

<p>Ancient Tomb</p>  <p>Land</p> <p>◆: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.</p> <p><i>There is no glory to be gained in the kingdom of the dead.</i> —Vêc tomb inscription</p> <p>Illus. Colin MacNeil ©1992 Wizards of the Coast, Inc.</p>	<p>Ancient Tomb</p>  <p>Land</p> <p>◆: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.</p> <p><i>There is no glory to be gained in the kingdom of the dead.</i> —Vêc tomb inscription</p> <p>Illus. Colin MacNeil ©1992 Wizards of the Coast, Inc.</p>	<p>Ancient Tomb</p>  <p>Land</p> <p>◆: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.</p> <p><i>There is no glory to be gained in the kingdom of the dead.</i> —Vêc tomb inscription</p> <p>Illus. Colin MacNeil ©1992 Wizards of the Coast, Inc.</p>
<p>Ancient Tomb</p>  <p>Land</p> <p>◆: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.</p> <p><i>There is no glory to be gained in the kingdom of the dead.</i> —Vêc tomb inscription</p> <p>Illus. Colin MacNeil ©1992 Wizards of the Coast, Inc.</p>	<p>Mishra's Workshop</p>  <p>Land</p> <p>Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts.</p> <p><i>Though he eventually came to despise Tocasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.</i></p> <p>Illus. © Kaja Foglio</p>	<p>Mishra's Workshop</p>  <p>Land</p> <p>Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts.</p> <p><i>Though he eventually came to despise Tocasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.</i></p> <p>Illus. © Kaja Foglio</p>
<p>Mishra's Workshop</p>  <p>Land</p> <p>Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts.</p> <p><i>Though he eventually came to despise Tocasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.</i></p> <p>Illus. © Kaja Foglio</p>	<p>Mishra's Workshop</p>  <p>Land</p> <p>Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts.</p> <p><i>Though he eventually came to despise Tocasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.</i></p> <p>Illus. © Kaja Foglio</p>	<p>Mishra's Factory</p>  <p>Land</p> <p>Tap to add 1 colorless mana to your mana pool or give any Assembly Worker +1/+1 until end of turn.</p> <p>1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.</p> <p>Illus. © Kaja &amp; Phil Foglio</p>



<p><b>Mishra's Factory</b></p>  <p>Land</p> <p>Tap to add 1 colorless mana to your mana pool <i>or</i> give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.</p> <p>Illus. © Kaja &amp; Phil Foglio</p>	<p><b>Mishra's Factory</b></p>  <p>Land</p> <p>Tap to add 1 colorless mana to your mana pool <i>or</i> give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.</p> <p>Illus. © Kaja &amp; Phil Foglio</p>	<p><b>Mishra's Factory</b></p>  <p>Land</p> <p>Tap to add 1 colorless mana to your mana pool <i>or</i> give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.</p> <p>Illus. © Kaja &amp; Phil Foglio</p>
<p><b>Strip Mine</b></p>  <p>Land</p> <p>Tap to add 1 colorless mana to your mana pool <i>or</i> place Strip Mine in your graveyard and destroy one land of your choice. <i>Unlike previous conflicts, the war between Urza and Mishra made Dominia itself a casualty of war.</i></p> <p>Illus. © Daniel Gelon</p>	<p><b>Tolarian Academy</b></p>  <p>Legendary Land</p> <p>⚡: Add ♠ to your mana pool for each artifact you control.</p> <p><i>The academy worked with time—until time ran out.</i></p> <p>Illus. Stephen Daniele © 1993, 1998 Wizards of the Coast, Inc. 340-350</p>	<p><b>Wasteland</b></p>  <p>Land</p> <p>⚡: Add one colorless mana to your mana pool. ⚡, Sacrifice Wasteland: Destroy target nonbasic land.</p> <p><i>"I will show you fear in a handful of dust." —T. S. Eliot, "The Waste Land"</i></p> <p>Illus. Greg Fickler © 1993, 1998, 2001 Wizards of the Coast, Inc.</p>
<p><b>Wasteland</b></p>  <p>Land</p> <p>⚡: Add one colorless mana to your mana pool. ⚡, Sacrifice Wasteland: Destroy target nonbasic land.</p> <p><i>"I will show you fear in a handful of dust." —T. S. Eliot, "The Waste Land"</i></p> <p>Illus. Greg Fickler © 1993, 1998, 2001 Wizards of the Coast, Inc.</p>	<p><b>Wasteland</b></p>  <p>Land</p> <p>⚡: Add one colorless mana to your mana pool. ⚡, Sacrifice Wasteland: Destroy target nonbasic land.</p> <p><i>"I will show you fear in a handful of dust." —T. S. Eliot, "The Waste Land"</i></p> <p>Illus. Greg Fickler © 1993, 1998, 2001 Wizards of the Coast, Inc.</p>	<p><b>Wasteland</b></p>  <p>Land</p> <p>⚡: Add one colorless mana to your mana pool. ⚡, Sacrifice Wasteland: Destroy target nonbasic land.</p> <p><i>"I will show you fear in a handful of dust." —T. S. Eliot, "The Waste Land"</i></p> <p>Illus. Greg Fickler © 1993, 1998, 2001 Wizards of the Coast, Inc.</p>



