

Derevi, Empyrial Tactician



Legendary Creature — Bird Wizard

Flying

Whenever Derevi, Empyrial Tactician enters the battlefield or a creature you control deals combat damage to a player, you may tap or untap target permanent.

1 ♦ ♦ ♦ : Put Derevi onto the battlefield from the command zone.

2/3

176/320 M
CMA • EN • MICHAEL KOMARCK

™ & © 2017 Wizards of the Coast

Command Tower



Land

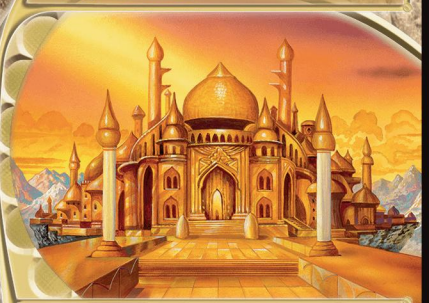
♦ : Add one mana of any color in your commander's color identity.

"You think I sit in this seat because of luck? Because of providence? I hold this seat because I alone am fit to fill it."
—Gonti

C 0060
DRC • EN • ALAYNA DANNER

™ & © 2025 Wizards of the Coast

City of Brass



Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.

♦ : Add one mana of any color.

Ron Walotsky

™ & © 2024 Wizards of the Coast 240

Mana Confluence



Land

♦, Pay 1 life: Add one mana of any color to your mana pool.

Five rivers encircle Theros, flowing with waters more ancient than the world itself.

Richard Wright

™ & © 2014 Wizards of the Coast 163/165

Reflecting Pool



Land

♦ : Add one mana of any type that a land you control could produce.

Gale stared into the pool and saw a stranger. The similarities were uncanny, but it was not him.

358/361 R
CLB • EN • ALAYNA DANNER

™ & © 2022 Wizards of the Coast

Exotic Orchard



Land

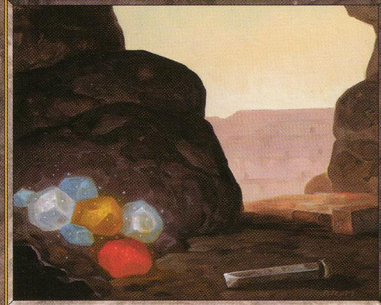
♦ : Add one mana of any color that a land an opponent controls could produce.

"It was a strange morning. When we awoke, we found our trees transformed. We didn't know whether to water them or polish them."
—Pulan, Bant orchardist

893
CLB • EN • STEVEN BELLEDIN

™ & © 2022 Wizards of the Coast

Gemstone Mine



Land

When Gemstone Mine comes into play, put three mining counters on it.

♦, Remove a mining counter from Gemstone Mine: Add one mana of any color to your mana pool. If there are no mining counters on Gemstone Mine, bury it.

Illus. Brom

©1997 Wizards of the Coast, Inc. All rights reserved.

Ancient Tomb



Land

♦♦ : 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

Illus. Colin MacNeill

©1997 Wizards of the Coast, Inc.

Flooded Strand



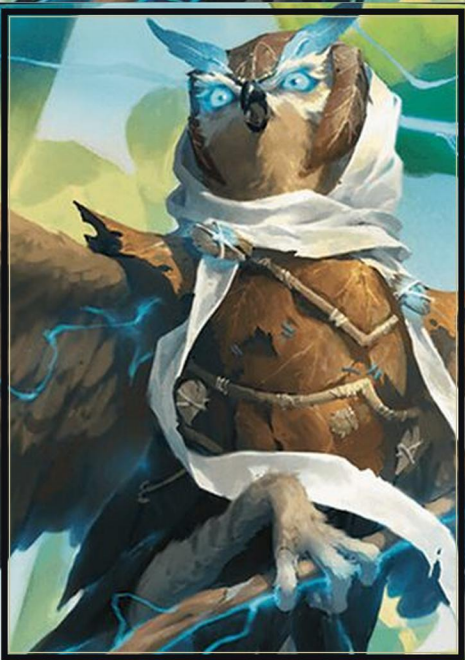
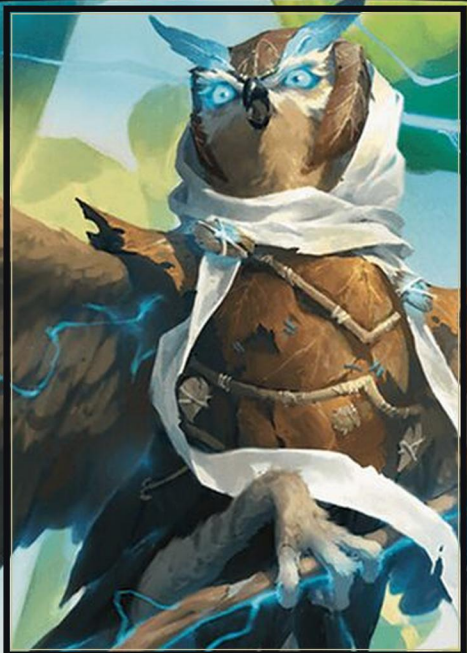
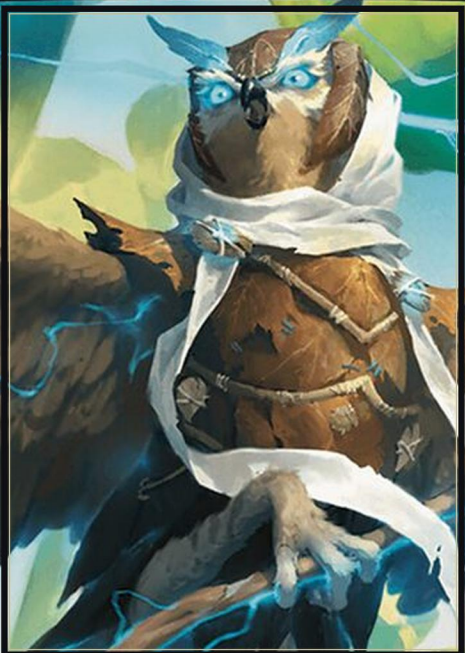
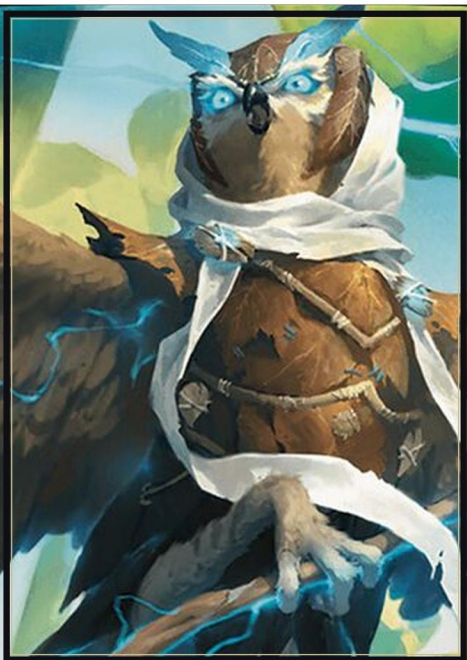
Land

♦, Pay 1 life, Sacrifice Flooded Strand: Search your library for a Plains or Island card and put it onto the battlefield. Then shuffle your library.

Where dragons once slept, their bones now rest.

233/269 R
KTK • EN • ANDREAS ROCHA

™ & © 2014 Wizards of the Coast



Windswept Heath



Land

☞, Pay 1 life, Sacrifice Windswept Heath: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

An underground paradise, bright and thriving beneath the surface of Ixalan.

Illus. Alexander Forssberg
™ & © 2024 Wizards of the Coast 440

Misty Rainforest



Land

☞, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card and put it onto the battlefield. Then shuffle your library.

— Shelly Wan
™ & © 1993-2009 Wizards of the Coast LLC 220/249

Prismatic Vista



Land

☞, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle.

There is beauty in the uncertainty of potential.

Illus. Sam Burley
™ & © 2024 Wizards of the Coast 40/40

Marsh Flats



Land

☞, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card and put it onto the battlefield. Then shuffle your library.

— Izzy
™ & © 1993-2009 Wizards of the Coast LLC 219/249

Verdant Catacombs



Land

☞, Pay 1 life, Sacrifice Verdant Catacombs: Search your library for a Swamp or Forest card and put it onto the battlefield. Then shuffle your library.

249/249 R
MM3 • EN — Vance Kovacs

™ & © 2017 Wizards of the Coast

Tundra



Land

Counts as both islands and plains and is affected by spells that affect either. Tap to add either ♦ or ♠ to your mana pool.

Illus. © Jesper Myrfors

Savannah



Land

Counts as both plains and forest and is affected by spells that affect either. Tap to add either ♠ or ♣ to your mana pool.

Illus. © Rob Alexander

Tropical Island



Land

Counts as both forest and islands and is affected by spells that affect either. Tap to add either ♣ or ♦ to your mana pool.

