

Urza, Lord High Artificer 2



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 .

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
DMR • EN GRZEGORZ RUTKOWSKI

Sol Ring 1



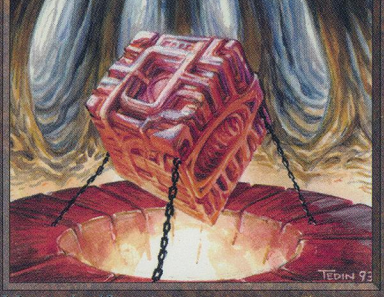
Artifact

: Add .

*“Meadowlarks sing in sun-touched skies
And breezes kiss where Eirdur lies.”
—Verselet of Lortwyn*

U 0057
ECC • EN DARIA AKSENOVA

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 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

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

Basalt Monolith 3



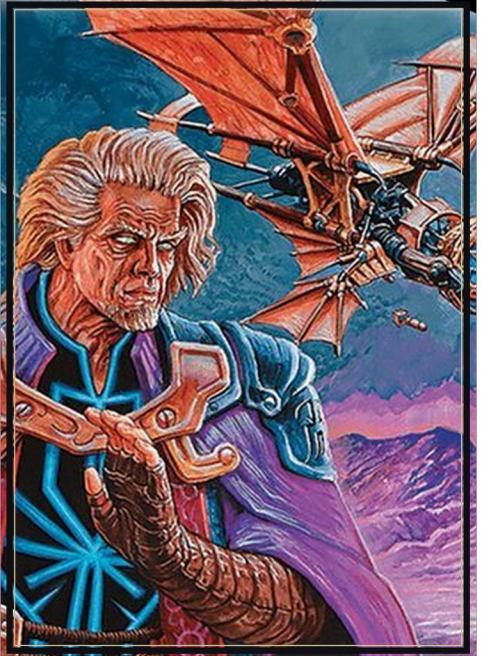
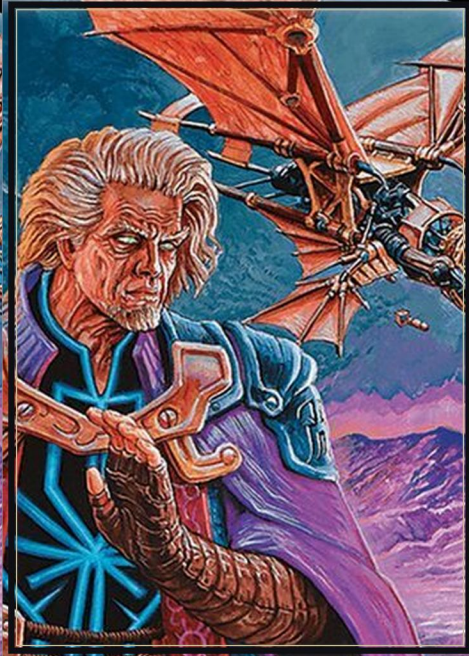
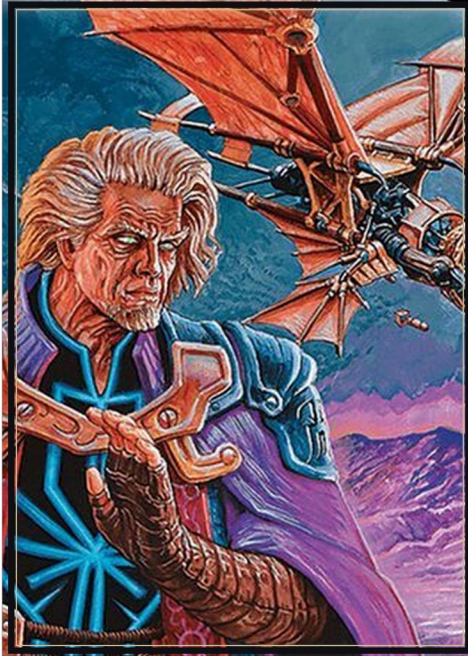
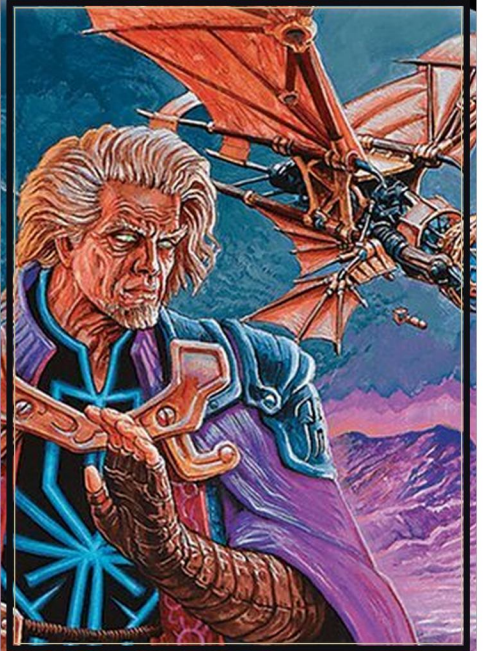
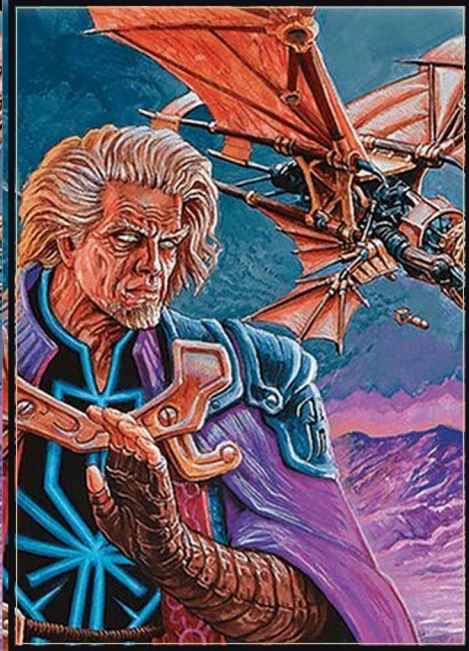
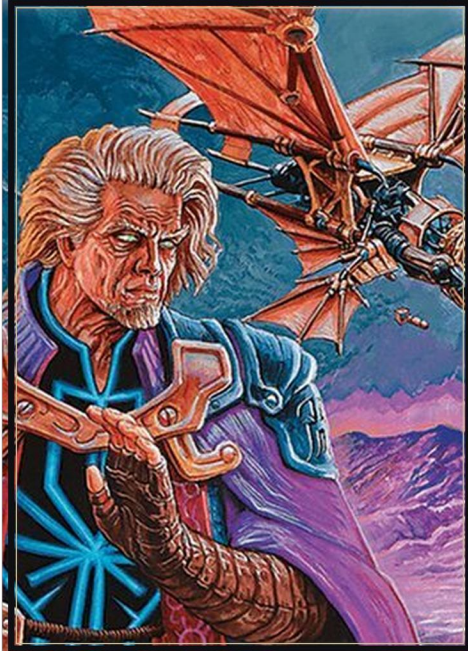
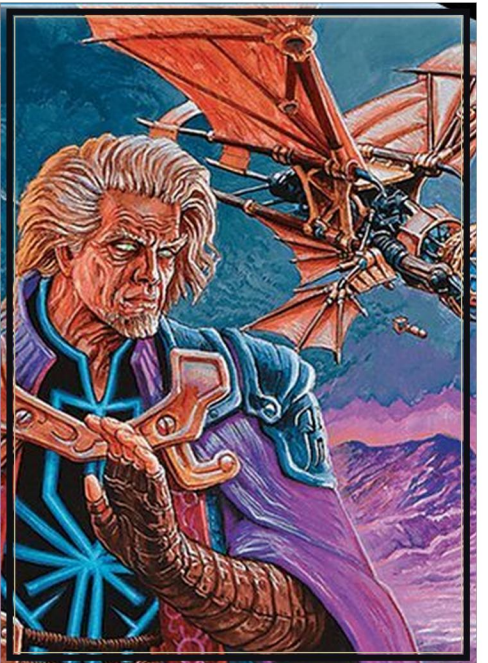
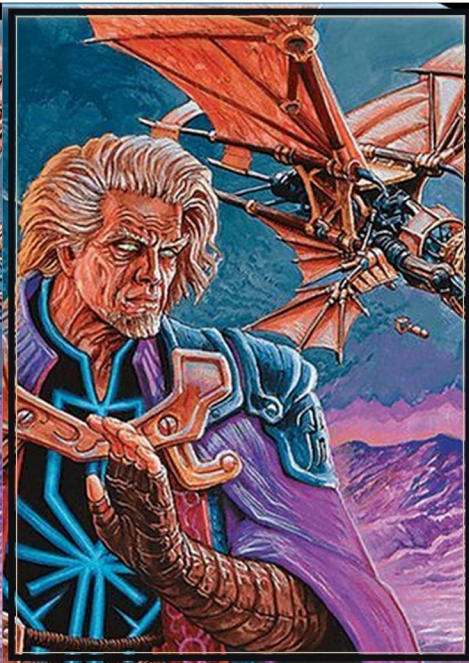
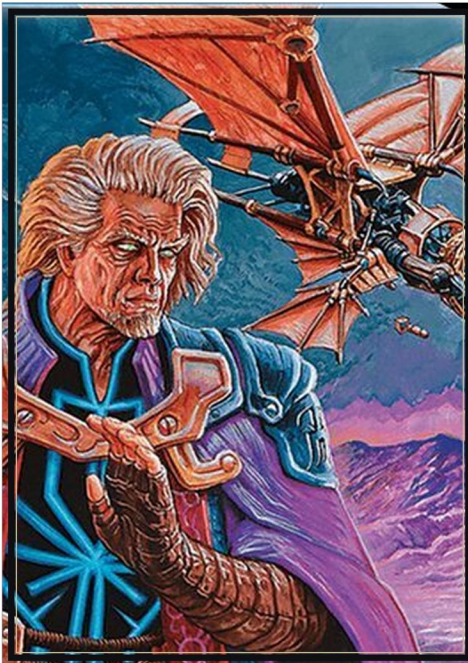
Artifact

Basalt Monolith doesn't untap during your untap step.

: Add .

