

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
RNA • EN • JEDD CHEVRIER

Polluted Delta



Land

, Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card and put it onto the battlefield. Then shuffle your library.

Where dragons once prevailed, their bones now sink.

239/269 R
KTK • EN • VINCENT PROCE

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239/269 R
KTK • EN • VINCENT PROCE

Prismatic Vista



Land

, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle your library.

There is beauty in the uncertainty of potential.

244/254 R
MH1 • EN • SAM BURLEY

Scalding Tarn



Land

, 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.

Philip Straub

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Scalding Tarn



Land

, 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.

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☞, 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.

Illus. Philip Straub
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Snow-Covered Island



Land

☞: Add ♠ to your mana pool.

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Snow-Covered Mountain



Land

☞: Add ♠ to your mana pool.

Illus. Tom Wänerstrand
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Snow-Covered Swamp



Basic Snow Land — Swamp



Illus. Rob Alexander
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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.

Crafted with genius, energized with madness.

Illus. Yeong-Hao Han
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Watery Grave



Land — Island Swamp

(**C**: Add **U** or **B** to your mana pool.)

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

"I fear that as we scurry after phantoms, the Dimir pull nine puppet strings."
—Ral Zarek

Raymond Swanland
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Goblin Engineer 1 **C**



Creature — Goblin Artificer

When Goblin Engineer enters the battlefield, you may search your library for an artifact card, put it into your graveyard, then shuffle your library.

2, **C**, Sacrifice an artifact: Return target artifact card with converted mana cost 3 or less from your graveyard to the battlefield.

128/254 R
MH1 • EN TEHAN CHOO TM & © 2019 Wizards of the Coast 1/2

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128/254 R
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128/254 R
MH1 • EN TEHAN CHOO TM & © 2019 Wizards of the Coast 1/2

Sai, Master Thopterist 2 **U**



Legendary Creature — Human Artificer M19

Whenever you cast an artifact spell, create a 1/1 colorless Thopter artifact creature token with flying.

1 **U**, Sacrifice two artifacts: Draw a card.

"Industry without artistry is just a fancy way to fill the junkyard."

069/280 R
M19 • EN ADAM PAQUETTE TM & © 2018 Wizards of the Coast 1/4

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069/280 R
M19 • EN ADAM PAQUETTE TM & © 2018 Wizards of the Coast 1/4

Urza, Lord High Artificer 2 **U** **U**



Legendary Creature — Human Artificer

When Urza, Lord High Artificer enters the battlefield, create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

Tap an untapped artifact you control: Add **U**.

5: Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.

075/254 M
MH1 • EN GRZEGORZ RUTKOWSKI TM & © 2019 Wizards of the Coast 1/4

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075/254 M
MH1 • EN GRZEGORZ RUTKOWSKI

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

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

Whir of Invention



Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for 1.)

Search your library for an artifact card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.

049/184 R
AER • EN CHRISTINE CHOI

Whir of Invention



Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for 1.)

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049/184 R
AER • EN CHRISTINE CHOI

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Search your library for an artifact card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.

049/184 R
AER • EN CHRISTINE CHOI

Arcum's Astrolabe



Snow Artifact

(can be paid with one mana from a snow permanent.)

When Arcum's Astrolabe enters the battlefield, draw a card.

1, : Add one mana of any color.

Though the Time of Ice has ended, its relics still slumber in New Argive.

220/254 C
MH1 • EN IGOR KIERYLUK

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220/254 C
MH1 • EN • IGOR KIERYUK

Ensnaring Bridge



Artifact

Each creature with power greater than the number of cards in your hand cannot attack.

"I expected a fight, but I didn't expect it from the building itself."

—Gerrard

Illus. Pete Venters
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Ghirapur Æther Grid



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

Grafdigger's Cage



Artifact

Creature cards can't enter the battlefield from graveyards or libraries.

Players can't cast cards in graveyards or libraries.

"If you wind up in one of mine, you can be sure as silver it will be your last."

—Grafdigger Wulmer

—Daniel Ljunggren
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Ichor Wellspring



Artifact

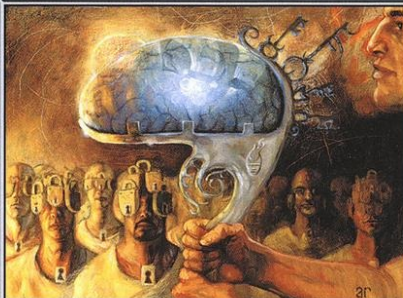
When Ichor Wellspring enters the battlefield or is put into a graveyard from the battlefield, draw a card.

"Our glorious infection has taken hold."

—Elesh Norn, Grand Cenobite

—Steven Belledin
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Mind Stone



Artifact

: Add to your mana pool.

