

Sisay, Weatherlight Captain

2



Legendary Creature — Human Soldier

Sisay, Weatherlight Captain gets +1/+1 for each color among other legendary permanents you control.

*: Search your library for a legendary permanent card with converted mana cost less than Sisay's power, put that card onto the battlefield, then shuffle your library.

2/2

029/254 R
MH1 • EN ANNA STEINBAUER

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Command Tower



Land

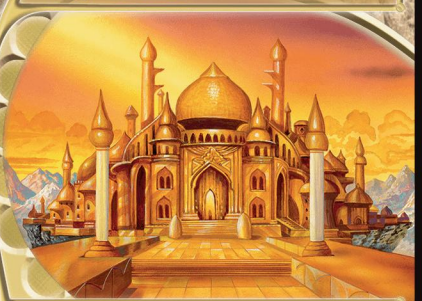
: Add one mana of any color in your commander's color identity.

"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

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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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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

Exotic Orchard



Land

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

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

893
CLB • EN STEVEN BELLEDIN

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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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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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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

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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

©1997 Wizards of the Coast, Inc.



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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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, Citanul 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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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

TM & © 2014 Wizards of the Coast

Polluted Delta



Land

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

Illus. Rob Alexander
TM & © 1993-2002 Wizards of the Coast, Inc. 321/350

Misty Rainforest

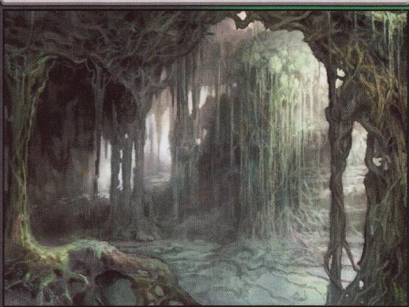


Land

☞, 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
TM & © 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

TM & © 2017 Wizards of the Coast

Windswept Heath



Land

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

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

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

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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Marsh Flats



Land

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

— Izzy

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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

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

Tundra



Land

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

Illus. © Jesper Myrfors

Savannah



Land

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

Illus. © Rob Alexander

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

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

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



Breeding Pool



Land — Forest Island



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

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

132 SLD • EN ALEKSI BRICLOT

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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

™ & © 1993–2003 Wizards of the Coast, Inc. 286/306

Hallowed Fountain



Land — Plains Island



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

Illus. Rob Alexander

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Island



Basic Land — Island



255/269 L ELD • EN LUCAS GRACIANO

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Forest



Basic Land — Forest



035/076 L DDR • EN TIANHUA X

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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

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Mana Vault

1



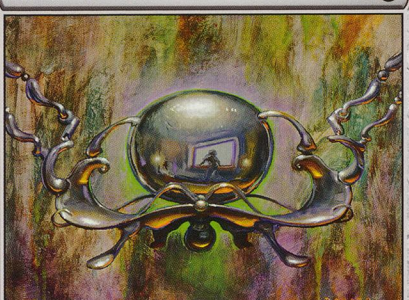
Mono Artifact

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

© 1998 Wizards of the Coast, Inc.



Mox Opal 0



Legendary Artifact

Metalcraft — {C}: 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

Lotus Petal 0



Artifact

{C}, 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

{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

Fellwar Stone 2



Artifact

{C}: 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

Coalition Relic 3



Artifact

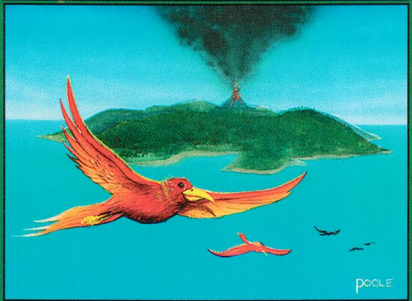
{C}: Add one mana of any color to your mana pool.

{C}: Put a charge counter on Coalition Relic.

At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each charge counter removed this way.

223/249 R
A25 • EN JASON FELIX

Birds of Paradise



Creature — Bird

Flying

{C}: Add one mana of any color.

0/1

176 R
SLD • EN MARK POOLE

Deathrite Shaman



Creature — Elf Shaman

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

{C}, {C}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{C}, {C}: Exile target creature card from a graveyard. You gain 2 life.

Steve Argyle

1/2

166/303 R
MH2 • EN MARK ZUG

Ignoble Hierarch



Creature — Goblin Shaman

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

{C}: Add {C}, {R}, or {B}.

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

0/1

166/303 R
MH2 • EN MARK ZUG

Dark Ritual



Interrupt

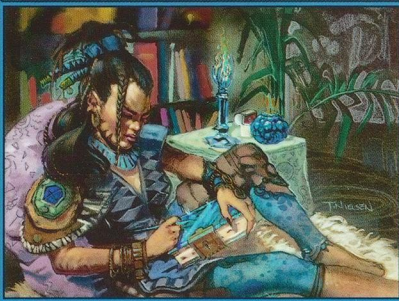
Add 3 black mana to your mana pool.

