

**Thraben Inspector**



**Creature — Human Soldier**

When Thraben Inspector enters the battlefield, investigate. (Put a colorless Clue artifact token onto the battlefield with “2, Sacrifice this artifact: Draw a card.”)

“If you’ve been at this as long as I have, nothing can surprise you. That’s the hope, at least.”

044/297 C SOT • EN MATT STEWART

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1/1

**Alabaster Mage**



**Creature — Human Wizard**

1 \*: Target creature you control gains lifelink until end of turn. (Damage dealt by the creature also causes its controller to gain that much life.)

“We hold sacred the powers of light and life. Truth and honor are our greatest weapons.”  
—Alabaster creed

Izzy

TM & © 1993–2011 Wizards of the Coast LLC 2/249

1 \*

2/1

**Cathar Commando**



**Creature — Human Soldier**

Flash

1, Sacrifice Cathar Commando: Destroy target artifact or enchantment.

“Honorable tactics are for honorable foes. These werewolves are preying on innocent travelers. I’ll stab them in the back while they sleep if I have to.”

010/277 C MID • EN EVYN FONG

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3/1

**Gold Myr**



**Artifact Creature — Myr**

\*: Add \* to your mana pool.

The myr are like razorglass: numberless metal figures, reflecting each other’s light.

Alan Pollack

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2

1/1

**Suture Priest**



**Creature — Cleric**

Whenever another creature enters the battlefield under your control, you may gain 1 life.

Whenever a creature enters the battlefield under an opponent’s control, you may have that player lose 1 life.

Igor Kieryluk

TM & © 1993–2011 Wizards of the Coast LLC 25/175

1 \*

1/1

**Wall of Omens**



**Creature — Wall**

Defender

When Wall of Omens enters the battlefield, draw a card.

“I search for a vision of Zendikar that does not include the Eldrazi.”  
—Expedition journal entry

James Paick

TM & © 1993–2010 Wizards of the Coast LLC 53/248

1 \*

0/4

**Banisher Priest**



**Creature — Human Cleric**

When Banisher Priest enters the battlefield, exile target creature an opponent controls until Banisher Priest leaves the battlefield. (That creature returns under its owner’s control.)

“Oathbreaker, I cast you out!”

Willian Murai

TM & © 2013 Wizards of the Coast 7/249

1 \* \*

2/2

**Blade Splicer**



**Creature — Human Artificer**

When Blade Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have first strike.

Greg Staples

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2 \*

1/1

**Bygone Bishop**



**Creature — Spirit Cleric**

Flying

Whenever you cast a creature spell with converted mana cost 3 or less, investigate. (Put a colorless Clue artifact token onto the battlefield with “2, Sacrifice this artifact: Draw a card.”)

008/297 R SOT • EN JASON A. ENGLE

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2 \*

2/3

**Mentor of the Meek**

2\*



Creature — Human Soldier

M19

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

*In these halls there is no pass or fail. Your true test comes with the first full moon.*

027/280 R M19 • EN JANA SCHIRMER & JOHANNES VOSS TM & © 2018 Wizards of the Coast

2/2

**Archon of Justice**

3\*



Creature — Archon

M12

Flying

When Archon of Justice dies, exile target permanent.

*In dark times, Truth bears a blade.*

Jason Chan

TM & © 1993–2011 Wizards of the Coast LLC 6/249

4/4

**Divine Arrow**

1\*



Instant

S

Divine Arrow deals 4 damage to target attacking or blocking creature.

*Outside Drannith's walls, where collateral damage is of no concern, the Coppercoats are free to use more potent methods.*

009/274 C IKO • EN SŁAWOMIR MANIAK

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**Emeria Angel**

2\*



Creature — Angel

W

Flying

*Landfall* — Whenever a land enters the battlefield under your control, you may put a 1/1 white Bird creature token with flying onto the battlefield.

