

Behold the Multiverse 3



Instant

Scry 2, then draw two cards.

Foretell 1 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

Countless worlds unfolded before Niko, every one in need of heroes.

046/285 C
KHM • EN • MAGALI VILLENEUVE

™ & © 2021 Wizards of the Coast

Behold the Multiverse 3



Instant

Scry 2, then draw two cards.

Foretell 1 (During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

Countless worlds unfolded before Niko, every one in need of heroes.

046/285 C
KHM • EN • MAGALI VILLENEUVE

™ & © 2021 Wizards of the Coast

Den of the Bugbear



Land

If you control two or more other lands, Den of the Bugbear enters the battlefield tapped.

☞: Add 2.

3 ☞: Until end of turn, Den of the Bugbear becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

254/281 R
AFR • EN • JOHANNES VOSS

™ & © 2021 Wizards of the Coast

Divide by Zero 2



Instant

Return target spell or permanent with mana value 1 or greater to its owner's hand.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

"Misery. Inadequacy. Failure. The common denominator is you."

041/275 U
STX • EN • LIIGA SMILSHKALNE

™ & © 2021 Wizards of the Coast

Divide by Zero 2



Instant

Return target spell or permanent with mana value 1 or greater to its owner's hand.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

"Misery. Inadequacy. Failure. The common denominator is you."

041/275 U
STX • EN • LIIGA SMILSHKALNE

™ & © 2021 Wizards of the Coast

Divide by Zero 2



Instant

Return target spell or permanent with mana value 1 or greater to its owner's hand.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

"Misery. Inadequacy. Failure. The common denominator is you."

041/275 U
STX • EN • LIIGA SMILSHKALNE

™ & © 2021 Wizards of the Coast

Divide by Zero 2



Instant

Return target spell or permanent with mana value 1 or greater to its owner's hand.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

"Misery. Inadequacy. Failure. The common denominator is you."

041/275 U
STX • EN • LIIGA SMILSHKALNE

™ & © 2021 Wizards of the Coast

Fable of the Mirror-Breaker 2



(As this Saga enters and after your draw step, add a lore counter.)

I Create a 2/2 red Goblin Shaman creature token with "Whenever this creature attacks, create a Treasure token."

II You may discard up to two cards. If you do, draw that many cards.

III Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

141/302 R
NEO • EN • JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Fable of the Mirror-Breaker 2



(As this Saga enters and after your draw step, add a lore counter.)

I Create a 2/2 red Goblin Shaman creature token with "Whenever this creature attacks, create a Treasure token."

II You may discard up to two cards. If you do, draw that many cards.

III Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

141/302 R
NEO • EN • JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Fable of the Mirror-Breaker 2

(As this Saga enters and after your draw step, add a lore counter.)

I Create a 2/2 red Goblin Shaman creature token with “Whenever this creature attacks, create a Treasure token.”

II You may discard up to two cards. If you do, draw that many cards.

III Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

141/302 R
NEO • EN JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Fable of the Mirror-Breaker 2

(As this Saga enters and after your draw step, add a lore counter.)

I Create a 2/2 red Goblin Shaman creature token with “Whenever this creature attacks, create a Treasure token.”

II You may discard up to two cards. If you do, draw that many cards.

III Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

141/302 R
NEO • EN JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Reflection of Kiki-Jiki

Enchantment Creature — Goblin Shaman

1, ♣: Create a token that’s a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

Blessed by Keiga, the Tide Star, Kiki-jiki would one day master the art of duplication.

2/2

141/302 R
NEO • EN JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Reflection of Kiki-Jiki

Enchantment Creature — Goblin Shaman

1, ♣: Create a token that’s a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

Blessed by Keiga, the Tide Star, Kiki-jiki would one day master the art of duplication.

2/2

141/302 R
NEO • EN JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Reflection of Kiki-Jiki

Enchantment Creature — Goblin Shaman

1, ♣: Create a token that’s a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

Blessed by Keiga, the Tide Star, Kiki-jiki would one day master the art of duplication.

2/2

141/302 R
NEO • EN JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Reflection of Kiki-Jiki

Enchantment Creature — Goblin Shaman

1, ♣: Create a token that’s a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

Blessed by Keiga, the Tide Star, Kiki-jiki would one day master the art of duplication.

