

Kess, Dissident Mage

1 U B R



Legendary Creature — Human Wizard

Flying

During each of your turns, you may cast an instant or sorcery card from your graveyard. If a card cast this way would be put into your graveyard this turn, exile it instead.

"Loss has no meaning here. You cannot take from those who have nothing."

3/4

039/309 M
C17 • EN

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Sol Ring

1



Artifact

☞: Add ♦♦.

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

U 0057
ECC • EN

DARIA AKSENOVA

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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.)

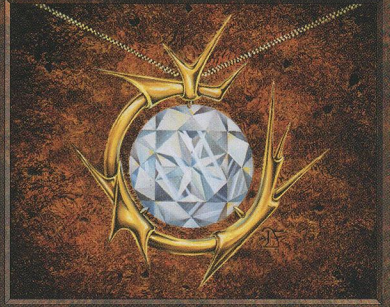
☞: Add one mana of any of the imprinted card's colors to your mana pool.

Donato Giancola

TM & © 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.

Mox Opal

0



Legendary Artifact

Metalcraft — ☞: Add one mana of any color. Activate this ability only if you control three or more artifacts.

The suns of Mirrodin have shone upon perfection only once.

275/332 M
2XM • EN



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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.

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

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Dark Ritual

0



Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham



Cabal Ritual

1



Instant

Add UUUU to your mana pool.
Threshold — Instead add UUUUUU 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
TM & © 1993–2002 Wizards of the Coast, Inc. 58/143

Pyretic Ritual

1



Instant

MU

Add UUUU to your mana pool.

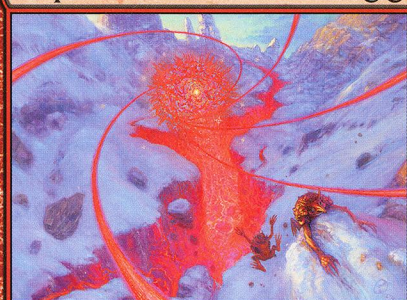
The Multiverse is filled with limitless power just waiting for someone to reach out and seize it.

James Paick

TM & © 1993–2010 Wizards of the Coast, LLC 153/240

Desperate Ritual

1



Instant — Arcane

U

Add UUUU to your mana pool.

Splice onto Arcane 1 (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

Darrell Riche

TM & © 2012 Wizards of the Coast 110/229

Arcane Signet

2



Artifact

U

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

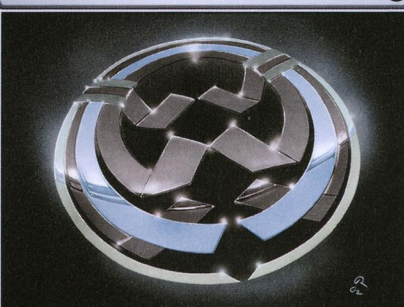
It started as a mere drop of water. The Magic Mirror crystallized it into much more.

234 C
C21 • EN • DAN SCOTT

TM & © 2021 Wizards of the Coast

Talisman of Dominance

2



Artifact

U

C : Add U .

C : Add U or U . Talisman of Dominance deals 1 damage to you.

280 U
SCD • EN • MIKE DRINGENBERG

TM & © 2022 Wizards of the Coast

Talisman of Creativity

2



Artifact

U

C : Add U .

C : Add U or U . This artifact deals 1 damage to you.

"Good ideas don't take time. They take a lot of bad ideas first."
—Ral Zarek

U 0357
SOC • EN • LINDSEY LOOK

TM & © 2026 Wizards of the Coast

Talisman of Indulgence

2



Artifact

U

C : Add U .

C : Add U or U . Talisman of Indulgence deals 1 damage to you.

282 U
SCD • EN • MIKE DRINGENBERG

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Force of Will

3



Instant

U

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

1



Instant

U

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."

050/531 R
2X2 • EN • PAUL SCOTT CANAVAN

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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

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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

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Flusterstorm

1



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

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Mental Misstep

Φ



Instant

(Φ can be paid with either 1 or 2 life.)
Counter target spell with converted mana cost 1.