<p><b>Arcbound Ravager</b> 2</p>  <p><b>Artifact Creature</b></p> <p>Sacrifice an artifact: Put a +1/+1 counter on Arcbound Ravager.</p> <p>Modular 1 (<i>This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.</i>)</p> <p>Carl Critchlow 0/0</p>	<p><b>Arcbound Ravager</b> 2</p>  <p><b>Artifact Creature</b></p> <p>Sacrifice an artifact: Put a +1/+1 counter on Arcbound Ravager.</p> <p>Modular 1 (<i>This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.</i>)</p> <p>Carl Critchlow 0/0</p>	<p><b>Chalice of the Void</b> X X</p>  <p><b>Artifact</b></p> <p>Chalice of the Void comes into play with X charge counters on it.</p> <p>Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.</p> <p>Mark Zug</p>
<p><b>Chalice of the Void</b> X X</p>  <p><b>Artifact</b></p> <p>Chalice of the Void comes into play with X charge counters on it.</p> <p>Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.</p> <p>Mark Zug</p>	<p><b>Chalice of the Void</b> X X</p>  <p><b>Artifact</b></p> <p>Chalice of the Void comes into play with X charge counters on it.</p> <p>Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.</p> <p>Mark Zug</p>	<p><b>Chalice of the Void</b> X X</p>  <p><b>Artifact</b></p> <p>Chalice of the Void comes into play with X charge counters on it.</p> <p>Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.</p> <p>Mark Zug</p>
<p><b>Crucible of Worlds</b> 3</p>  <p><b>Artifact</b></p> <p>You may play land cards from your graveyard as though they were in your hand.</p> <p><i>Amidst the darkest ashes grow the strongest seeds.</i></p> <p>Ron Spencer</p>	<p><b>Crucible of Worlds</b> 3</p>  <p><b>Artifact</b></p> <p>You may play land cards from your graveyard as though they were in your hand.</p> <p><i>Amidst the darkest ashes grow the strongest seeds.</i></p> <p>Ron Spencer</p>	<p><b>Karn, Silver Golem</b> 5</p>  <p><b>Legendary Artifact Creature...</b></p> <p>Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.</p> <p>①: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.</p> <p>4/4</p> <p>Mark Zug</p>



<p><b>Karn, Silver Golem</b> 5</p>  <p><b>Legendary Artifact Creature...</b></p> <p>Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.</p> <p>①: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.</p> <p>Mark Zug 4/4</p>	<p><b>Karn, Silver Golem</b> 5</p>  <p><b>Legendary Artifact Creature...</b></p> <p>Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.</p> <p>①: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn.</p> <p>Mark Zug 4/4</p>	<p><b>Mana Crypt</b> 0</p>  <p><b>Artifact</b></p> <p>During your upkeep, flip a coin. Opponent calls heads or tails while coin is in the air. If flip ends up in opponent's favor, Mana Crypt deals 3 damage to you.</p> <p>⚔: Add two colorless mana to your mana pool. Play this ability as an interrupt.</p> <p>Illus. Mark Tedin © 1993-1999 Wizards of the Coast, Inc. All rights reserved.</p>
<p><b>Mana Vault</b> 1</p>  <p><b>Mono Artifact</b></p> <p>Tap to add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep it does 1 damage to you. Tapping this artifact can be played as an interrupt.</p> <p>Illus. © Mark Tedin</p>	<p><b>Metalworker</b> 3</p>  <p><b>Artifact Creature</b></p> <p>⚔: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.</p> <p><i>"At this rate I fully expect to be replaced by a clockwork golem by year's end."</i> —Barrin</p> <p>Illus. Don Hazeltine © 1993-1999 Wizards of the Coast, Inc. 135 143 1/2</p>	<p><b>Metalworker</b> 3</p>  <p><b>Artifact Creature</b></p> <p>⚔: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.</p> <p><i>"At this rate I fully expect to be replaced by a clockwork golem by year's end."</i> —Barrin</p> <p>Illus. Don Hazeltine © 1993-1999 Wizards of the Coast, Inc. 135 143 1/2</p>
<p><b>Metalworker</b> 3</p>  <p><b>Artifact Creature</b></p> <p>⚔: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.</p> <p><i>"At this rate I fully expect to be replaced by a clockwork golem by year's end."</i> —Barrin</p> <p>Illus. Don Hazeltine © 1993-1999 Wizards of the Coast, Inc. 135 143 1/2</p>	<p><b>Metalworker</b> 3</p>  <p><b>Artifact Creature</b></p> <p>⚔: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.</p> <p><i>"At this rate I fully expect to be replaced by a clockwork golem by year's end."</i> —Barrin</p> <p>Illus. Don Hazeltine © 1993-1999 Wizards of the Coast, Inc. 135 143 1/2</p>	<p><b>Smokestack</b> 4</p>  <p><b>Artifact</b></p> <p>During your upkeep, you may put a soot counter on Smokestack.</p> <p>During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner © 1993-1998 Wizards of the Coast, Inc. 309 350</p>