*When the earth shudders, the sky overflows.*

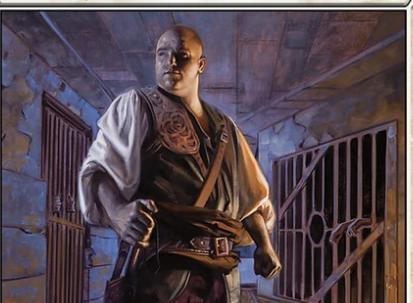
Jim Murray

TM & © 1993–2009 Wizards of the Coast LLC 11/249

3/3

**Palace Jailer**

2\*



Creature — Human Soldier

V

When Palace Jailer enters the battlefield, you become the monarch. When Palace Jailer enters the battlefield, exile target creature an opponent controls until an opponent becomes the monarch.

U 0047 CMM • EN DAVID PALUMBO

TM & © 2023 Wizards of the Coast

2/2

**Path to Exile**

\*



Instant

W

Remove target creature from the game. Its controller may search his or her library for a basic land card, put that card into play tapped, then shuffle his or her library.

Todd Lockwood

TM & © 1993–2009 Wizards of the Coast, Inc. 15/145

**Swords to Plowshares**

\*



Instant

H

Exile target creature. Its controller gains life equal to its power.

*The smallest seed of regret can bloom into redemption.*

110/254 U BBD • EN TERESA NIELSEN

TM & © 2018 Wizards of the Coast

2/2

**Valorous Stance**

1\*



Instant

W

Choose one —

- Target creature gains indestructible until end of turn. (Damage and effects that say “destroy” don’t destroy it.)
- Destroy target creature with toughness 4 or greater.

042/277 U VOW • EN ANATO FINNSTARK

TM & © 2021 Wizards of the Coast

**Crib Swap**

2\*



Tribal Instant — Shapeshifter

A

Changeling (*This card is every creature type at all times.*)

Remove target creature from the game. Its controller puts a 1/1 colorless Shapeshifter creature token with changeling into play.

Brandon Dorman

TM & © 1993–2007 Wizards of the Coast, Inc. 11/301





Negate

1



Instant



Counter target noncreature spell.

*Teferi gave them time. Karn gave them a chance. But it was Melira who paid the ultimate price to free Ajani from Phyrexia's grasp.*

C 0068 Story Spotlight  
MOM • EN VIKO MENEZES

mtgstory.com  
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Remove Soul

1



Instant



Counter target creature spell.

*When your enemies are denied soldiers, they are denied victory.*

Adam Rex

TM & © 1993–2007 Wizards of the Coast, Inc. 100/383

Resculpt

1



Instant



Exile target artifact or creature. Its controller creates a 4/4 blue and red Elemental creature token.

*Critics were struck first by the elemental's surprising grace, and then by its fists.*

051/275 C STX • EN TORSTEIN NORDSTRAND

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Fact or Fiction

3



Instant



Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

*"Try to pretend like you understand what's important."*

396 U CMR • EN MATT CAVOTTA

TM & © 2020 Wizards of the Coast

Evacuation

3



Instant



Return all creatures to their owners' hands.

*"Once I supply the breeze, you'll see your warriors for the smoke they truly are."  
—Alexi, zephyr mage*

Franz Vohwinkel

TM & © 1993–2007 Wizards of the Coast, Inc. 83/383

Ponder

1



Sorcery



Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

*Tomorrow belongs to those who prepare for it today.*

Dan Scott

TM & © 1993–2011 Wizards of the Coast LLC 73/249

Preordain

1



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.)*

Svetlin Velinov

TM & © 1993–2010 Wizards of the Coast LLC 70/249

Serum Visions

1



Sorcery



Draw a card.

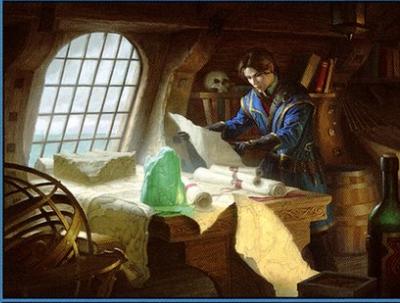
*Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)*

Ben Thompson

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Chart a Course

1



Sorcery



Draw two cards. Then discard a card unless you attacked with a creature this turn.