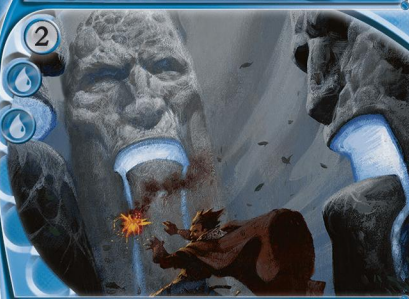
*"Your first mistake was thinking I would let you live long enough to make a second."
—Sarinvax, Gitaxian sevice*

—Erica Yang

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Mindbreak Trap

2



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

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An Offer You Can't Refuse

1



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.)

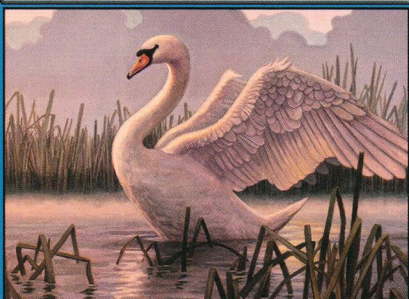
Elsbeth wanted answers. Xander needed a spy. Their paths were destined to cross.

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

mtgstory.com
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Swan Song

1



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 R
SLD • EN • ALLEN DOUGLAS

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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

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Spell Pierce

2



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

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Dispel



Instant

Counter target instant spell.

"Civilization will subsume us unless we overwhelm it instead."
—Speaker Zegana

Chase Stone

™ & © 2012 Wizards of the Coast 36/274

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

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Pyroblast



Instant

Choose one —

- Counter target spell if it's blue.
- Destroy target permanent if it's blue.

Joseph Meehan

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Mystical Dispute



Instant

This spell costs 2 less to cast if it targets a blue spell.

Counter target spell unless its controller pays 3.

"Poor, lost mage. Your feet are on land, yet you're in over your head, aren't you?"

058/269 U
ELD • EN EKATERINA BURMAK

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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

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Cyclonic Rift



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

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Chaos Warp



Instant

The owner of target permanent shuffles it into his or her library, then reveals the top card of his or her library. If it's a permanent card, he or she puts it onto the battlefield.

Trevor Claxton

© 2011-2013 Wizards of the Coast 116/318

Bloodchief's Thirst



Sorcery

Kicker 2 (You may pay an additional 2 as you cast this spell.)

Destroy target creature or planeswalker with converted mana cost 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

"We are free. It is our duty to live well."

094/280 U
ZNR • EN JASON RAINVILLE

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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

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Rakdos Charm



Instant

Choose one —

- Exile all cards from target player's graveyard.
- Destroy target artifact.
- Each creature deals 1 damage to its controller.

068/133 U
GK2 • EN ZOLTAN BOROS

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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

™ & © 1993–2009 Wizards of the Coast LLC 42/63

2/2

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

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Vampiric Tutor



Instant



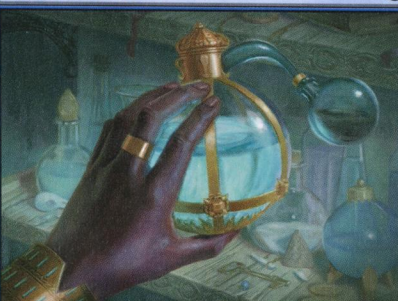
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

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

Illus. Gary Leach

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Mystical Tutor



Instant



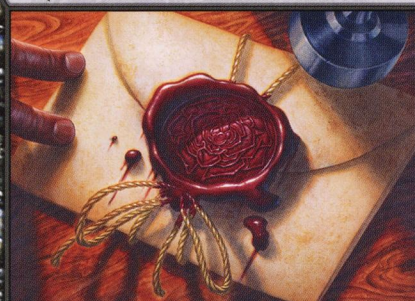
Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

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

060/261 R
DMR • EN LINDSEY LOOK

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Imperial Seal



Sorcery



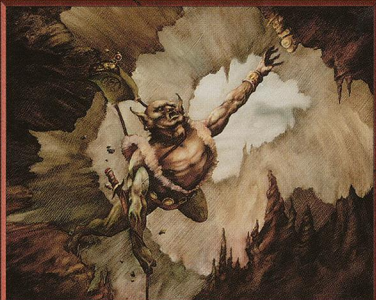
Search your library for a card, then shuffle and put that card on top. You lose 2 life.

