

Tivit, Seller of Secrets

3 ♦ ♦ ♦



Legendary Creature — Sphinx Rogue

Flying, ward 3

Council's dilemma — Whenever Tivit enters the battlefield or deals combat damage to a player, starting with you, each player votes for evidence or bribery. For each evidence vote, investigate. For each bribery vote, create a Treasure token.

While voting, you may vote an additional time. (The votes can be for different choices or for the same choice.)

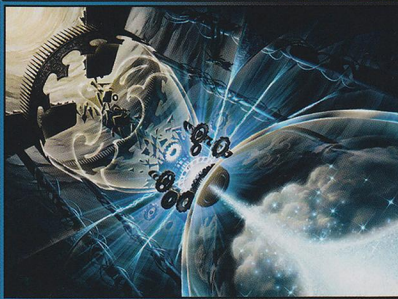
6/6

010/093 M
NCC • EN • CHRIS RAHN

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Time Sieve

♦ ♦



Artifact

♦, Sacrifice five artifacts: Take an extra turn after this one.

"I pray that I am never considered useless or old."

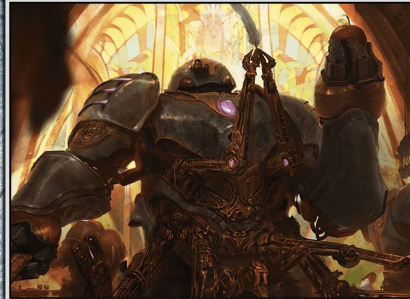
—Sharuum the Hegemon

Franz Vohwinkel

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Academy Manufactor

3



Artifact Creature — Assembly-Worker

If you would create a Clue, Food, or Treasure token, instead create one of each.

Automated systems at the Tolarian Academy sort new acquisitions for optimal use, determining which should be studied, eaten, or sold.

1/3

R 0264
BLC • EN • CAMPBELL WHITE

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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.

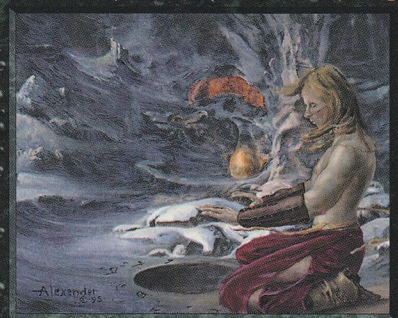
Jesper Ejsing

1/3

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Demonic Consultation

♦ ♦



Instant

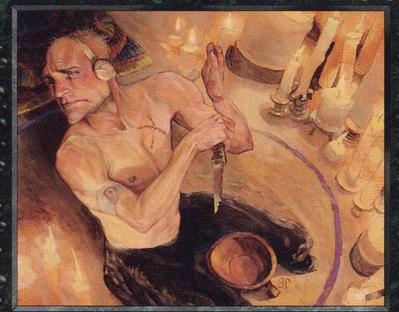
Name a card. Remove the top six cards of your library from the game and reveal the next card to all players. If it is the card named, put it into your hand. If not, remove that card from the game and continue revealing the top card of your library and removing it from the game until the named card appears.

Illus. Rob Alexander

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Tainted Pact

1 ♦ ♦



Instant

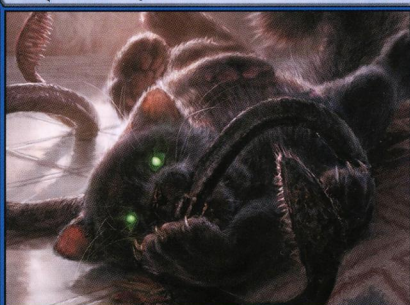
Remove the top card of your library from the game. You may put that card into your hand unless it has the same name as another card removed this way. Repeat this process until you put a card into your hand or you remove two cards with the same name, whichever comes first.

Illus. Adam Rex

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Displacer Kitten

3 ♦



Creature — Cat Beast

Avoidance — Whenever you cast a noncreature spell, exile up to one target nonland permanent you control, then return that card to the battlefield under its owner's control.