3: Untap Basalt Monolith.

173/312 U
CM2 • EN YEONG-HAO HAN



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

THOUGHT VESSEL 2



Artifact

You have no maximum hand size.

•: Add ♦.

"Don't touch that! That's where I keep my most terrible ideas!"

Illus. Jackson Epstein

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Fellwar Stone 2



Artifact

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

"What do you have that I cannot obtain?"
—Mairsil, the Pretender

206 U
AFC • EN JOHN AVON

Prophetic Prism 2



Artifact

When Prophetic Prism enters the battlefield, draw a card.

1, •: Add one mana of any color to your mana pool.

To understand Kaladesh, one must first understand how aether and invention flow together through the great Aether Cycle.

229/264 C
KLD • EN NOAH BRADLEY

Sapphire Medallion 2



Artifact

Your blue spells cost 1 less to play.

Illus. Sue Ellen Brown

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Power Artifact 2

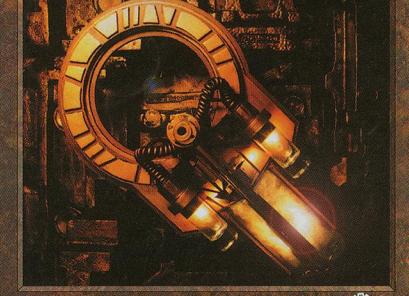


Enchant Artifact

The activation cost of target artifact is reduced by 2. If this would reduce target artifact's activation cost below 1, target artifact's activation cost becomes 1. Power Artifact has no effect on artifacts that have no activation cost or whose activation cost is 0.

Illus. © Douglas Shuler

Voltaic Key 1



Artifact

1, •: Untap target artifact.

The key did not work on a single lock, yet it opened many doors.

Illus. Henry G. Higgenbotham

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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

Dramatic Reversal 1

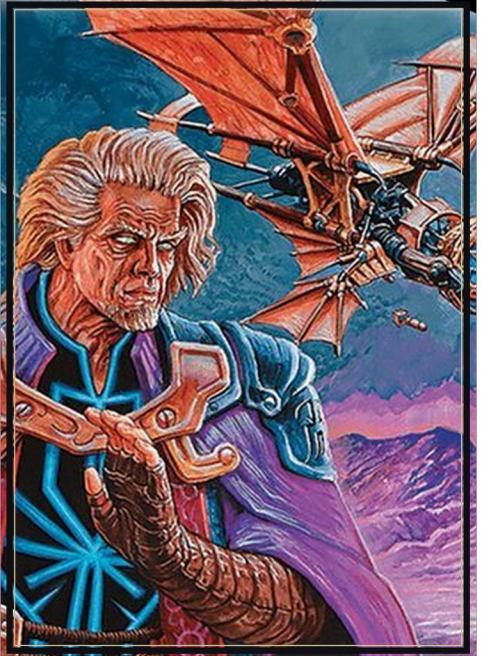
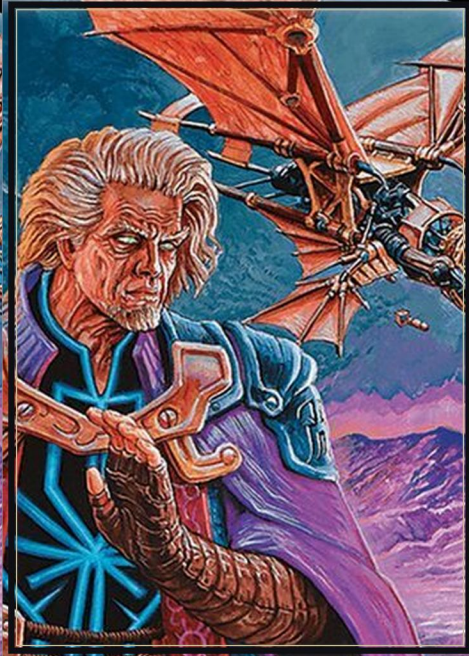
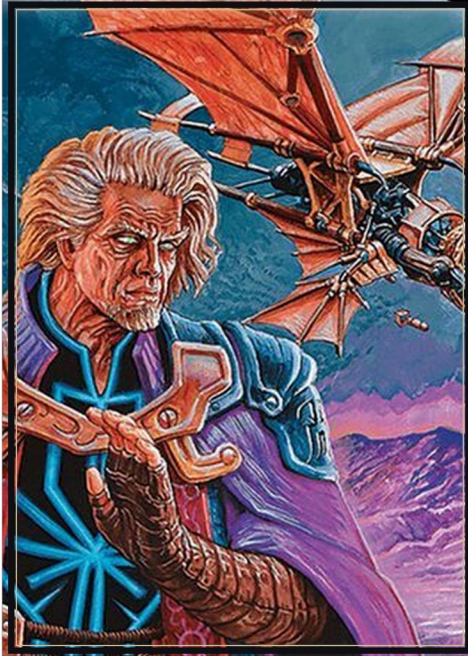
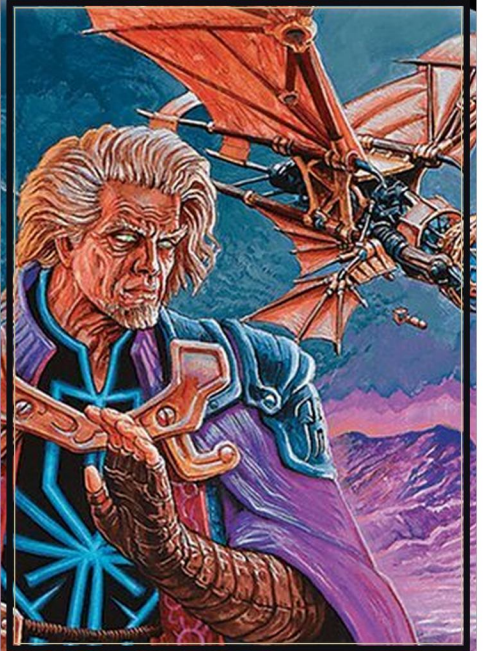
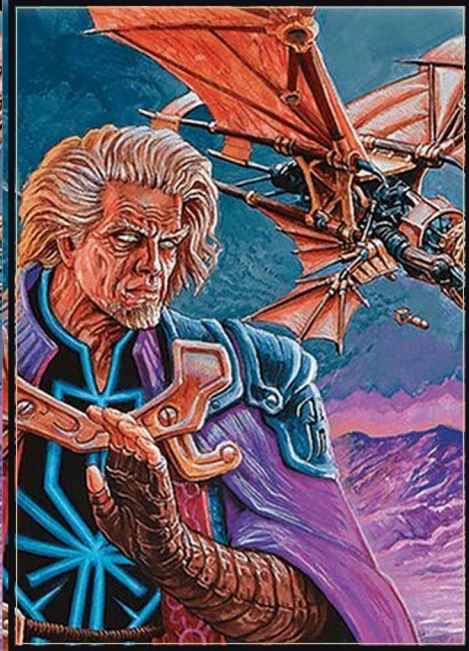
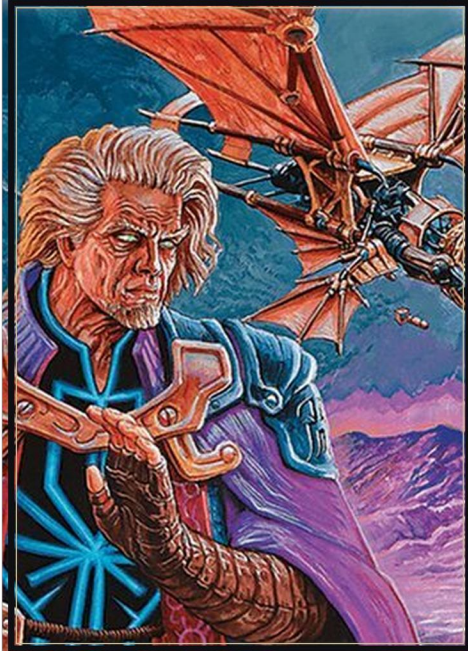
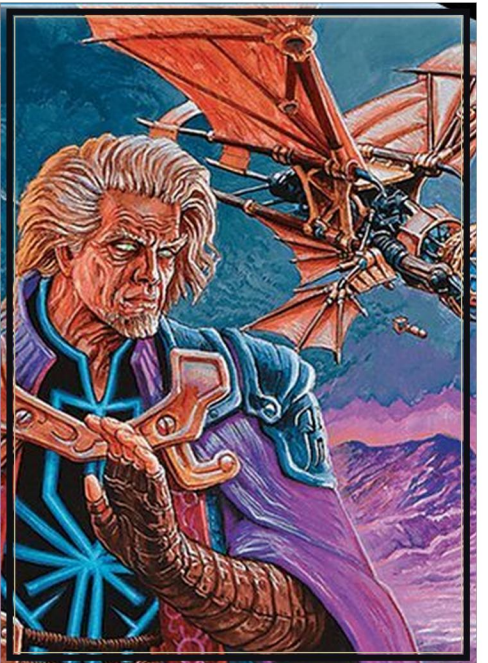
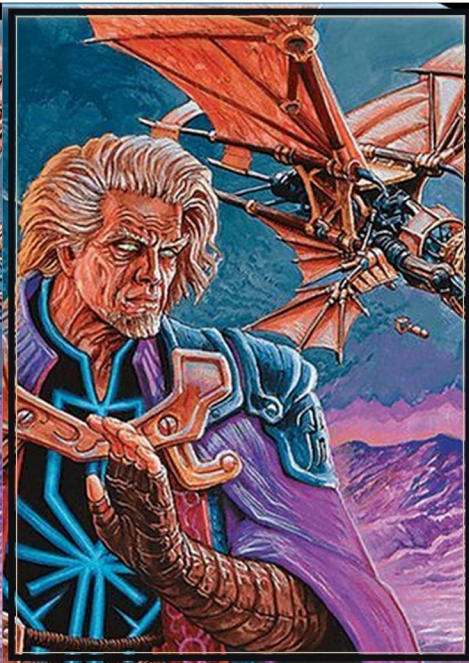
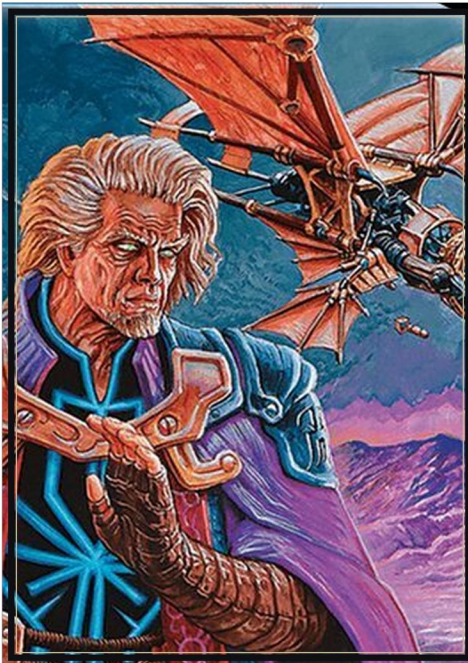


Instant

Untap all nonland permanents you control.

