

Rograkh, Son of Rohgahh 0



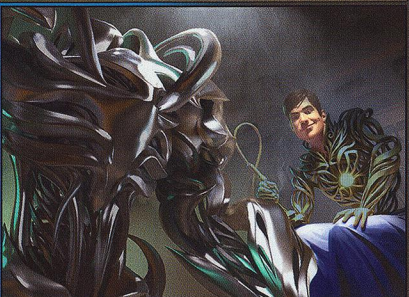
Legendary Creature — Kobold Warrior

First strike, menace, trample
 Partner (You can have two commanders if both have partner.)
 Strength is relative.

0/1

197/361 U
 CMR • EN • CHRIS SEAMAN

Silas Renn, Seeker Adept 1



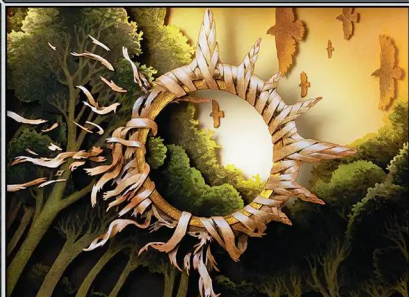
Legendary Artifact Creature — Human

Deathtouch
 Whenever Silas Renn, Seeker Adept deals combat damage to a player, choose target artifact card in your graveyard. You may cast that card this turn.
 Partner (You can have two commanders if both have partner.)

2/2

043/351 M
 C16 • EN • JOSEPH MEEHAN

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

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

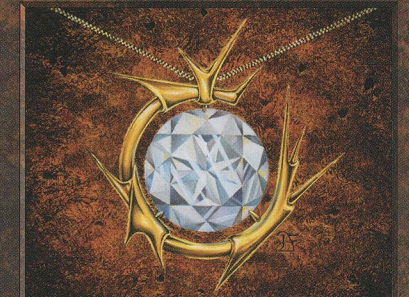


Artifact

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

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

Mox Opal 0

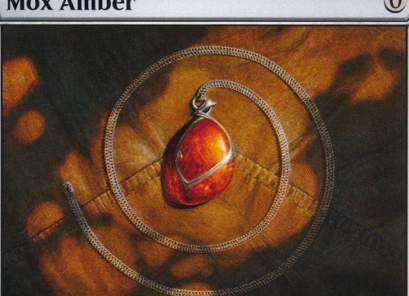


Legendary Artifact

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

Mox Amber 0



Legendary Artifact

☞: Add one mana of any color among legendary creatures and planeswalkers you control.
 A moment in time made tangible, it has the power to realize epic visions.

224/269 M
 DOM • EN • STEVEN BELLEDIN

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



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.

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.

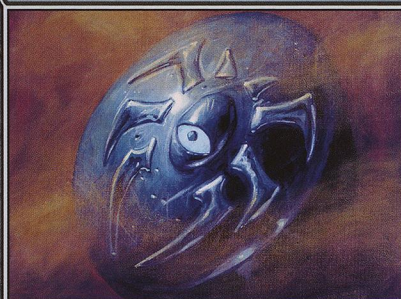
4: Untap Grim Monolith.

Part prison, part home.

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

Dimir Signet

2



Artifact

1, ☞: Add ♠♠ to your mana pool.

An emblem of a secret guild, the Dimir insignia is seen only by its own members—and the doomed.

Greg Hildebrandt
© 1993-2010 Wizards of the Coast LLC 104/150

Izzet Signet

2



Artifact

1, ☞: Add ⚡.

The Izzet signet is redesigned often, each time becoming closer to a vanity portrait of Niv-Mizzet.

C 0259
OTC • EN • RAOUL VITALE

™ & © 2024 Wizards of the Coast

Rakdos Signet

2



Artifact

1, ☞: Add ♠♠.

Made of bone and boiled in blood, a Rakdos signet is not considered finished until it has been used as a murder weapon.