"Isn't she the cutest thing you've almost seen?"
—Doen, purveyor of exotic pets

2/2

063/361 R
CLB • EN • CAMPBELL WHITE

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Teferi, Time Raveler

1 ♦ ♦



Planeswalker Legend

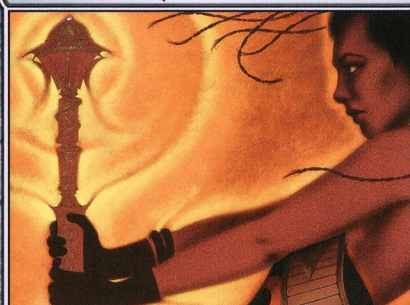
Opponents can cast spells only as though they were sorceries and can attack Teferi as though he were you. Put 4 loyalty (use counters) on Teferi. Any damage he suffers depletes that much loyalty. If Teferi has no loyalty, he abandons you. During your turn, you may add 1 loyalty to allow you to cast sorceries 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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Isochron Scepter

2



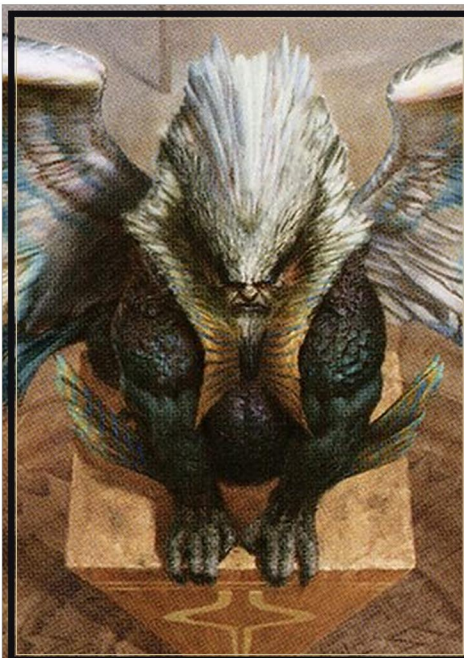
Artifact

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

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Dramatic Reversal

1



Instant

Untap all nonland permanents you control.

"Nobody asked you to butt in, Jace. But thanks."
—Chandra Nalaar

020/064 C
GN2 • EN • ERIC DESCHAMPS

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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

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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

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Vampiric Tutor

1



Instant

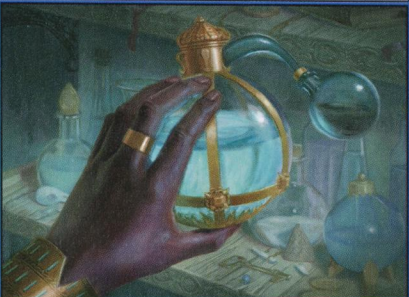
Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

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

Illus. Gary Leach
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Mystical Tutor

1



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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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

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Enlightened Tutor

1



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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Fabricate

2



Sorcery

Search your library for an artifact card, reveal it, and put it into your hand. Then shuffle your library.

"The secret to invention is to see something in your mind, then find where it hides in the world."

—Glen Angus
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Muddle the Mixture

1

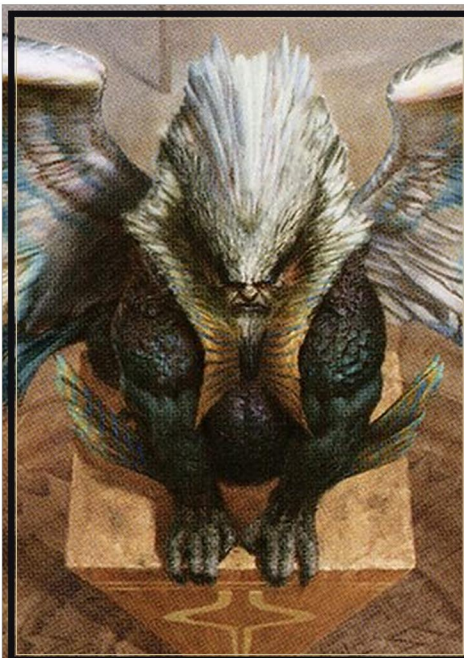


Instant

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
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Whir of Invention

X U U U

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

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Grim Tutor

1 U U

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

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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

Notion Thief

2 U U

Creature — Human Rogue

Flash

If an opponent would draw a card except the first one he or she draws in each of his or her draw steps, instead that player skips that draw and you draw a card.

