



### Searing Touch



Instant

**Buyback 4** (You may pay an additional 4 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)  
Searing Touch deals 1 damage to target creature or player.

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### Shock



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Shock deals 2 damage to target creature or player.  
*Lightning tethers souls to the world.*  
—Kor saying

Illus. Randy Gallegos  
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### Kindle



Instant

**1**  
Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.  
*Hope of deliverance is scorched by the fire of futility.*

Illus. Donato Giancola  
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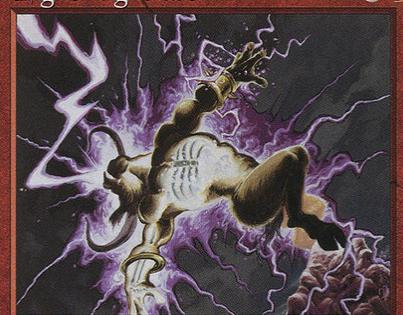
*Hope of deliverance is scorched by the fire of futility.*

Illus. Donato Giancola

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## Lightning Blast

3 2



Instant

Lightning Blast deals 4 damage to target creature or player.

*“Those who fear the darkness have never seen what the light can do.”*  
—Selenia, dark angel

Illus. Richard Thomas

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## Fanning the Flames

X 2 2



Sorcery

Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

Fanning the Flames deals X damage to target creature or player.

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## Fanning the Flames

X 2 2



Sorcery

Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

Fanning the Flames deals X damage to target creature or player.

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## Rolling Thunder

X 2 2



Sorcery

Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.

*“Such rage,” thought Vhati, gazing up at the thunderhead from the Predator. “It is Greven’s mind manifest.”*

Illus. Richard Thomas

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Illus. Richard Thomas

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### Aftershock

2 2 2



Sorcery

Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

*"Every act of destruction has a repercussion."*

—Karn, silver golem

Illus. Hannibal King

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Illus. Hannibal King

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### Flame Wave

3 2 2 2 2



Sorcery

Flame Wave deals 4 damage to target player and each creature he or she controls.

*"I hear the roaring of a wave whose waters are red and whose mists are black."*

—Oracle en-VéC

Illus. Donato Giancola

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### Goblin Bombardment

1 2



Enchantment

Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player.

*One mogg to aim the catapult, one mogg to steer the rock.*

Illus. Brian Snoddy

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### Seismic Assault

2 2 2



Enchantment

Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player.

*The flowstone seemed for a moment to assume Greven's rage—it lunged like a wild beast at the Weatherlight.*

Illus. Dermot Power

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### Seismic Assault

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Choose and discard a land card: Seismic Assault deals 2 damage to target creature or player.

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Illus. Dermot Power

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### Spellshock

2 2



Enchantment

Whenever any player successfully casts a spell, Spellshock deals 2 damage to him or her.

*A snap of fingers, a snap of teeth.*

Illus. Thomas M. Baxa

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**Furnace of Rath**

1 2 2 2



## Enchantment

Double all damage assigned to any creature or player.

Illus. John Matson

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**Pandemonium**

3 2



## Enchantment

Whenever any creature comes into play, that creature's controller may choose to have it deal damage equal to its power to target creature or player.

*"If we cannot live proudly, we die so!"  
—Eladamri, Lord of Leaves*

Illus. Pete Venters

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**Elvish Berserker**

1



## Summon Elf

For each creature that blocks it, Elvish Berserker gets +1/+1 until end of turn.

*Their fury scatters enemies like a pile of dry leaves.*

Illus. Paolo Parente

©1993-1998 Wizards of the Coast, Inc. 110/143

1/1

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1/1

**Eladamri, Lord of Leaves**

2



## Summon Legend

All Elves gain forestwalk. (If defending player controls any forests, those creatures are unblockable.)

Elves cannot be the target of spells or abilities.

*"We have been patient. We have planned our attack. We are ready . . . now."  
—Eladamri, Lord of Leaves*

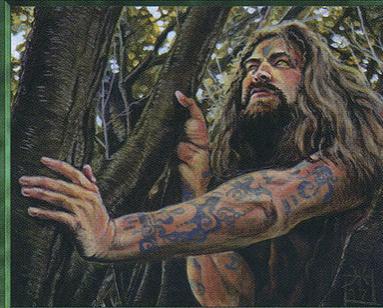
Illus. Ron Chironna

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2/2

**hermit Druid**

1



## Summon Druid

**•, ♦:** Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

*Seeking the company of plants ensures that your wits will go to seed.*

Illus. Heather Hudson

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1/1

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Illus. Heather Hudson

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1/1









### Elvish Fury



Instant

Buyback 4 (You may pay an additional 4 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)  
Target creature gets +2/+2 until end of turn.