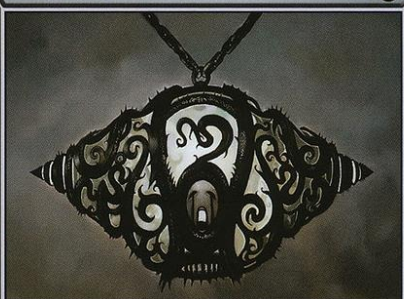
1, , Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"

—Jhoira, master artificer

219/249 C
IMA • EN • ADAM REX

Mishra's Bauble



Artifact

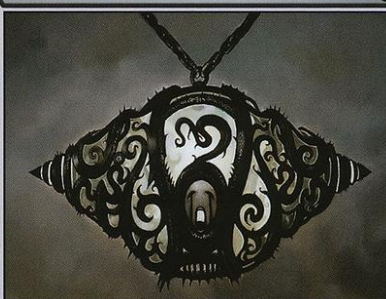
, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

"Arcum is a babbling fool! Phyrexian technology is our greatest blessing. Take this delightful trinket for instance..."

—Heidar, Rimewind master

—Chippy
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Mishra's Bauble



Artifact

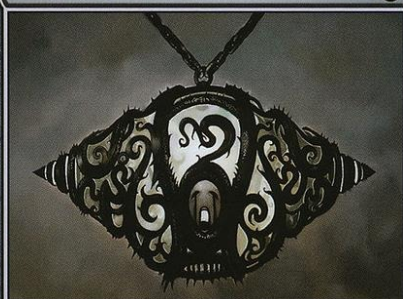
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Mishra's Bauble 0



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Chippy
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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
MM2 • EN • VOLKAN BAGA
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223/249 M
MM2 • EN • VOLKAN BAGA
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Nihil Spellbomb 1



Artifact

☞, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☞. If you do, draw a card.

226/249 C
A25 • EN • FRANZ VOHWINKEL
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Pithing Needle 1



Artifact

As Pithing Needle enters the battlefield, name a card.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

The fearful want the procedure before a blood festival. The guilty seek it afterward.

Anthony Palumbo
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Pyrite Spellbomb 1



Artifact

☞, Sacrifice Pyrite Spellbomb: Pyrite Spellbomb deals 2 damage to target creature or player.

1, Sacrifice Pyrite Spellbomb: Draw a card.

"Melt that which was never frozen."
—Spellbomb inscription

Jim Nelson
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Sword of the Meek 2



Artifact — Equipment

Equipped creature gets +1/+2.

Equip 2

Whenever a 1/1 creature comes into play under your control, you may return Sword of the Meek from your graveyard to play, then attach it to that creature.

Franz Vohwinkel
© & 1993-2007 Wizards of the Coast, Inc. 165/180

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Franz Vohwinkel
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Thopter Foundry



Artifact

1, Sacrifice a nontoken artifact: Put a 1/1 blue Thopter artifact creature token with flying into play. You gain 1 life.

"Etherium is limited. Innovation is not."
—Tezzeret

Ralph Horsley
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Time Sieve



Artifact

5, Sacrifice five artifacts: Take an extra turn after this one.

"I pray that I am never considered useless or old."
—Sharuum the Hegemon

Franz Vohwinkel
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Ceremonious Rejection



Instant

Counter target colorless spell.

The judges at the Fair are held in such high esteem that a nod of recognition can inspire an inventor for a lifetime—and a wave of dismissal can end a career.

040/264 U
KLD • EN • CHRIS RAHN
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040/264 U
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Damping Sphere 2



Artifact

If a land is tapped for two or more mana, it produces ♦ instead of any other type and amount.

Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.

A Thran relic, it has spent ten thousand years doing absolutely nothing.

213/269 U
DOM • EN • ADAM PAQUETTE
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Dead of Winter 2



Sorcery

All nonsnow creatures get -X/-X until end of turn, where X is the number of snow permanents you control.

"At last, silence."
—Tevess Szat

085/254 R
MH1 • EN • ZACK STELLA

Fatal Push



Instant

Destroy target creature if it has converted mana cost 2 or less.

Revolt — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

008/012 P FNM
FNM • EN • ALEX KONSTAD

Galvanic Blast



Instant

Galvanic Blast deals 2 damage to target creature or player.

Metalcraft — Galvanic Blast deals 4 damage to that creature or player instead if you control three or more artifacts.

Mirrodin has little weather, but it certainly has lightning.

—Marc Simonetti

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Grafdigger's Cage 1



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—Grafdigger Wulmer

—Daniel Ljunggren

Master of Etherium 2



Artifact Creature — Vedalken Wizard

Master of Etherium's power and toughness are each equal to the number of artifacts you control.

Other artifact creatures you control get +1/+1.

"Only a mind unfettered with the concerns of the flesh can see the world as it truly is."

—Matt Cavotta

Teferi, Time Raveler 1



Legendary Planeswalker — Teferi

Each opponent can cast spells only any time they could cast a sorcery.

+1 : Until your next turn, you may cast sorcery spells as though they had flash.

-3 : Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

221/264 R
WAR • EN • CHRIS RALLIS

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221/264 R
WAR • EN • CHRIS RALLIS

Tezzeret, Agent of Bolas 2



Planeswalker — Tezzeret

+1 : Look at the top five cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

-1 : Target artifact becomes a 5/5 artifact creature.

-4 : Target player loses X life and you gain X life, where X is twice the number of artifacts you control.

—Aleksi Briclot

Tezzeret, Agent of Bolas 2 4



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Aleksis Briclot

3

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Thoughtseize



Sorcery

Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

“Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind.”

Aleksis Briclot

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