— Clint Cearley

™ & © 2013 Wizards of the Coast 58/156

3/1

Lotus Petal

0



Artifact

☞, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.

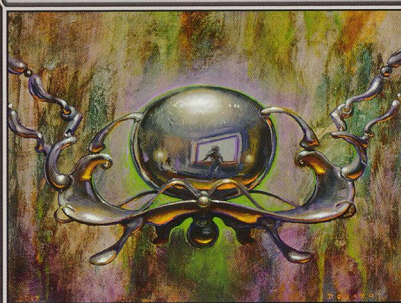
"Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."

Illus. April Lee

© 1997 Wizards of the Coast, Inc.

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



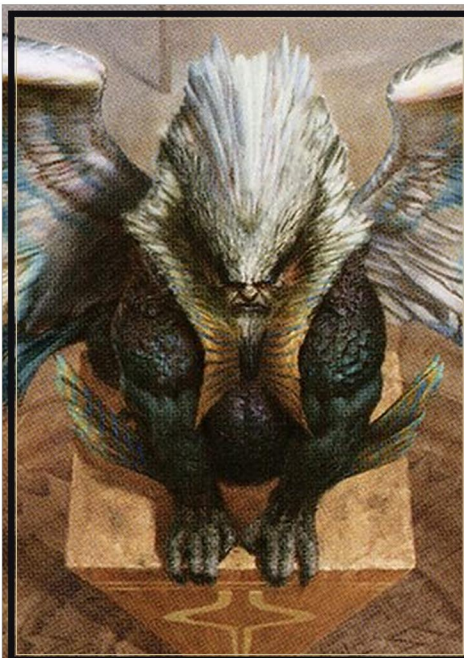
Legendary Artifact

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

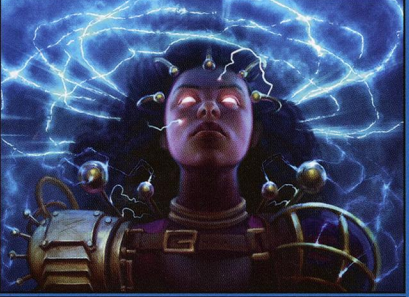
The suns of Mirrodin have shone upon perfection only once.

275/332 M
2XM • EN • VOLKAN BAGA

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Brainstorm 1



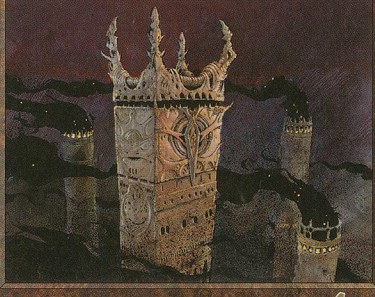
Instant 1

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 C
C21 • EN WILLIAM MURAI

Grim Monolith 2



Artifact 1

Grim Monolith does not untap during your untap phase.

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

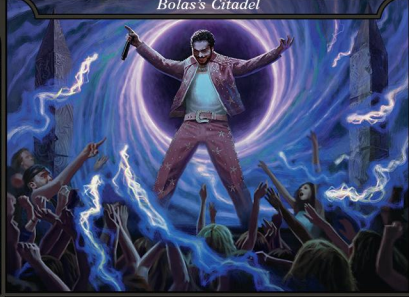
4: Untap Grim Monolith.

Part prison, part home.