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

020/064 C
GN2 • EN ERIC DESCHAMPS



Grand Architect 1



Creature — Vedalken Artificer

Other blue creatures you control get +1/+1.

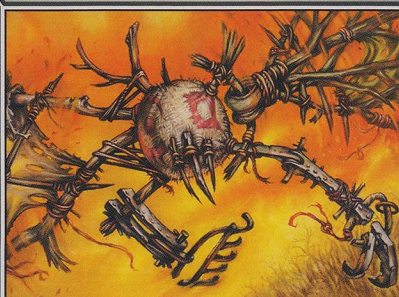
♦: Target artifact creature becomes blue until end of turn.

Tap an untapped blue creature you control: Add ♦♦. Spend this mana only to cast artifact spells or activate abilities of artifacts.

1/3

053/332 R
2XM • EN STEVEN BELLEDIN

Pili-Pala 2



Artifact Creature — Scarecrow

Flying

2, ⚡: Add one mana of any color to your mana pool. (⚡ is the untap symbol.)

It wasn't really expected to fly. Then again, it wasn't expected to move, either.

1/1

Ron Spencer

Walking Ballista



Artifact Creature — Construct

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

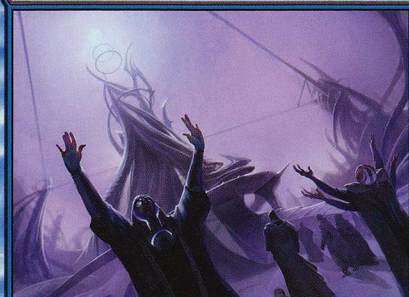
4: Put a +1/+1 counter on Walking Ballista.

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

0/0

Daniel Ljunggren

Blue Sun's Zenith X



Instant

Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library.

"The Origin Query will wait. We must ensure we survive to return to it."
—Pelyus, vedalken ordinar

Izzy

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.

1/3

Jesper Ejsing

Aetherflux Reservoir 4



Artifact

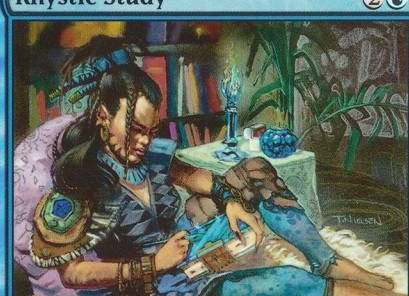
Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.

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

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

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.

1842
SLD • EN JESPER EJSING

Sensei's Divining Top 1

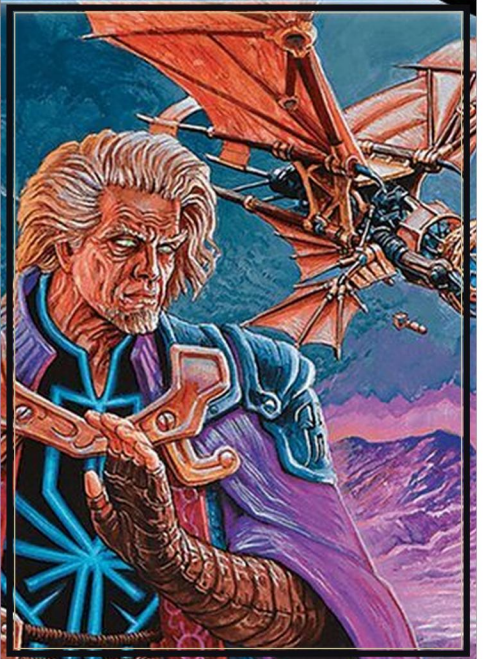
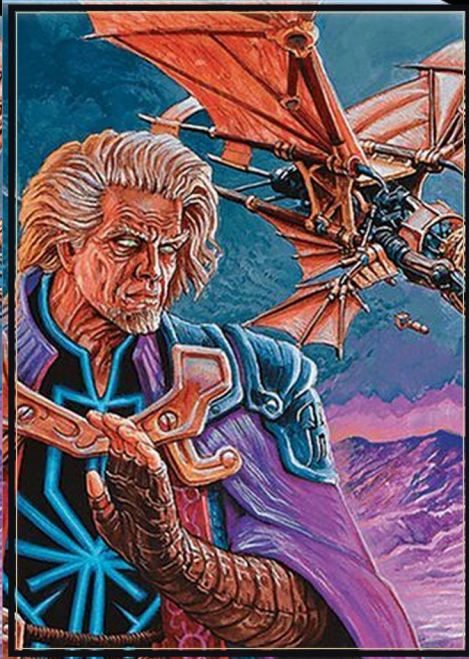
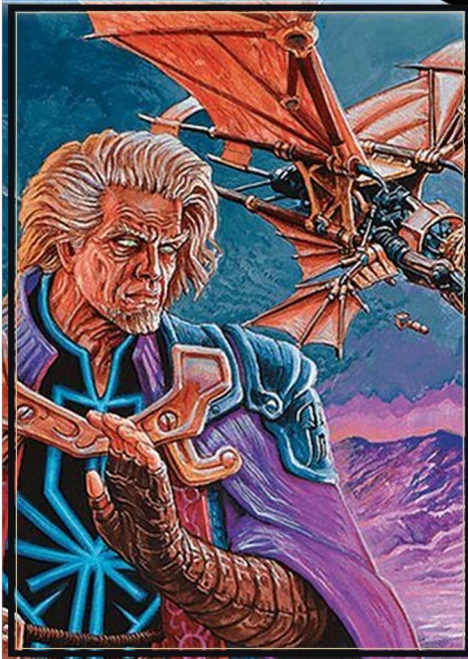
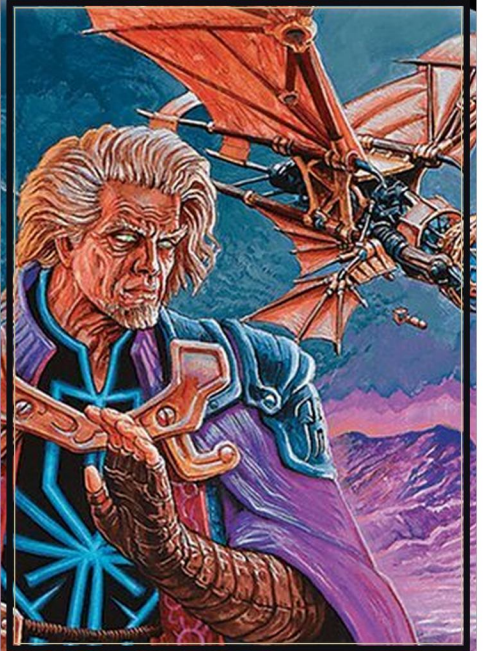
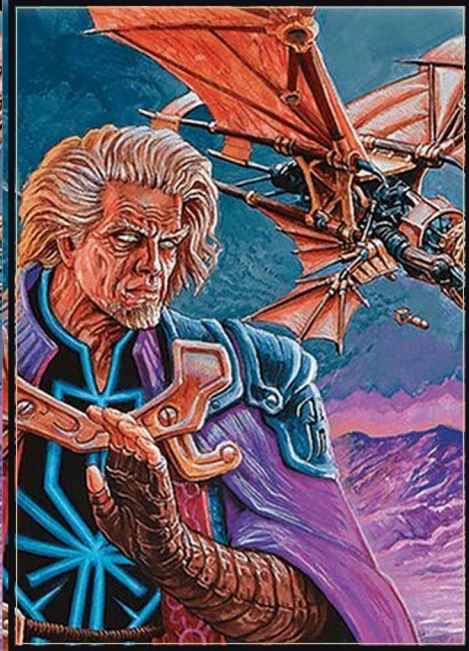
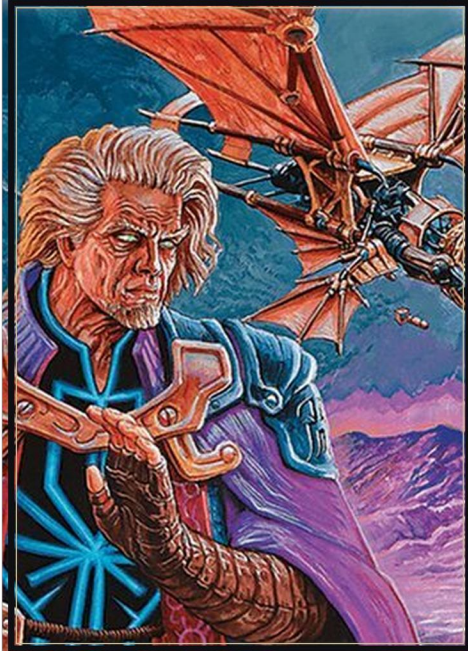
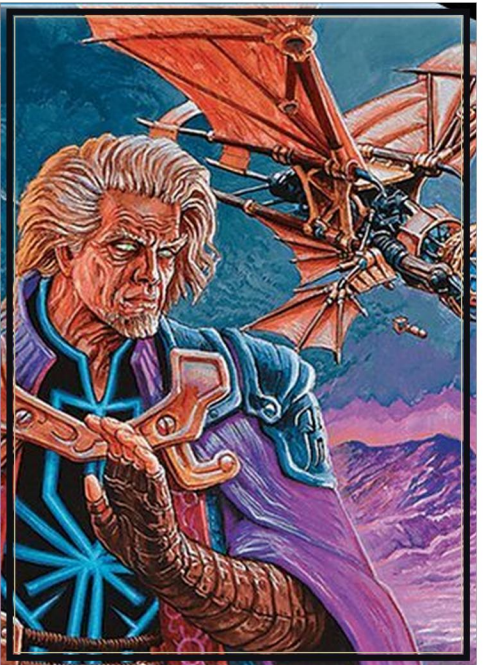
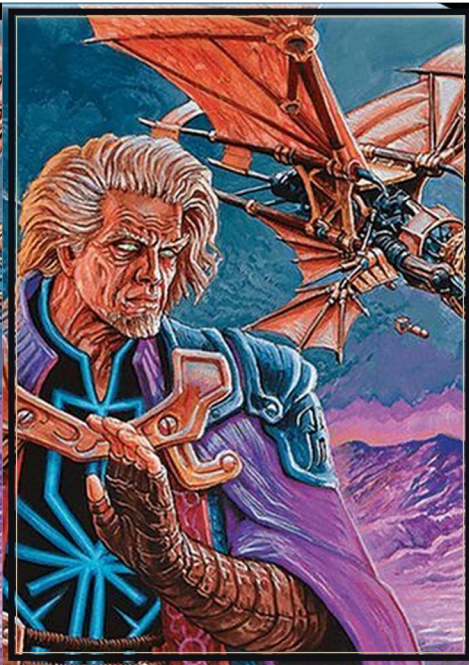
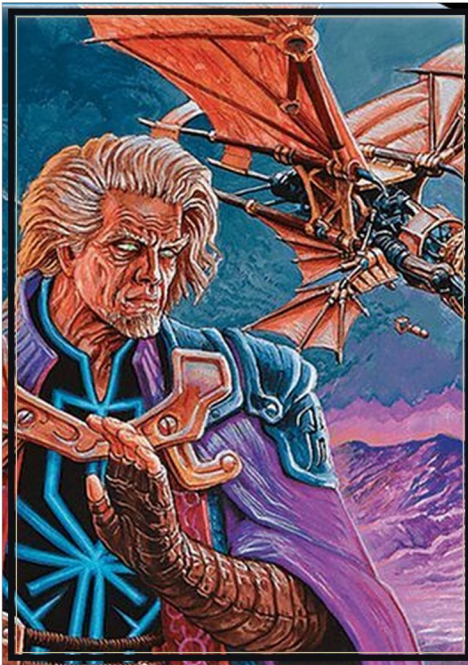