Illus. © Mark Poole

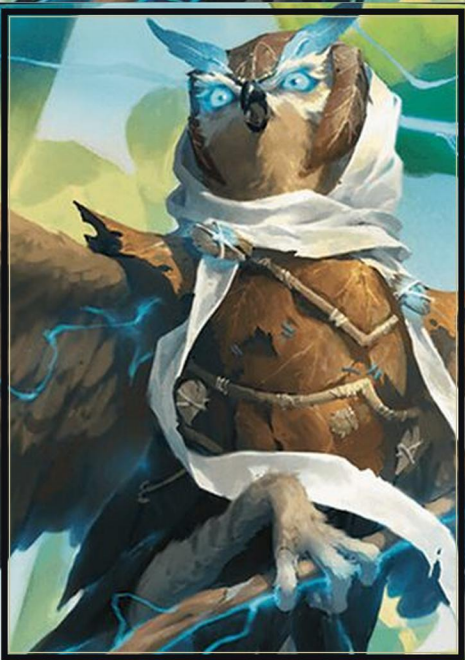
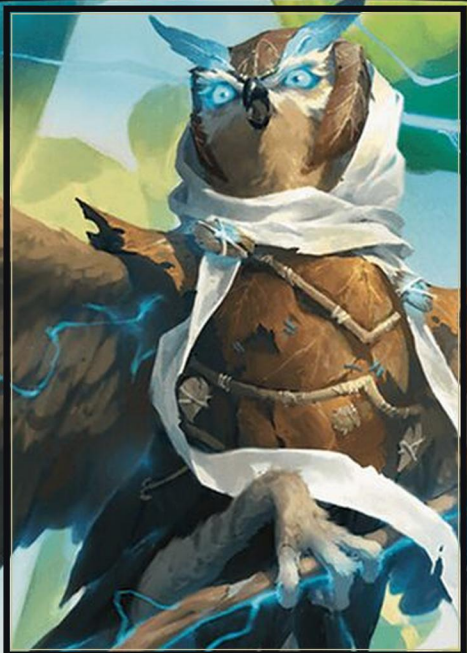
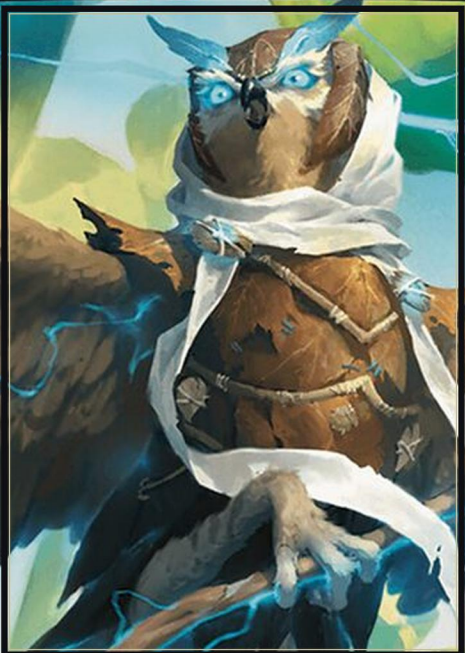
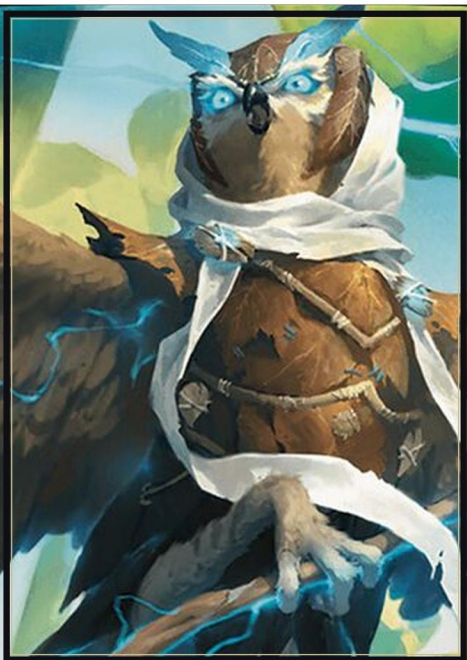
Hallowed Fountain



Land — Plains Island

As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Illus. Rob Alexander
™ & © 2024 Wizards of the Coast 404



Breeding Pool



Land — Forest Island



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

Where Jin-Gitaxias's ingenuity meets Vorinclex's inhumanity.

132 R
SLD • EN ALEKSI BRICLOT

™ & © 2021 Wizards of the Coast

Temple Garden



Land — Forest Plains



(**C**: Add **♣** or **♠**.)
As Temple Garden enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

R 0290
RVR • EN ROB ALEXANDER

™ & © 2024 Wizards of the Coast

Botanical Sanctum



Land



Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

C: Add **♣** or **♠** to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN CHRISTINE CHOI

™ & © 2016 Wizards of the Coast

Razorverge Thicket



Land



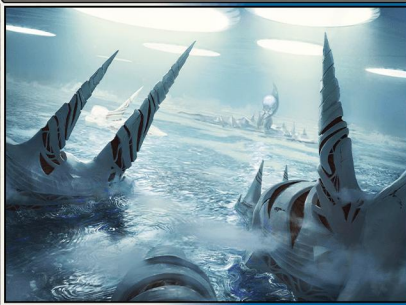
Razorverge Thicket enters the battlefield tapped unless you control two or fewer other lands.

C: Add **♣** or **♠** to your mana pool.

Where the Razor Fields beat back the Tangle, the crowded thicket yields to bright scimitars of grass.

James Paick
™ & © 1993–2010 Wizards of the Coast LLC 238/249

Seachrome Coast



Land



Seachrome Coast enters tapped unless you control two or fewer other lands.

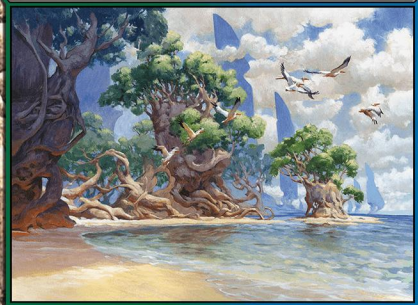
C: Add **♠** or **♣**.

Where indoctrination meets inquiry, currents roil restlessly beneath the surface.

R 0328
BLC • EN MAURICIO CALLE

™ & © 2024 Wizards of the Coast

Yavimaya Coast



Land



C: Add **♦**.

C: Add **♣** or **♠**. Yavimaya Coast deals 1 damage to you.

As magnigoth trees expanded across the sea into Almaaz and New Argive, it became clear Yavimaya's borders were never confined by its coastline.

R 0410
M3C • EN JESPER EISING

™ & © 2024 Wizards of the Coast

Adarkar Wastes



Land



C: Add **♦**.

C: Add **♠** or **♣**. Adarkar Wastes deals 1 damage to you.

Left barren by the Brothers' War, it stands as a stark reminder of Dominaria's likely fate should the Coalition fail.

243/261 R
DMU • EN PIOTR DURA

™ & © 2022 Wizards of the Coast

Gaea's Cradle



Legendary Land



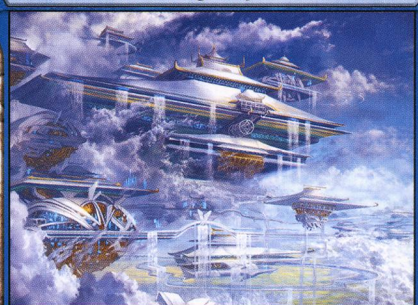
C: Add **♣** to your mana pool for each creature you control.

*"Here sprouted the first seedling of Argoth. Here the last tree will fall."
—Gamelen, Citanul elder*

Illus. Mark Zug

© 1993–1998 Wizards of the Coast, Inc. 321/350

Otawara, Soaring City



Legendary Land

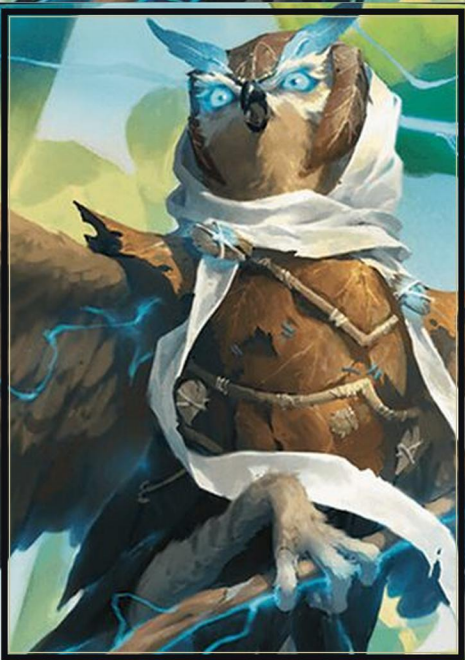
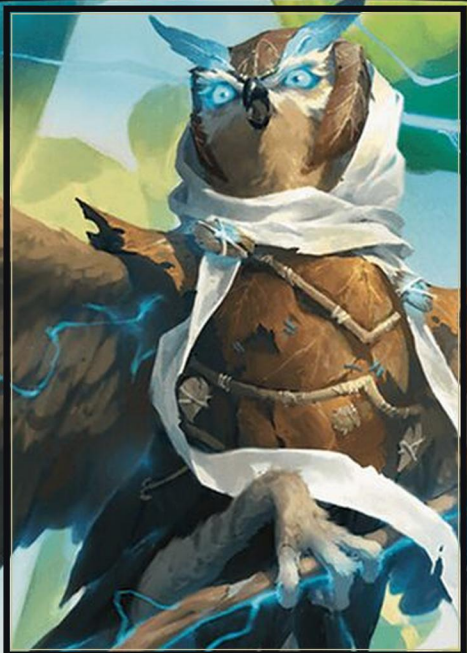
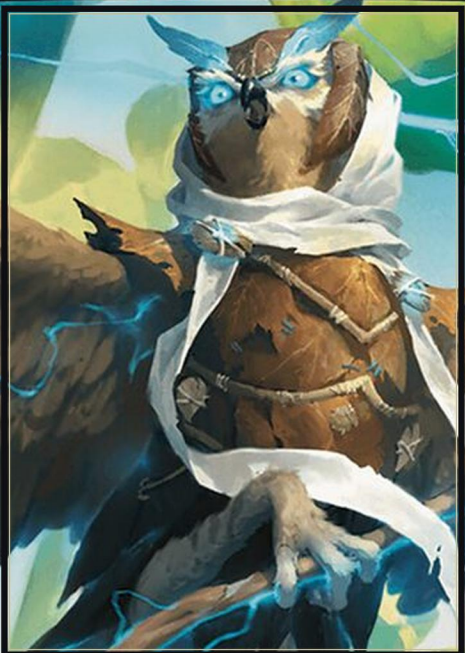
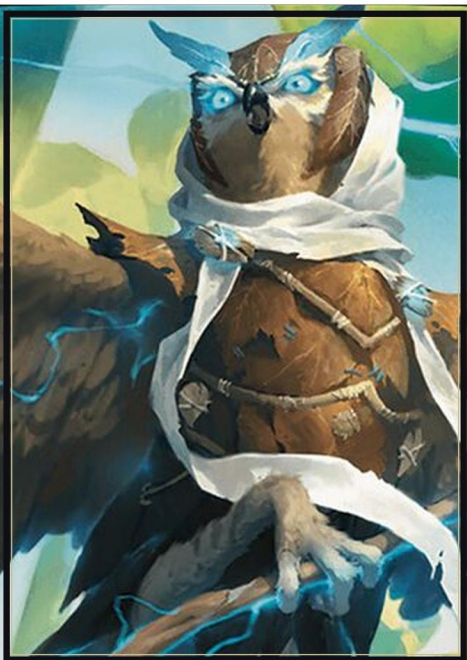