<p><b>Smokestack</b> 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack. During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner © 1993-1998 Wizards of the Coast, Inc. 309/350</p>	<p><b>Smokestack</b> 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack. During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner © 1993-1998 Wizards of the Coast, Inc. 309/350</p>	<p><b>Smokestack</b> 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack. During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner © 1993-1998 Wizards of the Coast, Inc. 309/350</p>
<p><b>Sol Ring</b> 1</p>  <p>Mono Artifact</p> <p>Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.</p> <p>Illus. © Mark Tedin</p>	<p><b>Sphere of Resistance</b> 2</p>  <p>Artifact</p> <p>All spells cost an additional 1 to play. <i>A sphere pushes equally in all directions.</i></p> <p>Illus. Doug Chaffee © 1993-1998 Wizards of the Coast, Inc. 139/143</p>	<p><b>Sphere of Resistance</b> 2</p>  <p>Artifact</p> <p>All spells cost an additional 1 to play. <i>A sphere pushes equally in all directions.</i></p> <p>Illus. Doug Chaffee © 1993-1998 Wizards of the Coast, Inc. 139/143</p>
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<p><b>Staff of Domination</b> 3</p>  <p><b>Artifact</b></p> <p>1, Untap Staff of Domination.  2, ♣: You gain 1 life.  3, ♣: Untap target creature.  4, ♣: Tap target creature.  5, ♣: Draw a card.</p> <p>Ben Thompson  <small>© &amp; 1993-2004 Wizards of the Coast, Inc. 156/165</small></p>	<p><b>Staff of Domination</b> 3</p>  <p><b>Artifact</b></p> <p>1, Untap Staff of Domination.  2, ♣: You gain 1 life.  3, ♣: Untap target creature.  4, ♣: Tap target creature.  5, ♣: Draw a card.</p> <p>Ben Thompson  <small>© &amp; 1993-2004 Wizards of the Coast, Inc. 156/165</small></p>	<p><b>Thorn of Amethyst</b> 2</p>  <p><b>Artifact</b></p> <p>Noncreature spells cost 1 more to play.  <i>Mined from a cave in the Dark Meanders, it shines brightest when no one is looking.</i></p> <p>Chuck Lukacs  <small>© &amp; 1993-2007 Wizards of the Coast, Inc. 262/301</small></p>
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<p><b>Triskelion</b> 6</p>  <p><b>Artifact Creature</b></p> <p>Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.  <i>A brainchild of Tawnos, the Triskelion proved its versatility and usefulness in many of the later battles between the brothers.</i></p> <p>Illus. © Douglas Shuler 1/1</p>	<p><b>Triskelion</b> 6</p>  <p><b>Artifact Creature</b></p> <p>Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.  <i>A brainchild of Tawnos, the Triskelion proved its versatility and usefulness in many of the later battles between the brothers.</i></p> <p>Illus. © Douglas Shuler 1/1</p>	<p><b>Triskelion</b> 6</p>  <p><b>Artifact Creature</b></p> <p>Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.  <i>A brainchild of Tawnos, the Triskelion proved its versatility and usefulness in many of the later battles between the brothers.</i></p> <p>Illus. © Douglas Shuler 1/1</p>



**Crucible of Worlds** 3



**Artifact**

You may play land cards from your graveyard as though they were in your hand.

*Amidst the darkest ashes grow the strongest seeds.*

— Ron Spencer  
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**Jester's Cap** 4



**Artifact**

2, ♠: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.

*"Know your foes' strengths as well as their weaknesses."*  
— Arcum Dagsson, Soldevi Machinist

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**Gaea's Blessing** 1



**Sorcery**

Target player shuffles up to three target cards from his or her graveyard into his or her library.

Draw a card.

When Gaea's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.

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™ & © 2016 Wizards of the Coast

**Relic of Progenitus** 1



**Artifact**

♠: Target player removes a card in his or her graveyard from the game.

1, Remove Relic of Progenitus from the game: Remove all graveyards from the game. Draw a card.

*Elves believe the hydra-god Progenitus sleeps beneath Naya, feeding on forgotten magics.*

— Jean-Sébastien Rossbach  
© & P. 1991-2008 Wizards of the Coast, Inc. 218/249

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**Sculpting Steel** 3



**Artifact**

As Sculpting Steel comes into play, you may choose an artifact in play. If you do, Sculpting Steel comes into play as a copy of that artifact.

*An artificer once dropped one in a vault full of coins. She has yet to find it.*

Heather Hudson  
© 1993-2000 Wizards of the Coast, Inc. 238/306

**Tangle Wire** 3



**Artifact**

Fading 4 (This artifact comes into play with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Illus. Glen Angus  
© 1993-2000 Wizards of the Coast, Inc. 139/143

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**Triskelion** 6



**Artifact Creature**

Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.

*A brainchild of Tawnos, the Triskelion proved its versatility and usefulness in many of the later battles between the brothers.*

Illus. © Douglas Shuler 1/1