Artifact

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



Mystic Forge

4



Artifact

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

You may cast artifact spells and colorless spells from the top of your library.

•, Pay 1 life: Exile the top card of your library.

R 0302
MSC • EN • TITUS LUNTER

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Paradoxical Outcome

3



Instant

Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.

The results of Rashmi's experimentation forced her to consider the possibility that multitudinous realities existed beyond her own.

O60/264 R
KLD • EN • NILS HAMM

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Windfall

2



Sorcery

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

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

O55/312 U
CM2 • EN • PETE VENTERS

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Narset, Parter of Veils

1



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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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.

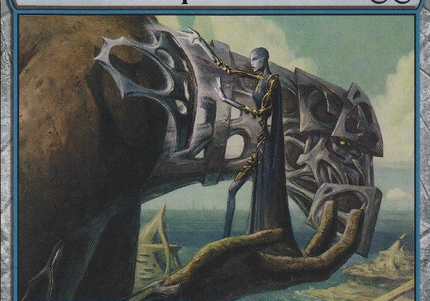
•: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

O91 R
NEC • EN • LIVIA PRIMA

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Etherium Sculptor

1



Artifact Creature — Vedalken Artificer

Artifact spells you play cost 1 less to play.

The greatest masters of the craft abandon tools altogether, shaping metal with hand and mind alone.

—Steven Belledin
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1/2

Foundry Inspector

3



Artifact Creature — Construct

Artifact spells you cast cost 1 less to cast.

Automaton inspectors ensure that the Consulate's stringent standards for mass production are upheld.

C 0385
CMM • EN • JASON A. ENGLE

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Vedalken Archmage

2



Creature — Vedalken Wizard

Whenever you cast an artifact spell, draw a card.

*"The Knowledge Pool knows. Memnarch understands."
—Janus, speaker of the synod*

187 R
JMP • EN • KEY WALKER

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Ponder

1

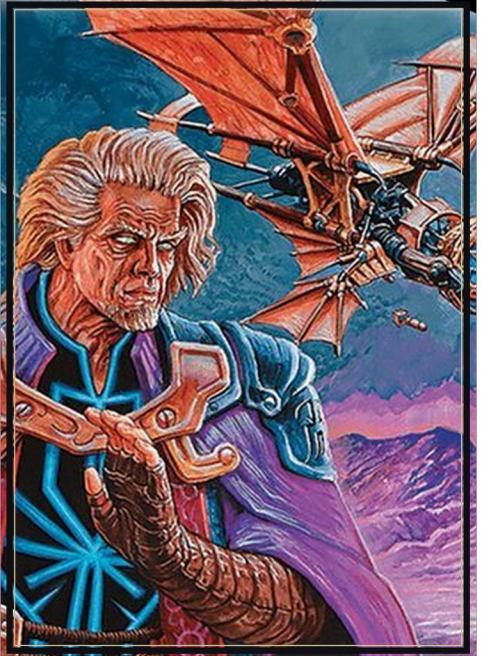
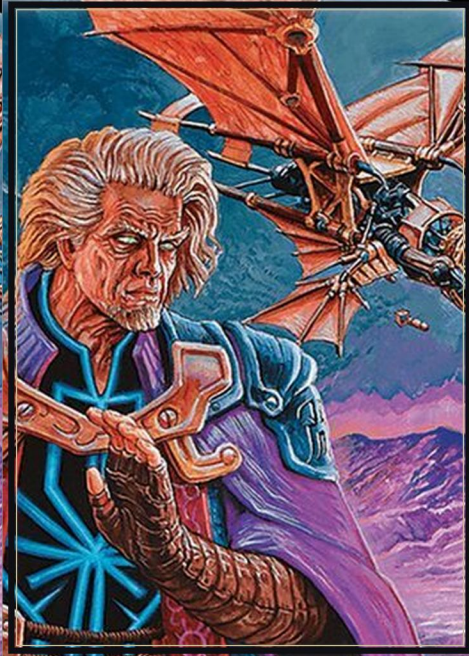
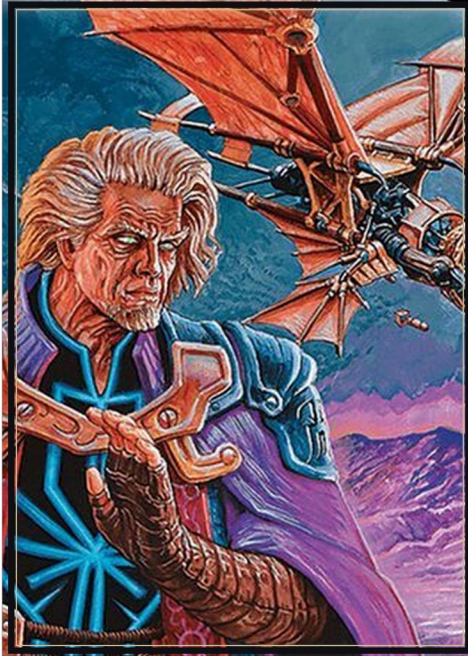
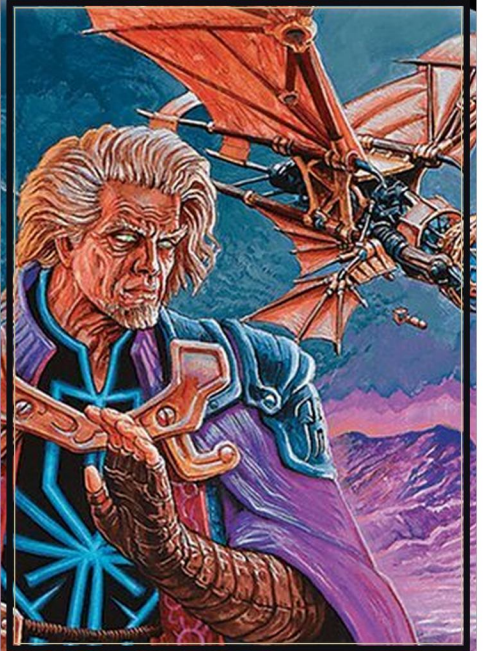
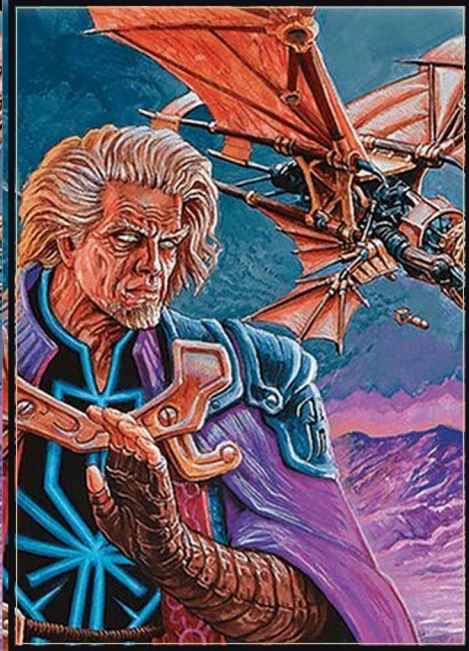
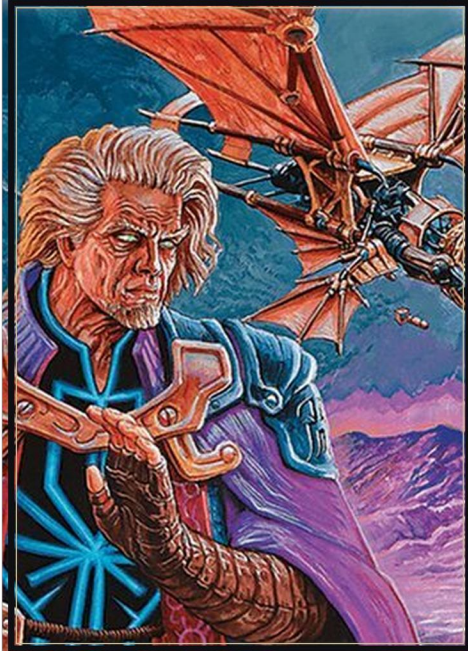
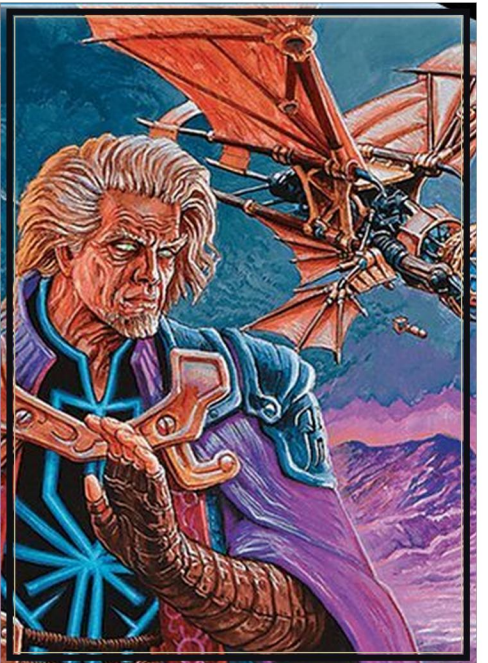
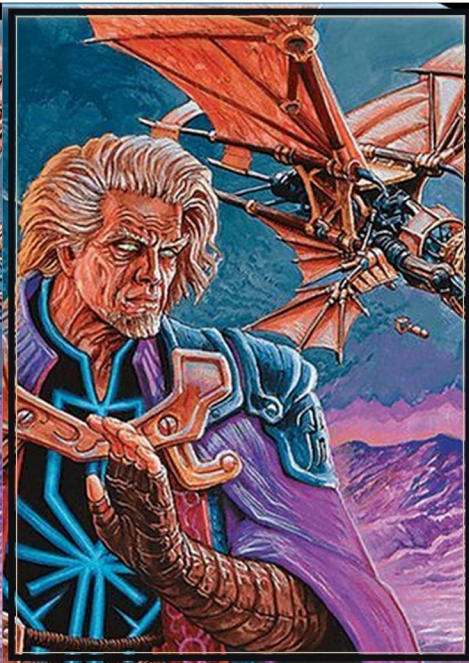
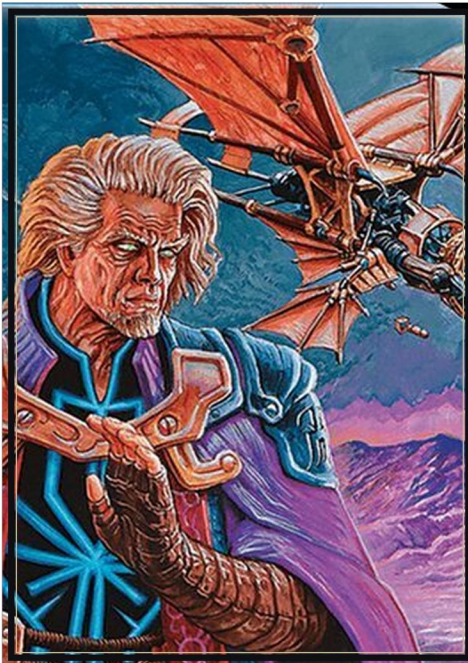


