





Brainstorm 1



Instant

Draw three cards; then, take two cards from your hand and put them on top of your library in any order.

"I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."

—Gustha Ebbasdotter, Kjeldoran Royal Mage

Illus. Christopher Rush
© 1993 Wizards of the Coast, Inc. All rights reserved.

Brainstorm 1



Instant

Draw three cards; then, take two cards from your hand and put them on top of your library in any order.

"I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."

—Gustha Ebbasdotter, Kjeldoran Royal Mage

Illus. Christopher Rush
© 1993 Wizards of the Coast, Inc. All rights reserved.

Burning Wish 1 2



Sorcery

Choose a sorcery card you own from outside the game, reveal that card, and put it into your hand. Remove Burning Wish from the game.

She wished for a weapon, but not for the skill to wield it.

Illus. Scott M. Fischer
™ & © 1993–2002 Wizards of the Coast, Inc. 83/143

Chain of Vapor 1



Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 23/390

Darksteel Colossus 11



Artifact Creature

Trample

Darksteel Colossus is indestructible. ("Destroy" effects and lethal damage don't destroy it.)

If Darksteel Colossus would be put into a graveyard from anywhere, reveal Darksteel Colossus and shuffle it into its owner's library instead.

Illus. Carl Critchlow
™ & © 1993–2003 Wizards of the Coast, Inc. 109/165 11/11

Demonic Tutor 1 4



Sorcery

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

Illus. © Douglas Schuler

Fact or Fiction 3 1



Instant

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

Illus. Terese Nielsen
© 1993–2000 Wizards of the Coast, Inc. 52/350

Force of Will 3 1 1



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.

Illus. Terese Nielsen
© 1996 Wizards of the Coast, Inc. All rights reserved.

Force of Will 3 1 1



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.

Illus. Terese Nielsen
© 1996 Wizards of the Coast, Inc. All rights reserved.

<p>Force of Will 3 1 1</p>  <p>Interrupt</p> <p>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.</p> <p>Illus. Terese Nielsen © 1998 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Force of Will 3 1 1</p>  <p>Interrupt</p> <p>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.</p> <p>Illus. Terese Nielsen © 1998 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Gifts Ungiven 3 1</p>  <p>Instant</p> <p>Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.</p> <p>D. Alexander Gregory TM & © 1993-2004 Wizards of the Coast, Inc. 62/306</p>
<p>Gifts Ungiven 3 1</p>  <p>Instant</p> <p>Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.</p> <p>D. Alexander Gregory TM & © 1993-2004 Wizards of the Coast, Inc. 62/306</p>	<p>Gifts Ungiven 3 1</p>  <p>Instant</p> <p>Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.</p> <p>D. Alexander Gregory TM & © 1993-2004 Wizards of the Coast, Inc. 62/306</p>	<p>Gifts Ungiven 3 1</p>  <p>Instant</p> <p>Search your library for four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle your library.</p> <p>D. Alexander Gregory TM & © 1993-2004 Wizards of the Coast, Inc. 62/306</p>
<p>Lotus Petal 0</p>  <p>Artifact</p> <p>☞, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.</p> <p><i>"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."</i></p> <p>Illus. April Lee © 1997 Wizards of the Coast, Inc.</p>	<p>Mana Crypt 0</p>  <p>Artifact</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 © 1995 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Mana Drain 1 1</p>  <p>Interrupt</p> <p>Counters target spell. At the beginning of your next main phase, add X to your mana pool, where X is the casting cost of target spell.</p> <p>Illus. ©1994 Mark Tedin</p>



<p>Misdirection 3</p>  <p>Instant</p> <p>You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. Target spell with a single target targets another target instead.</p> <p>Illus. Paolo Parente © 1993-1999 Wizards of the Coast, Inc. 82-350</p>	<p>Mystical Tutor</p>  <p>Instant</p> <p>Search your library for an instant, interrupt, mana source, or sorcery card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.</p> <p><i>"To the tutors, a 'poem of sand' was of little account, a 'poem of ivory,' priceless."</i> —Afari, Tales</p> <p>Illus. David O'Connor © 1993-1999 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Rebuild 2</p>  <p>Instant</p> <p>Return all artifacts to owners' hands. Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)</p> <p>Illus. L. A. Williams © 1993-1999 Wizards of the Coast, Inc. 40-143</p>
<p>Recoup 1</p>  <p>Sorcery</p> <p>Target sorcery card in your graveyard gains flashback until end of turn. Its flashback cost is equal to its mana cost. (Mana cost includes color.) Flashback 3 (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)</p> <p>Illus. Dave Dorman ™ & © 1993-2001 Wizards of the Coast, Inc. 216-350</p>	<p>Sol Ring 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>Time Walk 1</p>  <p>Sorcery</p> <p>Take an extra turn after this one.</p> <p>Illus. © Amy Weber</p>
<p>Tinker 2</p>  <p>Sorcery</p> <p>At the time you play Tinker, sacrifice an artifact. Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.</p> <p><i>"I wonder how it feels to be bored."</i> —Jhoira, artificer</p> <p>Illus. Mike Raabe © 1993-1999 Wizards of the Coast, Inc. 45-143</p>	<p>Vampiric Tutor</p>  <p>Instant</p> <p>Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.</p> <p><i>"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."</i> —Shauku, Endbringer</p> <p>Illus. Gary Leach © 1993-1999 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Yawgmoth's Will 2</p>  <p>Sorcery</p> <p>Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.</p> <p>Illus. Ron Spencer © 1993-1999 Wizards of the Coast, Inc. 171-350</p>