2/2

141/302 R
NEO • EN JOSEPH MEEHAN

™ & © 2022 Wizards of the Coast

Fading Hope

Instant

Return target creature to its owner’s hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

“At least I won’t become one of . . . those things.”

051/277 U
MID • EN ROVINA CAI

™ & © 2021 Wizards of the Coast

Fading Hope

Instant

Return target creature to its owner’s hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

“At least I won’t become one of . . . those things.”

051/277 U
MID • EN ROVINA CAI

™ & © 2021 Wizards of the Coast

Fading Hope

Instant

Return target creature to its owner’s hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

“At least I won’t become one of . . . those things.”

051/277 U
MID • EN ROVINA CAI

™ & © 2021 Wizards of the Coast

Fiery Impulse



Instant

Fiery Impulse deals 2 damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage to that creature instead.

“Well, this got out of hand.”

145/272 C
ORI • EN • DAARKEN

™ & © 2015 Wizards of the Coast

Fiery Impulse



Instant

Fiery Impulse deals 2 damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage to that creature instead.

“Well, this got out of hand.”

145/272 C
ORI • EN • DAARKEN

™ & © 2015 Wizards of the Coast

Fiery Impulse



Instant

Fiery Impulse deals 2 damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage to that creature instead.

“Well, this got out of hand.”

145/272 C
ORI • EN • DAARKEN

™ & © 2015 Wizards of the Coast

Fiery Impulse



Instant

Fiery Impulse deals 2 damage to target creature.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage to that creature instead.

“Well, this got out of hand.”

145/272 C
ORI • EN • DAARKEN

™ & © 2015 Wizards of the Coast

Hall of Storm Giants



Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

• Add •

5 •: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward 3. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3.)

257/281 R
AFR • EN • JOHANNES VOSS

™ & © 2021 Wizards of the Coast

Indomitable Creativity



Sorcery

Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of his or her library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle their libraries.

085/184 M
AER • EN • DERUCHENKO ALEXANDER

™ & © 2017 Wizards of the Coast

Indomitable Creativity



Sorcery

Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of his or her library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle their libraries.

085/184 M
AER • EN • DERUCHENKO ALEXANDER

™ & © 2017 Wizards of the Coast

Indomitable Creativity



Sorcery

Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of his or her library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle their libraries.

085/184 M
AER • EN • DERUCHENKO ALEXANDER

™ & © 2017 Wizards of the Coast

Magma Opus



Instant

Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards.

••, Discard Magma Opus: Create a Treasure token.

203/275 M
STX • EN • LIIGA SMILSHKALNE

™ & © 2021 Wizards of the Coast

Magma Opus 6



Instant

Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards.

☞☞, Discard Magma Opus: Create a Treasure token.

203/275 M
STX • EN LIIGA SMILSHKALNE

Magma Opus 6



Instant

Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards.

☞☞, Discard Magma Opus: Create a Treasure token.

203/275 M
STX • EN LIIGA SMILSHKALNE

Magma Opus 6



Instant

Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards.

☞☞, Discard Magma Opus: Create a Treasure token.

203/275 M
STX • EN LIIGA SMILSHKALNE

Make Disappear 1



Instant

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)

Counter target spell unless its controller pays 2.

049/281 C
SNC • EN INKA SCHULZ

Make Disappear 1



Instant

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)

Counter target spell unless its controller pays 2.

049/281 C
SNC • EN INKA SCHULZ

Make Disappear 1



Instant

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)

Counter target spell unless its controller pays 2.

049/281 C
SNC • EN INKA SCHULZ

Make Disappear 1



Instant

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)

Counter target spell unless its controller pays 2.

049/281 C
SNC • EN INKA SCHULZ

Mutavault



Land

☞: Add 1 to your mana pool.

1: Mutavault becomes a 2/2 creature with all creature types until end of turn. It's still a land.

Some changelings born at Velis Vél never return, but their essence never leaves.

Fred Fields

TM & © 1993-2008 Wizards of the Coast, Inc. 148/150

Otawara, Soaring City



Legendary Land

☞: Add ☞.

Channel — ☞☞, Discard Otawara, Soaring City: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs 1 less to activate for each legendary creature you control.