Illus. Chippy

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

Post's Citadel 3



Bolas's Citadel

Legendary Artifact 1

You may look at the top card of your library any time.

You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

⬢, Sacrifice ten nonland permanents: Each opponent loses 10 life.

1187 R
SLD • EN LORENZO MASTROIANNI

Dark Ritual 1



Interrupt 1

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

Arcane Signet 2



Artifact 1

⬢: 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

Talisman of Dominance 2



Artifact 1

⬢: Add ⬢.

⬢: Add ⬢ or ⬤. Talisman of Dominance deals 1 damage to you.

280 U
SCD • EN MIKE DRINGENBERG

Talisman of Progress 2



Artifact 1

⬢: Add ⬢.

⬢: Add ⬢ or ⬤. Talisman of Progress deals 1 damage to you.

U 0980
CMM • EN MIKE DRINGENBERG

Fellwar Stone 2



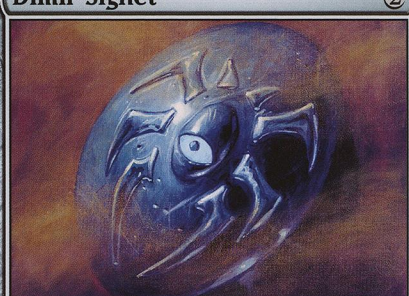
Artifact 1

⬢: 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

Dimir Signet 2



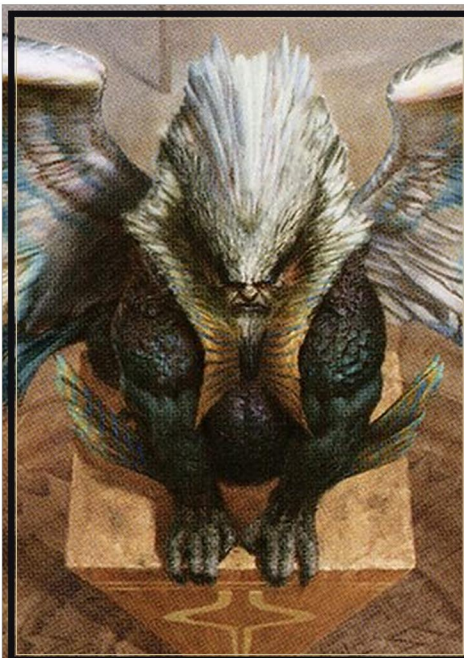
Artifact 1

1, ⬢: Add ⬢⬤ to your mana pool.

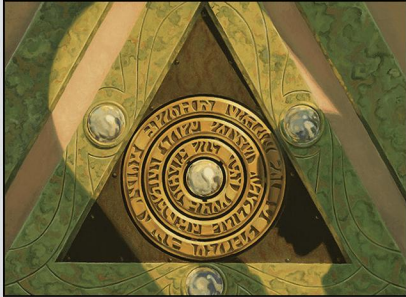
An emblem of a secret guild, the Dimir insignia is seen only by its own members—and the doomed.

Greg Hildebrandt

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Azorius Signet 2



Artifact

1, ♣: Add *♣.

The maze-like design embodies the core of Azorius law—strict structure designed to test wills and stall change.

U 0265
BLC • EN RAOUÏ VITALE

Orzhov Signet 2



Artifact

1, ♣: Add *♣.

The sigil holds different meanings depending on its form and presentation. While some wear it as a sign of status, others wear it as a sign of debt.

U 0310
LCC • EN MARTINA PILGEROVA

Mind Stone 2



Artifact

♣: Add ♦.

