

A full-page illustration of Najeela, the Blade-Blossom, a red-skinned warrior with a red flower in her hair. She is wearing purple and gold armor and is in a dynamic pose, holding a large, curved sword. The background shows a city with a large, ornate tower and a smaller structure with a flame on top. The overall style is vibrant and detailed.

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.

176 / 320 M
CMA * EN  MICHAEL KOMARCK

2/3

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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

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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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Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Add for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

"Gather your strength. Prepare yourself."
—Jeska, to Radha

799 R
CLB • EN • IZZY

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Sol Ring 1

Artifact

: Add .

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

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

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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

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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 • VOLKAN BAGA

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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.

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

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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

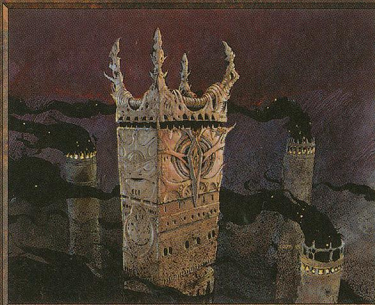
206 U
AFC • EN • JOHN AVON

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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.

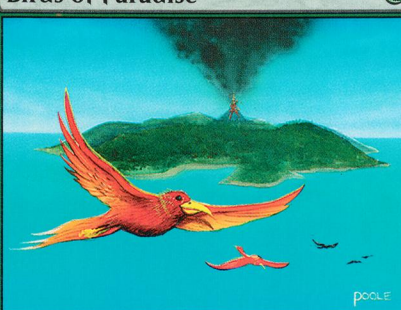
Part prison, part home.

Illus. Chippy

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

Birds of Paradise

1



Creature — Bird

Flying

☞: Add one mana of any color.

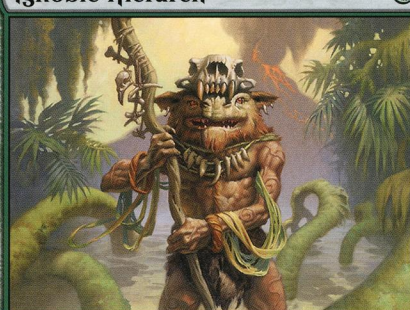
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176 SLD • EN MARK POOLE

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Ignoble Hierarch

1



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.

0/1

166/303 R MH2 • EN MARK ZUG

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Noble Hierarch

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.

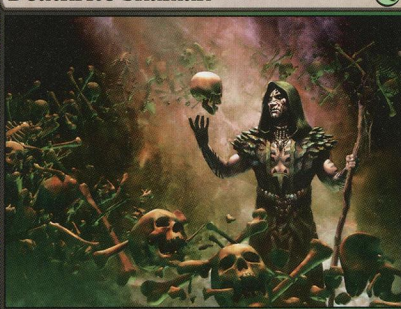
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177/332 R 2XM • EN MARK ZUG

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Deathrite Shaman

1



Creature — Elf Shaman

☞: Exile target land card from a graveyard. Add one mana of any color to your mana pool.

♣, ☞: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

♣, ☞: Exile target creature card from a graveyard. You gain 2 life.

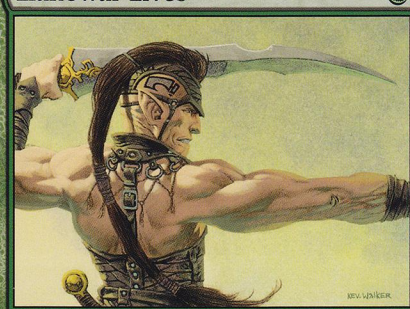
1/2

Steve Argyle

TM & © 2012 Wizards of the Coast 213/274

Llanowar Elves

1



Creature — Elf Druid

☞: Add ♣ to your mana pool.

One bone broken for every twig snapped underfoot.

—Llanowar penalty for trespassing

1/1

Key Walker

TM & © 1993-2011 Wizards of the Coast LLC 182/249

Elvish Mystic

1



Creature — Elf Druid

☞: Add ♣.

