





<p><b>Tolarian Academy</b></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, Wizards of the Coast, Inc. 350/350</p>	<p><b>Tropical Island</b></p>  <p>Land</p> <p>Counts as both forest and islands and is affected by spells that affect either. Tap to add either  or  to your mana pool.</p> <p>Illus. © Mark Poole</p>	<p><b>Tropical Island</b></p>  <p>Land</p> <p>Counts as both forest and islands and is affected by spells that affect either. Tap to add either  or  to your mana pool.</p> <p>Illus. © Mark Poole</p>
<p><b>Underground Sea</b></p>  <p>Land</p> <p>Counts as both swamp and islands and is affected by spells that affect either. Tap to add either  or  to your mana pool.</p> <p>Illus. © Rob Alexander</p>	<p><b>Underground Sea</b></p>  <p>Land</p> <p>Counts as both swamp and islands and is affected by spells that affect either. Tap to add either  or  to your mana pool.</p> <p>Illus. © Rob Alexander</p>	<p><b>Underground Sea</b></p>  <p>Land</p> <p>Counts as both swamp and islands and is affected by spells that affect either. Tap to add either  or  to your mana pool.</p> <p>Illus. © Rob Alexander</p>
<p><b>Volcanic Island</b></p>  <p>Land</p> <p>Counts as both islands and mountains and is affected by spells that affect either. Tap to add either  or  to your mana pool.</p> <p>Illus. © Brian Snoddy</p>	<p><b>Ancestral Recall</b></p>  <p>Instant</p> <p>Draw 3 cards or force opponent to draw 3 cards.</p> <p>Illus. © Mark Poole</p>	<p><b>Brainstorm</b></p>  <p>Instant</p> <p>Draw three cards; then, take two cards from your hand and put them on top of your library in any order.</p> <p><i>"I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."</i></p> <p>—Gustha Ebbasdotter, Kjeldoran Royal Mage</p> <p>Illus. Christopher Rush © 1995, Wizards of the Coast, Inc. All rights reserved.</p>







**Inkwell Leviathan** 7



**Artifact Creature — Leviathan**

Islandwalk, trample, shroud

*"Into its maw went the seventh sea, never to be seen again while the world remains."*  
—Esper fable

Anthony Francisco 7/11

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**Jace, the Mind Sculptor** 2



**Planeswalker — Jace**

+2 : Look at the top card of target player's library. You may put that card on the bottom of that player's library.

0 : Draw three cards, then put two cards from your hand on top of your library in any order.

-1 : Return target creature to its owner's hand.

-12 : Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.

Jason Chan 3

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**Mana Crypt** 0



**Artifact**

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.

Illus. Mark Tedin

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**Mana Drain**



**Interrupt**

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.

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**Merchant Scroll** 1



**Sorcery**

Search your library for a blue instant or interrupt. Reveal that card to all players and put it into your hand. Reshuffle your library afterwards.

*"There's no trade without trust."*  
—Eron the Relentless

Illus. Liz Danforth

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**Nature's Claim**



**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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<p><b>Time Vault</b> 2</p>  <p><b>Mono Artifact</b></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><b>Time Walk</b> 1</p>  <p><b>Sorcery</b></p> <p>Take an extra turn after this one.</p> <p>Illus. © Amy Weber</p>	<p><b>Tinker</b> 2</p>  <p><b>Sorcery</b></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 ©1993–1999 Wizards of the Coast, Inc. 45-143</p>
<p><b>Trygon Predator</b> 1</p>  <p><b>Creature — Beast</b></p> <p>Flying</p> <p>Whenever Trygon Predator deals combat damage to a player, you may destroy target artifact or enchantment that player controls.</p> <p><i>Held aloft by metabolized magic, trygons are ravenous for sources of mystic fuel.</i></p> <p>—Carl Critchlow ©1993–2006 Wizards of the Coast, Inc. 183-180</p> <p>2/3</p>	<p><b>Trygon Predator</b> 1</p>  <p><b>Creature — Beast</b></p> <p>Flying</p> <p>Whenever Trygon Predator deals combat damage to a player, you may destroy target artifact or enchantment that player controls.</p> <p><i>Held aloft by metabolized magic, trygons are ravenous for sources of mystic fuel.</i></p> <p>—Carl Critchlow ©1993–2006 Wizards of the Coast, Inc. 183-180</p> <p>2/3</p>	<p><b>Trygon Predator</b> 1</p>  <p><b>Creature — Beast</b></p> <p>Flying</p> <p>Whenever Trygon Predator deals combat damage to a player, you may destroy target artifact or enchantment that player controls.</p> <p><i>Held aloft by metabolized magic, trygons are ravenous for sources of mystic fuel.</i></p> <p>—Carl Critchlow ©1993–2006 Wizards of the Coast, Inc. 183-180</p> <p>2/3</p>
<p><b>Vampiric Tutor</b></p>  <p><b>Instant</b></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> —Shaiku, Endbringer</p> <p>Illus. Gary Leach ©1996 Wizards of the Coast, Inc. All rights reserved.</p>	<p><b>Voltaic Key</b> 1</p>  <p><b>Artifact</b></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 ©1993–1998 Wizards of the Coast, Inc. 311-150</p>	<p><b>Yawgmoth's Will</b> 2</p>  <p><b>Sorcery</b></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 ©1993–1998 Wizards of the Coast, Inc. 171-360</p>



<p><b>Leyline of the Void</b> 2</p>  <p><b>Enchantment</b></p> <p>If Leyline of the Void is in your opening hand, you may begin the game with it in play.</p> <p>If a card would be put into an opponent's graveyard, remove it from the game instead.</p> <p><i>Where treachery and oblivion converge.</i></p> <p>—Adam Rex</p>	<p><b>Leyline of the Void</b> 2</p>  <p><b>Enchantment</b></p> <p>If Leyline of the Void is in your opening hand, you may begin the game with it in play.</p> <p>If a card would be put into an opponent's graveyard, remove it from the game instead.</p> <p><i>Where treachery and oblivion converge.</i></p> <p>—Adam Rex</p>	<p><b>Leyline of the Void</b> 2</p>  <p><b>Enchantment</b></p> <p>If Leyline of the Void is in your opening hand, you may begin the game with it in play.</p> <p>If a card would be put into an opponent's graveyard, remove it from the game instead.</p> <p><i>Where treachery and oblivion converge.</i></p> <p>—Adam Rex</p>
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