1, ♣, Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"
—Jhoira, master artificer

211 U
AFC • EN ADAM REX

Mystic Remora



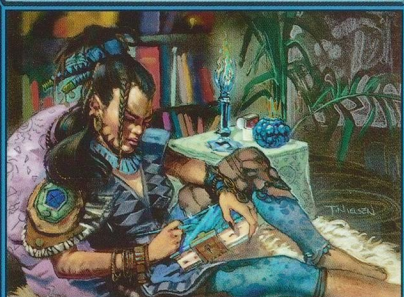
Enchantment

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

Rhystic Study 2



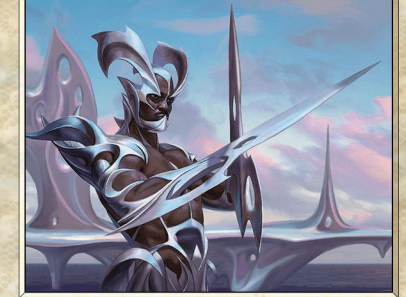
Enchantment

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

Esper Sentinel



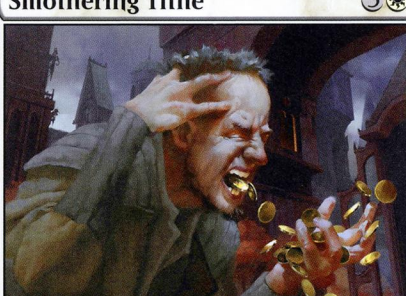
Artifact Creature — Human Soldier

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

Smothering Tithe 3



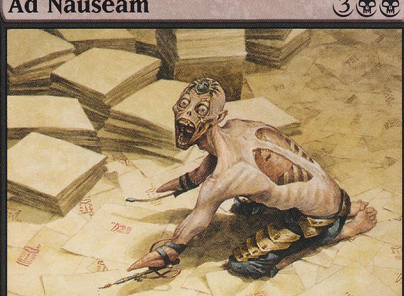
Enchantment

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

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

022/259 R
RNA • EN MARK BEHM

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

Windfall 2

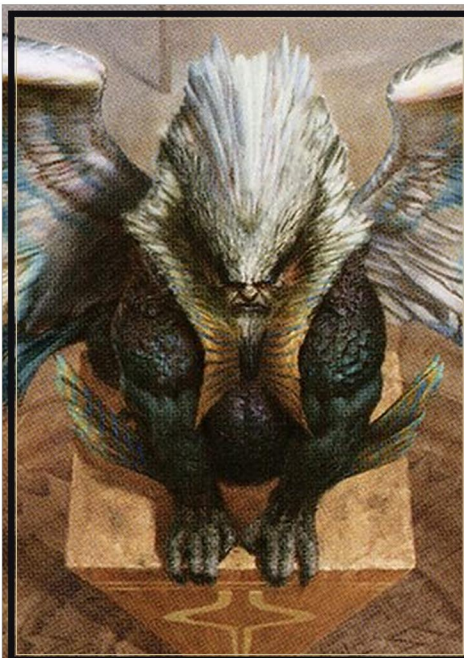


Sorcery

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



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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Mana Drain



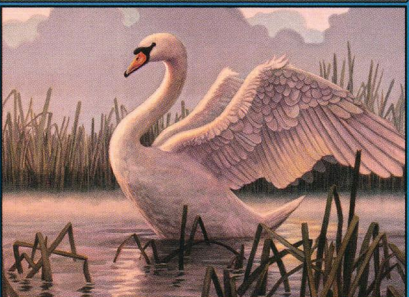
Instant

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



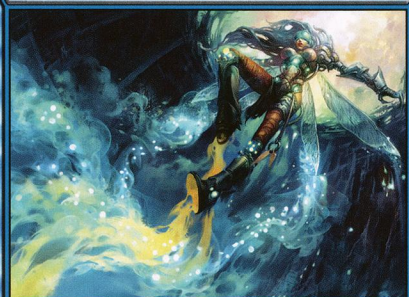
Instant

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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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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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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Mental Misstep