Illus. Quinton Hoover  
©1997 Wizards of the Coast, Inc.

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Target creature gets +2/+2 until end of turn.

Illus. Quinton Hoover  
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### Constant Mists



Instant

Buyback—Sacrifice a land (You may sacrifice a land in addition to any other costs when you play this spell. If you do, put Constant Mists into your hand instead of your graveyard as part of the spell's effect.)  
Creatures deal no combat damage this turn.

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Buyback—Sacrifice a land (You may sacrifice a land in addition to any other costs when you play this spell. If you do, put Constant Mists into your hand instead of your graveyard as part of the spell's effect.)  
Creatures deal no combat damage this turn.

Illus. Dermot Power  
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### Provoke



Instant

Untap target creature you do not control. That creature blocks this turn if able.  
Draw a card.

*Mirri did not have time to think, only to react.*

Illus. Terese Nielsen  
©1998 Wizards of the Coast, Inc.

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Untap target creature you do not control. That creature blocks this turn if able.  
Draw a card.

*Mirri did not have time to think, only to react.*

Illus. Terese Nielsen  
©1998 Wizards of the Coast, Inc.

### harrow



Instant

Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

*Changing Rath's landscape is like tearing the scab from a wound.*

Illus. Eric David Anderson  
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Sacrifice a land: Search your library for up to two basic land cards and put them into play. Shuffle your library afterwards.

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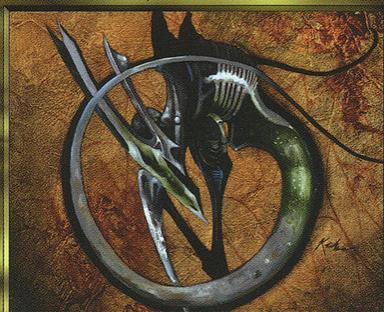
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**hibernation Sliver**

0/0

**Summon Sliver**

orc

Each Sliver gains "Pay 2 life: Return this creature to owner's hand."

*Mogglings have been known to play ball with hibernating slivers, completely unaware of their true nature.*

Illus. Scott Kirschner  
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2/2

**Lobotomy**

2/0

**Sorcery**

cloud

Look at target player's hand and choose any of those cards other than a basic land. Search that player's graveyard, hand, and library for all copies of the chosen card and remove them from the game. That player shuffles his or her library afterwards.

Illus. Thomas M. Baxa  
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2/2

**Acidic Sliver**

0/0

**Summon Sliver**

orc

Each Sliver gains "+2, Sacrifice this creature: This creature deals 2 damage to target creature or player."

*The first sliver burst against the cave wall, and others piled in behind to deepen the new tunnel.*

Illus. Jeff Miracola  
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2/2

**Spontaneous Combustion**

1/0

**Instant**

cloud

Sacrifice a creature: Spontaneous Combustion deals 3 damage to each creature.

*"Heat of battle" is usually a metaphor.*

Illus. Doug Chaffee  
© 1997 Wizards of the Coast, Inc.**Spined Sliver**

0/0

**Summon Sliver**

orc

If any Sliver is blocked, it gets +1/+1 until end of turn for each creature blocking it.

*"Slivers are evil and slivers are sly;  
And if you get eaten, then no one will cry."  
—Mogg children's rhyme*

Illus. Ron Spencer  
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2/2

**Segmented Wurm**

3/0

**Summon Wurm**

cloud

Whenever Segmented Wurm is the target of a spell or ability, put a -1/-1 counter on it.

*"If only we could so easily leave behind those parts of ourselves that pain us."  
—Crovax*

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5/5

**Victual Sliver**

0/0

**Summon Sliver**

orc

Each Sliver gains "+2, Sacrifice this creature: Gain 4 life."

*"We are kinfolk," explained Karn to the sliver queen. "Just as you need your progeny to complete you, so do I need the pieces of the Legacy to make me whole."*

Illus. Terese Nielsen  
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2/2

**Ranger en-Vec**

1/0

**Summon Soldier**

cloud

First strike

Regenerate Ranger en-Vec.