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

079/331 M
2X2 • EN MILIVOJ ČERAN

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Gamble



Sorcery



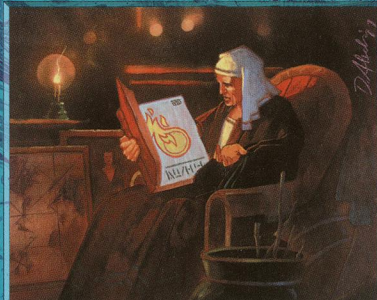
Search your library for a card, put that card into your hand, then discard a card at random. Shuffle your library afterward.

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

Illus. Andrew Goldhawk

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Personal Tutor



Sorcery



Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.

Illus. D. Alexander Gregory

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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 KIERYLUK

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Beseech the Mirror

1 U



Sorcery



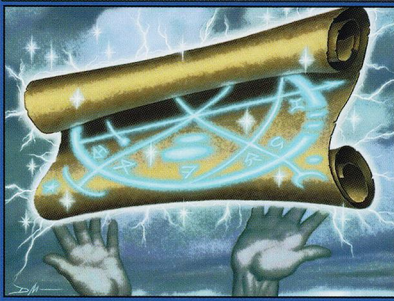
Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

M 0082
WOC • EN CYNTHIA SHEPPARD

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Merchant Scroll

1 U



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

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Brainstorm

U



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

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Ponder

U



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

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Preordain

U



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 VELLINOV

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Opt

U



Instant



Scry 1.
Draw a card.

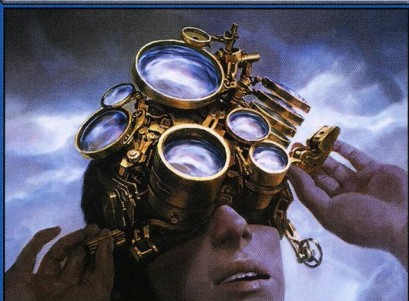
*"Sometimes the hardest choice is between two wonders."
—Gadwick, the Wizened*

C 0101
WOC • EN DAN SCOTT

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Consider

U



Instant



Look at the top card of your library. You may put that card into your graveyard. Draw a card.

Ivold gasped in surprise. Either a very strange insect had crawled onto one of the lenses or he was seeing geists at last!

044/277 C
MID • EN ZIZHOU CHEN

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Gitaxian Probe

Φ



Sorcery



(Φ can be paid with either U 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 Covalt, Mirran resistance*

—Chippy

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Sleight of hand

U



Sorcery



Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

"Most people believe magic is only a trick. Why change their minds?"

illus. Christopher Moeller
™ & © 1993–2001 Wizards of the Coast, Inc. 08/350



Frantic Search

2



Instant

Draw two cards, then discard two cards. Untap up to three lands.

It took the banning of temporal manipulation at Tolaria West to teach its students the value of time.

C 0096
CMM • EN MITCHELL MALLOY

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Night's Whisper

1



Sorcery

You draw two cards and you lose 2 life.

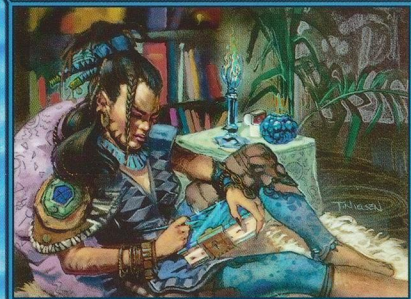
"I have seen things that would reduce a weaker person to blubbing and raving. Want to hear about them?"
—Vraska

John Severin Brassell

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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

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Mystic Remora

1



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

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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

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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 undead, he stopped calling it his life's work.

Jeremy Jarvis

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Windfall

2



Sorcery

Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way.

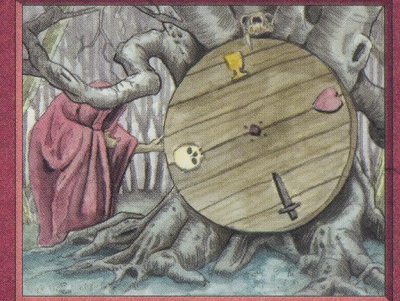
"To fill your mind with knowledge, we must start by emptying it."
—Barrin, master wizard

055/312 U
CM2 • EN PETE VENTERS

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Wheel of Fortune

2



Sorcery

Both players must discard their hands and draw seven new cards.

