

<p><b>Bazaar of Baghdad</b></p>  <p>Land</p> <p>Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.</p> <p>Illus. © Jeff A. Menges</p>	<p><b>Bazaar of Baghdad</b></p>  <p>Land</p> <p>Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.</p> <p>Illus. © Jeff A. Menges</p>	<p><b>Bazaar of Baghdad</b></p>  <p>Land</p> <p>Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.</p> <p>Illus. © Jeff A. Menges</p>
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<p><b>City of Brass</b></p>  <p>Land</p> <p>Tap to add 1 mana of any color to your mana pool. You suffer 1 damage whenever City of Brass becomes tapped.</p> <p>Illus. © Mark Tedin</p>	<p><b>Forbidden Orchard</b></p>  <p>Land</p> <p>☼: Add one mana of any color to your mana pool.</p> <p>Whenever you tap Forbidden Orchard for mana, put a 1/1 colorless Spirit creature token into play under target opponent's control.</p> <p>Dany Orizio</p> <p><small>™ &amp; © 1993-2004 Wizards of the Coast, Inc. 276/306</small></p>	<p><b>Forbidden Orchard</b></p>  <p>Land</p> <p>☼: Add one mana of any color to your mana pool.</p> <p>Whenever you tap Forbidden Orchard for mana, put a 1/1 colorless Spirit creature token into play under target opponent's control.</p> <p>Dany Orizio</p> <p><small>™ &amp; © 1993-2004 Wizards of the Coast, Inc. 276/306</small></p>



**Forbidden Orchard**



Land

☾: 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.

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**Gemstone Mine**



Land

Gemstone Mine comes into play with three mining counters on it.

☾, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, sacrifice it.

Illus. Brom  
™ & © 1993–2006 Wizards of the Coast, Inc. 119/121

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**Glimmervoid**



Land

At end of turn, if you control no artifacts, sacrifice Glimmervoid.

☾: Add one mana of any color to your mana pool.

*An empty canvas holds infinite possibilities.*

Lars Grant-West  
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**Ancestral Recall**



Instant

Draw 3 cards or force opponent to draw 3 cards.

Illus. © Mark Poole



Animate Dead 1



Enchant Dead Creature

Any creature in either player's graveyard comes into play on your side with -1 to its original power. If this enchantment is removed, or at end of game, target creature is returned to its owner's graveyard. Target creature may be killed as normal.

Illus. © Anson Maddocks

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Compulsion 1



Enchantment

1, Discard a card from your hand: Draw a card.  
1, Sacrifice Compulsion: Draw a card.

Illus. Christopher Moeller  
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Demonic Tutor 1



Sorcery

You may search your library for one card and take it into your hand. Reshuffle your library afterwards.

Illus. © Douglas Schuler

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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Force of Will 3



Interrupt

You may pay 1 life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.

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**Necromancy** 2



**Enchantment** V

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

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**Shivan hellkite** 5 2 2



**Summon Dragon**

**Flying**

1: Shivan Hellkite deals 1 damage to target creature or player.

*A dragon's scale can be carved into a mighty shield, provided you can procure a dragontooth to cut it.*

Illus. Bob Eggleton  
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**Sliver Queen** \* 6 6 2 2



**Summon Legend**

Sliver Queen counts as a Sliver.

2: Put a Sliver token into play. Treat this token as a 1/1 colorless creature.

*Her children are ever part of her.*

Illus. Ron Spencer  
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**Sol Ring** 1



**Mono Artifact**

Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin

**Squee, Goblin Nabob** 2 2



**Creature — Goblin Legend**

At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

*"General?!" Tahngarth roared. "General nuisance, maybe."*

Illus. David Monette  
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**Vampiric Tutor**



**Instant** V

Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

*"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."*  
—Shauku, Endbringer

Illus. Gary Leach  
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**Worldgorger Dragon** 3



**Creature — Nightmare Dragon**

Flying, trample

When Worldgorger Dragon comes into play, remove all other permanents you control from the game.

When Worldgorger Dragon leaves play, return the removed cards to play under their owners' control.

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**Xantid Swarm**



**Creature — Insect**

Flying

Whenever Xantid Swarm attacks, defending player can't play spells this turn.

*When they land on you, all you can think about is tearing them off.*

Illus. David Martin  
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**Sacred Ground** 1 ✱



**Enchantment**

Whenever an effect controlled by any opponent puts a land into your graveyard from play, put that land into play.

*"That which knows itself cannot be shaped to another's will."*  
—Oracle en-Véc

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**Swords to Plowshares** ✱



**Instant**

Target creature is removed from game entirely; return to owner's deck only when game is over. Creature's controller gains life points equal to creature's power.

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Target creature is removed from game entirely; return to owner's deck only when game is over. Creature's controller gains life points equal to creature's power.

Illus. © Jeff A. Menges

**Verdant Force** 5 ♣♣♣♣



**Summon Elemental**

During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature.

*Burl, scurf, and bower  
Birth fern and flower.*

Illus. DiTerlizzi  
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