C: Add **♠**.

Channel — 3 **♠**, 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.

271/302 R
NEO • EN ALAYNA DANNER

™ & © 2022 Wizards of the Coast



Boseiju, Who Endures



Legendary Land

☞: Add ♣.

Channel — 1 ♣, Discard Boseiju, Who Endures: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs 1 less to activate for each legendary creature you control.

266/302 R
NEO • EN • CHRIS OSTROWSKI

™ & © 2022 Wizards of the Coast

Forest



Basic Land — Forest



035/076 L
DDR • EN • TIANHUA X

™ & © 2016 Wizards of the Coast

Island



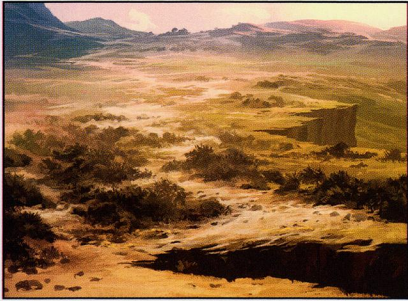
Basic Land — Island



255/269 L
ELD • EN • LUCAS GRACIANO

™ & © 2019 Wizards of the Coast

Plains



Basic Land — Plains



292/320 L
CMA • EN • ANDREAS ROCHA

™ & © 2017 Wizards of the Coast

Sol Ring

1



Artifact

☞: Add ♦♦.

*"Meadowlarks sing in sun-touched skies
And breezes kiss where Eirdu lies."
—Verselet of Lorwyn*

U 0057
ECC • EN • DARIA AKSENOVA

™ & © 2026 Wizards of the Coast

Mana Vault

1



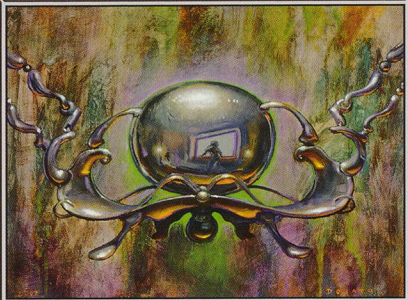
Mono Artifact

Tap to add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep it does 1 damage to you. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin

Chrome Mox

0



Artifact

Imprint — When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. *(The removed card is imprinted on this artifact.)*

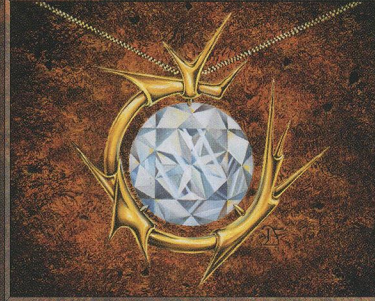
☞: Add one mana of any of the imprinted card's colors to your mana pool.

Donato Giancola

™ & © 1993–2003 Wizards of the Coast, Inc. 152/306

Mox Diamond

0



Artifact

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

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

Illus. Dan Frazier

© 1998 Wizards of the Coast, Inc.

Lotus Petal

0



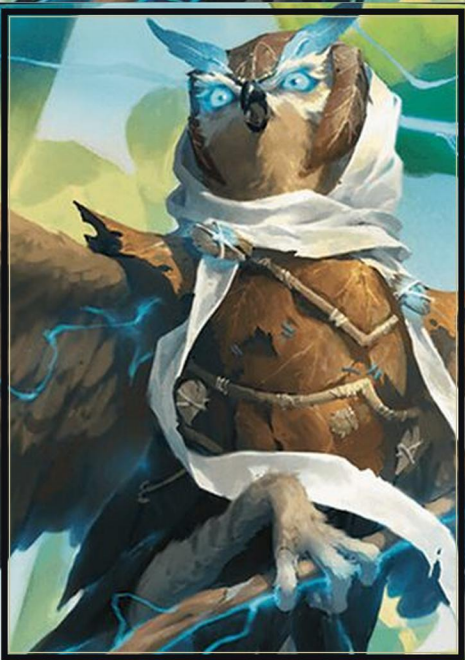
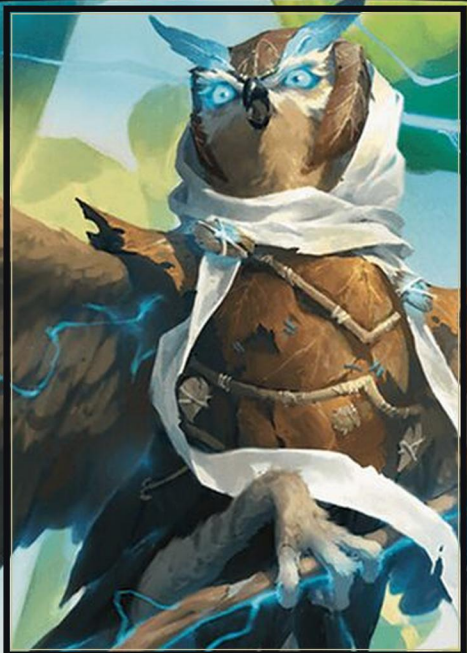
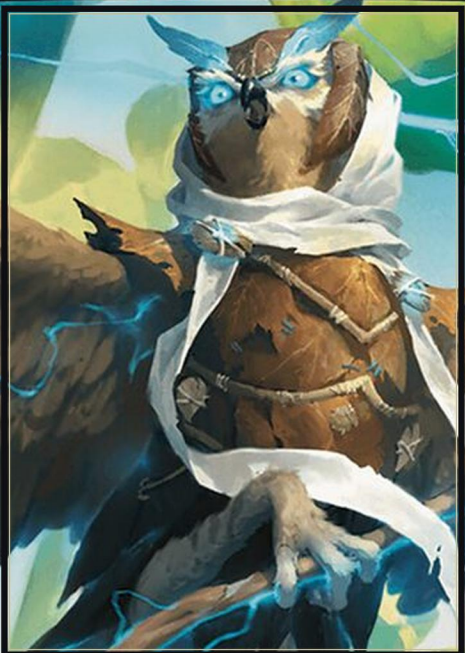
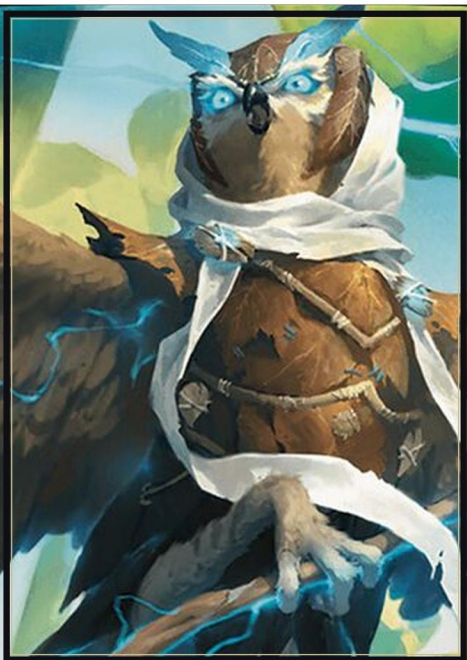
Artifact

☞, 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

© 1997 Wizards of the Coast, Inc.



Arcane Signet

2



Artifact



☞: Add one mana of any color in your commander's color identity.

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

234 C
C21 • EN • DAN SCOTT

™ & © 2021 Wizards of the Coast

Fellwar Stone

2



Artifact



☞: Add one mana of any color that a land an opponent controls could produce.

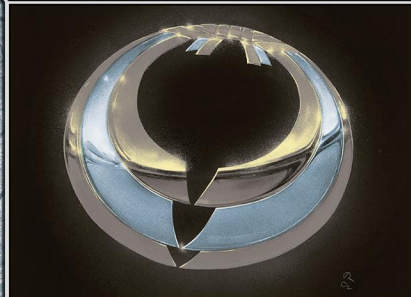
"What do you have that I cannot obtain?"
—Mairsil, the Pretender

206 U
AFC • EN • JOHN AYON

™ & © 2021 Wizards of the Coast

Talisman of Progress

2



Artifact



☞: Add ♦.