*"The path of least resistance will seldom lead you beyond your doorstep."*

*—Oracle en-Vec*

Illus. Randy Elliott  
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2/2

**Selenia, Dark Angel**

3 \* \* \*



## Summon Legend



## Flying

Selenia, Dark Angel counts as an Angel.  
Pay 2 life: Return Selenia to owner's hand.

*"I am light. I am dark. I must give my life to serve; not even death can release me."*  
—Selenia, dark angel

Illus. Matthew Wilson

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3/3

**Dracoplasm**

0 \* 2



## Summon Shapeshifter



## Flying

When you play Dracoplasm, sacrifice any number of creatures.

Dracoplasm comes into play with power equal to the total power of the sacrificed creatures and toughness equal to the total toughness of those creatures.

\*: Dracoplasm gets +1/+0 until end of turn.

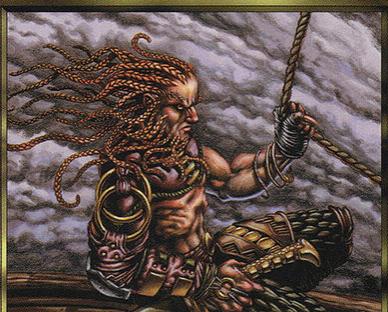
Illus. Andrew Robinson

©1997 Wizards of the Coast, Inc.

★/★

**Vhati il-Dal**

2 \* \* \*



## Summon Legend



\*: Target creature's power or toughness is 1 until end of turn.

*"Sir, I just thought . . .," explained Vhati.*

*"Don't think," interrupted Greven. "It doesn't suit you."*

Illus. Ron Spencer

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3/3

**Soltari Guerrillas**

2 \* \* \*



## Summon Soldiers



Shadow (This creature can block or be blocked by only creatures with shadow.)

If Soltari Guerrillas assigns combat damage to any opponent, you may redirect that damage to target creature.

Illus. Val Mayerik

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3/2

**Wood Sage**

0 \* \*



## Summon Druid



\*: Name a creature card. Reveal the top four cards of your library to all players. If any of those cards are the named card, put them into your hand. Put the rest into your graveyard.

Illus. Paolo Parente

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1/1

**Sliver Queen**

\* \* \* \*



## Summon Legend



Sliver Queen counts as a Sliver.

2 : Put a Sliver token into play. Treat this token as a 1/1 colorless creature.

*Her children are ever part of her.*

Illus. Ron Spencer

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7/7

**Metallic Sliver**

1



## Artifact Creature



Metallic Sliver counts as a Sliver.

*When the clever counterfeit was accepted by the hive, Volrath's influence upon the slivers grew even stronger.*

Illus. L. A. Williams

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1/1

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Illus. L. A. Williams

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Illus. L. A. Williams

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1/1

## Thopter Squadron

5



Artifact Creature

Flying

Thopter Squadron comes into play with three +1/+1 counters on it.

1, Remove a +1/+1 counter from Thopter Squadron: Put a Thopter token into play. Treat this token as a 1/1 artifact creature with flying. Play this ability as a sorcery.

1, Sacrifice a Thopter: Put a +1/+1 counter on Thopter Squadron. Play this ability as a sorcery.

Illus. Doug Chaffee

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0/0

## Bottle Gnomes

3



Artifact Creature

Sacrifice Bottle Gnomes: Gain 3 life.

*"I am reminded of the fable of the silver egg. Its owner cracks it open to see what jewels it holds, only to discover a simple yellow yolk."*

—Karn, silver golem

Illus. Kaja Foglio

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1/3

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Illus. Kaja Foglio

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1/3

## Mindless Automaton

4



Artifact Creature

Mindless Automaton comes into play with two +1/+1 counters on it.

1, Choose and discard a card: Put a +1/+1 counter on Mindless Automaton. Remove two +1/+1 counters from Mindless Automaton: Draw a card.

Illus. Brian Snoddy

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0/0

## Lotus Petal

0



Artifact

Q, 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."*

Illus. April Lee

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Artifact

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

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Illus. April Lee

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## Mox Diamond

0



Artifact

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

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

Illus. Dan Frazier

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### Cursed Scroll

①



Artifact

3, ♀: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

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### Jinxed Idol

②



Artifact

During your upkeep, Jinxed Idol deals 2 damage to you.