*While other pirates prowl for treasure, Captain Parrish plunders secrets.*

048/279 U XLN • EN JAMES RYMAN

TM & © 2017 Wizards of the Coast

**Curse of the Swine**

3 Water



**Sorcery**

Exile X target creatures. For each creature exiled this way, its controller puts a 2/2 green Boar creature token onto the battlefield.  
*Another imminent battle subsided in busy snuffling and carefree rooting.*

James Ryman

TM & © 2013 Wizards of the Coast 46/249

**Windfall**

2 Wind



**Sorcery**

Each player discards his or her hand and draws cards equal to the greatest number a player discarded this way.

*"To fill your mind with knowledge, we must start by emptying it."*  
—Barrin, master wizard

Illus. Pete Venters

TM & © 1993–1998 Wizards of the Coast, Inc. 111/350

**Time Warp**

3 Water



**Sorcery**

Target player takes an extra turn after this one.

*Just when you thought you'd survived the first wave.*

Jon Foster

TM & © 1993–2009 Wizards of the Coast LLC 75/249

**Witching Well**

Water



**Artifact**

Water

When Witching Well enters the battlefield, 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.)

3 Water, Sacrifice Witching Well: Draw two cards.

*It was built by the Witch of Lochmere. Most of the wishes it grants are its own.*

074/269 C  
ELD • EN ▶ JOHN AVON

TM & © 2019 Wizards of the Coast

**Fall from Favor**

2 Water



**Enchantment — Aura**

Water

Enchant creature

When Fall from Favor enters the battlefield, tap enchanted creature and you become the monarch.

Enchanted creature doesn't untap during its controller's untap step unless that player is the monarch.

C 0093  
CMM • EN ▶ CAIO MONTEIRO

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**Kitesail Freebooter**

1 Wind



**Creature — Human Pirate**

M21

Flying

When Kitesail Freebooter enters the battlefield, target opponent reveals their hand. You choose a noncreature, nonland card from it. Exile that card until Kitesail Freebooter leaves the battlefield.

107/274 U  
M21 • EN ▶ DAN SCOTT

TM & © 2020 Wizards of the Coast

1/2

**Leaden Myr**

Water



**Artifact Creature — Myr**

Water

**A:** Add Water to your mana pool.

The myr are like necrogen: a transformative force unconcerned with the changes they wreak.

Alan Pollack

TM & © 1993–2000 Wizards of the Coast LLC 170/249

1/1

**Reassembling Skeleton**

1 Water



**Creature — Skeleton Warrior**

M19

**A:** Return Reassembling Skeleton from your graveyard to the battlefield tapped.

*"They may show up with the wrong thigh bone or mandible, but they always show up."*  
—Zul Ashur, lich lord

116/280 U  
M19 • EN ▶ AUSTIN HSU

TM & © 2018 Wizards of the Coast

1/1

**Zulaport Cutthroat**

1 Water



**Creature — Human Rogue Ally**

BFZ

Whenever Zulaport Cutthroat or another creature you control dies, each opponent loses 1 life and you gain 1 life.

*"Eldrazi? Ha! Try walking through Zulaport at night with your pockets full. Now that's dangerous."*

126/274 U  
BFZ • EN ▶ JASON RAINVILLE

TM & © 2015 Wizards of the Coast

1/1



**Harvester of Souls**

4



**Creature — Demon**

Deathtouch

Whenever another nontoken creature dies, you may draw a card.

*"He is judge, jury, and executioner because he killed them all."*  
—Bishop Carole of Elgaud

5/5

Slawomir Maniak

TM & © 1993–2012 Wizards of the Coast LLC 107/244

**Tragic Slip**

1



**Instant**

Target creature gets -1/-1 until end of turn.

*Morbid* — That creature gets -13/-13 until end of turn instead if a creature died this turn.

*Linger on death's door and risk being invited in.*

Christopher Moeller

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**You Are Already Dead**

1



**Instant**

Destroy target creature that was dealt damage this turn.

Draw a card.

*So swift and sharp was his blade that the ogre never even felt the cut.*

129/302 C

NEO • EN ZOLTAN BOROS

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**Doom Blade**

1



**Instant**

M4

Destroy target nonblack creature.

