





Sorcery

Draw a card. Scry 2.

Serum was once derived from Mirrodin's blinkmoths, offering visions of inspiration. Now it is pulled from Phyrexian inkmoths, yielding visions of perfection.

049/249 U
MMS • EN ➔ IZZY

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Sorcery

Scry 2, then draw a card. (To 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.)

101/342 C
C15 • EN ➔ SVETLIN VELINOV

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Land

G: Add ♦ to your mana pool.

G, G: Add ♦♦, ♦♦, or ♦♦ to your mana pool.

Travelers bathe in the falls to wash away curses from the pucas who lurk nearby.

237/249 R
A25 • EN ➔ BRANDON KITKOUSKI

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Land

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

G: 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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Land

Sulfur Falls enters the battlefield tapped unless you control an Island or a Mountain.

G: Add ♦ or ♦.

"We have inherited the mysteries of the Thran, but few of the answers."
—Jhoira

247/269 R
DOM • EN ➔ CLIFF CHILDS

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G: Add one colorless mana to your mana pool.

G: Add ♦ or ♦ to your mana pool.
Shivan Reef deals 1 damage to you.

Illus. Rob Alexander

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Land

G, Pay 1 life: Add ♦ or ♦.

1, G, Sacrifice Fiery Islet: Draw a card.

Where water is the canvas and lava the paint.

238/254 R
M11 • EN ➔ RICHARD WRIGHT

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Land — Island Mountain

(G: Add ♦ or ♦ to your mana pool.)

Illus. Brian Snoddy

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(G: Add ♦ or ♦ to your mana pool.)
As Steam Vents comes into play, you may pay 2 life. If you don't, Steam Vents comes into play tapped instead.

Rob Alexander

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Rishadan Port

Land

Desolate Lighthouse

Land

G: Add one colorless mana to your mana pool.
1, G: Tap target land.

Rishada is the gateway to free trade—but the key will cost you.

Illus. Jerry Tiritilli
1993–1999 Wizards of the Coast, Inc. 324/350

C: Add \diamond .

1 C, 2 C: Draw a card, then discard a card.

A lonely sentinel facing gales, hurricanes, and tides of homicidal spirits.

269/322 R C20 • EN SCOTT CHOU

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Kinetic Augur

Creature — Human Shaman

M21

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

Kinetic Augur's power is equal to the number of instant and sorcery cards in your graveyard. When Kinetic Augur enters the battlefield, discard up to two cards, then draw that many cards.

154/274 U M21 • EN COLIN BOYER

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★/4

Spellgorger Weird

Creature — Weird

2 C

Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.

Freed from their respective labs, the two weirds formed a partnership, feeding on the arcane energies of war.

2/2

145/264 C WAR • EN JAMES PAICK

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Radha, Heart of Keld

Legendary Creature — Elf Warrior

M21

As long as it's your turn, Radha, Heart of Keld has first strike.

You may look at the top card of your library any time, and you may play lands from the top of your library.

4 C: Radha gets +X/+X until end of turn, where X is the number of lands you control.

3/3

224/274 R M21 • EN CHRIS RAHN

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Crash Through

Sorcery

M19

Creatures you control gain trample until end of turn. (A creature with trample can deal excess combat damage to the player or planeswalker it's attacking.)

Draw a card.

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133/280 C M19 • EN IZZY