Sorcery

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



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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Brainstorm



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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Frantic Search



Instant

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

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

C 0096
CMM • EN MITCHELL MALLOY

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Gitaxian Probe



Sorcery

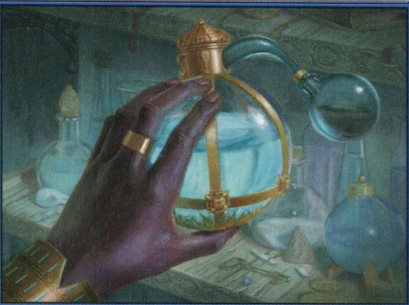
(Φ can be paid with either ♠ or 2 life.)
Look at target player's hand.
Draw a card.

*"My flesh holds no secrets, monster. The spirit of Mirrodin will fight on."
—Vy Covalt, Mirran resistance*

Chippy

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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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Merchant Scroll



Sorcery

Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Lat-Nam wizards trade knowledge on scrolls made of magic so they can better guard against thieves and spies.

David Martin

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Fabricate



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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Whir of Invention



Instant

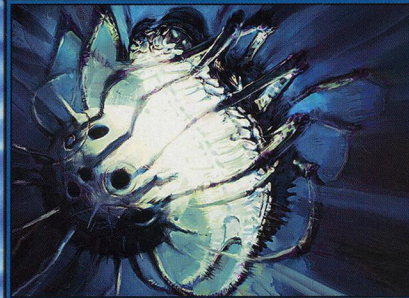
Improvise *(Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for 1.)*

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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Reshape



Sorcery

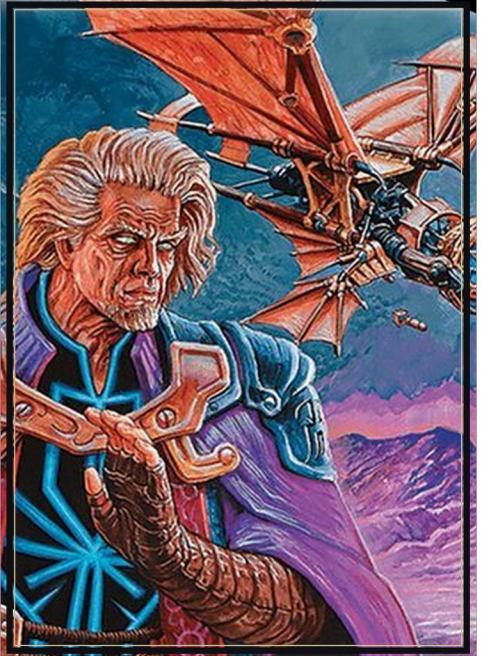
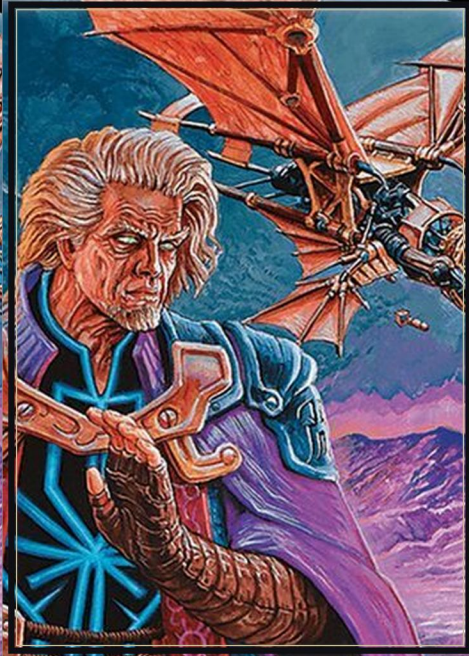
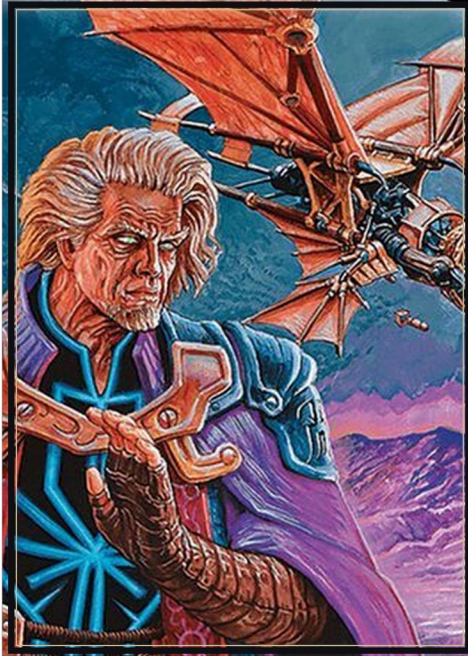
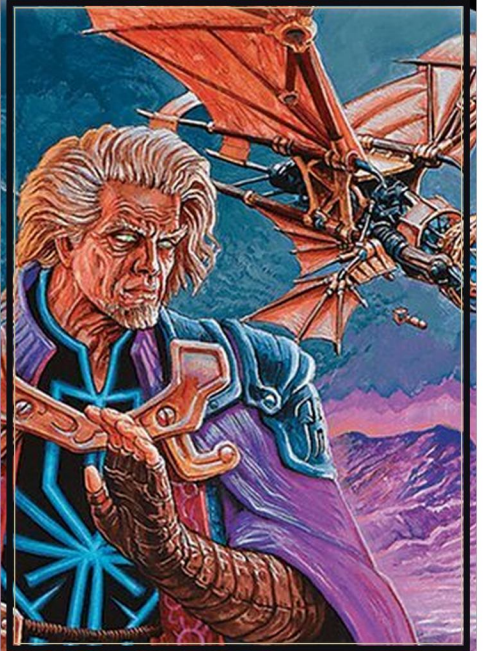
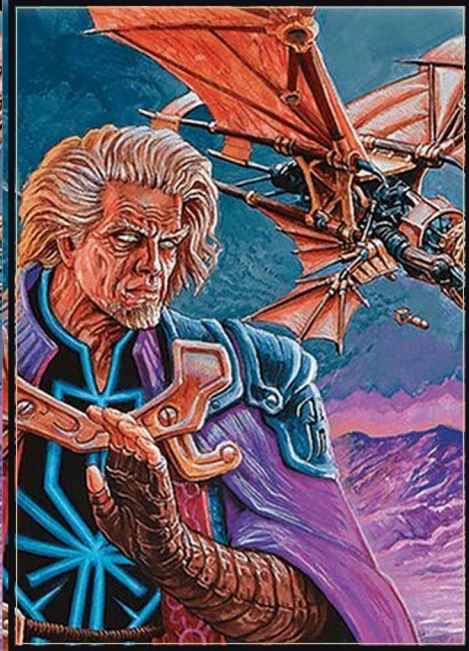
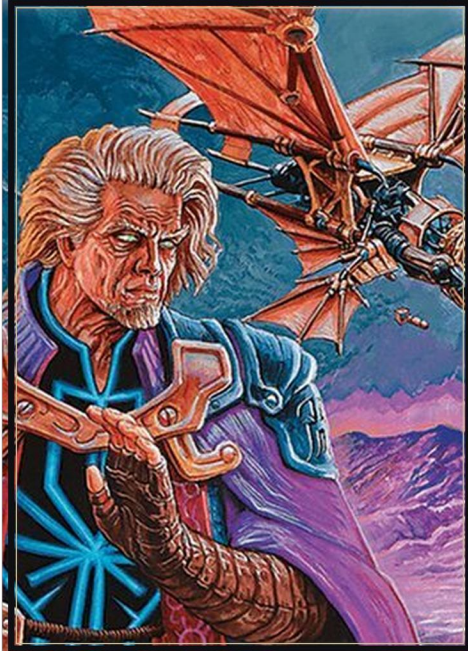
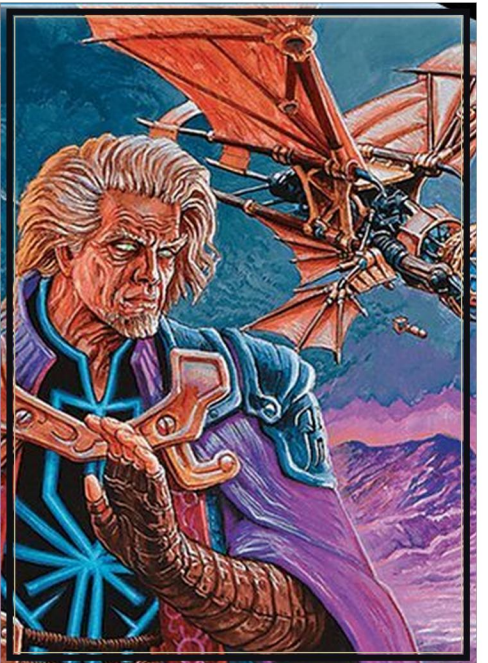
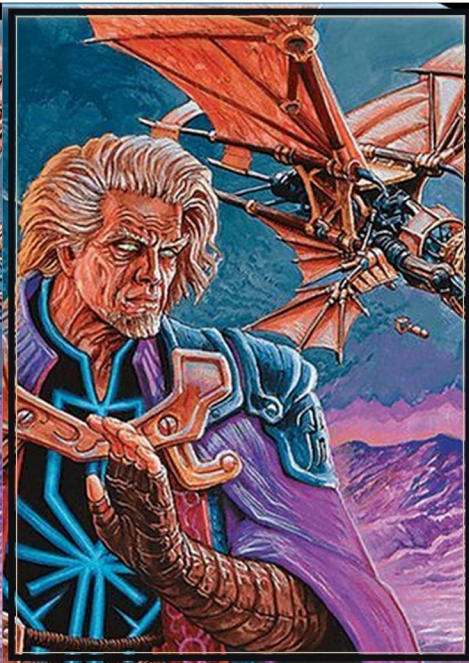
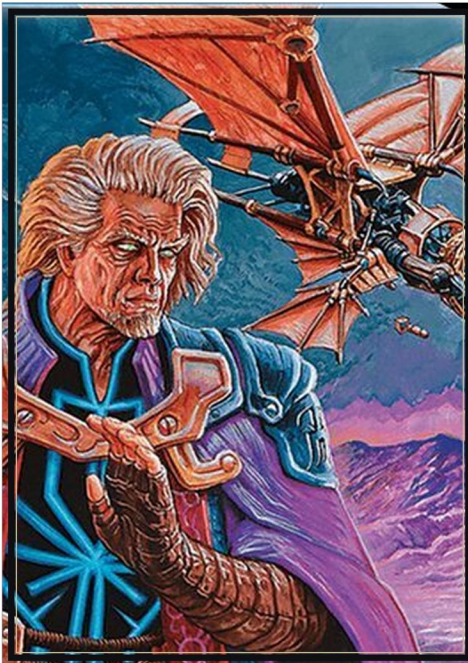
As an additional cost to play Reshape, sacrifice an artifact.