Chippy

TM & © 2013 Wizards of the Coast 96/249

**Bake into a Pie**

2



**Instant**

Destroy target creature. Create a Food token. (*It's an artifact with "2, {C}, Sacrifice this artifact: You gain 3 life."*)

*"My secret ingredient? Well, I can't tell you that. But here's a hint. It's not love."*

076/269 C

ELD • EN ZOLTAN BOROS

**Innocent Blood**

1



**Sorcery**

Each player sacrifices a creature.

*Zombies mourn for the living and celebrate those who will soon be given the gift of death.*

Illus. Carl Critchlow

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**Reanimate**

1



**Sorcery**

Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.

*"You will learn to earn death."*  
—Volrath

Illus. Robert Bliss

TM & © 1997 Wizards of the Coast, Inc.

**Exsanguinate**

3



**Sorcery**

Each opponent loses X life. You gain life equal to the life lost this way.

*Vampires don't consider patience a virtue nor gluttony a sin.*

Carl Critchlow

TM & © 1993–2010 Wizards of the Coast LLC 61/249

**Feed the Swarm**

1



**Sorcery**

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's converted mana cost.

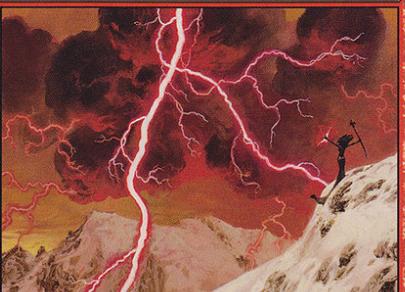
*"On vile wings and bloody wind, the swarm will rise."*  
—Skyclave inscription

102/280 C  
ZNR • EN ANDREY KUZINSKIY

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**Lightning Bolt** 

Instant 

Lightning Bolt deals 3 damage to target creature or player.

— Christopher Moeller  
© 1993–2010 Wizards of the Coast LLC 130/240

**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 ➔ JONAS DE RO  
TM & © 2017 Wizards of the Coast

**Comet Storm** 

Instant 

Multikicker 1 (You may pay an additional 1 any number of times as you cast this spell.) Choose target creature or player, then choose another target creature or player for each time Comet Storm was kicked. Comet Storm deals X damage to each of them.

— Jung Park  
© 1993–2010 Wizards of the Coast LLC 26/145

**Magma Jet** 

Instant 

Magma Jet deals 2 damage to target creature or player. 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.)

— Maciej Kuciara  
© 2013 Wizards of the Coast 128/239

**Thrill of Possibility** 

Instant 

As an additional cost to cast this spell, discard a card.  
 Draw two cards.  
*"Right now, in these first moments of creation, it is simultaneously nothing and everything."*

159/254 C THB • EN ➔ IZZY  
TM & © 2020 Wizards of the Coast

**Chaos Warp** 

Instant 

The owner of target permanent shuffles it into his or her library, then reveals the top card of his or her library. If it's a permanent card, he or she puts it onto the battlefield.

— Trevor Claxton  
© 2014 Wizards of the Coast 174/337 R C14 • EN ➔ TREVOR CLAXTON  
TM & © 2014 Wizards of the Coast

**Stoke the Flames** 

Instant 

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.) Stoke the Flames deals 4 damage to any target.  
*The Atarka shamans roused the fire into a scorching rebuke of the invaders and a beacon of hope for the survivors.*

U 0166 MOM • EN ➔ LIGA SMILSKALNE  
TM & © 2023 Wizards of the Coast

**Faithless Looting** 

Sorcery 

Draw two cards, then discard two cards. Flashback 2 (You may cast this card from your graveyard for its flashback cost. Then exile it.)  
*"Avacyn has abandoned us! We have nothing left except what we can take!"*

— Gabor Sziksza  
© 1993–2012 Wizards of the Coast LLC 187/158

**Mizzium Mortars** 

Sorcery 

Mizzium Mortars deals 4 damage to target creature you don't control. Overload 3 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

— Noah Bradley  
© 2012 Wizards of the Coast 101/274











**Maelstrom Archangel** 3/3

**Creature — Angel**

Flying  
Whenever Maelstrom Archangel deals combat damage to a player, you may play a nonland card from your hand without paying its mana cost.

