Rancor
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+0 and has trample.
When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.
Kev Walker

Terrain Generator
Land
: Add 1 to your mana pool.
2, : You may put a basic land card from your hand into play tapped.
Alan Pollack

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Merchant Scroll
Sorcery
Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.
Lat-Nam wizards trade knowledge on scrolls made of magic so they can better guard against thieves and spies.
David Martin

Coat of Arms
Artifact
Each creature gets +1/+1 for each other creature on the battlefield that shares at least one creature type with it. (For example, if two Goblin Warriors and a Goblin Shaman are on the battlefield, each gets +2/+2.)
A banner for bonds of blood or belief.
Scott M. Fischer

Hive Mind
5
Enchantment
Whenever a player casts an instant or sorcery spell, each other player copies that spell. Each of those players may choose new targets for his or her copy.
"All consciousness is one, separated only by a thin veil of the physical."
—Jace Beleren
Steve Argyle
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Lurking Predators
4
Enchantment
Whenever an opponent casts a spell, reveal the top card of your library. If it's a creature card, put it onto the battlefield. Otherwise, you may put that card on the bottom of your library.
All are prey to the eyes of the wild.
Mike Bierek

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Underworld Dreams
Enchantment
Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him or her.
"In the drowsy dark cave of the mind, dreams build their nest with fragments dropped from day's caravan."
—Rabindranath Tagore
Carl Critchlow
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Adaptive Automaton
3
Artifact Creature — Construct
As Adaptive Automaton enters the battlefield, choose a creature type.
Adaptive Automaton is the chosen type in addition to its other types.
Other creatures you control of the chosen type get +1/+1.
Such loyalty can only be made.
2/2
Igor Kieryluk
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Obelisk of Urd
6
Artifact
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for 1 or one mana of that creature's color.)
As Obelisk of Urd enters the battlefield, choose a creature type.
Creatures you control of the chosen type get +2/+2.
222/269 R
M15 • EN
John Severin Brassell
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Darksteel Plate
3
Artifact — Equipment
Darksteel Plate is indestructible.
Equipped creature is indestructible.
Equip 2
"If there can be no victory, then I will fight forever."
—Koth of the Hammer
Daniel Ljunggren
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Tidespout Tyrant
5
Creature — Djinn
Flying
Whenever you play a spell, return target permanent to its owner's hand.
He unmakes the world in his own image.
5/5
Dany Orizio
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Crucible of Worlds
3
Artifact
X
You may play land cards from your graveyard.
Amidst the darkest ashes grow the strongest seeds.
Ron Spencer
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Jushi Apprentice
1
2, : Draw a card. If you have nine or more cards in hand, flip Jushi Apprentice.
Creature — Human Wizard
1/2
Tomoya the Revealer
3, : Target player draws X cards, where X is the number of cards in your hand.
Legendary Creature — Human Wizard
2/3
Glen Angus
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Laboratory Maniac
2
Creature — Human Wizard
If you would draw a card while your library has no cards in it, you win the game instead.
His mind whirled with grand plans, never thinking of what might happen if he were to succeed.
2/2
Jason Felix
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Geth's Grimoire
4
Artifact
Whenever an opponent discards a card from his or her hand, you may draw a card.
The book shrieks horribly until its cover is opened, granting the spirit inside a moment's rest from the painful stirrings of the book's contents.
Heather Hudson
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5/5
Dany Orizio
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Consecrated Sphinx
4
Creature — Sphinx
Flying
Whenever an opponent draws a card, you may draw two cards.
Blessed by the hands of Jin-Gitaxias.
4/6
Mark Zug
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Blessed by the hands of Jin-Gitaxias.
4/6
Mark Zug
™ & © 1993–2011 Wizards of the Coast LLC 21/155

Tezzeret the Seeker
3
Planeswalker — Tezzeret
+1: Untap up to two target artifacts.
-X: Search your library for an artifact card with converted mana cost X or less and put it onto the battlefield. Then shuffle your library.
-5: Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.
4
062/249 M
MM2 • EN
Anthony Francisco
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4
062/249 M
MM2 • EN Anthony Francisco
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Dack Fayden
1
Planeswalker — Dack
+1 Target player draws two cards, then discards two cards.
-2 Gain control of target artifact.
-6 You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."
3
Eric Deschamps