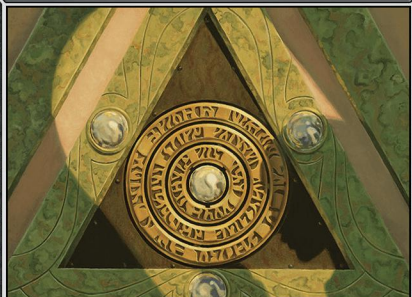
☞: Add * or ♠. Talisman of Progress deals 1 damage to you.

U 0980
CMM • EN • MIKE DRINGENBERG

™ & © 2023 Wizards of the Coast

Azorius Signet

2



Artifact



1, ☞: Add * ♠.

The maze-like design embodies the core of Azorius law—strict structure designed to test wills and stall change.

U 0265
BLC • EN • RAOUL VITALE

™ & © 2024 Wizards of the Coast

Simic Signet

2



Artifact



1, ☞: Add ♣ ♠ to your mana pool.

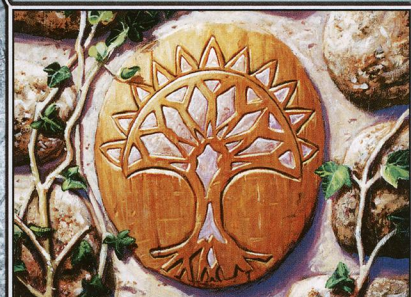
For the Simic Combine, its sigil serves not as an emblem of honor but as a trademark. Its familiar image on any biological commodity attests to superb craftsmanship, ingenious innovation, and higher cost.

227/249 U
MM3 • EN • MIKE SASS

™ & © 2017 Wizards of the Coast

Selesnya Signet

2



Artifact



1, ☞: Add ♣ * to your mana pool.

The symbol of the Conclave is one of unity, with tree supporting sun and sun feeding tree.

Greg Hildebrandt
™ & © 1993–2011 Wizards of the Coast LLC 258/318

Basalt Monolith

3



Artifact



Basalt Monolith doesn't untap during your untap step.

☞: Add ♦ ♦ ♦.

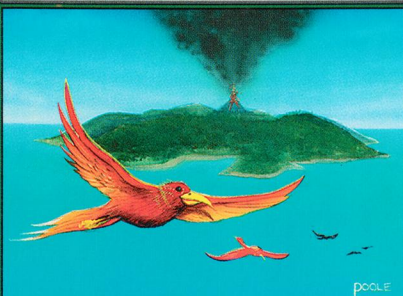
3: Untap Basalt Monolith.

173/312 U
CM2 • EN • YI-ONG-HAO HAN

™ & © 2018 Wizards of the Coast

Birds of Paradise

0/1



Creature — Bird



Flying

☞: Add one mana of any color.

176 R
SLD • EN • MARK POOLE

™ & © 2020 Wizards of the Coast

Noble Hierarch

0/1



Creature — Human Druid



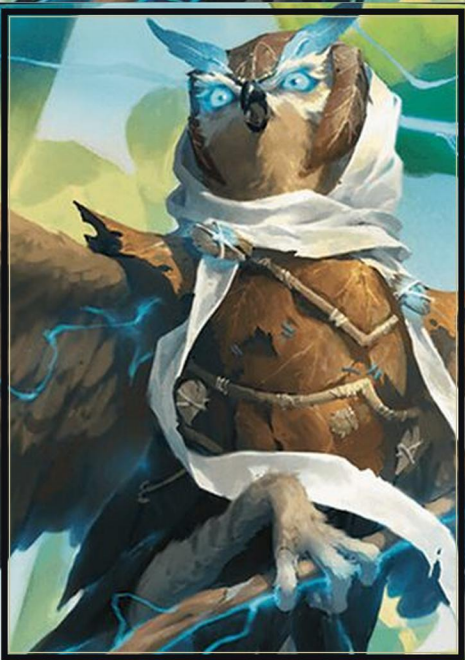
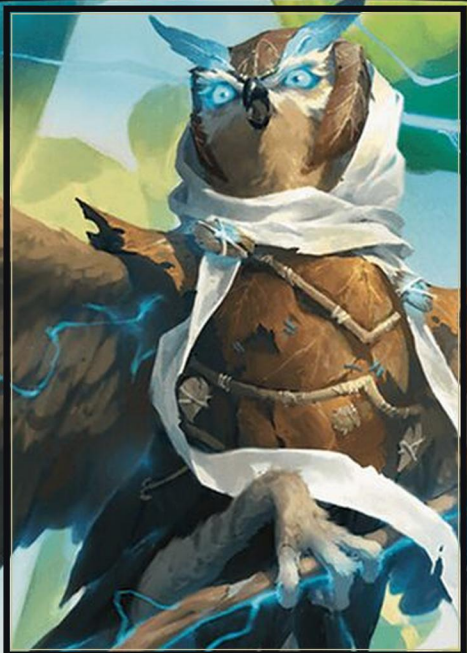
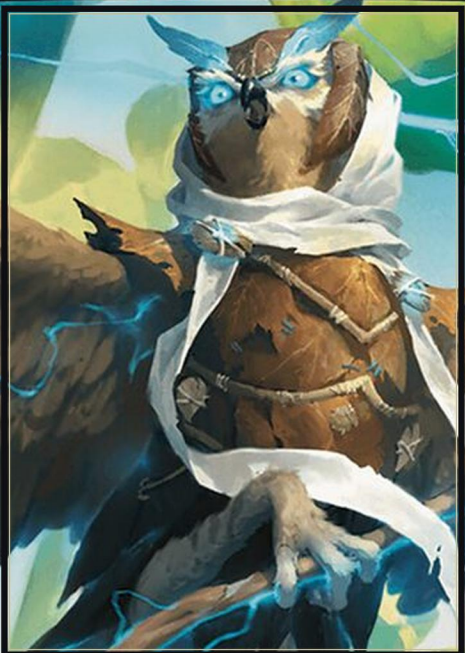
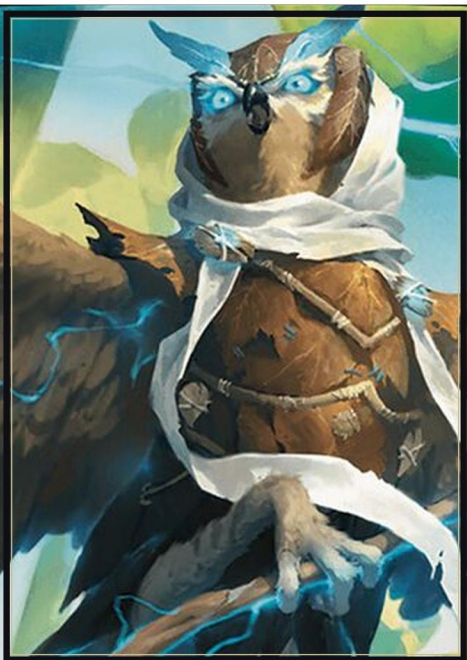
Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)

☞: Add ♣, *, or ♠.

She protects the sacred groves from blight, drought, and the Unbeholden.

177/332 R
2XM • EN • MARK ZUG

™ & © 2020 Wizards of the Coast



Bloom Tender 1

Creature — Elf Druid

☾: For each color among permanents you control, add one mana of that color to your mana pool.

Beauty is a seed, waiting to blossom under her capable hands.

Chippy
1993-2008 Wizards of the Coast, Inc. 66/180

1/1

Faeburrow Elder 1

Creature — Treefolk Druid

Vigilance

This creature gets +1/+1 for each color among permanents you control.

☾: For each color among permanents you control, add one mana of that color.

Faeries trade trinkets for tales, growing their knowledge and his collection.

R 0053
ECC • EN MARK ZUG

0/0

TM & © 2026 Wizards of the Coast

Incubation Druid 1

Creature — Elf Druid

☾: Add one mana of any type that a land you control could produce. If Incubation Druid has a +1/+1 counter on it, add three mana of that type instead.

3 ♣♣♣: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)

131/259 R
RNA • EN DANIEL LJUNGGREN

0/2

TM & © 2019 Wizards of the Coast

Devoted Druid 1

Creature — Elf Druid

☾: Add ♣.

Put a -1/-1 counter on Devoted Druid: Untap Devoted Druid.

"Mana lurks in all things, even in the depths of one's own heart."

143/331 U
2X2 • EN KIMONAS THEODOSSIOU

0/2

TM & © 2022 Wizards of the Coast

Rhystic Study 2

Enchantment

Whenever an opponent casts a spell, you may draw a card unless that player pays 1.

*Friends teach what you want to know.
Enemies teach what you need to know.*

Terese Nielsen

TM & © 2012 Wizards of the Coast 15/18

Mystic Remora

Enchantment

Cumulative upkeep 1 (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays 4.

R 1842
SLD • EN JESPER EISING

TM & © 2024 Wizards of the Coast

Esper Sentinel

Artifact Creature — Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays X, where X is Esper Sentinel's power.

The more Esper changes, the more he refuses to.

