

<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>
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<p>Mishra's Factory</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 & Phil Foglio</p>	<p>Mishra's Factory</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 & Phil Foglio</p>	<p>Mishra's Factory</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 & Phil Foglio</p>
<p>Strip Mine</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>Tolarian Academy</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. 350-350</p>	<p>Wasteland</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>
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Sundering Titan 8



Artifact Creature

When Sundering Titan comes into play, choose a land of each basic land type, then destroy those lands.

When Sundering Titan leaves play, choose a land of each basic land type, then destroy those lands.

Jim Murray
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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.

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Thorn of Amethyst 2



Artifact

Noncreature spells cost **1** more to play.

Mined from a cave in the Dark Meanders, it shines brightest when no one is looking.

Chuck Lukacs
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<p>Trinisphere 3</p>  <p>Artifact</p> <p>As long as Trinisphere is untapped, each spell that would cost less than three mana to play costs three mana to play. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost 1 to play costs 2 to play instead.)</p> <p>—Tim Hildebrandt © & © 1993–2004 Wizards of the Coast, Inc. 154/165</p>	<p>Crucible of Worlds 3</p>  <p>Artifact</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 © & © 1993–2004 Wizards of the Coast, Inc. 114/165</p>	<p>Crucible of Worlds 3</p>  <p>Artifact</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 © & © 1993–2004 Wizards of the Coast, Inc. 114/165</p>
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<p>Serrated Arrows 4</p>  <p>Artifact</p> <p>When Serrated Arrows comes into play, put three arrowhead counters on it. During your upkeep, bury Serrated Arrows if there are no arrowhead counters on it. ⚔: Remove an arrowhead counter from Serrated Arrows to put a -1/-1 counter on target creature.</p> <p>Illus. David A. Cherry © 1995 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Sphere of Resistance 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. 130-143</p>	<p>Tormod's Crypt 0</p>  <p>Artifact</p> <p>⚔: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game. <i>The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.</i></p> <p>Illus. © 1994 Christopher Rush</p>
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<p>Wurmcoil Engine 6</p>  <p>Artifact Creature — Wurm</p> <p>Deathtouch, lifelink</p> <p>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.</p> <p>6/6</p> <p>Raymond Swanland © & 1993-2010 Wizards of the Coast LLC 223/249</p>		