414
NEO • EN YUTA SHIMPO

Prismari Command

1

Instant

Choose two —

- Prismari Command deals 2 damage to any target.
- Target player draws two cards, then discards two cards.
- Target player creates a Treasure token.
- Destroy target artifact.

214/275

R

STX • EN

JOHANNES VOSS

™ & © 2021 Wizards of the Coast

Prismari Command

1

Instant

Choose two —

- Prismari Command deals 2 damage to any target.
- Target player draws two cards, then discards two cards.
- Target player creates a Treasure token.
- Destroy target artifact.

214/275

R

STX • EN

JOHANNES VOSS

™ & © 2021 Wizards of the Coast

Riverglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast

Riverglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast

Riverglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast

Riverglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast

Lavaglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast

Lavaglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast

Lavaglide Pathway

Land

: Add .

Land

: Add .

289

R

ZNR • EN

JOHAN GRENIER

™ & © 2020 Wizards of the Coast



Lavaglide Pathway

Land

☞: Add ♠.

Land ☞: Add ♠.

289 DMU • EN JOHAN GRENIER

™ & © 2020 Wizards of the Coast



Shivan Reef

Land

☞: Add ♠.

☞: Add ♠ or ♣. Shivan Reef deals 1 damage to you.

380 DMU • EN DONATO GIANCOLA

™ & © 2022 Wizards of the Coast



Shivan Reef

Land

☞: Add ♠.

☞: Add ♠ or ♣. Shivan Reef deals 1 damage to you.

380 DMU • EN DONATO GIANCOLA

™ & © 2022 Wizards of the Coast



Shivan Reef

Land

☞: Add ♠.

☞: Add ♠ or ♣. Shivan Reef deals 1 damage to you.

380 DMU • EN DONATO GIANCOLA

™ & © 2022 Wizards of the Coast



Sokenzan, Crucible of Defiance

Legendary Land

☞: Add ♠.

Channel — 3♣, Discard Sokenzan, Crucible of Defiance: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs 1 less to activate for each legendary creature you control.

415 NEO • EN 三好奈緒/NAO MIYOSHI

™ & © 2022 Wizards of the Coast



Spikefield Hazard

Instant

Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.

“Stop screaming! You’ll only bring down more spikes.”
—Raff Slugeater, goblin shortcutter

Land ☞: Add ♠.

166/280 U ZNR • EN TOMASZ JEDRUSZEK

™ & © 2020 Wizards of the Coast



Spikefield Hazard

Instant

Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.

“Stop screaming! You’ll only bring down more spikes.”
—Raff Slugeater, goblin shortcutter

Land ☞: Add ♠.

166/280 U ZNR • EN TOMASZ JEDRUSZEK

™ & © 2020 Wizards of the Coast



Spikefield Cave

Land

Spikefield Cave enters the battlefield tapped.

☞: Add ♠.

“Silence until we’re through. Even a whisper’s echo can dislodge death from above.”
—Raff Slugeater, goblin shortcutter

Land ☞: Add ♠.

166/280 U ZNR • EN TOMASZ JEDRUSZEK

™ & © 2020 Wizards of the Coast



Spikefield Cave

Land

Spikefield Cave enters the battlefield tapped.

☞: Add ♠.

“Silence until we’re through. Even a whisper’s echo can dislodge death from above.”
—Raff Slugeater, goblin shortcutter

Land ☞: Add ♠.

166/280 U ZNR • EN TOMASZ JEDRUSZEK

™ & © 2020 Wizards of the Coast



Spirebluff Canal



Land



Spirebluff Canal enters the battlefield tapped unless you control two or fewer other lands.

(C): Add  or  to your mana pool.

There's so much more to Ghirapur than can be accessed by traditional roads.

249/264 R
KLD • EN • ADAM PAQUETTE

™ & © 2016 Wizards of the Coast


Spirebluff Canal



Land



Spirebluff Canal enters the battlefield tapped unless you control two or fewer other lands.

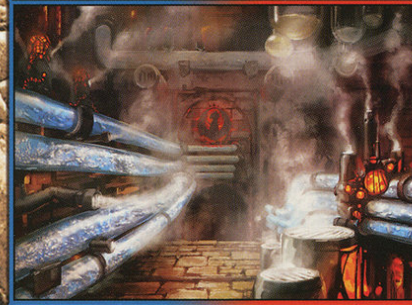
(C): Add  or  to your mana pool.