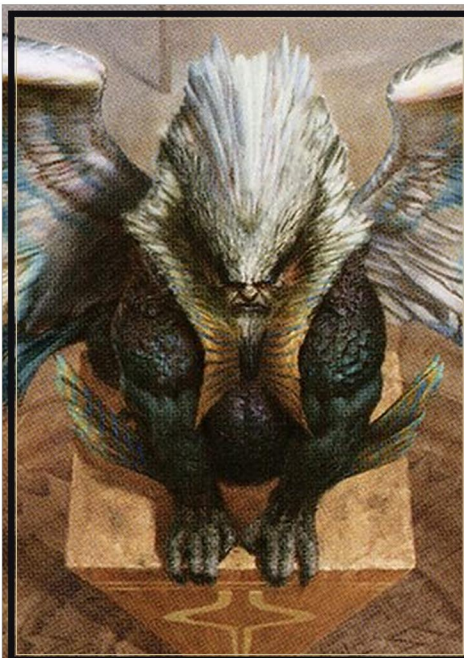


Instant

(♦ 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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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
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Counterspell 



Instant 

Counter target spell.

045/261 C
DMR • EN  ZACK STELLA
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Cyclonic Rift 



Instant 

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

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

The Izzet specialize in unnatural disaster.

104/337 R
C14 • EN  CHRIS RAHN
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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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Toxic Deluge 



Sorcery 

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

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

Illus. Svetlin Velinov
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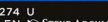
Miscast 



Instant 

Counter target instant or sorcery spell unless its controller pays 3.

*"Next time, try something more appropriate for your skill level."
—Barrin, Tolarian archmage*

057/274 U
M21 • EN  STEVE ARGYLE
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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
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Fatal Push 



Instant 

Destroy target creature if it has converted mana cost 2 or less.

Revolt — Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.

057/184 U
AER • EN  ERIC DESCHAMPS
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Grand Abolisher 



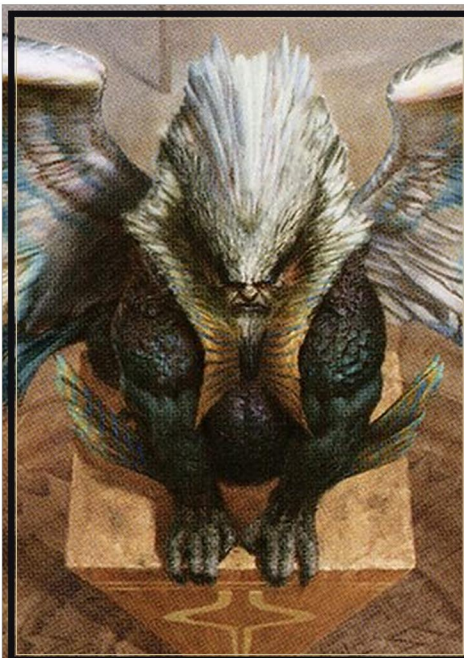
Creature — Human Cleric 

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

"Journey . . ."

2/2

R 1285
SLD • EN  RANDY VARGAS
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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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Orcish Bowmasters

1



Creature — Orc Archer

Flash

When Orcish Bowmasters enters the battlefield and whenever an opponent draws a card except the first one they draw in each of their draw steps, Orcish Bowmasters deals 1 damage to any target. Then amass Orcs 1.

1/1

R 0103
LTR • EN MAXIM KOSTIN

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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 ERIC DESCHAMPS

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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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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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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.

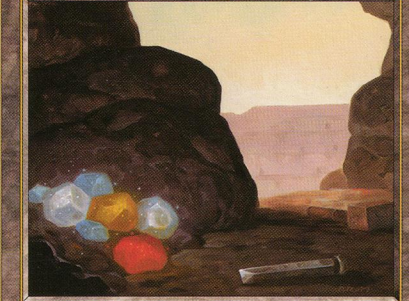
There is no glory to be gained in the kingdom of the dead.

—Vec tomb inscription

Illus. Colin MacNeil

©1992 Wizards of the Coast, Inc.

