

Kenrith, the Returned King

4



Legendary Creature — Human Noble

• All creatures gain trample and haste until end of turn.
 1: Put a +1/+1 counter on target creature.
 2: Target player gains 5 life.
 3: Target player draws a card.
 4: Put target creature card from a graveyard onto the battlefield under its owner's control.

5/5

303 M Buy-a-Box
 ELD • EN KIERAN YANNER

™ & © 2019 Wizards of the Coast

Thassa's Oracle



Creature — Merfolk Wizard

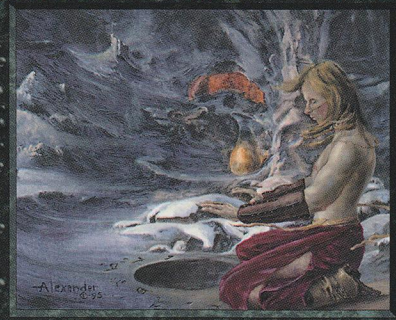
When Thassa's Oracle enters the battlefield, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game.

Jesper Ejsing

1/3

™ & © 2024 Wizards of the Coast 173

Demonic Consultation



Instant

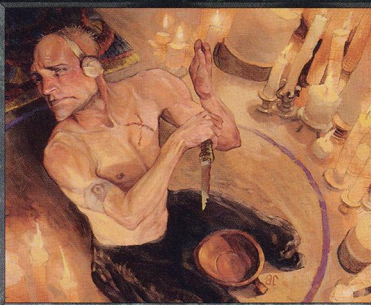
Name a card. Remove the top six cards of your library from the game and reveal the next card to all players. If it is the card named, put it into your hand. If not, remove that card from the game and continue revealing the top card of your library and removing it from the game until the named card appears.

Illus. Rob Alexander

© 1995 Wizards of the Coast, Inc. All rights reserved.

Tainted Pact

1



Instant

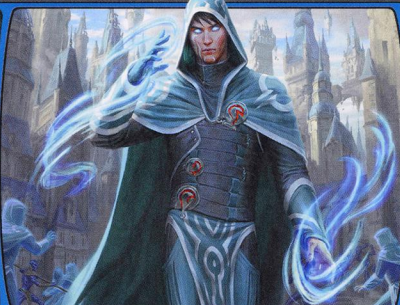
Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Illus. Adam Rex

™ & © 1993-2001 Wizards of the Coast, Inc. 106/350

Jace, Wielder of Mysteries

1



Legendary Planeswalker — Jace

If you would draw a card while your library has no cards in it, you win the game instead.

+1: Target player puts the top two cards of their library into their graveyard. Draw a card.

-8: Draw seven cards. Then if your library has no cards in it, you win the game.

4

054/264 R
 WAR • EN ANNA STEINBAUER

™ & © 2019 Wizards of the Coast

Underworld Breach



Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard.

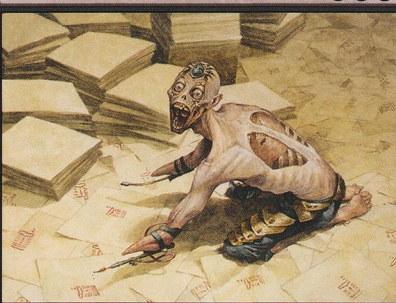
At the beginning of the end step, sacrifice Underworld Breach.

Lie Setiawan

™ & © 2024 Wizards of the Coast 200

Ad Nauseam

3



Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost. You may repeat this process any number of times.

When the task spilled over into undeath, he stopped calling it his life's work.

Jeremy Jarvis

™ & © 1993-2008 Wizards of the Coast, Inc. 63/249

Necropotence

3



Enchantment

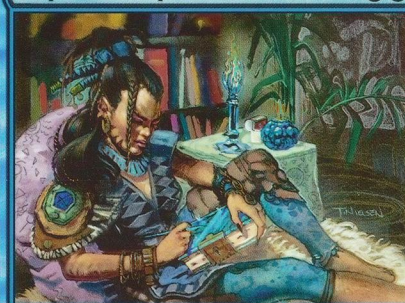
Skip your draw phase. If you discard a card from your hand, remove that card from the game.
 0: Pay 1 life to set aside the top card of your library. At the beginning of your next discard phase, put that card into your hand. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.