There's so much more to Ghirapur than can be accessed by traditional roads.

249/264 R
KLD • EN • ADAM PAQUETTE

™ & © 2016 Wizards of the Coast

Steam Vents



Land — Island Mountain



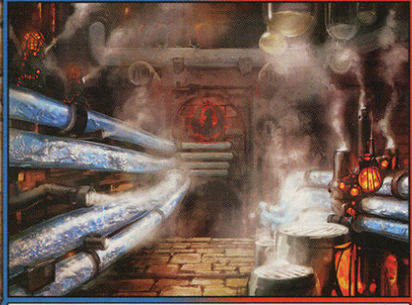
(C): Add  or  to your mana pool.

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.



Yeong-Hao Han
™ & © 2012 Wizards of the Coast 247/274

Steam Vents



Land — Island Mountain



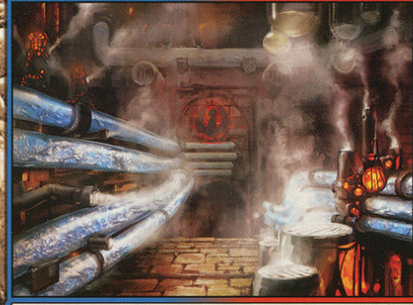
(C): Add  or  to your mana pool.

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
™ & © 2012 Wizards of the Coast 247/274

Steam Vents



Land — Island Mountain



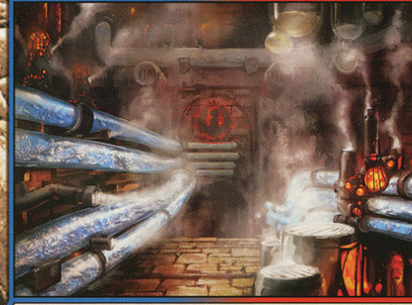
(C): Add  or  to your mana pool.

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
™ & © 2012 Wizards of the Coast 247/274

Steam Vents



Land — Island Mountain



(C): Add  or  to your mana pool.

As Steam Vents enters the battlefield, you may pay 2 life. If you don't, Steam Vents enters the battlefield tapped.

Crafted with genius, energized with madness.

Yeong-Hao Han
™ & © 2012 Wizards of the Coast 247/274

Stormcarved Coast



Land



Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

(C): Add  or .

284 R
VOW • EN • JOKUBAS UOGINTAS

™ & © 2021 Wizards of the Coast

Stormcarved Coast



Land



Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

(C): Add  or .

284 R
VOW • EN • JOKUBAS UOGINTAS

™ & © 2021 Wizards of the Coast

Stormcarved Coast



Land



Stormcarved Coast enters the battlefield tapped unless you control two or more other lands.

(C): Add  or .

284 R
VOW • EN • JOKUBAS UOGINTAS

™ & © 2021 Wizards of the Coast

Torrential Gearhulk 4



Artifact Creature — Construct

Flash

When Torrential Gearhulk enters the battlefield, you may cast target instant card from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

5/6

067/264 M
KLD • EN SVETLIN VELINOV™ & © 2016 Wizards of the Coast

Torrential Gearhulk 4



Artifact Creature — Construct

Flash

When Torrential Gearhulk enters the battlefield, you may cast target instant card from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

5/6

067/264 M
KLD • EN SVETLIN VELINOV™ & © 2016 Wizards of the Coast

Torrential Gearhulk 4



Artifact Creature — Construct

Flash

When Torrential Gearhulk enters the battlefield, you may cast target instant card from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

5/6

067/264 M
KLD • EN SVETLIN VELINOV™ & © 2016 Wizards of the Coast

Torrential Gearhulk 4



Artifact Creature — Construct

Flash

When Torrential Gearhulk enters the battlefield, you may cast target instant card from your graveyard without paying its mana cost. If that card would be put into your graveyard this turn, exile it instead.

5/6

067/264 M
KLD • EN SVETLIN VELINOV™ & © 2016 Wizards of the Coast

Aether Gust 1



Instant M20

Choose target spell or permanent that's red or green. Its owner puts it on the top or bottom of their library.

The chill wind extinguishes flame, and frosts the leaf on the branch.

042/280 U
M20 • EN TOMASZ JEDRUSZEK™ & © 2019 Wizards of the Coast

Aether Gust 1



Instant M20

Choose target spell or permanent that's red or green. Its owner puts it on the top or bottom of their library.