Caged Sun
6
Artifact
As Caged Sun enters the battlefield, choose a color.
Creatures you control of the chosen color get +1/+1.
Whenever a land's ability adds one or more mana of the chosen color to your mana pool, add one additional mana of that color to your mana pool.
233/337 R
C14 • EN Scott Chou
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Molten Rain
1
Sorcery
Destroy target land. If that land is nonbasic, Molten Rain deals 2 damage to the land's controller.
When the molten rains fall, entire landscapes melt and flow away in rivulets of fire.
Hugh Jamieson

Wheel and Deal
3
Instant
Any number of target opponents each discards his or her hand and draws seven cards.
Draw a card.
Illus. Alan Pollack

Dragon Mage
5
Creature — Dragon Wizard
Flying
Whenever Dragon Mage deals combat damage to a player, each player discards his or her hand and draws seven cards.
"You'll bend to my will—with or without your precious sanity."
Illus. Matthew D. Wilson
5/5

Wheel of Fate
Sorcery
Wheel of Fate is red.
Suspend 4—1 (Rather than play this card from your hand, pay 1 and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)
Each player discards his or her hand, then draws seven cards.
Kev Walker

Carpet of Flowers
Enchantment
During your main phase, you may add up to X mana of one color to your mana pool, where X is the number of islands target opponent controls.
Illus. Rebecca Guay
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Anvil of Bogardan
2
Artifact
V
Each player skips his or her discard phase.
During each player's draw phase, that player draws an additional card and then chooses and discards a card.
Illus. Roger Raupp
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Teferi's Puzzle Box
4
Artifact
At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.
Donato Giancola

Amulet of Vigor
1
Artifact
Whenever a permanent enters the battlefield tapped and under your control, untap it.
"After years of study, I've learned an important lesson: the relics we watch may be watching us back."
—Anowon, the Ruin Sage
Warren Mahy

Chandra Ablaze
Planeswalker — Chandra
+1 Discard a card. If a red card is discarded this way, Chandra Ablaze deals 4 damage to target creature or player.
-2 Each player discards his or her hand, then draws three cards.
-7 Cast any number of red instant and/or sorcery cards from your graveyard without paying their mana costs.
5
Steve Argyle

Temporary Truce
1
Sorcery
Each player may draw up to two cards. For each card less than two any player draws, that player gains 2 life. (You choose whether to draw first.)
Illus. Mike Raabe
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Meekstone
1
Artifact
Creatures with power 3 or greater don't untap during their controllers' untap steps.
The bigger they are, the stronger its pull.
Illus. David Martin

Psychosis Crawler
5
Artifact Creature — Horror
Psychosis Crawler's power and toughness are each equal to the number of cards in your hand.
Whenever you draw a card, each opponent loses 1 life.
"If that brain can't figure out the secret of the serum, then add more brains."
—Rhmir, Hand of the Augur
★/★
Stephan Martiniere

Winds of Change
Sorcery
Each player counts the cards in his or her hand, shuffles those cards into his or her deck, and then draws that many cards.
(When you play Winds of Change, it doesn't count as a card in your hand.)
Illus. Adam Rex
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Wheel of Fortune
2
Sorcery
Each player discards his or her hand, then draws seven cards.
John Matson

Memory Jar
5
Artifact
, Sacrifice Memory Jar: Each player exiles all cards from his or her hand face down and draws seven cards. At the beginning of the next end step, each player discards his or her hand and returns to his or her hand each card he or she exiled this way.
Donato Giancola

Timetwister
2
Sorcery
Each player shuffles his or her hand and graveyard into his or her library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)
Matt Stewart

Abundance
2
Enchantment
X
If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.
Rebecca Guay

Time Spiral
4
Sorcery
Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.
Illus. Michael Sutfin

Waste Not
1
Enchantment
M15
Whenever an opponent discards a creature card, put a 2/2 black Zombie creature token onto the battlefield.
Whenever an opponent discards a land card, add to your mana pool.
Whenever an opponent discards a noncreature, nonland card, draw a card.
Designed by the Magic community
122/269 R
M15 • EN
Matt Stewart
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