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

™ & © 2012 Wizards of the Coast 15/18



Mystic Remora



Enchantment

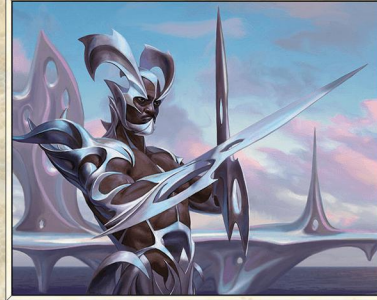
Cumulative upkeep **1** (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

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

R 1842
SLD • EN JESPER EISING

™ & © 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
™ & © 2024 Wizards of the Coast

1/1

Vampiric Tutor



Instant

Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."
—Shauku, Endbringer

Illus. Gary Leach
© 1996 Wizards of the Coast, Inc. All rights reserved.

Demonic Tutor



Sorcery

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

Beware the generosity of demons.

093/254 R
UMA • EN ZACK STELLA

™ & © 2018 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

Imperial Seal



Sorcery

Search your library for a card, then shuffle and put that card on top. You lose 2 life.

"Your presence at the palace this evening is required."
—Letter from Queen Marchesa

079/331 M
2X2 • EN MILIVOJ ČERAN

™ & © 2022 Wizards of the Coast

Grim Tutor



Sorcery

Search your library for a card, put that card into your hand, then shuffle your library. You lose 3 life.

As blood touched the empty page, it formed words that seared themselves into the wizard's mind.

103/274 M
M21 • EN IGOR KIERVLUK

™ & © 2020 Wizards of the Coast

Gamble



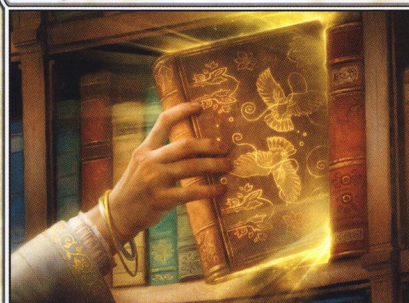
Sorcery

Search your library for a card, put that card into your hand, then discard a card at random. Shuffle your library afterward.

When you've got nothing, you might as well trade it for something else.

Illus. Andrew Goldhawk
© 1993–1998 Wizards of the Coast, Inc. 188/350

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



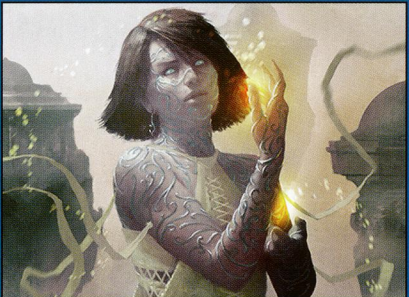
Instant

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
TM & © 2023 Wizards of the Coast 353

Spellseeker



Creature — Human Wizard

When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.

Mages and warriors recruited from across Kylem display their skills at Valor's Reach.

1/1

041/254 R
BBD • EN IGOR KIERYLUK

TM & © 2018 Wizards of the Coast

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

TM & © 1993–2003 Wizards of the Coast, Inc. 91/350

Wishclaw Talisman



Artifact

Wishclaw Talisman enters the battlefield with three wish counters on it.

1, ♣, Remove a wish counter from Wishclaw Talisman: Search your library for a card, put it into your hand, then shuffle your library. An opponent gains control of Wishclaw Talisman. Activate this ability only during your turn.

110/269 R
ELD • EN DAARLEN

TM & © 2019 Wizards of the Coast

Force of Will



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

TM & © 2023 Wizards of the Coast 284

Force of Negation



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

TM & © 2022 Wizards of the Coast

Fierce Guardianship



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

TM & © 2020 Wizards of the Coast

Pact of Negation



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

TM & © 2020 Wizards of the Coast

Flusterstorm



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

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



Mental Misstep



Instant

(Φ can be paid with either U 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 sective

—Erica Yang

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

Swan Song



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

An Offer You Can't Refuse



Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with " C , 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

mtgstory.com
™ & © 2022 Wizards of the Coast

Delay



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

Deflecting Swat



Instant

If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability.

Archmage attacks are little more than annoyances to Kalamax.

050/322 R C20 • EN IZZY

™ & © 2020 Wizards of the Coast

Dovin's Veto



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

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

Spell Pierce



Instant

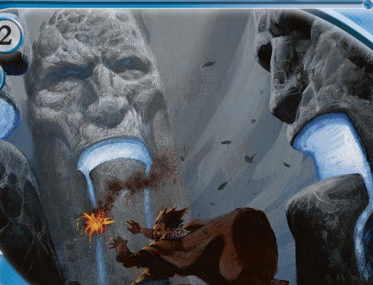
Counter target noncreature spell unless its controller pays 2.

"There's a hole in your plan."
—Noyan Dar, Tazeem lullmage

063/331 C 2X2 • EN VANCE KOVACS

™ & © 2022 Wizards of the Coast

Mindbreak Trap



Instant — Trap

If an opponent cast three or more spells this turn, you may pay 0 rather than pay this spell's mana cost.

