





Brainstorm 1



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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Cunning Wish 2



Instant

Choose an instant card you own from outside the game, reveal that card, and put it into your hand. Remove Cunning Wish from the game.

He wished for knowledge, but not for the will to apply it.

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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

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

Illus. Lawrence Snelly
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Fastbond



Enchantment

You may put as many lands into play as you want each turn. Fastbond does 1 damage to you for every land beyond the first that you play in a single turn.

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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.

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Opt



Instant

Look at the top card of your library. You may put that card on the bottom of your library. Draw a card.

"We need alternatives, Hanna," yelled Gerrard. "Now!"

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Psychatog



Creature — Atoog

Discard a card from your hand: Psychatog gets +1/+1 until end of turn.

Remove two cards in your graveyard from the game: Psychatog gets +1/+1 until end of turn.

Illus. Edward P. Beard, Jr.
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Quirion Dryad



Creature — Dryad

Whenever you play a white, blue, black, or red spell, put a +1/+1 counter on Quirion Dryad.

"Never underestimate the ability of natural forces to adapt to unnatural influences."
—Molimo, maro-sorcerer

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Red Elemental Blast



Instant

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

Illus. © Richard Thomas

Time Walk



Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

Vampiric Tutor



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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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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Ancient Grudge 1



Instant

Destroy target artifact.

Flashback ♣ (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

The time rifts remind Yavimaya of the enemies of its past and provide fresh fuel for its fires.

—Jim Nelson
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Berserk



Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

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Ice 1



Instant

Tap target permanent. Draw a card.

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Island



Land

Tap to add ♠ to your mana pool.

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Oxidize



Instant

Destroy target artifact. It can't be regenerated.

"Ashes to ashes, rust to rust."
—Viridian shaman

—Kev Walker
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Pithing Needle 1



Artifact

As Pithing Needle comes into play, name a card.

Activated abilities of the named card can't be played unless they're mana abilities.

—Pete Venters
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Pyroblast 2



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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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

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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

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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Yixlid Jailer 1



Creature — Zombie Wizard 2/1

Cards in graveyards lose all abilities.
"I have an eternity to know the souls who are bound here, to behold their every facet. But moments from now they will be gagged and masked, and they shall be known by none other."

—Matt Cavotta
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