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

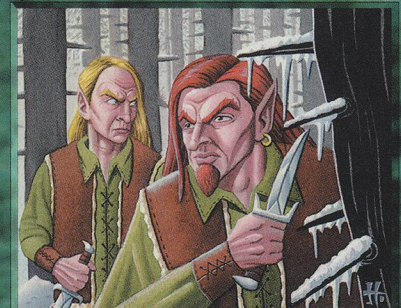
Illus. Wesley Burt

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1/1

Fyndhorn Elves

1



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

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1/1

Delighted Halfling

1



Creature — Halfling Citizen

☞: Add ♦.

☞: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

There were toys the Hobbit-children had never seen before, all beautiful, and some obviously magical.

1/2

R 0158 LTR • EN INKA SCHULZ

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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

1/1

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Dark Ritual



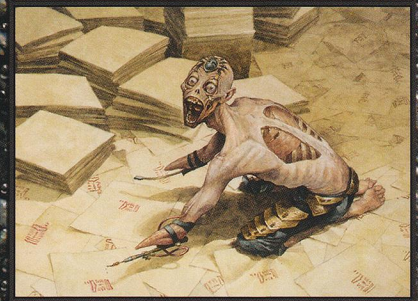
Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

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

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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

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Mystic Remora



Enchantment

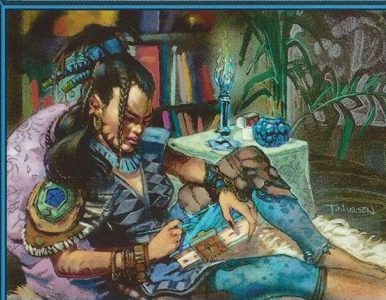
Cumulative upkeep **1** (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays **4**.

R 1842 SLD • EN JESPER EISING

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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

© 2012 Wizards of the Coast 15/18

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

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1/1

Demonic Tutor

1



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



Vampiric Tutor



Instant

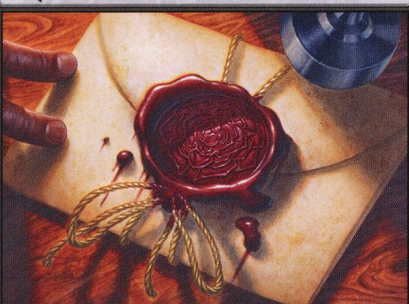
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

"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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Imperial Seal



Sorcery

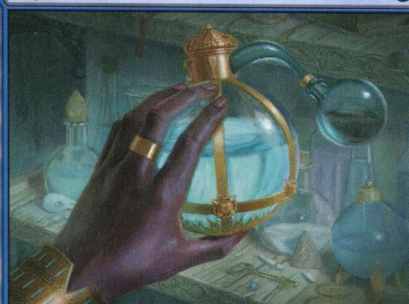
Search your library for a card, then shuffle and put that card on top. You lose 2 life.

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

079/331 M
2X2 • EN • MILIVOJ ČERAN

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Mystical Tutor



Instant

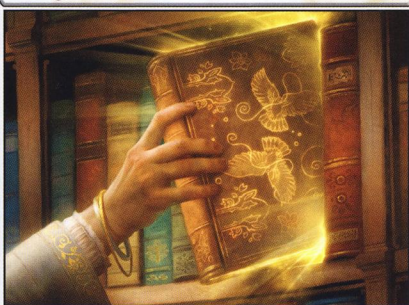
Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

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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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

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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

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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 • KEY WALKER

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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

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

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Diabolic Intent



Sorcery

As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Illus. Dave Dorman

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Gamble 2



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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Wishclaw Talisman 1



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 DAARKEN
™ & © 2019 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
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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
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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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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
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Swan Song



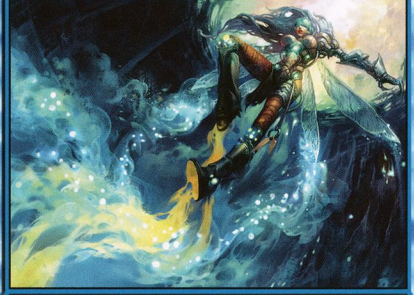
Instant

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 R
SLD • EN ALLEN DOUGLAS
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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
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Mental Misstep



Instant

(Φ can be paid with either Φ 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

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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

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Deflecting Swat

2



Instant

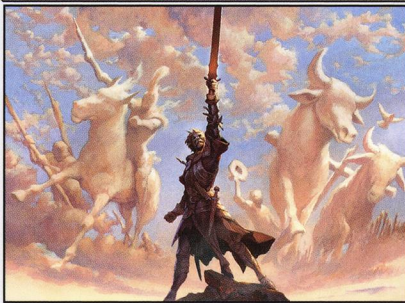
If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability.