*There is no world where angels fear to tread.*

5/5

TM & © 1993–2009 Wizards of the Coast, Inc. 115/145

**Etched Champion** 3

**Artifact Creature — Soldier**

*Metalcraft* — Etched Champion has protection from all colors as long as you control three or more artifacts.  
*Its predecessors were etched with the wisdom of ancients; its own etchings bear warnings of a future fraught with war.*

2/2

TM & © 1993–2010 Wizards of the Coast LLC 154/249

**Palladium Myr** 3

**Artifact Creature — Myr**

*◆ Add ◊ ◊.*  
*The myr are like the Glimmervoid: blank canvases on which to build grand creations.*

2/2

234/274 U M21 • EN ▶ ALAN POLLACK  
TM & © 2020 Wizards of the Coast

**Scuttlemutt** 3

**Artifact Creature — Scarecrow** M20

*◆ Add one mana of any color.*  
*◆ Target creature becomes the color or colors of your choice until end of turn.*

*With five lenses on its “head,” it sees the world in a range of colors beyond ordinary perception.*

2/2

238/280 U M20 • EN ▶ JEREMY TARYIS  
TM & © 2019 Wizards of the Coast

**Solemn Simulacrum** 4

**Artifact Creature — Golem** M21

When Solemn Simulacrum enters the battlefield, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle your library.  
When Solemn Simulacrum dies, you may draw a card.

2/2

239/274 R M21 • EN ▶ DONATO GIANCOLA  
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**Wurmcoil Engine** 6

**Artifact Creature — Wurm**

Deathtouch, lifelink  
When Wurmcoil Engine is put into a graveyard from the battlefield, put a 3/3 colorless Wurm artifact creature token with deathtouch and a 3/3 colorless Wurm artifact creature token with lifelink onto the battlefield.

6/6

→ Raymond Swanland  
TM & © 1993–2010 Wizards of the Coast LLC 223/249

**Meteor Golem** 7

**Artifact Creature — Golem** M20

When Meteor Golem enters the battlefield, destroy target nonland permanent an opponent controls.  
*The impact sent the soldiers scattering—then something came out of the crater.*

3/3

232/280 U M20 • EN ▶ LAKE HURWITZ  
TM & © 2019 Wizards of the Coast

**Artisan of Kozilek** 9

**Creature — Eldrazi**

When you cast Artisan of Kozilek, you may return target creature card from your graveyard to the battlefield.  
*Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents.)*

10/9

→ Jason Felix  
TM & © 1993–2010 Wizards of the Coast LLC 2/248

**Introduction to Prophecy** 3

**Sorcery — Lesson**

Scry 2, then draw a card.  
*Final grades are posted on the first day of class.*

004/275 C STX • EN ▶ MICAH EPSTEIN  
TM & © 2021 Wizards of the Coast

**Introduction to Annihilation** 5

**Sorcery — Lesson**

Exile target nonland permanent. Its controller draws a card.

*"I've never seen a student fail quite so spectacularly. There's potential in that."*  
—Hostram, professor of arcanochemistry

003/275 C STX • EN NICHOLAS GREGORY

**Chromatic Sphere** 1

**Artifact**

1,  $\text{C}$ , Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

*"As expected, this sphere's design reflects the colors of the four moons . . . plus another?"*  
—Pontifex, elder researcher

Brian Snoddy

TM & © 1993–2003 Wizards of the Coast, Inc. 151/306

**Chromatic Star** 1

**Artifact**

1,  $\text{C}$ , Sacrifice Chromatic Star: Add one mana of any color to your mana pool.

When Chromatic Star is put into a graveyard from play, draw a card.

Alex Horley-Orlandelli

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**Elixir of Immortality** 1

**Artifact**

2,  $\text{C}$ : You gain 5 life. Shuffle Elixir of Immortality and your graveyard into their owner's library.

*"Bottled life. Not as tasty as I'm used to, rather stale, but it has the same effect."*  
—Baron Sengir

Zoltan Boros & Gabor Szikszai

230/280 U M20 • EN LAKE HURWITZ

**Manifold Key** 1

**Artifact**

1,  $\text{C}$ : Untap another target artifact.  
3,  $\text{C}$ : Target creature can't be blocked this turn.