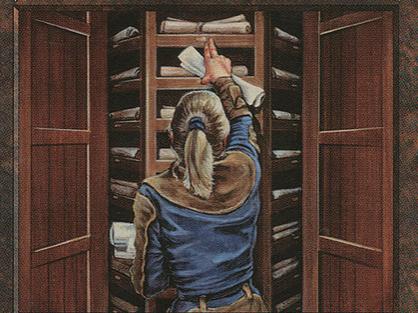
Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.

"Here."

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### Scroll Rack

②



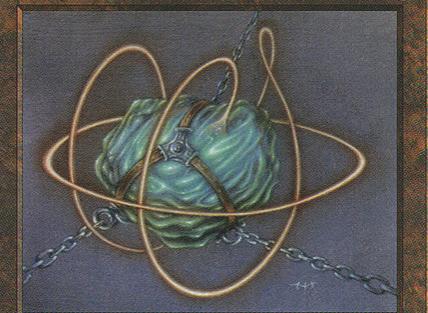
Artifact

1, ♀: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Illus. Heather Hudson  
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### heartstone

③



Artifact

The cost of each creature ability requiring an activation cost is reduced by ①. This cannot reduce an ability's generic mana cost to less than 1.

"Finding a true heartstone is even harder than finding a true heart."

—Hanna

Illus. John Matson  
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### Memory Crystal

③



Artifact

All buyback costs are reduced by 2.  
*Hues of recollection flicker like facets of a gem.*

Illus. Michael Sutfin  
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### Memory Crystal

③



Artifact

All buyback costs are reduced by 2.  
*Hues of recollection flicker like facets of a gem.*

Illus. Michael Sutfin  
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### Puppet Strings

③



Artifact

2, ♀: Tap or untap target creature.  
*"Have no illusions," Volrath warned Greven, "about free will."*

Illus. Scott Kirschner  
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### Static Orb

③



Artifact

Players cannot untap more than two permanents during their untap phases.

*Time passes, time crawls;  
Time doesn't move at all.*

Illus. Dermot Power  
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### Torture Chamber

(3)



Artifact

During your upkeep, put a pain counter on Torture Chamber.

At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it.

1, G: Remove all pain counters from Torture Chamber; Torture Chamber deals 1 damage for each pain counter on it to target creature.

Illus. Thomas Gianni

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### Emmessi Tome

(4)



Artifact

5, G: Draw two cards, then choose and discard a card.

*It is like life and destiny: we think we know the story, but we have read only half the tale.*

Illus. Tom Wänerstrand

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### Erratic Portal

(4)



Artifact

1, G: Return target creature to owner's hand unless its controller pays 1.

*"In Barrin's name!" cried Lyna as Hanna's sword passed through her, "Ertai sends word that the portal is open—but not for long!"*

Illus. John Matson

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### Fool's Tome

(4)



Artifact

2, G: Draw a card. Use this ability only if you have no cards in your hand.

Squee: "What's that?"

Ertai: "It's a magical book."

Squee: "Am I smart enough ta use it?"

Ertai: "You could say that."

Illus. Julie Baroh

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### Helm of Possession

(4)



Artifact

You may choose not to untap Helm of Possession during your untap phase.

2, G: Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.

Illus. Janet Auliso

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### Null Brooch

(4)



Artifact

2, G: Discard your hand: Counter target noncreature spell. Play this ability as an interrupt.

*Give away everything so others have nothing.*

—Brooch inscription

Illus. DiTerlizzi

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### Coat of Arms

(5)



Artifact

Each creature gets +1/+1 for each other creature in play of the same creature type. (For example, if there are three Goblins in play, each of them gets +2/+2.)

*"Hup, two, three, four,  
Dunno how to count no more."*

—Mogg march

Illus. Scott M. Fischer

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### Volrath's Laboratory

(5)



Artifact

When you play Volrath's Laboratory, choose a color and a creature type.

5, G: Put a token creature into play. Treat this token as a 2/2 creature of the chosen color and creature type.

Illus. Brom

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### Thalakos Lowlands



Land

◆: Add one colorless mana to your mana pool.  
◆: Add \* or ♦ to your mana pool.  
Thalakos Lowlands does not untap during your next untap phase.