Search your library for an artifact card with converted mana cost X or less and put it into play. Then shuffle your library.

*"Today's paperweight, tomorrow's leveler."
—Bruenna, Newrok leader*

Jon Foster

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Transmute Artifact



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

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

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Trophy Mage



Creature — Human Wizard

When Trophy Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 3, reveal it, put it into your hand, then shuffle your library.

“The tools of the past will help us forge the future.”

2/2

048/184 U
AER • EN • ANNA STEINBAUER

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Tezzeret the Seeker



Planeswalker — Tezzeret

+1 : Untap up to two target artifacts.

-X : Search your library for an artifact card with converted mana cost X or less and put it into play. Then shuffle your library.

-5 : Artifacts you control become 5/5 artifact creatures until end of turn.

— Anthony Francisco

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Tribute Mage



Creature — Human Wizard

When Tribute Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 2, reveal that card, put it into your hand, then shuffle your library.

2/2

073/254 U
MHI • EN • SCOTT MURPHY

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Trinket Mage



Creature — Human Wizard

When Trinket Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 1 or less, reveal it, put it into your hand, then shuffle your library.

Illus. Mark A. Nelson

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2/2

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



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



Instant

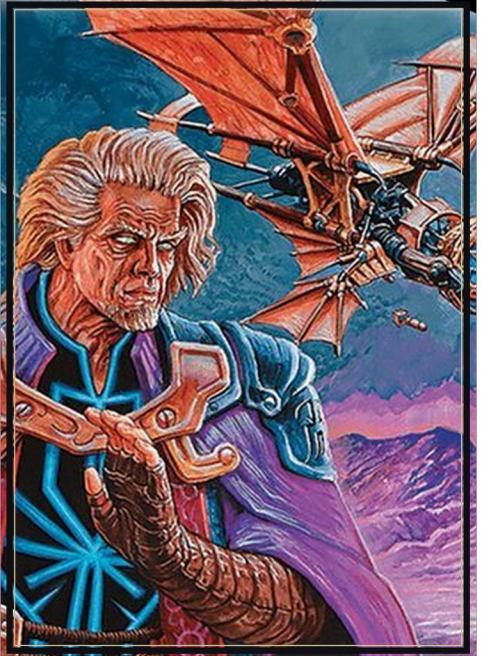
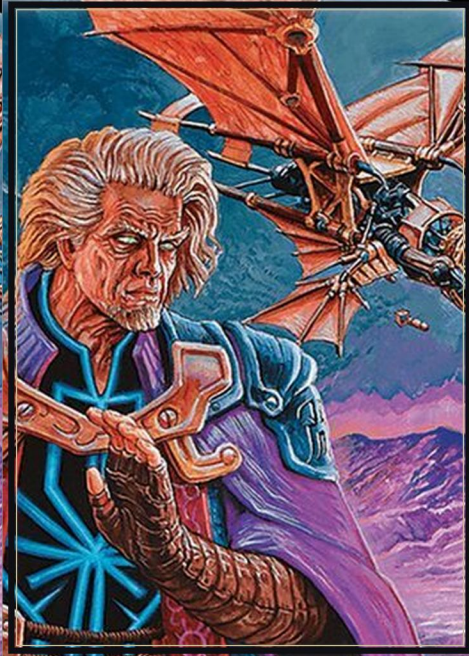
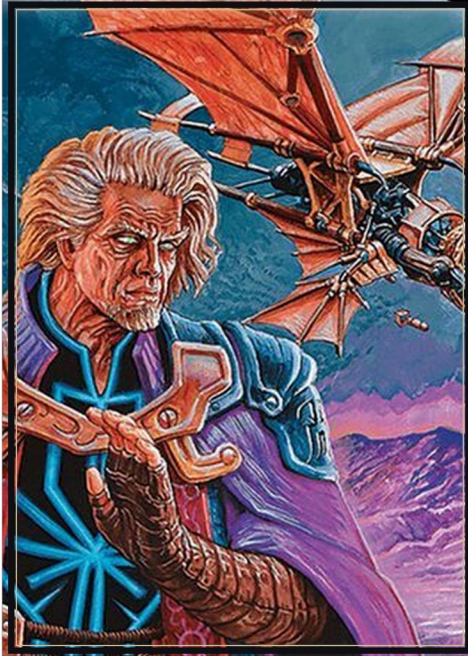
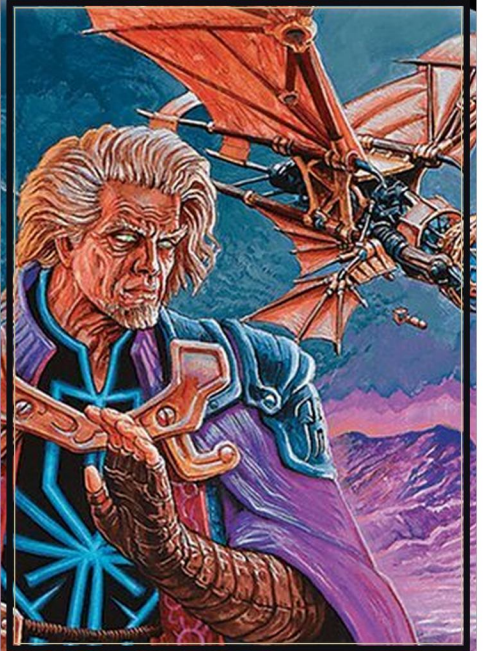
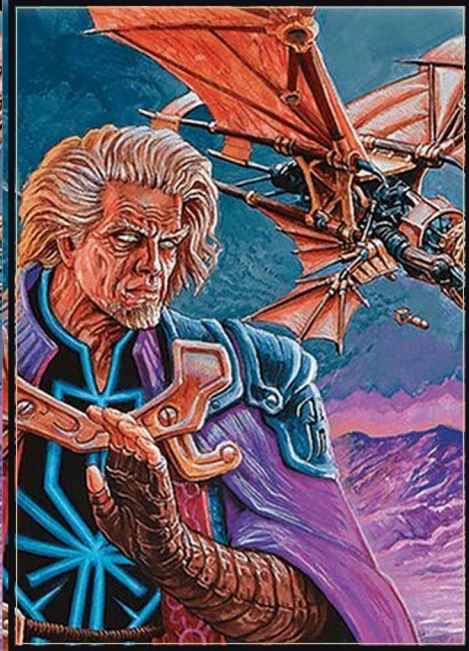
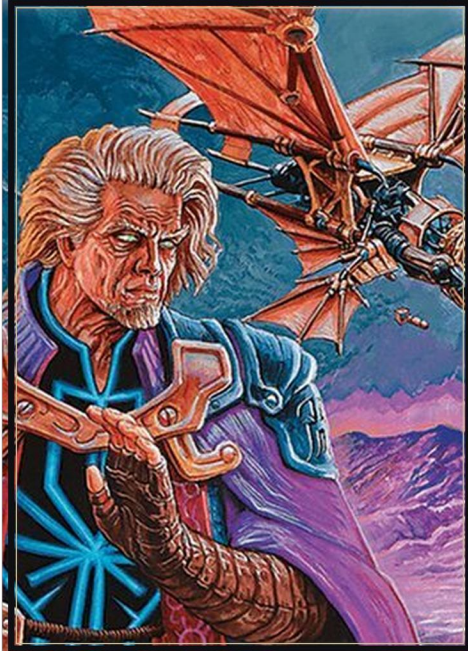
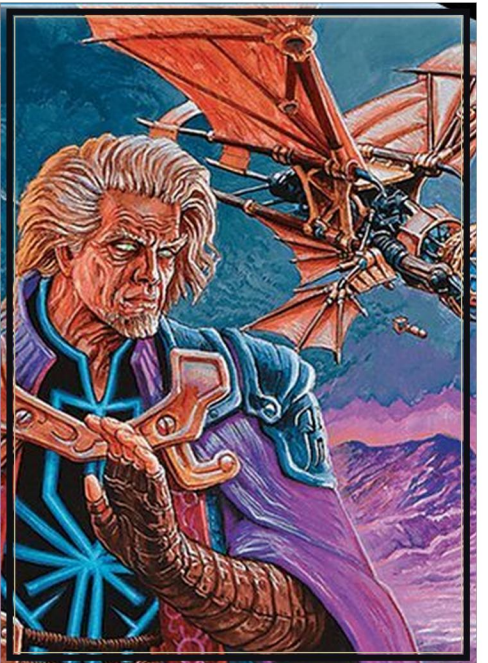
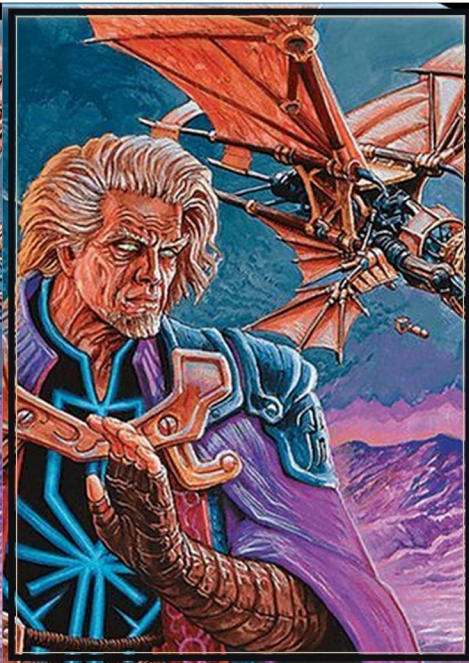
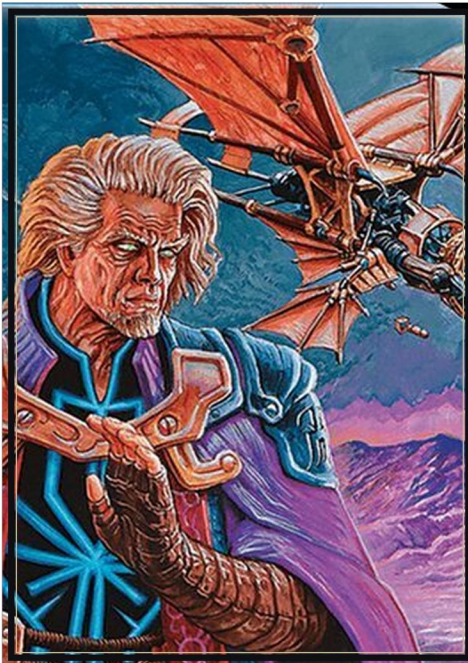
If you control a commander, you may cast this spell without paying its mana cost.

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

TM & © 2020 Wizards of the Coast

Mental Misstep

Φ



Instant

(Φ 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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Flusterstorm

U



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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Swan Song

U



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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Spell Pierce

U



Instant

Counter target noncreature spell unless its controller pays 2.

*"There's a hole in your plan."
—Noyan Dar, Tazeem hullmage*

063/331 C
2X2 • EN VANCE KOVACS

TM & © 2022 Wizards of the Coast

An Offer You Can't Refuse

U



Instant

Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "C, Sacrifice this artifact: Add one mana of any color.")

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

051/281 U Story Spotlight
SNC • EN DALLAS WILLIAMS

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Counterspell

UU



Instant

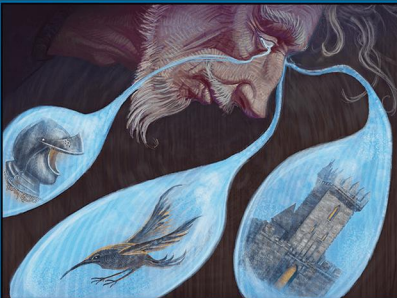
Counter target spell.

045/261 C
DMR • EN ZACK STELLA

TM & © 2023 Wizards of the Coast

Consign to Memory

U



Instant

Replicate 1 (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Counter target triggered ability or colorless spell.

He wept not for what was, but what could never be.

