







<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><small>Illus. Terese Nielsen © 1998 Wizards of the Coast, Inc. All rights reserved.</small></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><small>Illus. Terese Nielsen © 1998 Wizards of the Coast, Inc. All rights reserved.</small></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><small>Illus. Terese Nielsen © 1998 Wizards of the Coast, Inc. All rights reserved.</small></p>
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<p>Magus of the Unseen 1 1</p>  <p>Summon Wizard</p> <p>1 1, ♠: Untap target artifact opponent controls and gain control of it until end of turn. If that artifact is an artifact creature, it can attack, and you may use any of its abilities that require ♠ as part of the activation cost. When you lose control of the artifact, tap it.</p> <p><small>Illus. Kaja Foglio © 1995 Wizards of the Coast, Inc. All rights reserved.</small></p> <p>1/1</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. ♠: Add two colorless mana to your mana pool. Play this ability as an interrupt.</p> <p><small>Illus. Mark Tedin © 1995 Wizards of the Coast, Inc. All rights reserved.</small></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><small>Illus. © 1994 Mark Tedin</small></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>Tezzeret the Seeker 3</p>  <p>Planeswalker — Tezzeret</p> <p>+1 : Untap up to two target artifacts.</p> <p>-X : Search your library for an artifact card with converted mana cost X or less and put it into play. Then shuffle your library.</p> <p>-5 : Artifacts you control become 5/5 artifact creatures until end of turn.</p> <p>Anthony Francisco</p> <p>™ & © 1993–2008 Wizards of the Coast, Inc. 60-249</p>	<p>Thirst for Knowledge 2</p>  <p>Instant</p> <p>Draw three cards. Then discard two cards from your hand unless you discard an artifact card from your hand.</p> <p><i>Lymph, the fluid essence of blinkmoths, is prized by wizards for the rush of intellect it provides.</i></p> <p>Ben Thompson</p> <p>™ & © 1993–2003 Wizards of the Coast, Inc. 53/306</p>
<p>Time Vault 2</p>  <p>Mono Artifact</p> <p>Tap to gain an additional turn after the current one. Time Vault doesn't untap normally during untap phase; to untap it, you must skip a turn. Time Vault begins tapped.</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.</p> <p>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</p> <p>© 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</p> <p>© 1999 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Voltaic Key 1</p>  <p>Artifact</p> <p>1, ☞ : Untap target artifact.</p> <p><i>The key did not work on a single lock, yet it opened many doors.</i></p> <p>Illus. Henry G. Higgenbotham</p> <p>© 1993–1998 Wizards of the Coast, Inc. 314-150</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</p> <p>© 1993–1998 Wizards of the Coast, Inc. 171-360</p>

Arcane Laboratory 2



Enchantment

Each player cannot play more than one spell each turn.

It soon became obvious that some experiments were best overseen by fireproof teachers.

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Darkblast



Instant

Target creature gets -1/-1 until end of turn.

Dredge 3 (If you would draw a card, instead you may put exactly three cards from the top of your library into your graveyard. If you do, return this card from your graveyard to your hand. Otherwise, draw a card.)

—Randy Gallegos
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Hurkyl's Recall 1



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

Leyline of the Void 2



Enchantment

If Leyline of the Void is in your opening hand, you may begin the game with it in play.

If a card would be put into an opponent's graveyard, remove it from the game instead.

Where treachery and oblivion converge.

—Adam Rex
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Pyroblast



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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