Flooded Strand

Land

τ, Pay 1 life, Sacrifice Flooded Strand: Search your library for a plains or island card and put it into play. Then shuffle your library.

Illus. Rob Alexander
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Flooded Strand

Land

τ, Pay 1 life, Sacrifice Flooded Strand: Search your library for a plains or island card and put it into play. Then shuffle your library.

Illus. Rob Alexander
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Island

Land

Tap to add to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add to your mana pool.

Illus. © Mark Poole

Misty Rainforest

Land

τ, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

—Shelly Wan
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Polluted Delta

Land

τ, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

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Polluted Delta

Land

τ, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

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Scalding Tarn

Land

τ, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

—Philip Straub
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Scalding Tarn

Land

τ, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card and put it onto the battlefield. Then shuffle your library.

—Philip Straub
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Tropical Island
Land

Counts as both forest and islands and is affected by spells that affect either. Tap to add either ♠ or ♦ to your mana pool.

Illus. © Mark Poole

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Counts as both forest and islands and is affected by spells that affect either. Tap to add either ♠ or ♦ to your mana pool.

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Tropical Island
Land

Counts as both forest and islands and is affected by spells that affect either. Tap to add either ♠ or ♦ to your mana pool.

Illus. © Mark Poole

Volcanic Island
Land

Counts as both islands and mountains and is affected by spells that affect either. Tap to add either ♦ or ♦ to your mana pool.

Illus. © Brian Snoddy

Volcanic Island
Land

Counts as both islands and mountains and is affected by spells that affect either. Tap to add either ♦ or ♦ to your mana pool.

Illus. © Brian Snoddy

Volcanic Island
Land

Counts as both islands and mountains and is affected by spells that affect either. Tap to add either ♦ or ♦ to your mana pool.

Illus. © Brian Snoddy

Ancestral Recall
Instant

Draw 3 cards or force opponent to draw 3 cards.

Illus. © Mark Poole

Ancient Grudge
1 ♦

Instant

Destroy target artifact.

Flashback ♠ *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

The time rifts remind Yavimaya of the enemies of its past and provide fresh fuel for its fires.

— Jim Nelson
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Brainstorm
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
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Delver of Secrets

Creature — Human Wizard

At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform Delver of Secrets.

3/2

1/1

Nils Hamm

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3/2

1/1

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Insectile Aberration

Creature — Human Insect

Flying

"Unfortunately, all my test animals have died or escaped, so I shall be the final subject. I feel no fear. This is a momentous night."
—Laboratory notes, final entry

3/2

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Flusterstorm

Instant

Counter target instant or sorcery spell unless its controller pays 1.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

Erica Yang

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Flusterstorm — 💧

Counter target instant or sorcery spell unless its controller pays 1.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

Instant

Erica Yang
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Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

Instant

Erica Yang
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Force of Will — 3💧💧

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.

Interrupt

Illus. Terese Nielsen
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Interrupt

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Gush — 4💧

You may return two islands you control to their owner's hand instead of paying Gush's mana cost.

Draw two cards.

Don't trust your secrets to the sea.

Instant

Illus. Key Walker
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4 🔵

Instant

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Draw two cards.

Don't trust your secrets to the sea.

Illus. Kev Walker
©1993-1999 Wizards of the Coast, Inc. 82/350

Lightning Bolt
🔴

Instant

Lightning Bolt does 3 damage to one target.

Illus. © Christopher Rush

Lightning Bolt
🔴

Instant

Lightning Bolt does 3 damage to one target.

Illus. © Christopher Rush

Lightning Bolt
🔴

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Lightning Bolt does 3 damage to one target.

Illus. © Christopher Rush

Lightning Bolt
🔴

Instant

Lightning Bolt does 3 damage to one target.

Illus. © Christopher Rush

Mental Misstep
🔵

Instant

(🔵 can be paid with either 🔵 or 2 life.)
Counter target spell with converted mana cost 1.

"Your first mistake was thinking I would let you live long enough to make a second."
—Sarnvax, Gitaxian sective

Erica Yang
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Mystical Tutor

Instant

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.

"To the tutors, a 'poem of sand' was of little account, a 'poem of ivory,' priceless."
—Afari, Tales

Illus. David O'Connor

Ponder

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.

"We see the same sky as you, just through a different lens."

—Mark Tedin

Preordain

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

Preordain

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

Spell Pierce

Instant

Counter target noncreature spell unless its controller pays ②.

"There's a hole in your plan."
—Noyan Dar, Tazeem lullmage

—Vance Kovacs

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Counter target noncreature spell unless its controller pays ②.

"There's a hole in your plan."
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—Vance Kovacs

Steel Sabotage

Instant

Choose one — Counter target artifact spell; or return target artifact to its owner's hand.

"You are hopelessly obsolete, my brothers. Come and join the Great Work."
—Rhmir, Hand of the Augur

—Daarken

Tarmogoyf

Creature — Lhurgoyf

Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. *(The card types are artifact, creature, enchantment, instant, land, planeswalker, sorcery, and tribal.)*

—Justin Murray

/1+

Tarmogoyf

{1}{G}

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Justin Murray   */1+*

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Justin Murray   */1+*

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Time Walk

1 U

Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

Young Pyromancer

1 R

Creature — Human Shaman   M14

Whenever you cast an instant or sorcery spell, put a 1/1 red Elemental creature token onto the battlefield.

Immolation is the sincerest form of flattery.

Cynthia Sheppard   2/1

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Ancient Grudge

1 R

Instant

Destroy target artifact.

Flashback {G} *(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)*

The time rifts remind Yavimaya of the enemies of its past and provide fresh fuel for its fires.

Jim Nelson

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Jim Nelson

Grafdigger's Cage — 1

Artifact

Creature cards can't enter the battlefield from graveyards or libraries.

Players can't cast cards in graveyards or libraries.

"If you wind up in one of mine, you can be sure as silver it will be your last."
—Grafdigger Wulmer

—Daniel Ljunggren
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Hurkyl's Recall — 1 U

Instant

All artifacts in play owned by target player are returned to target player's hand. Any enchantments on those artifacts are discarded. Cannot be played during the damage-dealing phase of an attack.
This spell, attributed to Drafna, was actually the work of his wife Hurkyl.

Illus. © Néné Thomas

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Instant

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This spell, attributed to Drafna, was actually the work of his wife Hurkyl.

Illus. © Néné Thomas

Nature's Claim — G

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

"On this plane, the use of magic can provoke a ferocious reprisal from nature. Whoever the Eldrazi were, their relics left Zendikar forever enraged."
—Jace Beleren

—Daarken
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Pyroblast
R

Interrupt

Counter target spell if it is blue or destroy target permanent if it is blue.

"Just the thing for those pesky water mages."
—Jaya Ballard, Task Mage

Illus. Kaja Foglio
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R

Interrupt

Counter target spell if it is blue or destroy target permanent if it is blue.

"Just the thing for those pesky water mages."
—Jaya Ballard, Task Mage

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Umezawa's Jitte
2

Legendary Artifact — Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.

Remove a charge counter from Umezawa's Jitte: Choose one — Equipped creature gets +2/+2 until end of turn; or target creature gets -1/-1 until end of turn; or you gain 2 life.

Equip 2

—Christopher Moeller
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