Illus. Jeff A. Menges  
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### Rootwater Depths



Land

◆: Add one colorless mana to your mana pool.  
◆: Add ♦ or ♦ to your mana pool.  
Rootwater Depths does not untap during your next untap phase.

Illus. Roger Raupp  
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### Cinder Marsh



Land

◆: Add one colorless mana to your mana pool.  
◆: Add ♦ or ♦ to your mana pool.  
Cinder Marsh does not untap during your next untap phase.

Illus. John Matson  
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### Mogg hollows



Land

◆: Add one colorless mana to your mana pool.  
◆: Add ♦ or ♦ to your mana pool.  
Mogg Hollows does not untap during your next untap phase.

Illus. Jeff Laubenstein  
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### Vec Townships



Land

◆: Add one colorless mana to your mana pool.  
◆: Add ♦ or \* to your mana pool.  
Vec Townships does not untap during your next untap phase.

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### Salt Flats



Land

Salt Flats comes into play tapped.  
◆: Add one colorless mana to your mana pool.  
◆: Add \* or ♦ to your mana pool.  
Salt Flats deals 1 damage to you.

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### Caldera Lake



Land

Caldera Lake comes into play tapped.  
◆: Add one colorless mana to your mana pool.  
◆: Add ♦ or ♦ to your mana pool.  
Caldera Lake deals 1 damage to you.

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### Pine Barrens



Land

Pine Barrens comes into play tapped.  
◆: Add one colorless mana to your mana pool.  
◆: Add ♦ or ♦ to your mana pool.  
Pine Barrens deals 1 damage to you.

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### Scabland

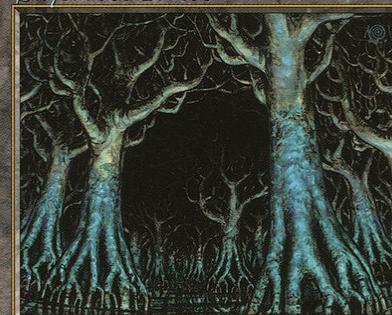


Land

Scabland comes into play tapped.  
tap: Add one colorless mana to your mana pool.  
tap: Add  $\diamond$  or  $\ast$  to your mana pool. Scabland deals 1 damage to you.

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### Skyshroud Forest

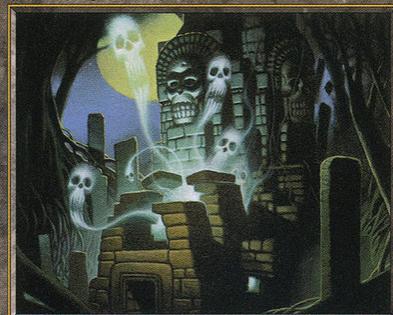


Land

Skyshroud Forest comes into play tapped.  
tap: Add one colorless mana to your mana pool.  
tap: Add  $\diamond$  or  $\ast$  to your mana pool. Skyshroud Forest deals 1 damage to you.

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### Ancient Tomb



Land

tap: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

*There is no glory to be gained in the kingdom of the dead.*  
—Vec tomb inscription

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### City of Traitors



Land

If you play a land, sacrifice City of Traitors.  
tap: Add two colorless mana to your mana pool.

*"While we fought, the il surrendered."*  
—Oracle en-VéC

Illus. Key Walker  
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### Maze of Shadows



Land

tap: Add one colorless mana to your mana pool.  
tap: Untap target attacking creature with shadow. That creature neither deals nor receives combat damage this turn.

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### Reflecting Pool



Land

tap: Add to your mana pool one mana of any type that any land you control can produce.

*"The reflection of land interests me far more than its reality."*  
—Volrath

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### Stalking Stones



Land

tap: Add one colorless mana to your mana pool.  
6: Stalking Stones becomes a 3/3 artifact creature permanently. (This creature still counts as a land.)

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Volrath's Stronghold



Legendary Land



◇: Add one colorless mana to your mana pool.

1 ♠, ◇: Put target creature card from your graveyard on top of your library.

*The seed of a world's evil.*

Illus. Kev Walker

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Wasteland



Land



◇: Add one colorless mana to your mana pool.

◇, Sacrifice Wasteland: Destroy target nonbasic land.

*"The land promises nothing and keeps its promise."*

—Oracle en-Vec

Illus. Una Fricker

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