U 0250
DSC • EN • MARTINA PILCEROVA

™ & © 2024 Wizards of the Coast

Talisman of Dominance

2



Artifact

☞: Add ♦.

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

280
SCD • EN • MIKE DRINGENBERG

™ & © 2022 Wizards of the Coast

Talisman of Creativity

2



Artifact

☞: Add ♦.

☞: Add ♠ or ♠. This artifact deals 1 damage to you.

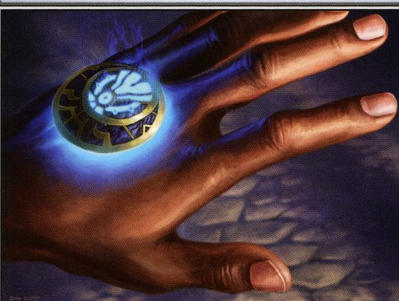
*"Good ideas don't take time. They take a lot of bad ideas first."
—Ral Zarek*

U 0357
SOC • EN • LINDSEY LOOK

™ & © 2026 Wizards of the Coast

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
C21 • EN • DAN SCOTT

™ & © 2021 Wizards of the Coast

Dark Ritual



Interrupt

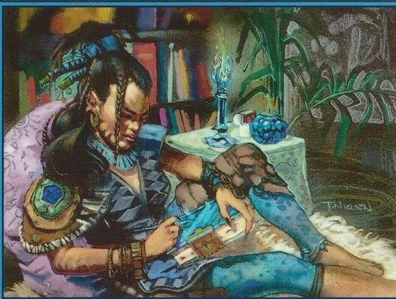
Add 3 black mana to your mana pool.

Illus. © Sandra Everingham



Rhystic Study

2



Enchantment

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

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

Terese Nielsen

TM & © 2012 Wizards of the Coast 15/18

Mystic Remora



Enchantment

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

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

R 1842

SLD • EN • TESPER EISING

TM & © 2024 Wizards of the Coast

Necropotence



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.

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

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

Sensei's Divining Top

1



Artifact

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

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

Michael Sutfin

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

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.

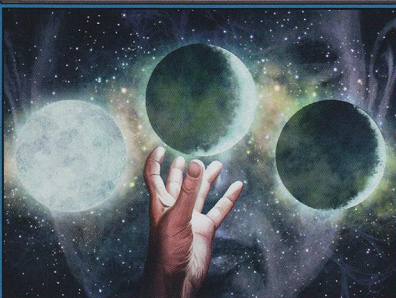
115

C21 • EN • WILLIAM MURAI

TM & © 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

TM & © 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

TM & © 2024 Wizards of the Coast

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

TM & © 2023 Wizards of the Coast



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

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 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

Mystical Tutor



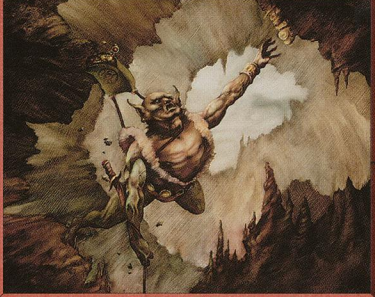
Instant

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

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. 158/350

Grim Tutor 1



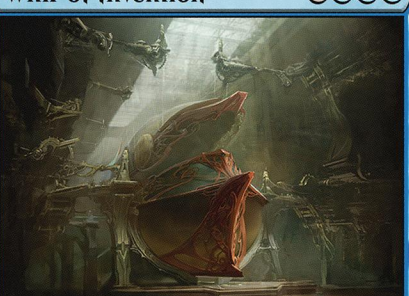
Sorcery M21

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

Whir of Invention X



Instant

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

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

049/184 R
AER • EN CHRISTINE CHOI

Muddle the Mixture



Instant

Counter target instant or sorcery spell.

Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

—Luca Zontini
© 1993-2005 Wizards of the Coast, Inc. 60/306

Merchant Scroll 1



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
© 1993-2003 Wizards of the Coast, Inc. 91/350



Transmute Artifact 2

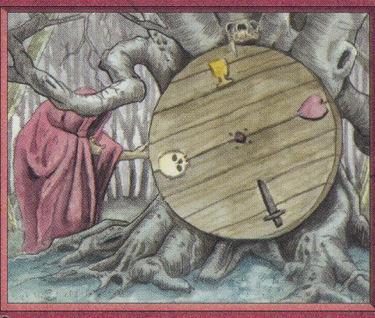


Sorcery

Search through your library for one artifact and immediately place it into play; also, choose any artifact in play that you control and place it in its owner's graveyard. If the new artifact has a casting cost greater than that of the discarded one, you must pay the difference or Transmute Artifact fails and both artifacts are discarded. Shuffle your library after playing this card.

Illus. © Anson Maddocks

Wheel of Fortune 2

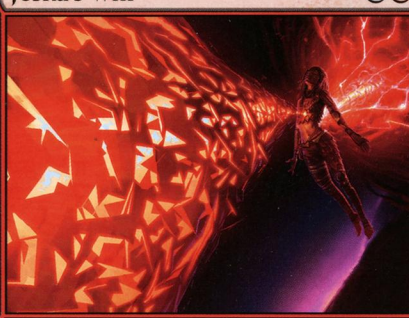


Sorcery

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

Illus. © Daniel Gelon

Jeska's Will 2



Sorcery

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

- Add 2 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 CLB • EN R IZZY

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

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

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

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

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

Mental Misstep



Instant

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

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

Erica Yang



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

™ & © 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

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

Dispel



Instant

Counter target instant spell.

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

Chase Stone

™ & © 2019 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

™ & © 2020 Wizards of the Coast

Tishana's Tidebinder



Creature — Merfolk Wizard

Flash

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

3/2

R 0081
LC1 • EN NINO VECIA

™ & © 2023 Wizards of the Coast

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



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



Into the Flood Maw



Instant

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

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

U 0052

BLB • EN • DANNY SCHWARTZ

™ & © 2024 Wizards of the Coast

Dismember



Instant

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

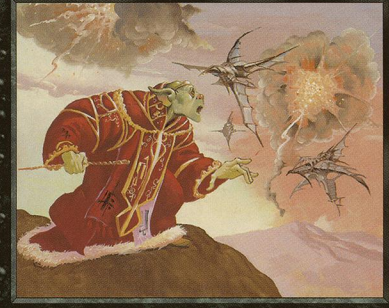
Target creature gets -5/-5 until end of turn.

"You serve Phyrexia. Your pieces would better serve Phyrexia elsewhere."
—Azax-Azog, the Demon Thane

Terese Nielsen

™ & © 1993–2011 Wizards of the Coast LLC 57/175

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

Chain of Vapor



Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 23/390

Nihil Spellbomb



Artifact

Φ , Sacrifice Nihil Spellbomb: Exile all cards from target player's graveyard.

When Nihil Spellbomb is put into a graveyard from the battlefield, you may pay Φ . If you do, draw a card.

Franz Vohwinkel

™ & © 1993–2010 Wizards of the Coast LLC 187/249

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

™ & © 2024 Wizards of the Coast 175

1/3

Demonic Consultation



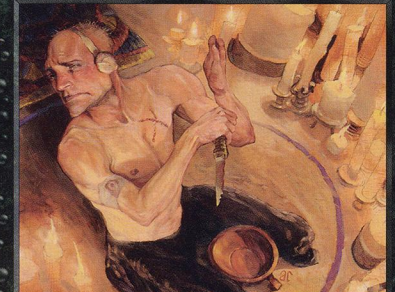
Instant

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



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. 164/350

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.