Exile any number of target spells.

"Life is a maze. This is one of its dead ends."
—Noyan Dar, Tazeem lullmage

—Christopher Moeller

™ & © 2024 Wizards of the Coast 168



Mana Drain



Instant



Counter target spell. At the beginning of your next main phase, add an amount of ♦ equal to that spell's mana value.

Enthusiasm is no match for preparation.

057/331 M
2X2 • EN RAYMOND SWANLAND

Swords to Plowshares



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 TESPER EISING

Assassin's Trophy



Instant



Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

"Not just any floriculturist can grow this caliber of nightbloom. We're looking for a rooftop hothouse with quite particular conditions."
—Dr. A of the Foundway Associates

R 0119
ECC • EN DMITRY BURMAK

Abrupt Decay



Instant



This spell can't be countered.
Destroy target nonland permanent with converted mana cost 3 or less.

The Izzet quickly suspended their policy of lifetime guarantees.

057/127 R
GK1 • EN SVETLIN VELINOV

Snuff Out



Instant



If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost.
Destroy target nonblack creature. It can't be regenerated.

Squee watched his Kyren cousins fall with a mixture of sympathy and relief.

Illus. Mike Ploog

© 1993-1999 Wizards of the Coast, Inc. 162/360

Force of Vigor



Instant



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

Destroy up to two target artifacts and/or enchantments.

The vines overgrew the construct, snapping gears and soaking up aether.

164/254 R
MH1 • EN RANDY VARGAS

Endurance



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

Faerie Macabre



Creature — Faerie Rogue

Flying

Discard Faerie Macabre: Exile up to two target cards from graveyards.

The line between dream and death is gauzy and fragile. She leads those too near it from one side to the other.

rk post

2/2

© 1993-2009 Wizards of the Coast LLC 42/63

Toxic Deluge



Sorcery

As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

"It's a difficult task to quarantine a plague that moves with the clouds."
—Esara, healer adept

Illus. Svetlin Velinov

© 2024 Wizards of the Coast 412



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

Brainstorm

1



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

115
C21 • EN • WILLIAM MURAI

™ & © 2021 Wizards of the Coast

Ponder

1



Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

Tomorrow belongs to those who prepare for it today.

Dan Scott
™ & © 1993–2009 Wizards of the Coast LLC 68/249

Preordain

1



Sorcery

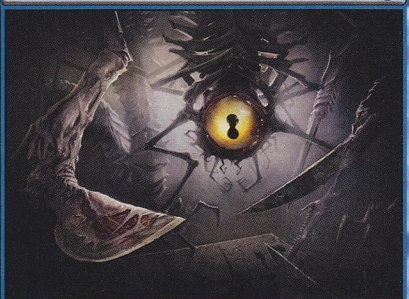
Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

C 0107
OTC • EN • SVETLIN VELINOV

™ & © 2024 Wizards of the Coast

Gitaxian Probe

1



Sorcery

(1 can be paid with either 1 or 2 life.)

Look at target player's hand.

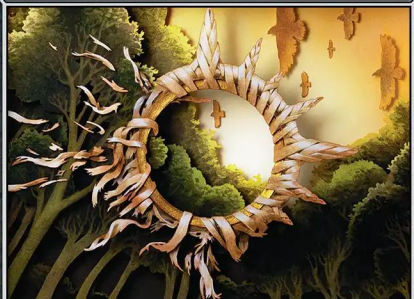
Draw a card.

"My flesh holds no secrets, monster. The spirit of Mirrodin will fight on."
—Vy Govalt, Mirran resistance

Chippy
™ & © 1993–2011 Wizards of the Coast LLC 35/175

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 ARSENOVA

™ & © 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.

Grim Monolith 2



Artifact

Grim Monolith does not untap during your untap phase.

☞: Add three colorless mana to your mana pool. Play this ability as a mana source.

4: Untap Grim Monolith.

Part prison, part home.

Illus. Chippy
© 1993-1999 Wizards of the Coast, Inc. 126/143

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 AVON

™ & © 2021 Wizards of the Coast

Talisman of Dominance 2



Artifact

☞: Add ♦.

☞: Add ♠ or ♣. Talisman of Dominance deals 1 damage to you.

280 U
SCD • EN • MIKE DRINGENBERG

™ & © 2022 Wizards of the Coast

Lion's Eye Diamond 0



Artifact

Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability as a mana source.

Held in the lion's eye
—Zhalfirin saying meaning
"caught in the moment of crisis"

Illus. Margaret Organ-Kean
© 1996 Wizards of the Coast, Inc. All rights reserved.