Illus. Eric Deschamps

1/1

TM & © 2024 Wizards of the Coast 2

Sylvan Library 1

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

Illus. Yeong-Hao Han

TM & © 2023 Wizards of the Coast 350

Sensei's Divining Top 1

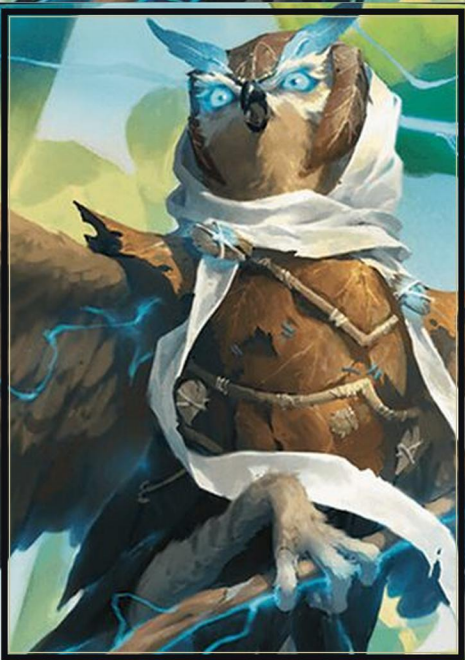
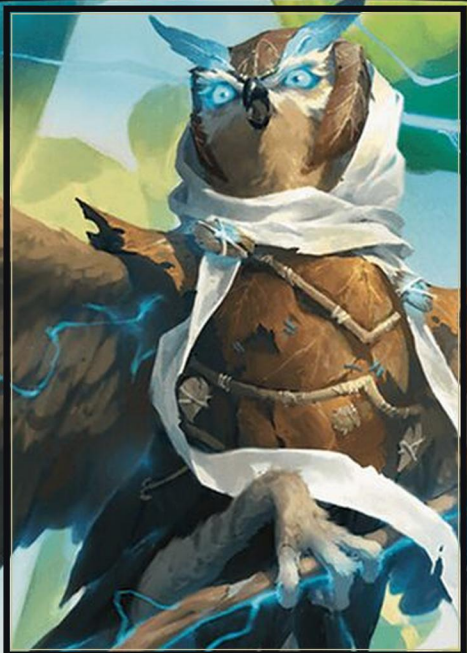
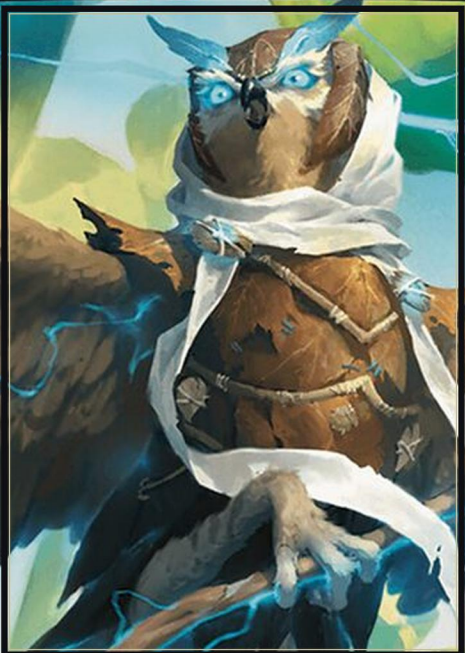
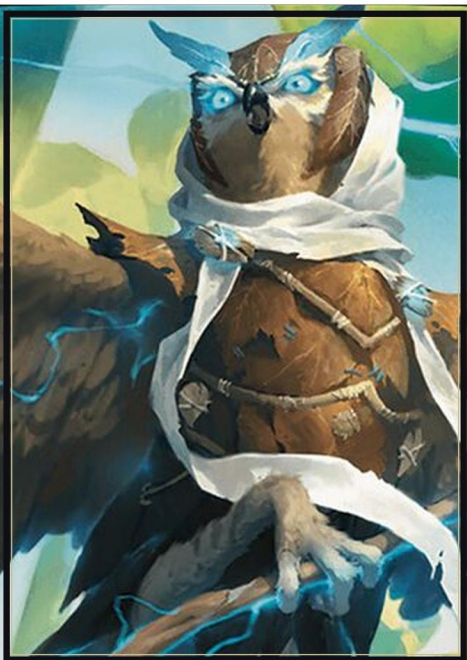
Artifact

1: Look at the top three cards of your library, then put them back in any order.

☾: Draw a card, then put Sensei's Divining Top on top of its owner's library.

Michael Sutfin

TM & © 1993-2004 Wizards of the Coast, Inc. 268/306



Kinnan, Bonder Prodigy



Legendary Creature — Human Druid

Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.

5 ♠ ♣ : Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

192/274 M
IKO • EN JASON RAINVILLE

™ & © 2020 Wizards of the Coast

Mystical Tutor



Instant

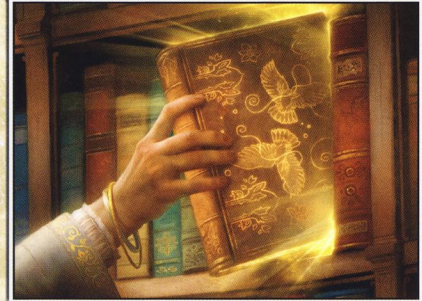
Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

The student searches the world for meaning. The master finds worlds of meaning in the search.

060/261 R
DMR • EN LINDSEY LOOK

™ & © 2023 Wizards of the Coast

Enlightened Tutor



Instant

Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

"Organization is often undervalued but rarely unjustified."
—Frasio, royal archivist

009/249 R
EMA • EN HOWARD LYON

™ & © 2016 Wizards of the Coast

Worldly Tutor



Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

"All of us, from the tiny leaf-mite to the towering baloth, are vital threads in the weave of life."

Illus. Volkan Baga

™ & © 2023 Wizards of the Coast 353

Green Sun's Zenith



Sorcery

Search your library for a green creature card with converted mana cost X or less, put it onto the battlefield, then shuffle your library. Shuffle Green Sun's Zenith into its owner's library.

As the green sun crowned, Phyrexian prophecies glowed on the Tree of Tales.

169/249 R
EMA • EN DAVID RAPOZA

™ & © 2016 Wizards of the Coast

Survival of the Fittest



Enchantment

♣, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

Illus. Pete Venters

©1993–1998 Wizards of the Coast, Inc. 129/143

Fauna Shaman



Creature — Elf Shaman

♣, ♠, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

"I call on both predators and protectors, for now is a season of war."

2/2

179/287 R
BRO • EN NICHOLAS ELIAS

™ & © 2022 Wizards of the Coast

Eladamri's Call



Instant

Search your library for a creature card, reveal that card, put it into your hand, then shuffle your library.

Tribal rivalries and petty disputes were laid aside at Eladamri's summons.

203/249 R
A25 • EN KEV WALKER

™ & © 2018 Wizards of the Coast

Finale of Devastation



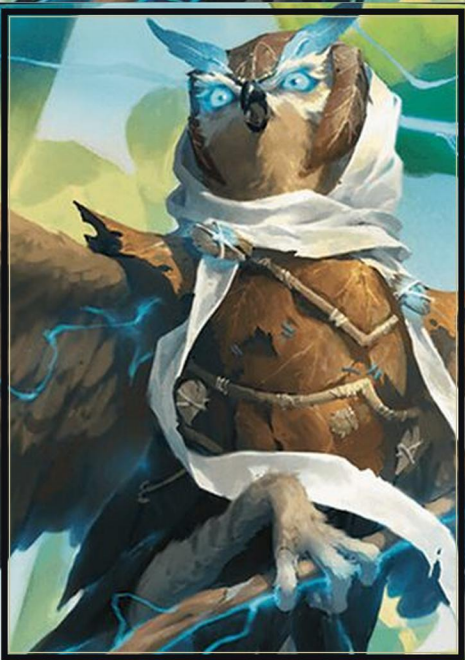
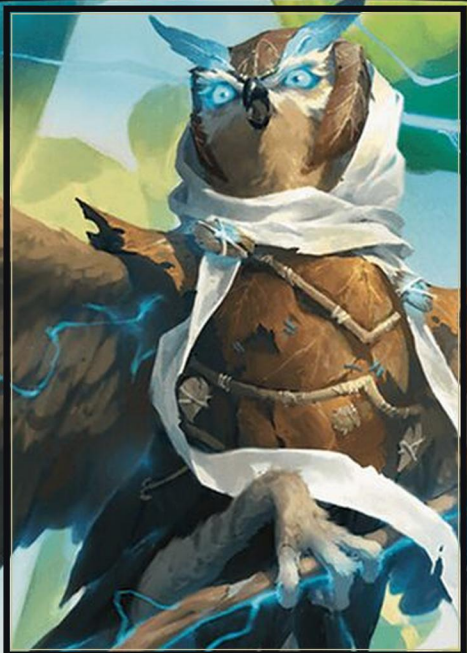
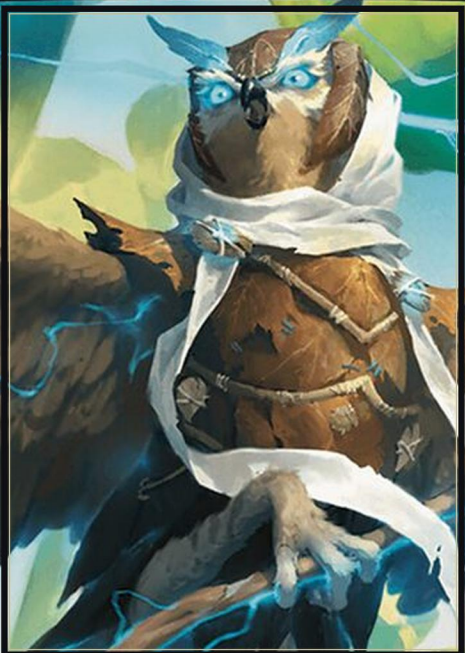
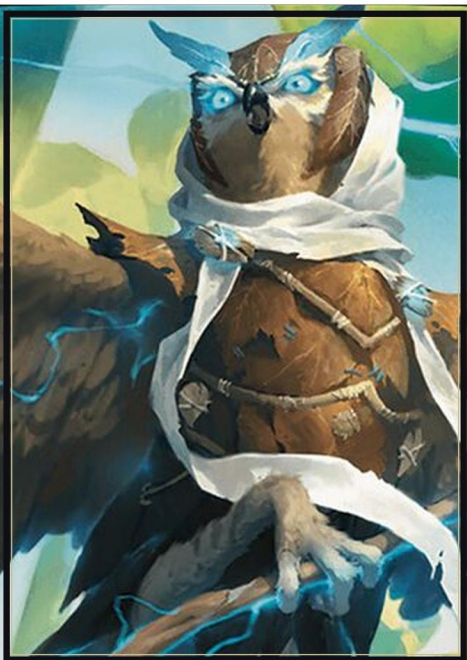
Sorcery

Search your library and/or graveyard for a creature card with converted mana cost X or less and put it onto the battlefield. If you search your library this way, shuffle it. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

Some spells sing a quiet tune. Others roar.