*"Locks want to be opened, and treasure wants to be free."*  
—Nayrex Slipfinger, master thief

TM & © 2019 Wizards of the Coast

**Skullclamp** 1

**Artifact — Equipment**

Equipped creature gets +1/-1.  
When equipped creature is put into a graveyard, draw two cards.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Luca Zontini

TM & © 1993–2004 Wizards of the Coast, Inc. 140/165

**Sol Ring** 1

**Artifact**

$\text{C}$ : Add 2 to your mana pool.

*Lost to time is the artificer's art of trapping light from a distant star in a ring of purest gold.*

Mike Bierek

211/269 R DOM • EN CHRIS RAHN

**Blackblade Reforged** 2

**Legendary Artifact — Equipment**

Equipped creature gets +1/+1 for each land you control.  
Equip legendary creature 3  
Equip 7

*It spilled the blood of one elder dragon. In Gideon's hands, it may yet taste another's.*

TM & © 2018 Wizards of the Coast

**Fellwar Stone** 2

**Artifact**

$\text{C}$ : Add to your mana pool one mana of any color that a land an opponent controls could produce.

*"What do you have that I cannot obtain?"*  
—Mairsil, the Pretender

John Avon

TM & © 1993–2011 Wizards of the Coast LLC 248/318

**Howling Mine** ②

**Artifact**

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card.  
*The mine's riches never end, nor do the moans of the spirits doomed to haunt them.*

Ralph Horsley  
TM & © 1993-2009 Wizards of the Coast LLC 212/249

**Lightning Greaves** ②

**Artifact — Equipment**

Equipped creature has haste and can't be the target of spells or abilities.  
Equip ① (①: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Jeremy Jarvis  
TM & © 1993-2003 Wizards of the Coast, Inc. 199/306

**Mind Stone** ②

**Artifact**

①: Add ① to your mana pool.  
①, ①, Sacrifice Mind Stone: Draw a card.  
*"Not by age but by capacity is wisdom gained."*  
—Titus Maccius Plautus, Trinummus

Adam Rex  
TM & © 1993-2007 Wizards of the Coast, Inc. 335/383

**Prismatic Lens** ②

**Artifact**

①: Add ① to your mana pool.  
①, ①: Add one mana of any color to your mana pool.  
*It bends not light but mana, aligning its chaotic currents into the sharp angles necessary for the mystic's purposes.*

Alan Pollack  
TM & © 1993-2006 Wizards of the Coast, Inc. 262/301

**Sword of the Animist** ②

**Legendary Artifact — Equipment**

Equipped creature gets +1/+1.  
Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.  
Equip ②  
*The blade glows only for Zendikar's chosen.*

240/272 R ORI • EN ► DANIEL LJUNGREN  
TM & © 2015 Wizards of the Coast

**Chromatic Lantern** ③

**Artifact**

Lands you control have “①: Add one mana of any color.”  
①: Add one mana of any color.  
*By guild tradition, any puddle of multicolored light on the cobblestones can serve as neutral ground.*

233/259 R GRN • EN ► JUNG PARK  
TM & © 2018 Wizards of the Coast

**Mirage Mirror** ③

**Artifact**

②: Mirage Mirror becomes a copy of target artifact, creature, enchantment, or land until end of turn.  
*Most mirrors show your reflection. Others show your potential.*

165/199 R HOU • EN ► CRAIG I SPEARING  
TM & © 2017 Wizards of the Coast

**Unstable Obelisk** ③

**Artifact**

①: Add ④.  
⑦, ①, Sacrifice Unstable Obelisk: Destroy target permanent.  
*Its collapse is like the lashing out of a long-dead civilization that resents being forgotten.*

C 0416 CMM • EN ► WILLIAM WU  
TM & © 2023 Wizards of the Coast

**Worn Powerstone** ③

**Artifact**

Worn Powerstone comes into play tapped.  
④: Add two colorless mana to your mana pool. Play this ability as a mana source.