U 0054
MH3 • EN BEN HILL

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Spell Snare

U

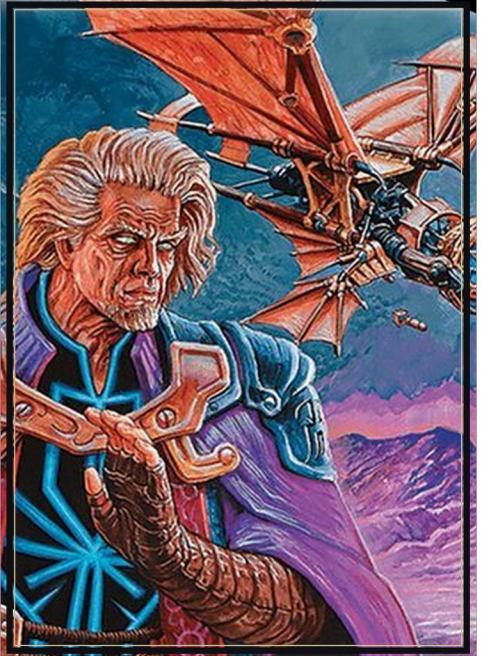
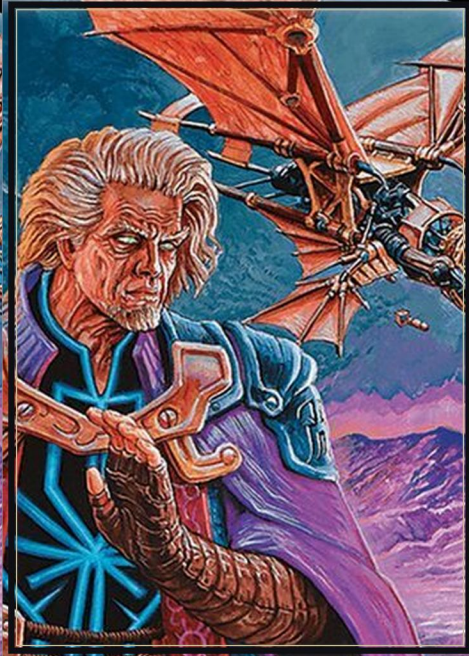
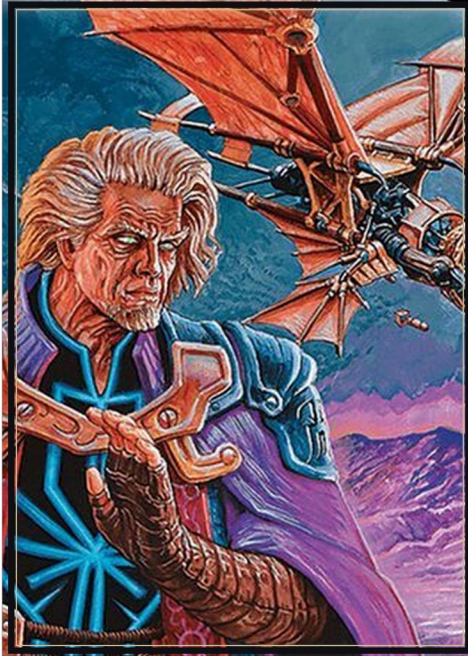
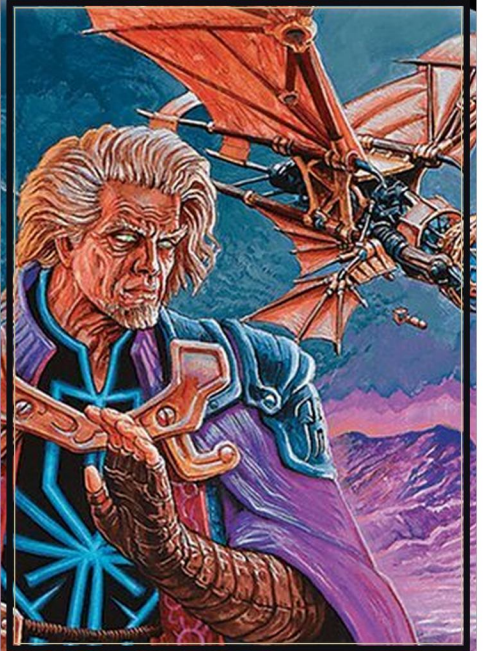
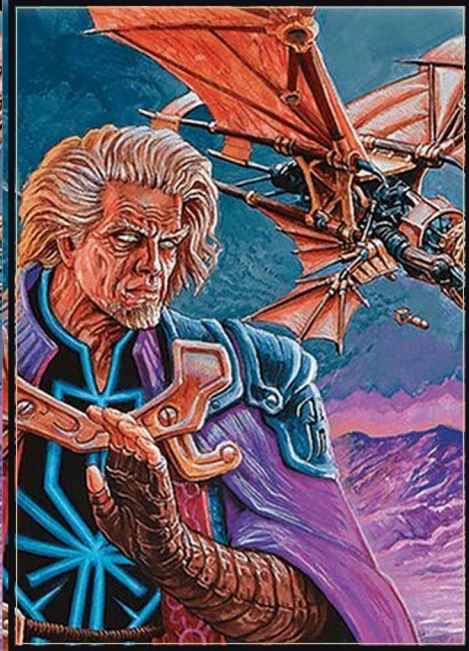
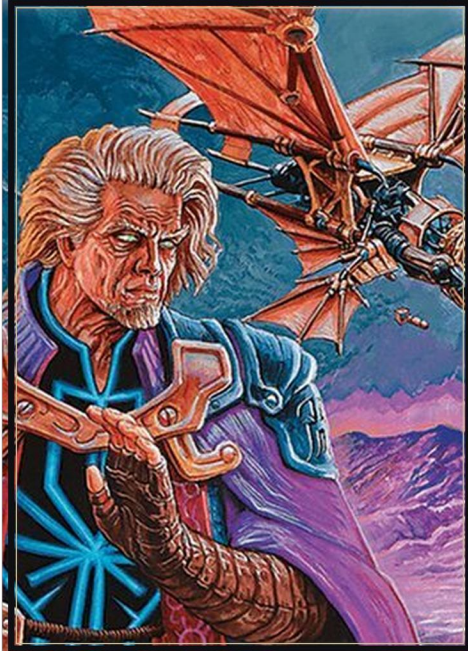
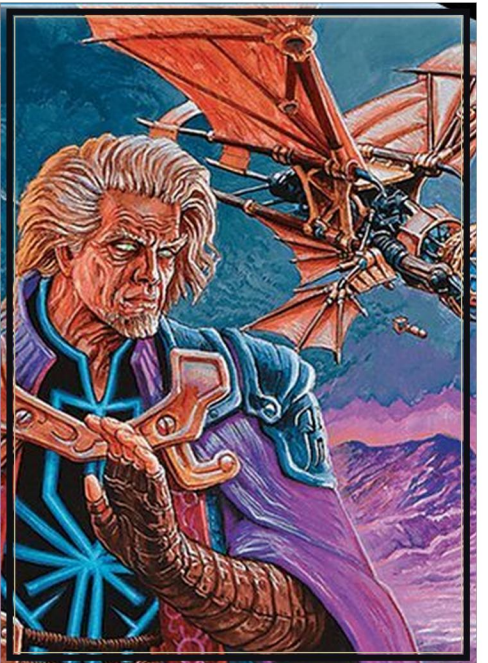
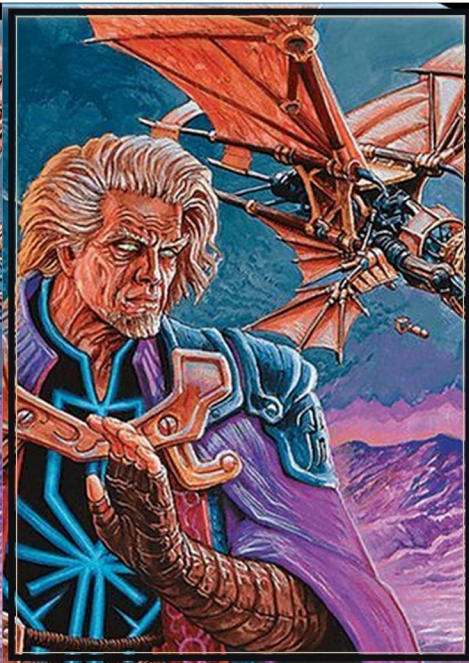
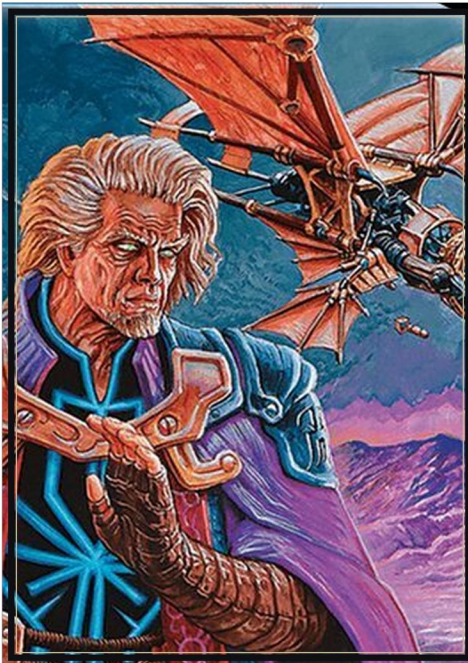


Instant

Counter target spell with converted mana cost 2.

Every culture has its unlucky numbers. In a city where you're either alone, in a crowd, or being stabbed in the back, two is the worst number of all.

—Hideaki Takamura
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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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Into the Flood Maw

1



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

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Chain of Vapor

1



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

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Steel Sabotage