160/264 M
WAR • EN BAYARD WU

™ & © 2019 Wizards of the Coast



Whir of Invention

X



Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for 1.)

Search your library for an artifact card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.

049/184 R
AER • EN • CHRISTINE CHOI

™ & © 2017 Wizards of the Coast

Force of Will

3



Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

"Your artillery will burn itself out before I allow my focus to waver."

Illus. Donato Giancola

™ & © 2023 Wizards of the Coast

Force of Negation

1



Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.

Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

"Try, if you must."

050/331 R
2X2 • EN • PAUL SCOTT CANAVAN

™ & © 2022 Wizards of the Coast

Fierce Guardianship

2



Instant

If you control a commander, you may cast this spell without paying its mana cost.
Counter target noncreature spell.

"Hunt somewhere else. This is your only warning."
—Gavi, nest warden

035/322 R
C20 • EN • RANDY VARGAS

™ & © 2020 Wizards of the Coast

Pact of Negation

0



Instant

Counter target spell.

At the beginning of your next upkeep, pay 3. If you don't, you lose the game.

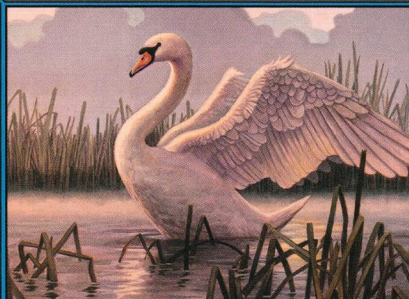
Those who expect betrayal at every turn are seldom disappointed.

077/289 R
TSR • EN • JASON CHAN

™ & © 2020 Wizards of the Coast

Swan Song

0



Instant

Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.

The gracefulness of their flight makes one wonder whether Nature or, indeed, a rare sort of Magic lifts their wings.

091
SLD • EN • ALLEN DOUGLAS

™ & © 2020 Wizards of the Coast

Flusterstorm

0



Instant

Counter target instant or sorcery spell unless its controller pays 1.

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

Erica Yang

™ & © 1993–2011 Wizards of the Coast LLC 46/318

Mental Misstep

0



Instant

(can be paid with either 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

™ & © 1993–2011 Wizards of the Coast LLC 38/175

An Offer You Can't Refuse

0



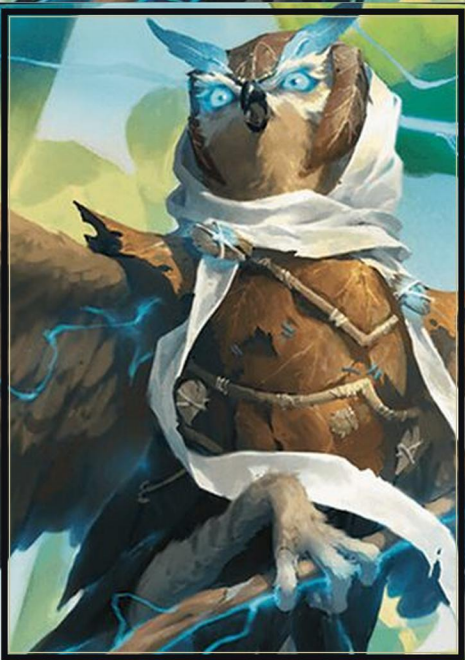
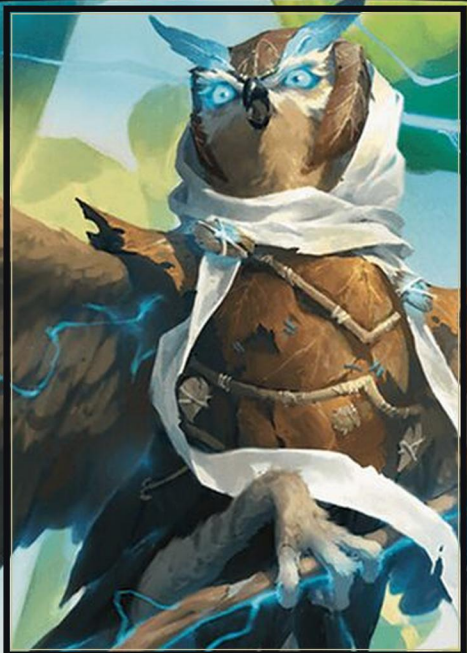
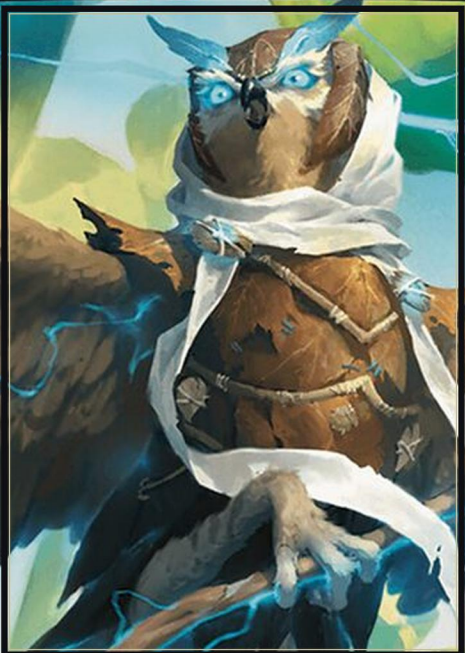
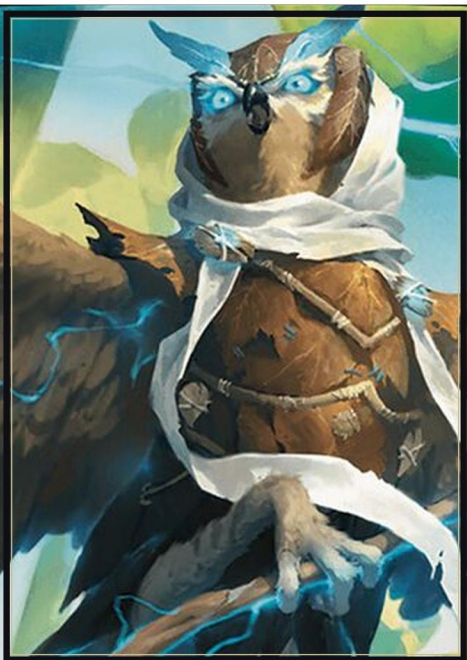
Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "Sacrifice this artifact: Add one mana of any color.")

Elspeth wanted answers. Xander needed a spy. Their paths were destined to cross.

051/281 U Story Spotlight
SNC • EN • DALLAS WILLIAMS

™ & © 2022 Wizards of the Coast



Dovin's Veto

1



Instant

This spell can't be countered.
Counter target noncreature spell.

"I see you've learned nothing, Chandra. You'd still put a match to something rather than understand it."

Illus. Izzy

™ & © 2020 Wizards of the Coast 375

Delay

1



Instant

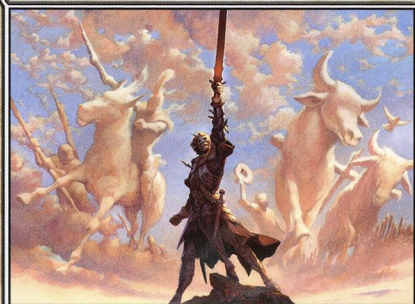
Counter target spell. If the spell is countered this way, exile it with three time counters on it instead of putting it into its owner's graveyard. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, remove a time counter from that card. When the last is removed, the player plays it without paying its mana cost. If it's a creature, it has haste.)

061/289 U
TSR • EN SVETLIN VELINOV

™ & © 2020 Wizards of the Coast

Swords to Plowshares

1



Instant

Exile target creature. Its controller gains life equal to its power.

"The arc of my blade has carved a path of light for the peace that will follow."

099 U
VOC • EN JESPER EISING

™ & © 2021 Wizards of the Coast

Path to Exile

1



Instant

Exile target creature. Its controller may search his or her library for a basic land card, put that card onto the battlefield tapped, then shuffle his or her library.

Todd Lockwood

™ & © 2014 Wizards of the Coast 3/26

Into the Flood Maw

1



Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)

Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

U 0052
BLB • EN DANNY SCHWARTZ

™ & © 2024 Wizards of the Coast

Cyclonic Rift

1



Instant

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

Overload 6 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

The Izzet specialize in unnatural disaster.