Illus. Henry G. Higgenbotham  
TM & © 1993-1998 Wizards of the Coast, Inc. 318/350



### Scrubland



Land — Plains Swamp



( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

313/325 R  
VMA • EN ➔ EYTAN ZANA

TM & © 2014 Wizards of the Coast

### Volcanic Island



Land — Island Mountain



( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

321/325 R  
VMA • EN ➔ NOAH BRADLEY

TM & © 2014 Wizards of the Coast

### Bayou



Land — Swamp Forest



( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

293/325 R  
VMA • EN ➔ KARL KOPINSKI

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### Plateau



Land — Mountain Plains



( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

308/325 R  
VMA • EN ➔ NOAH BRADLEY

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### Tropical Island



Land — Forest Island



( $\diamond$ : Add  $\diamond$  or  $\diamond$  to your mana pool.)

321/325 R  
VMA • EN ➔ FRANZ VOHWINKEL

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### Seaside Citadel



Land



Seaside Citadel comes into play tapped.

$\diamond$ : Add  $\diamond$ ,  $\diamond$ , or  $\diamond$  to your mana pool.

*For wisdom's sake, it was built high to gaze on all things. For glory's sake, it was built high as a testament of power. For strength's sake, it was built high to repel all attacks.*

—Volkan Baga

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### Arcane Sanctum



Land



Arcane Sanctum comes into play tapped.

$\diamond$ : Add  $\diamond$ ,  $\diamond$ , or  $\diamond$  to your mana pool.

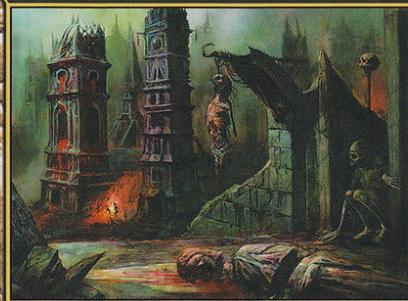
*"We must rely on our own knowledge, not on the dogma of the seekers or the mutterings of the sphinxes."*

—Tullus of Palandius

Anthony Francisco

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### Crumbling Necropolis



Land



Crumbling Necropolis comes into play tapped.

$\diamond$ : Add  $\diamond$ ,  $\diamond$ , or  $\diamond$  to your mana pool.

*"They say the ruins of Sedraxis were once a shining capital in Vithia. Now it is a blight, a place to be avoided by the living."*

—Olcot, Rider of Joffik

Dave Kendall

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### Savage Lands



Land



Savage Lands comes into play tapped.

$\diamond$ : Add  $\diamond$ ,  $\diamond$ , or  $\diamond$  to your mana pool.

*Jund is a world as cruel as those who call it home. Their brutal struggles scar the land even as it carves them in its image, a vicious circle spiraling out of control.*

Vane Kovacs

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**Jungle Shrine**

**Land**

Jungle Shrine comes into play tapped.  
tap: Add  $\text{G}$ ,  $\text{U}$ , or  $*$  to your mana pool.  
*On Naya, ambition and treachery are scarce, hunted nearly to extinction by the awe owed to terrestrial gods.*

Wayne Reynolds  
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**Nomad Outpost**

**Land**

Nomad Outpost enters the battlefield tapped.  
tap: Add  $\text{G}$ ,  $*$ , or  $\text{U}$  to your mana pool.  
*"Only the weak imprison themselves behind walls. We live free under the wind, and our freedom makes us strong."*  
—Zurgo, khan of the Mardu

237/269 U KTK • EN ➔ NOAH BRADLEY  
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**Frontier Bivouac**

**Land**

Frontier Bivouac enters the battlefield tapped.  
tap: Add  $\text{U}$ ,  $\text{G}$ , or  $\text{G}$  to your mana pool.  
*"The most powerful dreams visit those who shelter in a dragon's skull."*  
—Chianul, Who Whispers Twice

234/269 U KTK • EN ➔ TITUS LUNTER  
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**Sandsteppe Citadel**

**Land**

Sandsteppe Citadel enters the battlefield tapped.  
tap: Add  $*$ ,  $\text{U}$ , or  $\text{G}$  to your mana pool.  
*That which endures, survives.*

241/269 U KTK • EN ➔ SAM BURLEY  
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**Mystic Monastery**