Gemstone Mine



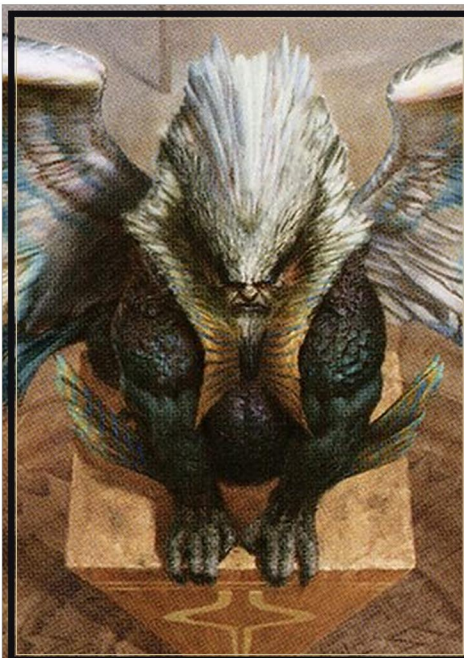
Land

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

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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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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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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

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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

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

Flooded Strand



Land

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

Where dragons once slept, their bones now rest.

233/269 R
KTK • EN ANDREAS ROCHA

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Marsh Flats



Land

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

Illus. Izzy

™ & © 1993–2009 Wizards of the Coast LLC 219/249

Scalding Tarn



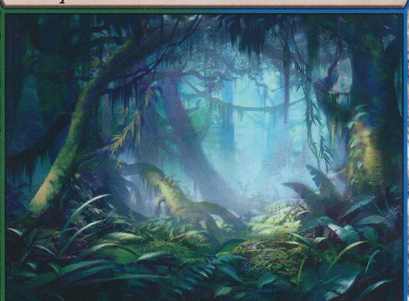
Land

☞, 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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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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Bloodstained Mire



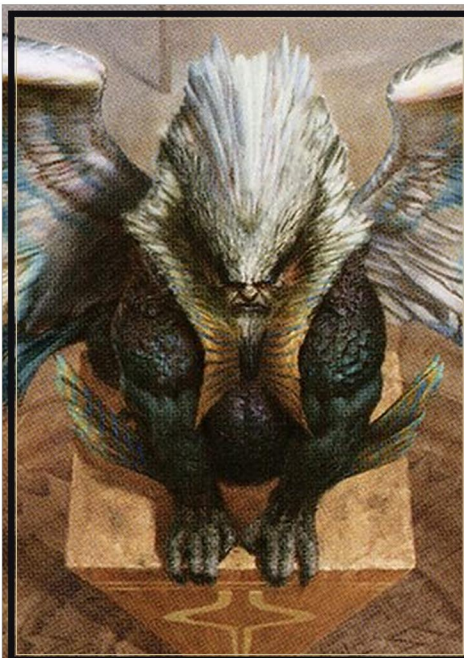
Land

☞, 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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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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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
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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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Fabled Passage



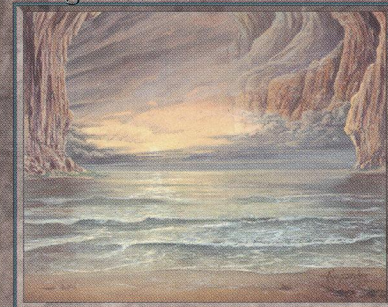
Land

☞, Sacrifice Fabled Passage: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.



Illus. Warren Mahy & Post Malone
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Underground Sea