Archmage attacks are little more than annoyances to Kalamax.

050/322 R
C20 • EN • IZZY

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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 • JESPER EISING

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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

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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

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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 37/5

Nature's Claim



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

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Command Tower



Land

Φ : 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

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Mana Confluence



Land

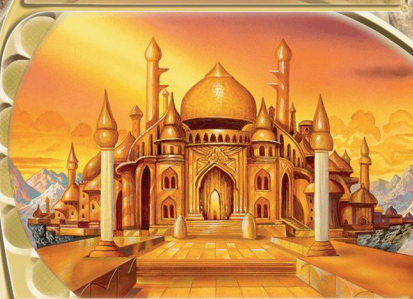
☞, Pay 1 life: Add one mana of any color to your mana pool.

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

Richard Wright

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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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Reflecting Pool



Land

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

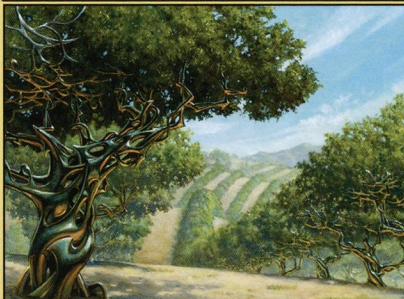
Gale stared into the pool and saw a stranger. The similarities were uncanny, but it was not him.

358/361 R

CLB • EN ALAYNA DANNER

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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

R

CLB • EN STEVEN BELLEDIN

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Gaea's Cradle



Legendary Land

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

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

Illus. Mark Zug

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

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

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Otakara, Soaring City



Legendary Land

☞: Add ♠.

Channel — 3 ♠, 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

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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

©1992 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

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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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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

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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

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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

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Scalding Tarn



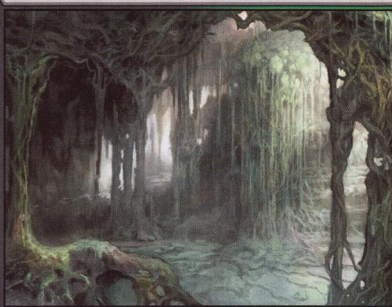
Land

☞, 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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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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Arid Mesa



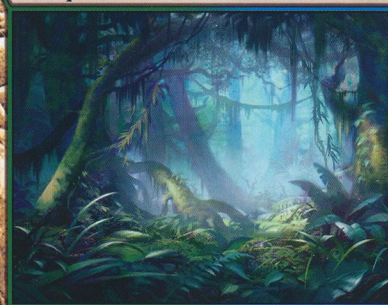
Land

☞, 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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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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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
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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

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

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

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

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

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



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

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

Forest



Basic Land — Forest



035/076 L
DDR • EN • TIANHUA X

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Island



Basic Land — Island



255/269 L
ELD • EN • LUCAS GRACIANO

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Swamp



Basic Land — Swamp



059/078 L
JMP • EN • ADAM PAQUETTE

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Jace, Wielder of Mysteries    



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

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Preordain 



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

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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.

Evoke—Exile a green card from your hand.

3/4

M 0051
ECC • EN • PAOLO PARENTE

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Opposition Agent  



Creature — Human Rogue

Flash

You control your opponents while they're searching their libraries.

While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

3/2

141/361 R
CMR • EN • SCOTT MURPHY

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Culling Ritual

2

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add or for each permanent destroyed this way.

“Your own frailty is your undoing. I am merely the one to expose it.”

R 0921

CMM • EN

LORENZO MASTROIANNI

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