected.)*

"All the wizardry in the world has to pass through one small and easily sealed door."
—Ajani Goldmane

Wayne Reynolds

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