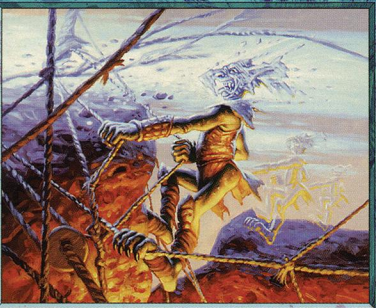
At the beginning of the end step, sacrifice Underworld Breach.

Lie Setiawan

™ & © 2024 Wizards of the Coast 209



Brain Freeze 1



Instant

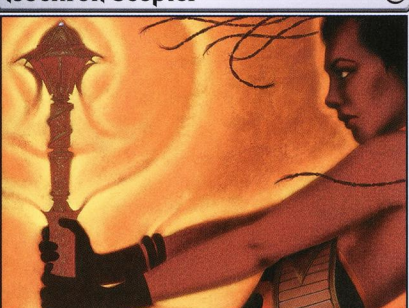
Target player puts the top three cards of his or her library into his or her graveyard.

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

TM & © 1993–2003 Wizards of the Coast, Inc. 30/143

Isochron Scepter 2



Artifact

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

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

264/332 R
2XM • EN MARK HARRISON

TM & © 2020 Wizards of the Coast

Dramatic Reversal 1



Instant

Untap all nonland permanents you control.

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

020/064 C
GN2 • EN ERIC DESCHAMPS

TM & © 2019 Wizards of the Coast

Aetherflux Reservoir 4



Artifact

Whenever you cast a spell, you gain 1 life for each spell you’ve cast this turn.

Pay 50 life: Aetherflux Reservoir deals 50 damage to target creature or player.

While most power is used for ordinary, everyday tasks, one shouldn’t underestimate its potential for the extraordinary.

192/264 R
KLD • EN CLIFF CHILDS

TM & © 2016 Wizards of the Coast

Laboratory Maniac 2



Creature — Human Wizard

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

His mind whirled with grand plans, never thinking of what might happen if he were to succeed.

Illus. Jason Felix

TM & © 2025 Wizards of the Coast 359

2/2

Baleful Strix



Artifact Creature — Bird

Flying, deathtouch

When Baleful Strix enters the battlefield, draw a card.

Its beak rends flesh and bone, exposing the tender marrow of dream.

080/106 U
E01 • EN NILS HAMM

TM & © 2017 Wizards of the Coast

Emry, Lurker of the Loch 2



Legendary Creature — Merfolk Wizard

This spell costs 1 less to cast for each artifact you control.

When Emry, Lurker of the Loch enters the battlefield, mill four cards.

♣: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

091 R
NEC • EN LIVIA PRIMA

TM & © 2022 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

TM & © 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

TM & © 2024 Wizards of the Coast 435



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

Misty Rainforest

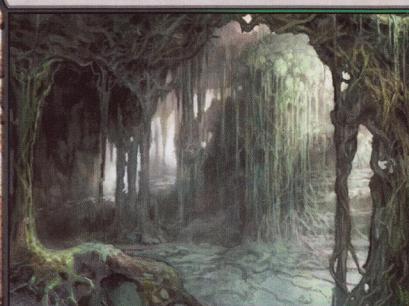


Land

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

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

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

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.

— Raymond Swanland
™ & © 1993–2009 Wizards of the Coast LLC 211/249

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

Prismatic Vista



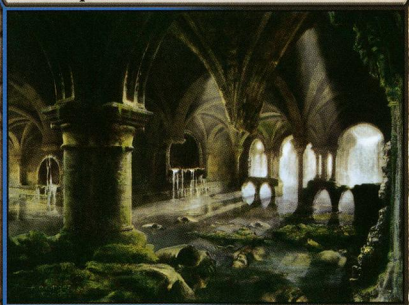
Land

☞, 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
™ & © 2021 Wizards of the Coast 40/40