Illus. © Daniel Gelon

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 Eising

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1/3



Jace, Wielder of Mysteries 1



Legendary Planeswalker — Jace

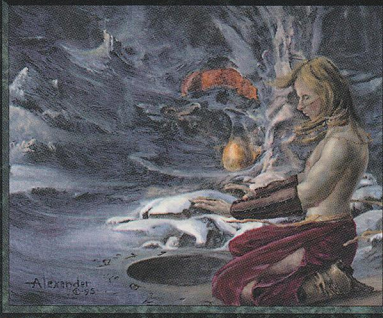
If you would draw a card while your library has no cards in it, you win the game instead.

+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.

054/264 R
WAR • EN ANNA STEINBAUER

Demonic Consultation

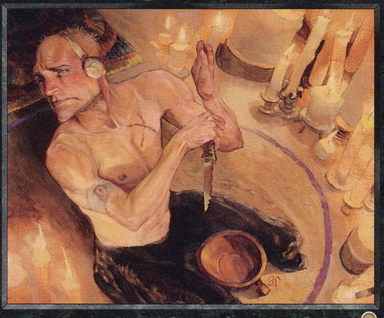


Instant

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
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Tainted Pact



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
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Underworld Breach



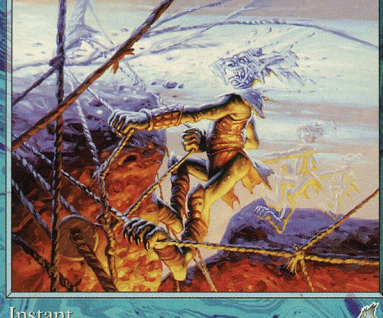
Enchantment

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

Brain Freeze



Instant

Target player puts the top three cards of his or her library into his or her graveyard.

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

Illus. Tim Hildebrandt
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Snapcaster Mage



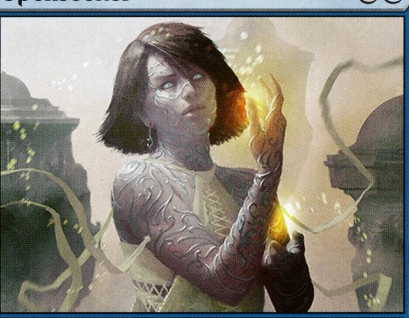
Creature — Human Wizard

Flash

When Snapcaster Mage enters the battlefield, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

— Volkan Baga
™ & © 1993–2011 Wizards of the Coast LLC 78/264

Spellseeker



Creature — Human Wizard

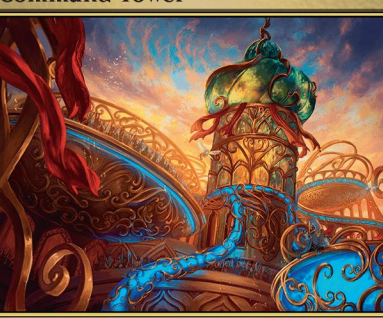
When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.

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

1/1

041/254 R
BBD • EN IGOR KIERYLUK

Command Tower



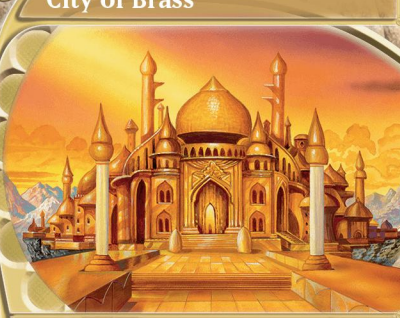
Land

☞: 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

City of Brass



Land

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

☞: Add one mana of any color.

— Ron Walotsky
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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

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Gemstone Mine



Land

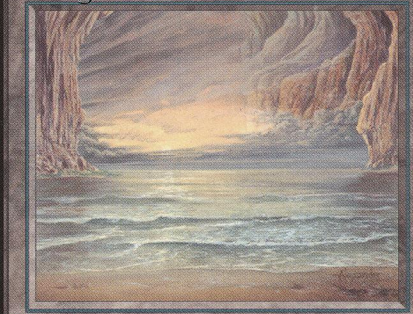
When Gemstone Mine comes into play, put three mining counters on it.