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

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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.)

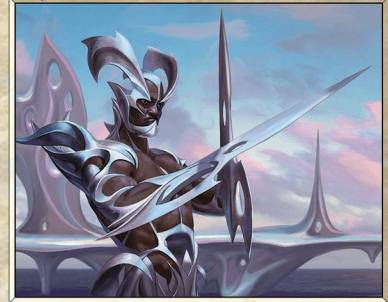
Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays 4.

R 1842
SLD • EN • TESPER EISING

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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

TM & © 2024 Wizards of the Coast 2

1/1

Sylvan Library

1



Enchantment

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

Illus. Yeong-Hao Han

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Smothering Tithe

3



Enchantment

Whenever an opponent draws a card, that player may pay 2. If the player doesn't, you create a colorless Treasure artifact token with "C, Sacrifice this artifact: Add one mana of any color."

"I await your donation."
—Dasha, Orzhov priest

022/259 R
RNA • EN • MARK BEHM

TM & © 2019 Wizards of the Coast

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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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

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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

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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

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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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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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Mystical Tutor



Instant

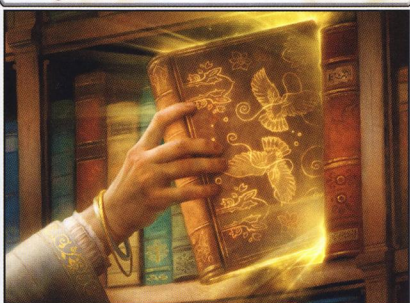
Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

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

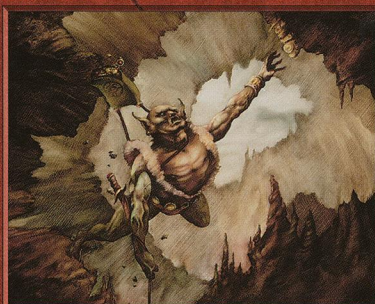
Search your library for an artifact or enchantment card and reveal that card. Shuffle your library, then put the card on top of it.

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

009/249 R
EMA • EN HOWARD LYON

™ & © 2016 Wizards of the Coast

Gamble



Sorcery

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

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

Illus. Andrew Goldhawk

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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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Grim Tutor



Sorcery

M21

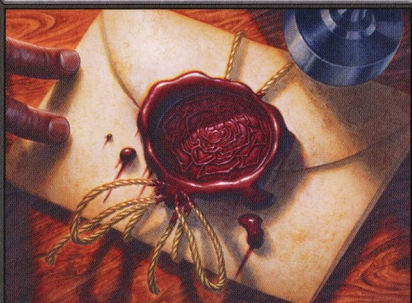
Search your library for a card, put that card into your hand, then shuffle your library. You lose 3 life.

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

103/274 M
M21 • EN IGOR KIERVLUK

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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

070/331 M
2X2 • EN MILIVOJ ČERAN

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Force of Will



Instant

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

Counter target spell.

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

Illus. Donato Giancola

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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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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

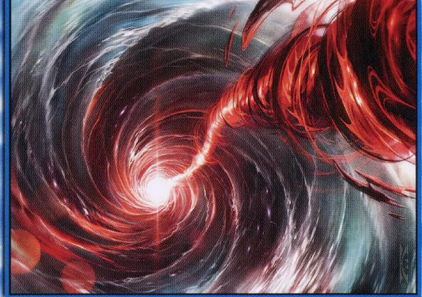
(can be paid with either or 2 life.)
Counter target spell with converted mana cost 1.

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

—Erica Yang

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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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An Offer You Can't Refuse



Instant

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

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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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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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Veil of Summer

1



Interrupt

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

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

Dovin's Veto

1



Instant

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

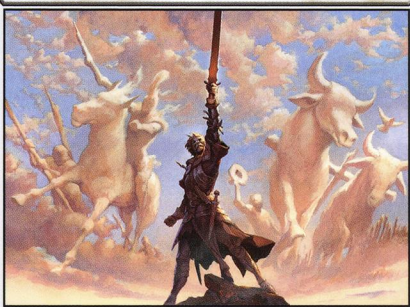
"I see you've learned nothing, Chandra. You'd still put a match to something rather than understand it."

Illus. Izzy

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Swords to Plowshares

1



Instant

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

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

099 U
VOC • EN • JESPER EISING

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Abrupt Decay

1



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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Assassin's Trophy

1



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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Toxic Deluge

2



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

1



Instant

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

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

The Izzet specialize in unnatural disaster.

104/337 R
C14 • EN • CHRIS RAHN

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Force of Vigor

2



Instant

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

Destroy up to two target artifacts and/or enchantments.