**Land**

Mystic Monastery enters the battlefield tapped.  
tap: Add  $\text{U}$ ,  $\text{G}$ , or  $*$  to your mana pool.  
*When asked how many paths reach enlightenment, the monk kicked a heap of sand. "Count," he smiled, "and then find more grains."*

236/269 U KTK • EN ➔ FLORIAN DE GESINCOURT  
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**Opulent Palace**

**Land**

Opulent Palace enters the battlefield tapped.  
tap: Add  $\text{G}$ ,  $\text{U}$ , or  $\text{G}$  to your mana pool.  
*The dense jungle surrenders to a lush and lavish expanse. At its center uncoil the spires of Qarsi Palace.*

238/269 U KTK • EN ➔ ADAM PAQUETTE  
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**Exotic Orchard**

**Land**

tap: Add to your mana pool one mana of any color that a land an opponent controls could produce.  
*"It was a strange morning. When we awoke, we found our trees transformed. We didn't know whether to water them or polish them."*  
—Pulan, Bant orchardist

Steven Belledin  
TM & © 1993-2009 Wizards of the Coast, Inc. 142/145

**Forbidden Orchard**

**Land**

tap: Add one mana of any color to your mana pool.  
Whenever you tap Forbidden Orchard for mana, put a 1/1 colorless Spirit creature token into play under target opponent's control.

Dany Orizio  
TM & © 1993-2004 Wizards of the Coast, Inc. 276/306

**Mana Confluence**

**Land**

tap, Pay 1 life: Add one mana of any color to your mana pool.  
*Five rivers encircle Theros, flowing with waters more ancient than the world itself.*

Richard Wright  
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**Frantic Search**  Instant



Draw two cards, then choose and discard two cards. Untap up to three lands.  
*Motivation was high in the academy once students realized flunking their exams could kill them.*

Illus. Jeff Miracola  
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**Dark Ritual**  Mana Source

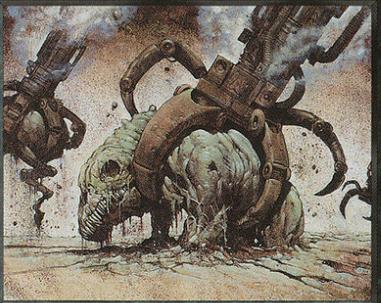


Add  to your mana pool.  
*“From void evolved Phyrexia. Great Yawgmoth, Father of Machines, saw its perfection. Thus the Grand Evolution began.”*

—Phyrexian Scriptures

Illus. Tom Fleming  
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**Exhume**  Sorcery



Each player chooses a creature card in his or her graveyard and puts that creature into play.  
*“Death—an outmoded concept. We sleep, and we change.”*

—Sitrik, birth priest

Illus. Carl Critchlow  
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**Night's Whisper**  Sorcery



You draw two cards and you lose 2 life.  
*The Moriok call the black moon the Whisperer. At her apex, she whispers of power.*

David Martin  
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**Victimize**  Sorcery



Choose two target creature cards in your graveyard. Sacrifice a creature. If you do, put the two chosen creatures into play tapped.  
*The priest cast Xantcha to the ground. “It is defective. We must scrap it.”*

Illus. Val Mayerik  
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**Army of the Damned**  Sorcery



Put thirteen 2/2 black Zombie creature tokens onto the battlefield tapped.  
*Flashback  (You may cast this card from your graveyard for its flashback cost. Then exile it.)*  
*Sometimes death comes knocking. Sometimes it tears down the walls.*

Ryan Pancoast  
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**Reverberate**  Instant



Copy target instant or sorcery spell. You may choose new targets for the copy.  
*“Not bad, but I can think of a better use for that.”*

JD  
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**Regrowth**  Sorcery



Return target card from your graveyard to your hand.  
*While the root remains, the tree yet lives.*

Dan Scott  
© 2013 Wizards of the Coast 64/21

**Lingering Souls**  Sorcery



Put two 1/1 white Spirit creature tokens with flying onto the battlefield.  
*Flashback  (You may cast this card from your graveyard for its flashback cost. Then exile it.)*  
*The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.*

Bud Cook  
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