104/337 R
C14 • EN CHRIS RAHN

™ & © 2014 Wizards of the Coast

Nature's Claim

1



Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

"The timeless, tireless jaws of nature shall one day devour us all."
—Sildark, artificer of Omu

Illus. Raoul Vitale

™ & © 2020 Wizards of the Coast 364

Teferi's Protection

2



Instant

Until your next turn, your life total can't change and you have protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.)
Exile Teferi's Protection.

008/309 R
C17 • EN CHASE STONE

™ & © 2017 Wizards of the Coast

Heroic Intervention

1



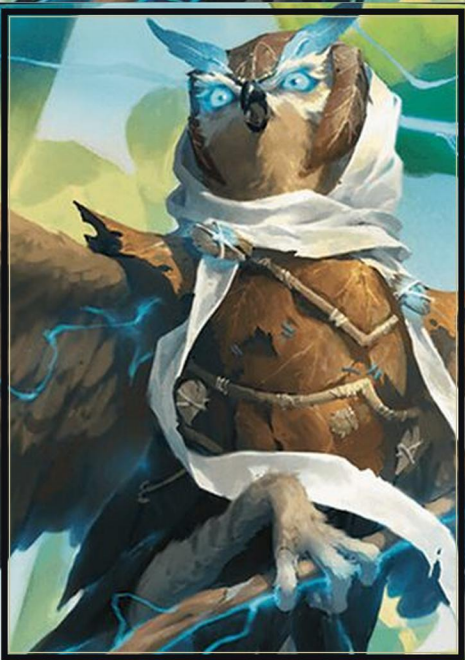
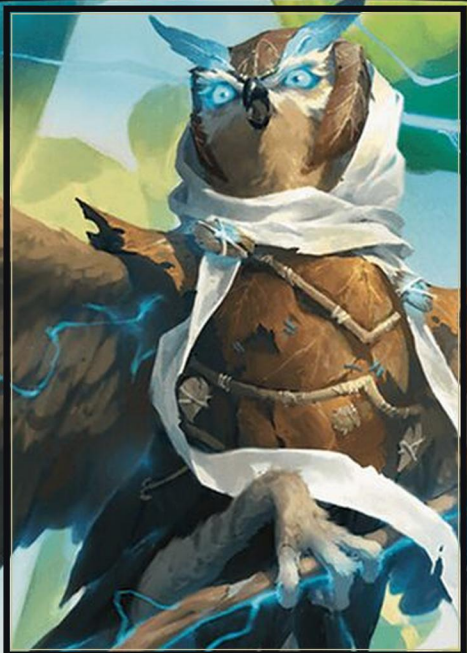
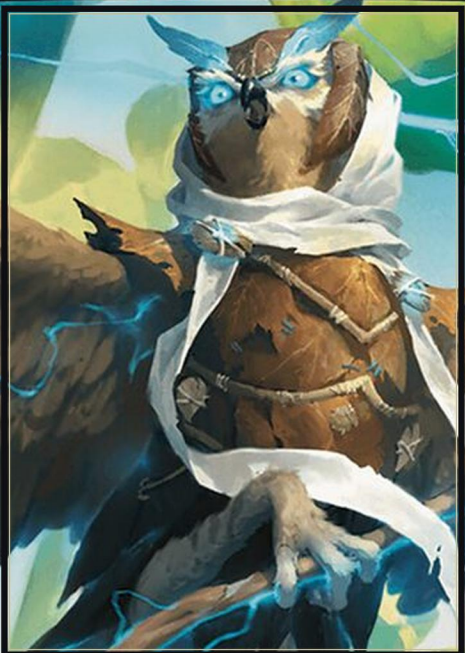
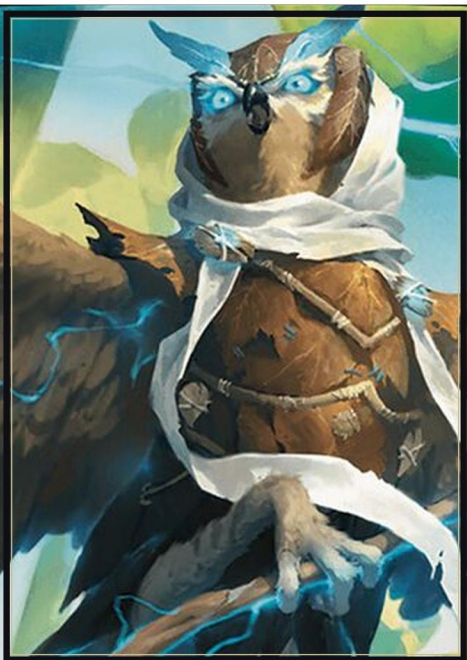
Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

188/274 R
M21 • EN JAMES RYMAN

™ & © 2020 Wizards of the Coast



Veil of Summer



Interrupt

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control cannot be countered by spells or effects this turn. You and permanents you control cannot be the target of blue or black spells or effects your opponents control this turn.

Illus. Wayne Reynolds
™ & © 2025 Wizards of the Coast 2348

Silence



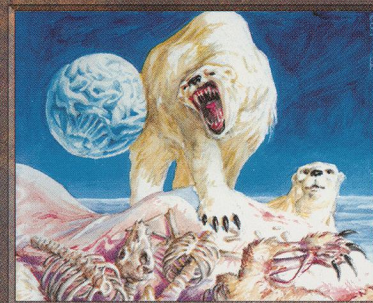
Instant

Your opponents can't cast spells this turn. (Spells cast before this resolves are unaffected.)

"All the wizardry in the world has to pass through one small and easily sealed door."
—Ajani Goldmane

Wayne Reynolds
™ & © 1993–2009 Wizards of the Coast LLC 31/249

Winter Orb



Continuous Artifact

Players can untap only one land each during untap phase. Creatures and artifacts are untapped as normal.

Illus. © Mark Tedin

Stasis



Enchantment

Players do not get an untap phase. Pay ♠ during upkeep or Stasis is destroyed.

Illus. © Fay Jones

Tangle Wire



Artifact

Fading 4 (This artifact enters the battlefield with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land he or she controls for each fade counter on Tangle Wire.

Marco Nelor
™ & © 2013 Wizards of the Coast 8/20

Thalia, Guardian of Thraben



Legendary Creature — Human Soldier

First strike

Noncreature spells cost 1 more to cast.

"I serve the soft light of the moon that holds back the terrors of the night. I serve the bonds between us, driving out the fear that would break us apart."

2/1

038 SLD • EN MAGALI VILLENEUVE
™ & © 2020 Wizards of the Coast

Archon of Emeric



Creature — Archon

Flying

Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter the battlefield tapped.

"Archons dispense justice according to an ancient, and flawed, premise."
—Nissa Revane

2/3

004/280 R ZNR • EN RYAN PANCOAST
™ & © 2020 Wizards of the Coast

Drannith Magistrate



Creature — Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

"Our sanctuaries must be beacons of reason and calm or else they will fall."

1/3

011/274 R IKO • EN KIERAN YANNER
™ & © 2020 Wizards of the Coast

Aven Mindcensor



Creature — Bird Wizard

Flash

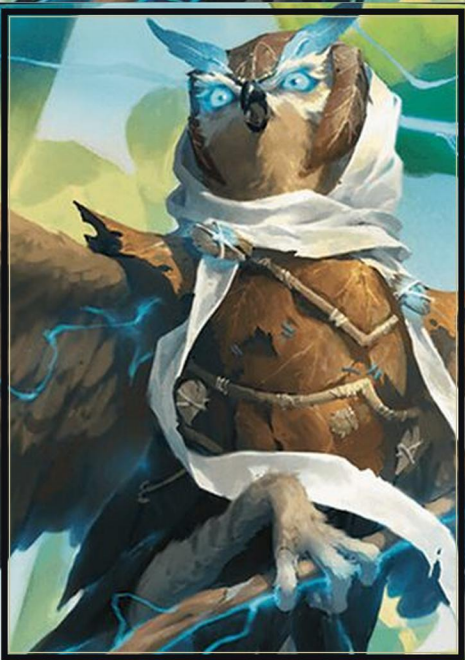
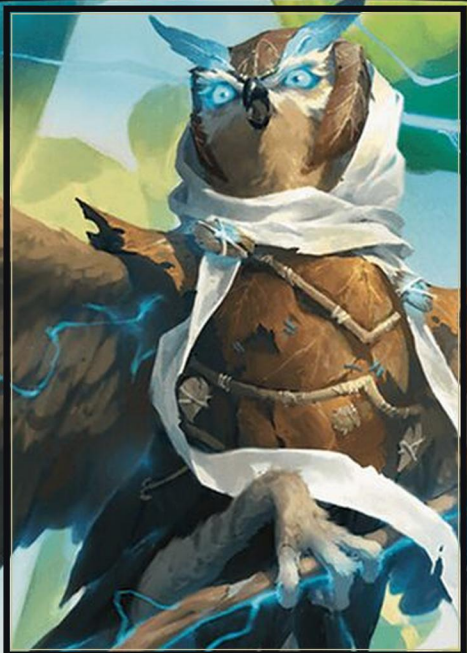
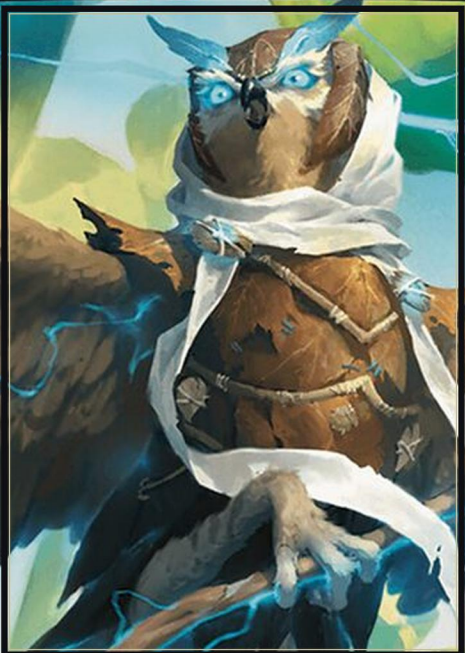
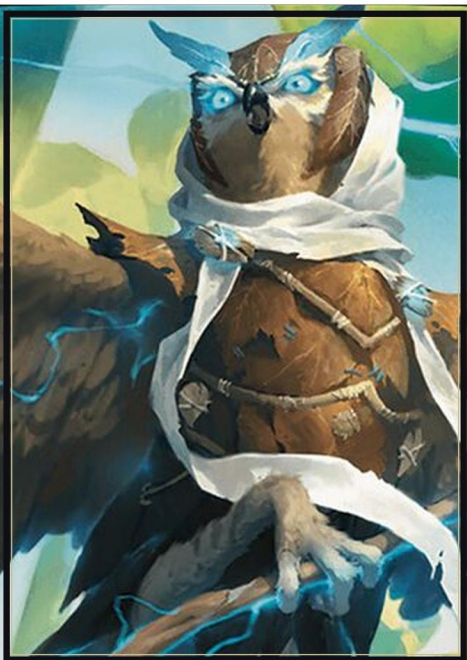
Flying