The chill wind extinguishes flame, and frosts the leaf on the branch.

042/280 U
M20 • EN TOMASZ JEDRUSZEK™ & © 2019 Wizards of the Coast

Disdainful Stroke 1



Instant

Counter target spell with mana value 4 or greater.

*"I've known for a year that you would cast this exact spell, at this exact spot, at this exact time."
—Raffine*

039/281 C
SNC • EN IRINA NORDSOL™ & © 2022 Wizards of the Coast

Disdainful Stroke 1



Instant

Counter target spell with mana value 4 or greater.

*"I've known for a year that you would cast this exact spell, at this exact spot, at this exact time."
—Raffine*

039/281 C
SNC • EN IRINA NORDSOL™ & © 2022 Wizards of the Coast

Environmental Sciences 2



Sorcery — Lesson

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life.

First-years quickly learn how the Vastlands earned its name.

001/275 C
STX • EN JOKUBAS UOGINTAS™ & © 2021 Wizards of the Coast

Fry 1



Instant M20

This spell can't be countered.

Fry deals 5 damage to target creature or planeswalker that's white or blue.

"I'm afraid your dinner got a little . . . overcooked."
—Marlan Farthwald, innkeeper

140/280 U
M20 • EN • TOMASZ JEDRUSZEK

Hullbreaker Horror 5



Creature — Kraken Horror

Flash

This spell can't be countered.

Whenever you cast a spell, choose up to one —

- Return target spell you don't control to its owner's hand.
- Return target nonland permanent to its owner's hand.

7/8

063/277 R
VOW • EN • SVETLIN VELINOV

Mascot Exhibition 7



Sorcery — Lesson

Create a 2/1 white and black Inkling creature token with flying, a 3/2 red and white Spirit creature token, and a 4/4 blue and red Elemental creature token.

"Don't just win the game. Win the crowd."
—Moriana, Mage Tower coach

005/275 M
STX • EN • RANDY VARGAS

Rending Volley



Instant

Rending Volley can't be countered by spells or abilities.

Rending Volley deals 4 damage to target white or blue creature.

The sky offers few hiding places.

150/264 U
DTK • EN • LUCAS GRACIANO

Rending Volley



Instant

Rending Volley can't be countered by spells or abilities.

Rending Volley deals 4 damage to target white or blue creature.

The sky offers few hiding places.

150/264 U
DTK • EN • LUCAS GRACIANO

Rending Volley



Instant

Rending Volley can't be countered by spells or abilities.

Rending Volley deals 4 damage to target white or blue creature.

The sky offers few hiding places.

150/264 U
DTK • EN • LUCAS GRACIANO

Search for Azcanta 1



Legendary Enchantment

At the beginning of your upkeep, look at the top card of your library. You may put it into your graveyard. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta.

The Sunken Ruin houses all the learning of a long-forgotten age.

074/279 R
XLN • EN • MAGALI VILLENEUVE

AZCANTA, THE SUNKEN RUIN



Legendary Land

(Transforms from Search for Azcanta.)

- Add 1 to your mana pool.
- 2, 1, 1: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

074/279 R
XLN • EN • MAGALI VILLENEUVE

Shark Typhoon 5



Enchantment

Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's converted mana cost.

Cycling X 1 (X 1, Discard this card: Draw a card.)

When you cycle Shark Typhoon, create an X/X blue Shark creature token with flying.

067/274 R
IKO • EN • CAIO MONTEIRO

Shark Typhoon

5



Enchantment



Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's converted mana cost.

Cycling $\times 1$ (X 1, Discard this card: Draw a card.)

When you cycle Shark Typhoon, create an X/X blue Shark creature token with flying.

067/274 R
IKO • EN CAIO MONTEIRO

™ & © 2020 Wizards of the Coast

Teachings of the Archaics

2



Sorcery — Lesson



If an opponent has more cards in hand than you, draw two cards. Draw three cards instead if an opponent has at least four more cards in hand than you.

Mages seek out the ancient beings known as the Archaics for their boundless knowledge of history and magic, dispensed only in cryptic metaphors.

057/275 R
STX • EN LIUS LASAHIDO

™ & © 2021 Wizards of the Coast