

Gemstone Mine



Land

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.

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Polluted Delta



Land

◆, 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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Scrubland



Land

Counts as both plains and swamp and is affected by spells that affect either. Tap to add either ◆ or ♣ to your mana pool.

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Tolarian Academy



Legendary Land

◆: Add ◆ to your mana pool for each artifact you control.

The academy worked with time—until time ran out.

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Tundra



Land

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

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Underground Sea



Land

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

Illus. © Rob Alexander

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Academy Rector 3 *



Creature — Cleric

When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.

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1/2

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Ancestral Recall



Instant

Draw 3 cards or force opponent to draw 3 cards.

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Black Lotus 0



Mono Artifact

Adds 3 mana of any single color of your choice to your mana pool, then is discarded. Tapping this artifact can be played as an interrupt.

Illus. © Christopher Rush

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

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Cabal Therapy



Sorcery

Name a nonland card. Target player reveals his or her hand and discards from it all cards with that name.
Flashback—Sacrifice a creature. (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

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Dark Ritual 



Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

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Demonic Tutor 



Sorcery

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

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Donate 



Sorcery 

Target player gains control of target permanent you control.

Campus pranksters initiate new students with the old "beeble bomb" routine.

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Duress 



Sorcery 

Look at target opponent's hand and choose a noncreature, nonland card there. That player discards that card.

"We decide who is worthy of our works."
—Gix, Yawgmoth praetor

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Lotus Petal 0



Artifact

☞, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.

"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."

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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.

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Mana Vault 1



Mono Artifact

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.

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Mox Diamond 0



Artifact

When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond.

☞: Add one mana of any color to your mana pool. Play this ability as a mana source.

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Mox Emerald 0



Mono Artifact

Add 1 green mana to your mana pool. Tapping this artifact can be played as an interrupt.

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Mox Jet 0



Mono Artifact

Add 1 black mana to your mana pool. Tapping this artifact can be played as an interrupt.

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Mox Ruby 0



Mono Artifact

Add 1 red mana to your mana pool. Tapping this artifact can be played as an interrupt.

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Mox Sapphire 0



Mono Artifact

Add 1 blue mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Mox Pearl 0



Mono Artifact

Add 1 white mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Necropotence 3



Enchantment

Skip your draw phase. If you discard a card from your hand, remove that card from the game.
0: Pay 1 life to set aside the top card of your library. At the beginning of your next discard phase, put that card into your hand. Effects that prevent or redirect damage cannot be used to counter this loss of life.

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Rushing River 2



Instant

Kicker—Sacrifice a land. (You may sacrifice a land in addition to any other costs as you play this spell.)
Return target nonland permanent to its owner's hand. If you paid the kicker cost, return another target nonland permanent to its owner's hand.

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Sol Ring 1



Mono Artifact

Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.

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Time Walk 1



Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

Vampiric Tutor



Instant V

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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Yawgmoth's Bargain 4



Enchantment

Skip your draw step.
Pay 1 life: Draw a card.
He craves only one commodity.

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Yawgmoth's Will 2



Sorcery

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.

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Abeysance 1 *



Instant

Until end of turn, target player cannot play instants, interrupts, sorceries, or abilities requiring an activation cost.
Draw a card.
"I'm too modest a wizard to reveal the full extent of my abilities."
—Ertai, wizard adept

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Blue Elemental Blast



Interrupt

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

Illus. © Richard Thomas

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Interrupt

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

Illus. © Richard Thomas

Duress



Sorcery

Look at target opponent's hand and choose a noncreature, nonland card there. That player discards that card.

"We decide who is worthy of our works."
—Gix, Yawgmoth praetor

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Illusions of Grandeur



Enchantment

Cumulative Upkeep: 2
When Illusions of Grandeur comes into play, gain 20 life. When Illusions of Grandeur leaves play, lose 20 life. Effects that prevent or redirect damage cannot be used to counter this loss of life.

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Island



Land

Tap to add ♦ to your mana pool.

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Phyrexian Negator



Creature — Horror

Trample
Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

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