









<p>Gush 4</p>  <p>Instant</p> <p>You may return two islands you control to their owner's hand instead of paying Gush's mana cost. Draw two cards.</p> <p><i>Don't trust your secrets to the sea.</i></p> <p>Illus. Key Walker © 1993-1999 Wizards of the Coast, Inc. 82-350</p>	<p>Gush 4</p>  <p>Instant</p> <p>You may return two islands you control to their owner's hand instead of paying Gush's mana cost. Draw two cards.</p> <p><i>Don't trust your secrets to the sea.</i></p> <p>Illus. Key Walker © 1993-1999 Wizards of the Coast, Inc. 82-350</p>	<p>Hurkyl's Recall 1</p>  <p>Instant</p> <p>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. <i>This spell, attributed to Drafna, was actually the work of his wife Hurkyl.</i></p> <p>Illus. © Néné Thomas</p>
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<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.</p> <p>☉: Add two colorless mana to your mana pool. Play this ability as an interrupt.</p> <p>Illus. Mark Tedin © 1995 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Mana Drain</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>Illus. © 1994 Mark Tedin</p>	<p>Mana Drain</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>Illus. © 1994 Mark Tedin</p>

Mana Drain



Interrupt

Counters target spell. At the beginning of your next main phase, add \times to your mana pool, where X is the casting cost of target spell.

Illus. © 1994 Mark Tedin

Mental Misstep



Instant

(ϕ can be paid with either \blacklozenge or 2 life.)
Counter target spell with converted mana cost 1.
"Your first mistake was thinking I would let you live long enough to make a second."
—Sarnvax, Gitaxian sective

—Erica Yang
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Merchant Scroll



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

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Mystical Tutor



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

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Preordain



Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

—Svetlin Velinov
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Regrowth  



Sorcery

Return any card from your graveyard to your hand.

Illus. © Dameon Willich

Sol Ring 



Mono Artifact

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

Illus. © Mark Tedin

Tendrils of Agony   



Sorcery 

Target player loses 2 life and you gain 2 life.

Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

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Time Walk 



Sorcery

Take an extra turn after this one.

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Timetwister  



Sorcery

Set Timetwister aside in a new graveyard pile. Shuffle your hand, library, and graveyard together into a new library and draw a new hand of seven cards, leaving all cards in play where they are; opponent must do the same.

Illus. © Mark Tedin

Tinker  



Sorcery 

At the time you play Tinker, sacrifice an artifact.

Search your library for an artifact card and put that artifact into play. Shuffle your library afterward.

"I wonder how it feels to be bored."
—Jhoira, artificer

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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  



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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<p>Nihil Spellbomb 1</p>  <p>Artifact</p> <p>☞, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard. When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☞. If you do, draw a card.</p> <p>Franz Vohwinkel TM & © 1993-2010 Wizards of the Coast LLC 187/249</p>	<p>Nihil Spellbomb 1</p>  <p>Artifact</p> <p>☞, Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard. When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay ☞. If you do, draw a card.</p> <p>Franz Vohwinkel TM & © 1993-2010 Wizards of the Coast LLC 187/249</p>	<p>Pithing Needle 1</p>  <p>Artifact</p> <p>As Pithing Needle comes into play, name a card. Activated abilities of the named card can't be played unless they're mana abilities.</p> <p>Pete Venters TM & © 1993-2005 Wizards of the Coast, Inc. 158/165</p>
<p>Praetor's Grasp 1 ☞☞</p>  <p>Sorcery</p> <p>Search target opponent's library for a card and exile it face down. Then that player shuffles his or her library. You may look at and play that card for as long as it remains exiled. <i>Sheoldred weaves every thread of information into a noose to hang her enemies.</i></p> <p>Steve Argyle TM & © 1993-2011 Wizards of the Coast LLC 71/175</p>	<p>Ravenous Trap 2 ☞☞</p>  <p>Instant — Trap</p> <p>If an opponent had three or more cards put into his or her graveyard from anywhere this turn, you may pay 0 rather than pay Ravenous Trap's mana cost. Exile all cards from target player's graveyard.</p> <p>Cyril Van Der Haegen TM & © 1993-2009 Wizards of the Coast LLC 109/249</p>	<p>Yixlid Jailer</p>  <p>Creature — Zombie Wizard</p> <p>Cards in graveyards lose all abilities. <i>"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."</i></p> <p>Matt Cavotta TM & © 1993-2007 Wizards of the Coast, Inc. 93/180 2/1</p>