If an opponent would search a library, that player searches the top four cards of that library instead.

"The only question we need to ask is how best to fulfill the will of the God-Pharaoh."

2/1

005/269 R AKH • EN ERIC DESCHAMPS
™ & © 2017 Wizards of the Coast



Grand Abolisher ✠✠



Creature — Human Cleric ✠

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

"Journey . . ."

2/2

R 1285
SLD • EN RANDY VARGAS
™ & © 2023 Wizards of the Coast

Isochron Scepter 2



Artifact ✠

Imprint — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, ✠: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

264/332 R
2XM • EN MARK HARRISON
™ & © 2020 Wizards of the Coast

Dramatic Reversal 1 💧



Instant ✠

Untap all nonland permanents you control.

"Nobody asked you to butt in, face. But thanks."
—Chandra Nalaar

020/064 C
GN2 • EN ERIC DESCHAMPS
™ & © 2019 Wizards of the Coast

Walking Ballista



Artifact Creature — Construct ?

Walking Ballista enters the battlefield with X +1/+1 counters on it.

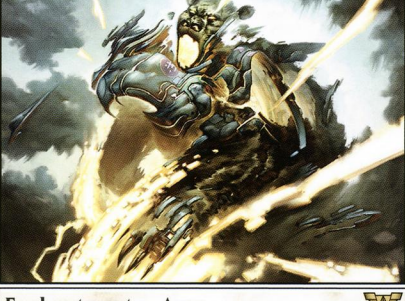
4: Put a +1/+1 counter on Walking Ballista.

Remove a +1/+1 counter from Walking Ballista: It deals 1 damage to any target.

—Daniel Ljunggren 0/0

™ & © 2024 Wizards of the Coast 238

Swift Reconfiguration ✠



Enchantment — Aura ✠

Flash

Enchant creature or Vehicle

Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. *(It's not a creature unless it's crewed.)*

On the bright side, the bear now had cupholders.

010/038 R
NEC • EN NICHOLAS GREGORY
™ & © 2022 Wizards of the Coast

Freed from the Real 2 💧



Enchant Creature ✠

💧: Tap enchanted creature.

💧: Untap enchanted creature.

When a strong mind moves, form and energy shift to heed it.

—Scott M. Fischer

™ & © 1993–2005 Wizards of the Coast, Inc. 38/165

Blue Sun's Zenith X 💧💧💧



Instant ✠

Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library.

"The Origin Query will wait. We must ensure we survive to return to it."
—Pelyus, vedalken ordinär

—Izzy

™ & © 2013 Wizards of the Coast 32/356

Endurance 1 🌳🌳🌳



Creature — Elemental Incarnation ✠

Flash

Reach

When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.

Evoked—Exile a green card from your hand.

3/4

M 0051
ECC • EN PAOLO PARENTE
™ & © 2026 Wizards of the Coast

Tishana's Tidebinder 2 💧



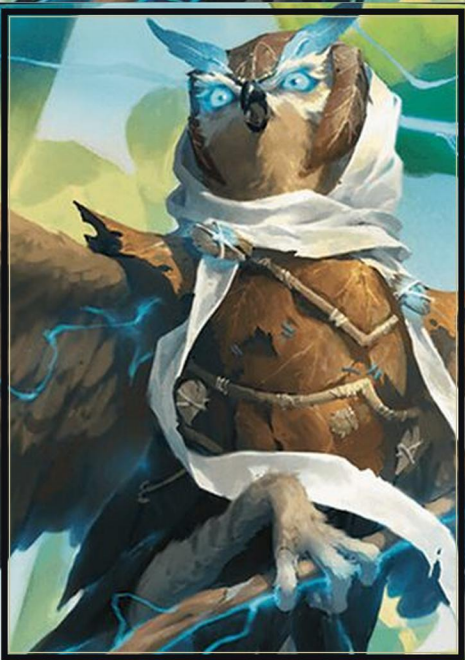
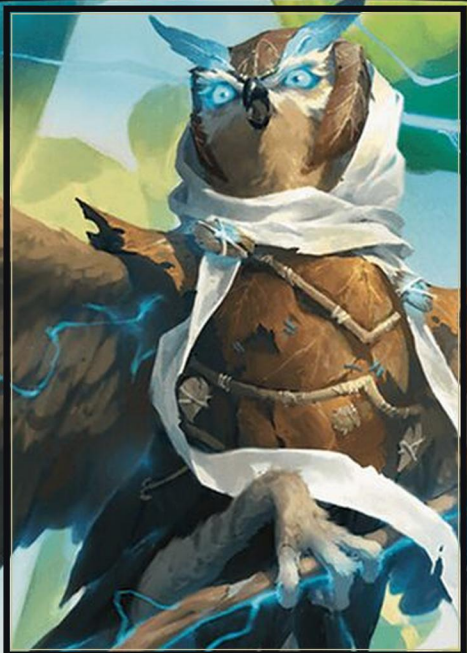
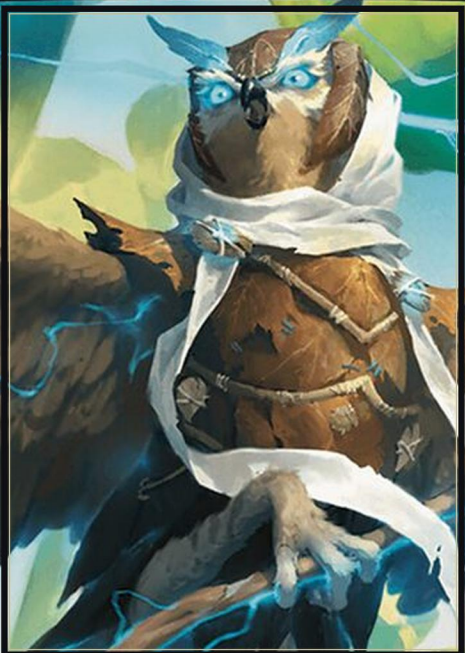
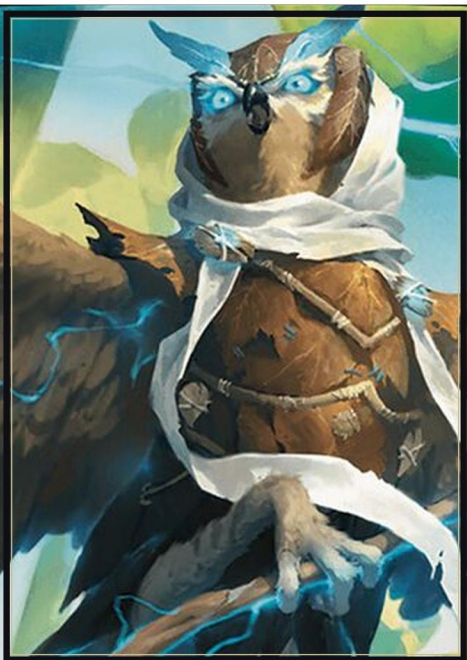
Creature — Merfolk Wizard ✠

Flash

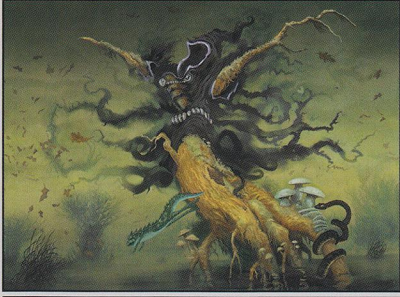
When Tishana's Tidebinder enters the battlefield, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as Tishana's Tidebinder remains on the battlefield. *(Mana abilities can't be targeted.)*

3/2

R 0081
LC1 • EN NINO VECIA
™ & © 2023 Wizards of the Coast



Umbral Mantle3



Artifact — Equipment

Equipped creature has “3, ⚡: This creature gets +2/+2 until end of turn.” (⚡ is the untap symbol.)

Equip 0

It harnesses the power of night in a land where daylight fears to show itself.

Richard Sardinha

© & ™ 1993–2008 Wizards of the Coast, Inc. 267/301