Dark Ritual



Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

Cabal Ritual 1



Instant

Add ☞☞☞ to your mana pool.

Threshold — Instead add ☞☞☞☞☞ to your mana pool. (*You have threshold if seven or more cards are in your graveyard.*)

"Each syllable chills your veins. Each word rattles your mind."
—Cabal Patriarch

Illus. Greg & Tim Hildebrandt
™ & © 1993-2002 Wizards of the Coast, Inc. 58/143

Birds of Paradise



Creature — Bird

Flying

☞: Add one mana of any color.

0/1

176 R
SLD • EN • MARK POOLE

™ & © 2020 Wizards of the Coast



Sylvan Caryatid

1



Creature — Plant

Defender, hexproof

☞: Add one mana of any color to your mana pool.

Those who enter the copse never leave. They find peace there and take root, becoming part of the ever-growing grove.

Chase Stone

0/3

™ & © 2013 Wizards of the Coast 180/249

Elvish Mystic



Creature — Elf Druid

☞: Add ♣.

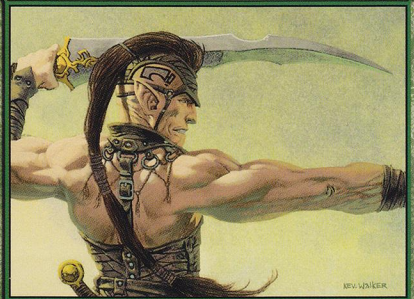
"Life grows everywhere. My kin merely find those places where it grows strongest."
—Nissa Revane

Illus. Wesley Burt

™ & © 2020 Wizards of the Coast 360

1/1

Llanowar Elves



Creature — Elf Druid

☞: Add ♣ to your mana pool.

One bone broken for every twig snapped underfoot.

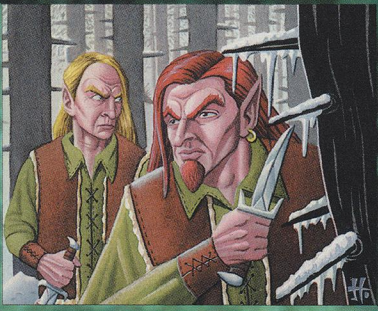
—Llanowar penalty for trespassing

Key Walker

™ & © 1993–2011 Wizards of the Coast LLC 188/249

1/1

Fyndhorn Elves



Summon Elves

☞: Add ♣ to your mana pool. Play this ability as an interrupt.
"Living side by side with the Elves for so long leaves me with no doubt that we serve the same goddess."
—Kolbjörn, Elder Druid of the Juniper Order

Illus. Justin Hampton

© 1993 Wizards of the Coast, Inc. All rights reserved.

1/1

Noble Hierarch



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.

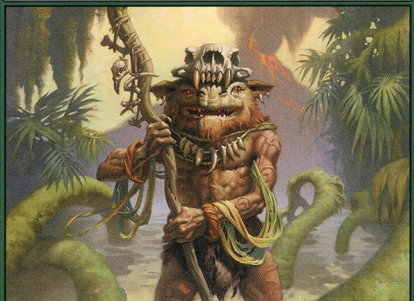
177/332 R

2XM • EN • MARK ZUG

™ & © 2020 Wizards of the Coast

0/1

Ignoble Hierarch



Creature — Goblin Shaman

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

☞: Add ♠, ♦, or ♣.

He protects the fetid bog from light, life, and the hideous sound of laughter.

166/303 R

MH2 • EN • MARK ZUG

™ & © 2021 Wizards of the Coast

0/1

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

™ & © 2023 Wizards of the Coast 350

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

Polluted Delta



Land

☞, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Illus. Rob Alexander

™ & © 1993–2002 Wizards of the Coast, Inc. 321/350



Bloodstained Mire



Land

☞, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

A graveyard for conquerors and conquered alike.

Illus. Bruce Brenneise
™ & © 2024 Wizards of the Coast 435

Wooded Foothills



Land

☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

Home and hunting ground for Kaldheim's fearsome trolls.

Illus. Chris Ostrowski
™ & © 2024 Wizards of the Coast 441

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 Forsberg
™ & © 2024 Wizards of the Coast 440

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.

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

Scalding Tarn

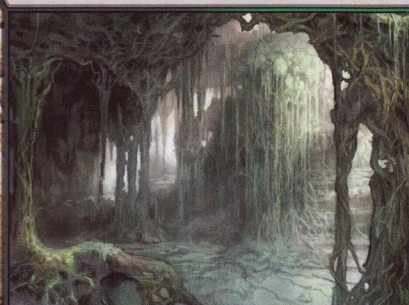


Land

☞, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

Illus. Philip Straub
™ & © 2021 Wizards of the Coast 439

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

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.

