





Auriok Salvagers 3



Creature — Human Soldier

1: Return target artifact card with converted mana cost 1 or less from your graveyard to your hand.

"Memnarch or the vedalken salvage most of the large machines, leaving us only scraps. Scraps are enough."

—Randy Gallegos

2/4

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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

Illus. Christopher Rush

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Dark Confidant 1



Creature — Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

Greatness, at any cost.

—Ron Spears

2/1

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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.

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Engineered Explosives



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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<p>Flusterstorm </p>  <p>Instant </p> <p>Counter target instant or sorcery spell unless its controller pays 1.</p> <p><i>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</i></p> <p>— Erica Yang ™ & © 1993–2011 Wizards of the Coast LLC 46/318</p>	<p>Flusterstorm </p>  <p>Instant </p> <p>Counter target instant or sorcery spell unless its controller pays 1.</p> <p><i>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</i></p> <p>— Erica Yang ™ & © 1993–2011 Wizards of the Coast LLC 46/318</p>	<p>Force of Will   </p>  <p>Interrupt </p> <p>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.</p> <p>Illus. Terese Nielsen © 1976 Wizards of the Coast, Inc. All rights reserved.</p>
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<p>Jace, the Mind Sculptor   </p>  <p>Planeswalker — Jace </p> <p>+2 : Look at the top card of target player's library. You may put that card on the bottom of that player's library.</p> <p>0 : Draw three cards, then put two cards from your hand on top of your library in any order.</p> <p>-1 : Return target creature to its owner's hand.</p> <p>-12 : Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.</p> <p>— Jason Chan ™ & © 1993–2010 Wizards of the Coast LLC 31/145</p>	<p>Jace, the Mind Sculptor   </p>  <p>Planeswalker — Jace </p> <p>+2 : Look at the top card of target player's library. You may put that card on the bottom of that player's library.</p> <p>0 : Draw three cards, then put two cards from your hand on top of your library in any order.</p> <p>-1 : Return target creature to its owner's hand.</p> <p>-12 : Exile all cards from target player's library, then that player shuffles his or her hand into his or her library.</p> <p>— Jason Chan ™ & © 1993–2010 Wizards of the Coast LLC 31/145</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

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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.

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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 sevice

—Erica Yang
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Nihil Spellbomb 



Artifact 

\blacklozenge , 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 \blacklozenge . If you do, draw a card.

—Franz Vohwinkel
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Sensei's Divining Top 



Artifact 

1: Look at the top three cards of your library, then put them back in any order.
 \blacklozenge : Draw a card, then put Sensei's Divining Top on top of its owner's library.

—Michael Sutfin
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Snapcaster Mage 



Creature — Human Wizard 

Flash
When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

—Volkan Baga
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When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

—Volkan Baga
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Sol Ring 



Mono Artifact

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

Illus. © Mark Tedin

Swords to Plowshares 



Instant

Target creature is removed from game entirely; return to owner's deck only when game is over. Creature's controller gains life points equal to creature's power.

Illus. © Jeff A. Menges

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Instant

Target creature is removed from game entirely; return to owner's deck only when game is over. Creature's controller gains life points equal to creature's power.

Illus. © Jeff A. Menges

Thirst for Knowledge  



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.

— Ben Thompson

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Time Vault 



Mono Artifact

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.

Illus. © Mark Tedin

Time Walk 



Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

Trinket Mage  



Creature — Human Wizard 

When Trinket Mage comes into play, you may search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. If you do, shuffle your library.

— Mark A. Nelson

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Voltaic Key 



Artifact 

1, ⚡: Untap target artifact.

The key did not work on a single lock, yet it opened many doors.

Illus. Henry G. Higgenbotham

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