☞, 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

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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

Volcanic Island

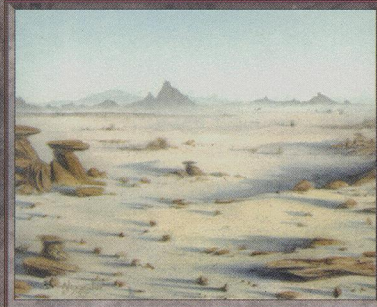


Land

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

Badlands

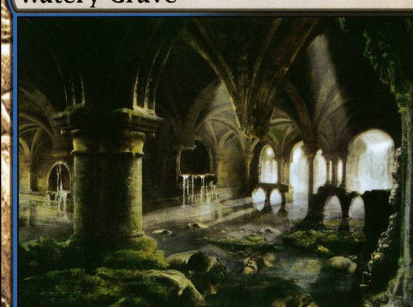


Land

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

Watery Grave



Land — Island Swamp

(☞: Add ☞ or ☞ 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

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Steam Vents



Land — Island Mountain

(☞: Add ☞ or ☞ 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

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Blood Crypt



Land — Swamp Mountain

(☞: Add ☞ or ☞.)

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

R 0273

RVR • EN • ROB ALEXANDER

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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

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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
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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
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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

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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

Arid Mesa

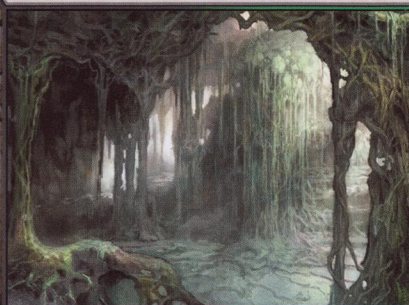


Land

☞, 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
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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

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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
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Underground River



Land

☞: Add ♦.
☞: Add ♦ or ♠. Underground River deals 1 damage to you.

"The war polluted the land, turning what had once been fruitful fields into fetid morasses of mud and rusted corpses."
—The Antiquities War

R 0338
OTC • EN VOLKAN BAGA

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Shivan Reef



Land

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

316 R
C21 • EN ROB ALEXANDER

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Sulfurous Springs



Land

☞: Add ♦.
☞: Add ♠ or ♣. Sulfurous Springs deals 1 damage to you.

Everything is flammable in the Burning Isles, even the mana itself.

R 0323
OTC • EN • BRUCE BRENNESSE

Darkslick Shores



Land

Darkslick Shores enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♣.

Where curiosity meets cruelty, hideous innovations arise.

250/271 R
ONE • EN • AARON MILLER

Blackcleave Cliffs



Land

Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♣.

Where ambition meets industry, passion is poisoned by greed.

248/271 R
ONE • EN • YEONG-HAO HAN

Spirebluff Canal



Land

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

☞: 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

Sunken Ruins



Land

☞: Add ♦.
♠, ☞: Add ♠, ♠, ♠, ♠, or ♠♠.

Without the care of the tideshapers, the Lanes lie neglected. Some have flooded entire towns; others dried to cracked mud.

326/332 R
2XM • EN • WARREN MAHY

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 MacNeil
©1997 Wizards of the Coast, Inc.

Gemstone Caverns



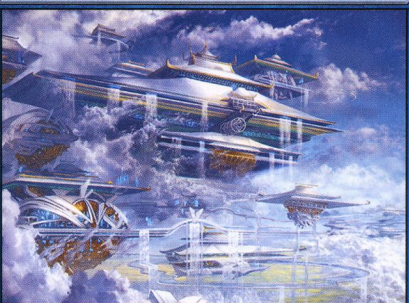
Legendary Land

If Gemstone Caverns is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

☞: Add ♦. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

280/289 M
TSR • EN • MARTINA PILCEROVA

Otawara, Soaring City



Legendary Land

☞: 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

Island



Basic Land — Island



255/269 L
ELD • EN • LUCAS GRACIANO





