

## Barbarian Ring



Land

☞: Add ☞ to your mana pool. Barbarian Ring deals 1 damage to you.

Threshold — ☞, ☞: Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. (Play this ability only if seven or more cards are in your graveyard.)

Illus. John Avon

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## City of Brass



Land

Tap to add 1 mana of any color to your mana pool. You suffer 1 damage whenever City of Brass becomes tapped.

Illus. © Mark Tedin

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## Gemstone Mine



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When Gemstone Mine comes into play, put 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, bury it.

Illus. Brom

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## Mishra's Workshop



Land

Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts.

*Though he eventually came to despise Tociasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.*

Illus. © Kaja Foglio







**Ancestral Recall** 1



Instant

Draw 3 cards or force opponent to draw 3 cards.

Illus. © Mark Poole

**Balance** 1



Sorcery

Whichever player has more lands in play must discard enough lands of his or her choice to equalize the number of lands both players have in play. Cards in hand and creatures in play must be equalized the same way. Creatures lost in this manner may not be regenerated.

Illus. © Mark Poole

**Crop Rotation**



Instant

At the time you play Crop Rotation, sacrifice a land.  
Search your library for a land card and put that land into play. Shuffle your library afterward.  
"Hmm . . . maybe lotuses this year."

Illus. DiTerlizzi  
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**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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**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

**Goblin Welder** 2



Summon Goblin

♦: Exchange target artifact a player controls for target artifact card in that player's graveyard.  
*"I wrecked your metal guy, boss. But look! I made you an ashtray."*

Illus. Scott M. Fischer  
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<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 is an artifact creature with power and toughness each equal to its casting cost until end of turn. (That artifact retains its abilities.)</p> <p>Illus. Mark Zug ©1993-1998 Wizards of the Coast, Inc. 298-350</p> <p>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 ©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>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><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><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>



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<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>	<p><b>Sundering Titan</b> 8</p>  <p>Artifact Creature</p> <p>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.</p> <p>Jim Murray TM &amp; © 1993-2004 Wizards of the Coast, Inc. 146-165</p> <p>7/10</p>
<p><b>Swords to Plowshares</b></p>  <p>Instant</p> <p>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.</p> <p>Illus. © Jeff A. Menges</p>	<p><b>Tangle Wire</b> 3</p>  <p>Artifact</p> <p>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.</p> <p>Illus. Glen Angus © 1993-2000 Wizards of the Coast, Inc. 139-143</p>	<p><b>Tangle Wire</b> 3</p>  <p>Artifact</p> <p>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.</p> <p>Illus. Glen Angus © 1993-2000 Wizards of the Coast, Inc. 139-143</p>



**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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**Thirst for Knowledge** 2



**Instant**

Draw three cards. Then discard two cards from your hand unless you discard an artifact card from your hand.

*Lymph, the fluid essence of blinkmoths, is prized by wizards for the rush of intellect it provides.*

Ben Thompson  
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**Tinker** 2



**Sorcery**

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.

*"I wonder how it feels to be bored."*  
—Jhoira, artificer

Illus. Mike Raabe  
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**Trinisphere** 3



**Artifact**

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.)

Tim Hildebrandt  
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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

**Vampiric Tutor** 3



**Instant**

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

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**Chalice of the Void** X X



**Artifact**

Chalice of the Void comes into play with X charge counters on it.

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.

Mark Zug  
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Mark Zug  
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**Choke** 2



**Enchantment**

Islands do not untap during their controllers' untap phases.

*"One day we shall walk where once was water."*  
—Eladamri, Lord of Leaves

Illus. Terese Nielsen  
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Illus. Terese Nielsen  
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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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**Red Elemental Blast** 2



**Instant**

Counters a blue spell being cast or destroys a blue card in play.

Illus. © Richard Thomas

**Red Elemental Blast** 2



**Instant**

Counters a blue spell being cast or destroys a blue card in play.

Illus. © Richard Thomas

**Red Elemental Blast** 2



**Instant**

Counters a blue spell being cast or destroys a blue card in play.

Illus. © Richard Thomas



