









**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

**Echoing Truth** 1



Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

*A single lie unleashes a tide of disbelief.*

Greg Staples

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**Fact or Fiction** 3



Instant

Reveal the top five cards of your library. An opponent separates those cards into two face-up piles. Put one pile into your hand and the other into your graveyard.

Illus. Terese Nielsen

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**Force of Will** 3



Interrupt

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.

Illus. Terese Nielsen

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**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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1/1

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<p><b>Gorilla Shaman</b> 2</p>  <p><b>Summon Gorilla</b></p> <p>X X 1: Destroy target non-creature artifact with casting cost equal to X.  <i>"Frankly, destruction is best left to professionals."</i>  <i>—Jaya Ballard, Task Mage</i></p> <p>Illus. Anthony Waters  <small>© 1996 Wizards of the Coast, Inc. All rights reserved.</small> 1/1</p>	<p><b>Lotus Petal</b> 0</p>  <p><b>Artifact</b></p> <p>☙, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.</p> <p><i>"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."</i></p> <p>Illus. April Lee  <small>© 1997 Wizards of the Coast, Inc.</small></p>	<p><b>Mana Drain</b></p>  <p><b>Interrupt</b></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>Illus. © 1994 Mark Tedin</p>
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<p><b>Mana Vault</b> 1</p>  <p><b>Mana 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>Merchant Scroll</b> 1</p>  <p><b>Sorcery</b></p> <p>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.</p> <p><i>"There's no trade without trust."</i>  <i>—Eron the Relentless</i></p> <p>Illus. Liz Danforth  <small>© 1993 Wizards of the Coast, Inc. All rights reserved.</small></p>	<p><b>Mindslaver</b> 6</p>  <p><b>Legendary Artifact</b></p> <p>4, ☙, Sacrifice Mindslaver: You control target player's next turn. (You see all cards that player could see and make all decisions for the player. He or she doesn't lose life because of mana burn.)</p> <p>Illus. Glen Angus  <small>TM &amp; © 1993-2003 Wizards of the Coast, Inc. 206/306</small></p>



**Mystical Tutor** 1



**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  
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**Rack and Ruin** 2



**Instant**

Destroy two target artifacts.

*"My people are bound by masters centuries dead. Each artifact we destroy is another link broken in that chain."*  
—Barb Tail, viashino heretic

Illus. Donato Giancola  
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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.

Illus. © Mark Tedin

**Strategic Planning** 1



**Sorcery**

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.

*"Plans evolved within the tent decide a victory 1,000 li away."*

Illus. Zhang Jiazhien  
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**Sundering Titan** 8



**Artifact Creature**

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.

7/10

Illus. Jim Murray  
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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.*

Illus. Ben Thompson  
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<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>Tormod's Crypt</b> 0</p>  <p><b>Artifact</b></p> <p>⌘: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.</p> <p><i>The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.</i></p> <p>Illus. © 1994 Christopher Rush</p>
<p><b>Triskelavus</b> 7</p>  <p><b>Artifact Creature — Construct</b></p> <p>Flying</p> <p>Triskelavus comes into play with three +1/+1 counters on it.</p> <p>1, Remove a +1/+1 counter from Triskelavus: Put a 1/1 Triskelavite artifact creature token with flying into play. It has "Sacrifice this creature: This creature deals 1 damage to target creature or player."</p> <p>Mark Zug TM &amp; © 1993-2006 Wizards of the Coast, Inc. 266/301</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. 171/350</p>	<p><b>Misdirection</b> 3</p>  <p><b>Instant</b></p> <p>You may remove a blue card in your hand from the game instead of paying Misdirection's mana cost. Target spell with a single target targets another target instead.</p> <p>Illus. Paolo Parente ©1993-1999 Wizards of the Coast, Inc. 87/350</p>



**Engineered Explosives** X



**Artifact** 👑

Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)

2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

—Ron Spears

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**Pyroclasm** 1



**Sorcery** 🔮

Pyroclasm deals 2 damage to each creature.

*"Leaves more room for the big ones to fight in, you know."*

—Jaya Ballard, Task Mage

Illus. Pat Morrissey

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**Rack and Ruin** 2



**Instant** 🔑

Destroy two target artifacts.

*"My people are bound by masters centuries dead. Each artifact we destroy is another link broken in that chain."*

—Barb Tail, viashino heretic

Illus. Donato Giancola

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**Sower of Temptation** 2



**Creature — Faerie Wizard** 👑

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

*One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.*

—Christopher Moeller

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**Sphere of Resistance** 2



**Artifact** 👑

All spells cost an additional 1 to play.

*A sphere pushes equally in all directions.*

Illus. Doug Chaffee

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**Thran Foundry** 1



**Artifact** 🔧

1, ♣, Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library.

*"What we do not use up, we use again."*

—Urza

Illus. John Zeleznik

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**Tormod's Crypt** 0



**Artifact** 🔪

♣: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

*The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.*

Illus. © 1994 Christopher Rush