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

Steam Vents

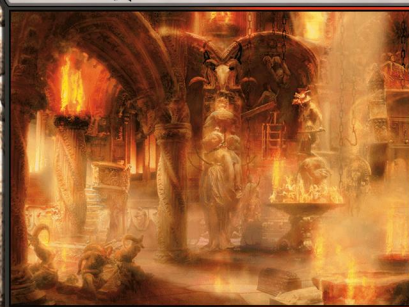


Land — Island Mountain

(☞: 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
™ & © 1993–2006 Wizards of the Coast, Inc. 164/165

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

™ & © 2024 Wizards of the Coast



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

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

™ & © 2016 Wizards of the Coast

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

™ & © 2023 Wizards of the Coast

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

™ & © 2023 Wizards of the Coast

Underground River



Land

: Add .

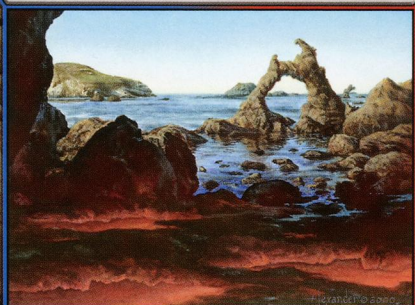
: Add  or . Underground River deals 1 damage to you.

"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

™ & © 2024 Wizards of the Coast

Shivan Reef



Land

: Add .

: Add  or . Shivan Reef deals 1 damage to you.

316
C21 • EN • ROB ALEXANDER

™ & © 2021 Wizards of the Coast

Command Tower



Land

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

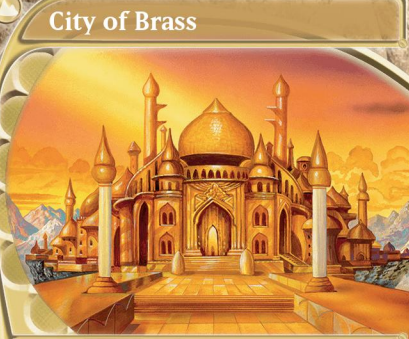
"You think I sit in this seat because of luck? Because of providence? I hold this seat because I alone am fit to fill it."
—Gonti

C 0060
DRC • EN • ALAYNA DANNER

™ & © 2025 Wizards of the Coast



City of Brass



Land

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

☞: Add one mana of any color.

— Ron Walotsky
™ & © 2024 Wizards of the Coast 240

Mana Confluence



Land

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

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

— Richard Wright
™ & © 2014 Wizards of the Coast 163/165

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.
— Vêc tomb inscription

Illus. Colin MacNeill
©1997 Wizards of the Coast, Inc.

Gemstone Mine



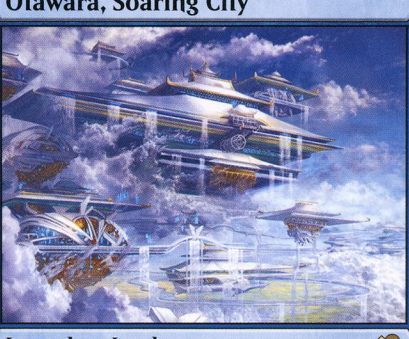
Land

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

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

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

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
™ & © 2022 Wizards of the Coast

Urborg, Tomb of Yawgmoth



Legendary Land

Each land is a Swamp in addition to its other land types.

"Yawgmoth's corpse is a wound in the universe. His foul blood seeps out, infecting the land with his final curse."
— Lord Windgrace

254/254 R
UMA • EN — JUNG PARK
™ & © 2018 Wizards of the Coast

Island



Basic Land — Island



255/269 L
ELD • EN — LUCAS GRACIANO
™ & © 2019 Wizards of the Coast

Island



Basic Land — Island



255/269 L
ELD • EN — LUCAS GRACIANO
™ & © 2019 Wizards of the Coast

Swamp



Basic Land — Swamp



059/078 L
JMP • EN — ADAM PAQUETTE
™ & © 2020 Wizards of the Coast