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

164/254 R
MH1 • EN • RANDY VARGAS

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Endurance 1

Creature — Elemental Incarnation

Flash
Reach

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

Evolve—Exile a green card from your hand.

3/4

M 0051
ECC • EN PAOLO PARENTE

Soul-Guide Lantern 1

Artifact

When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.

☞, Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.

1, ☞, Sacrifice Soul-Guide Lantern: Draw a card.

U 0251
WOE • EN IRIS COMPIET

Thassa's Oracle

Creature — Merfolk Wizard

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

Jesper Ejsing

1/3

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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 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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The Chain Veil 4

Legendary Artifact

At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life.

4, ☞: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn.

215/269 M
M15 • EN VOLKAN BAGA

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Teferi, Temporal Archmage 4

Legendary Planeswalker — Teferi

+1: 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.

-1: Untap up to four target permanents.

-10: You get an emblem with "You may activate loyalty abilities of planeswalkers you control on any player's turn any time you could cast an instant."

Teferi, Temporal Archmage can be your commander.

5

R 0125
CMM • EN TYLER JACOBSON

Walking Ballista

Artifact Creature — Construct

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

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

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

Daniel Ljunggren

0/0

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Jace, Wielder of Mysteries 1

Legendary Planeswalker — Jace

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

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

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

4

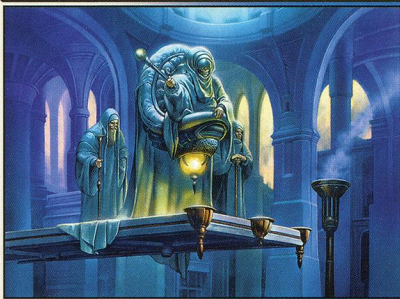
054/264 R
WAR • EN ANNA STEINBAUER

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Grand Arbiter Augustin IV

2 * 1



Legendary Creature — Human Advisor

White spells you cast cost 1 less to cast.
Blue spells you cast cost 1 less to cast.
Spells your opponents cast cost 1 more to cast.

The Arbiter is a conduit of justice, a will so disciplined that it dispenses justice without ego or remorse.

Zoltan Boros & Gabor Szekszai

2/3

Teferi, Time Raveler

1 * 0



Planeswalker Legend

Opponents can cast spells only as though they were sorceries and can attack Teferi as though he were you. Put 4 loyalty (use counters) on Teferi. Any damage he suffers depletes that much loyalty. If Teferi has no loyalty, he abandons you. During your turn, you may add 1 loyalty to allow you to cast sorceries as though they were instants until your next turn; or you may spend 3 loyalty, then the owner of target artifact, creature, or enchantment returns it to hand and you draw a card. Any enchantments on it are discarded.

Illus. Adam Rex

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Narset, Parter of Veils

1 0 0



Planeswalker Legend

Opponents can draw only one card each turn.

Put 5 loyalty (use counters) on Narset. Opponents can attack Narset as though she were you. Any damage she suffers depletes that much loyalty. If Narset has no loyalty, she abandons you.

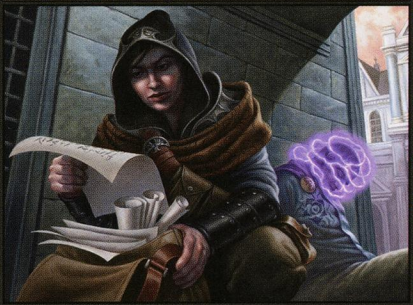
Once during each of your turns, you may spend two loyalty to look at the top four cards of your library, reveal a non-creature, non-land card from among them, put it into your hand, and put the rest of the cards on the bottom of your library in a random order. (Do not reshuffle afterward.)

Illus. Alex Horley-Orlandelli

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Opposition Agent

2 1



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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Drannith Magistrate

1 *



Creature — Human Wizard

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

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

1/3

011/274 R
IKO • EN • KIERAN YANNER

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Kinnan, Bonder Prodigy

1 0



Legendary Creature — Human Druid

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

5 * 1: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

192/274 M
IKO • EN • JASON RAINVILLE

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Karn, the Great Creator

4



Legendary Planeswalker — Karn

Activated abilities of artifacts your opponents control can't be activated.

+1

Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

-2

You may choose an artifact card you own from outside the game or in exile, reveal that card, and put it into your hand.

5

501 P
SLD • EN • WISNU TAN

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Urza, Lord High Artificer

2 0 0



Legendary Creature — Human Artificer

When Urza, Lord High Artificer enters the battlefield, create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

Tap an untapped artifact you control: Add 1.

5: Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.

1/4

071/261 M
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The One Ring

4



Legendary Artifact

Indestructible

When The One Ring enters, if you cast it, you gain protection from everything until your next turn.

At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.

1: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

M 0044
HOC • EN • DAN FRAZIER

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Aven Mindcensor

2*



Creature — Bird Wizard



Flash

Flying

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

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

2/1

005/269 R
AKH • EN

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