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

Arid Mesa

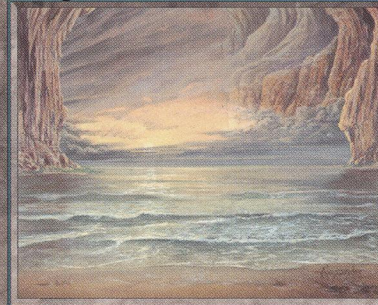


Land

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

Illus. Raymond Swanland
™ & © 1993-2009 Wizards of the Coast LLC 211/249

Underground Sea



Land

Counts as both swamp and islands 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

Bayou



Land

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

Illus. © Jesper Myrfors

Volcanic Island



Land

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

Illus. © Brian Snoddy

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

Scrubland



Land

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

Illus. © Jesper Myrfors

Taiga

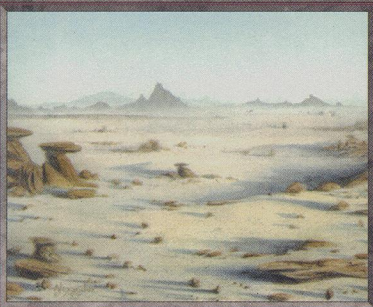


Land

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

Illus. © Rob Alexander

Badlands

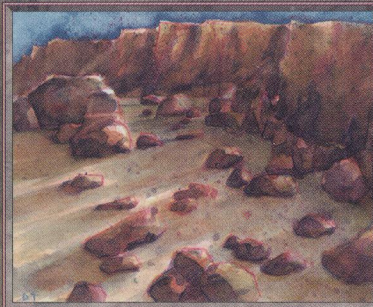


Land

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

Illus. © Rob Alexander

Plateau



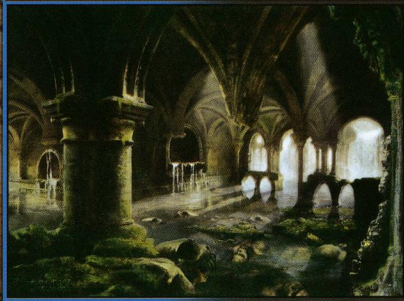
Land

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

Illus. © Drew Tucker



Watery Grave



Land — Island Swamp

(**C**: Add **U** or **B** to your mana pool.)

As Watery Grave comes into play, you may pay 2 life. If you don't, Watery Grave comes into play tapped instead.

Rob Alexander

TM & © 1993-2005 Wizards of the Coast, Inc. 286/306

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 SLD • EN ALEKSI BRICLOT

TM & © 2021 Wizards of the Coast

Steam Vents



Land — Island Mountain

(**C**: Add **U** or **R** to your mana pool.)

As Steam Vents comes into play, you may pay 2 life. If you don't, Steam Vents comes into play tapped instead.

Rob Alexander

TM & © 1993-2006 Wizards of the Coast, Inc. 164/165

Command Tower



Land

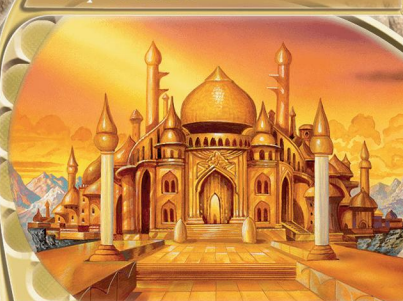
C: Add one mana of any color in your commander's color identity.

"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

TM & © 2025 Wizards of the Coast

City of Brass



Land

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

C: Add one mana of any color.

Ron Walotsky

TM & © 2024 Wizards of the Coast 240

Mana Confluence



Land

C, 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

TM & © 2014 Wizards of the Coast 163/165

Otakara, Soaring City



Legendary Land

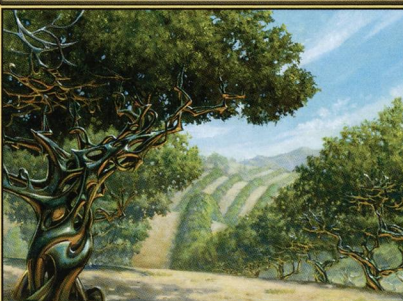
C: Add **U**.

Channel — **3** **U**, Discard Otakara, 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

TM & © 2022 Wizards of the Coast

Exotic Orchard



Land

C: 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

TM & © 2022 Wizards of the Coast

Reflecting Pool



Land

C: 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

TM & © 2022 Wizards of the Coast



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.