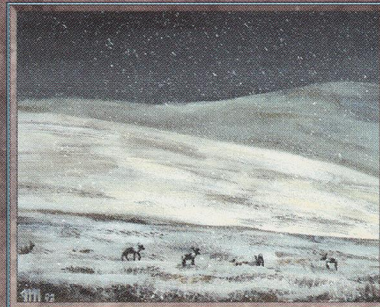


Land

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

Illus. © Rob Alexander

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

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

Hallowed Fountain

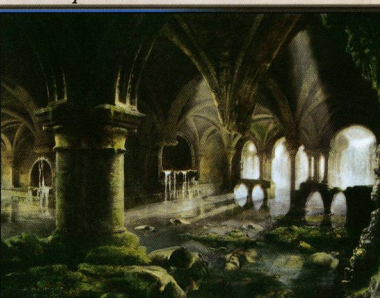


Land — Plains Island

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

Illus. Rob Alexander
™ & © 2024 Wizards of the Coast 404

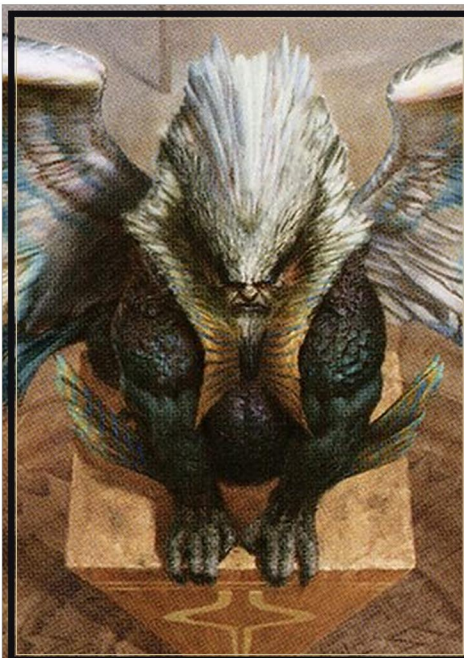
Watery Grave



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



Godless Shrine



Land — Plains Swamp



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

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

Judgment without hope.

Cliff Childs

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Island



Basic Land — Island



255/269 L
ELD • EN LUCAS GRACIANO

™ & © 2019 Wizards of the Coast

Swamp



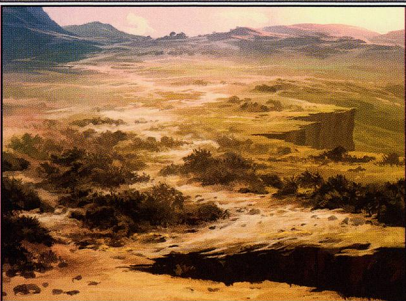
Basic Land — Swamp



059/078 L
JMP • EN ADAM PAQUETTE

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Plains



Basic Land — Plains



292/320 L
CMA • EN ANDREAS ROCHA

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Opposition Agent

2 **C**



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

™ & © 2020 Wizards of the Coast

Anguished Unmaking

1 ***** **C**



Instant



Exile target nonland permanent. You lose 3 life.

Sorin had created Avacyn, so it was a cruelty beyond imagining, a pain beyond description, that it fell upon him to end her forever.

170/331 R
2X2 • EN WESLEY BURT

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Sensei's Divining Top

1



Artifact



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

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

Michael Sutfin

™ & © 1993-2004 Wizards of the Coast, Inc. 208/306

Nihil Spellbomb

1



Artifact



C, 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 **C**. If you do, draw a card.

Franz Vohwinkel

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Snow-Covered Island

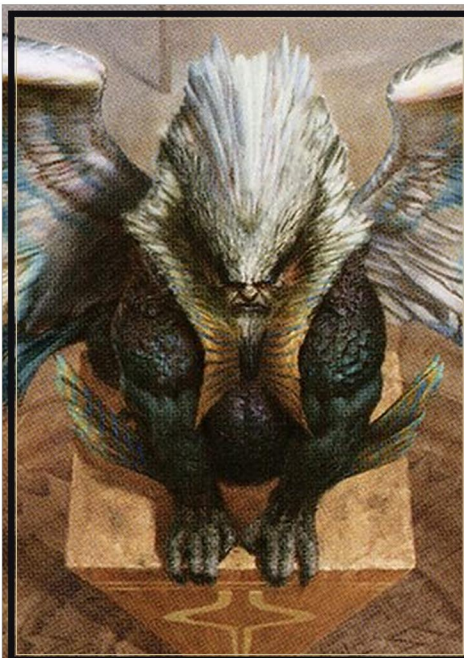


Basic Snow Land — Island



279/285 L
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SLD ★ EN

R

ALAYNA DANNER

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