1



Instant

Choose one — Counter target artifact spell; or return target artifact to its owner's hand.

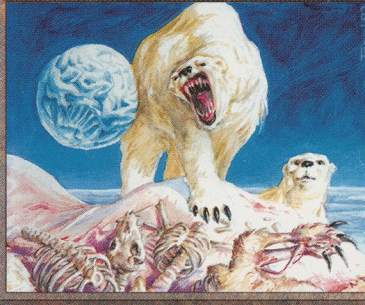
"You are hopelessly obsolete, my brothers. Come and join the Great Work."
—Rhmir, Hand of the Augur

Daarken

™ & © 1993-2011 Wizards of the Coast LLC 33/155

Winter Orb

2



Continuous Artifact

Players can untap only one land each during untap phase. Creatures and artifacts are untapped as normal.

Illus. © Mark Tedin

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.

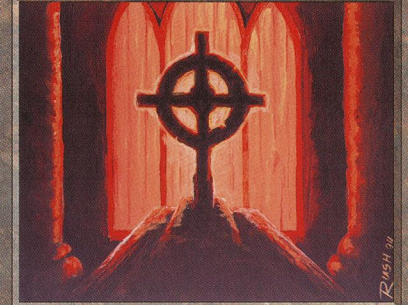
1, ☞, Sacrifice Soul-Guide Lantern: Draw a card.

U 0251
WOE • EN • IRIS COMPIET

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Tormod's Crypt

0



Artifact

☞: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.
The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. © 1994 Christopher Rush

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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Ancient Tomb



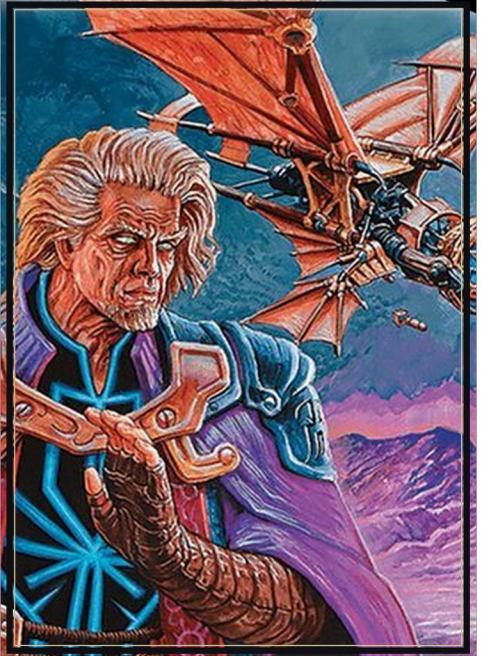
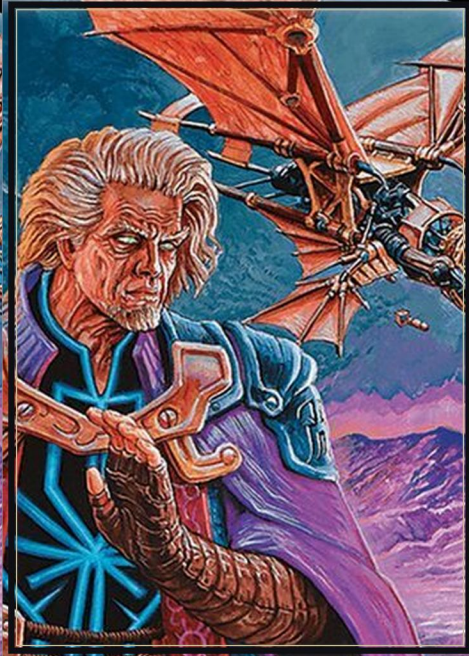
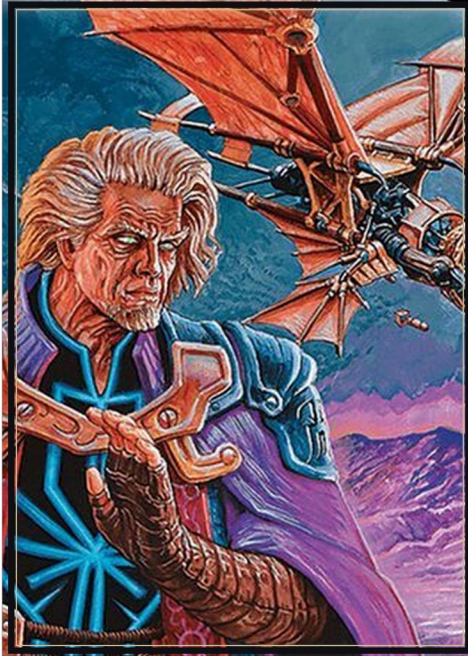
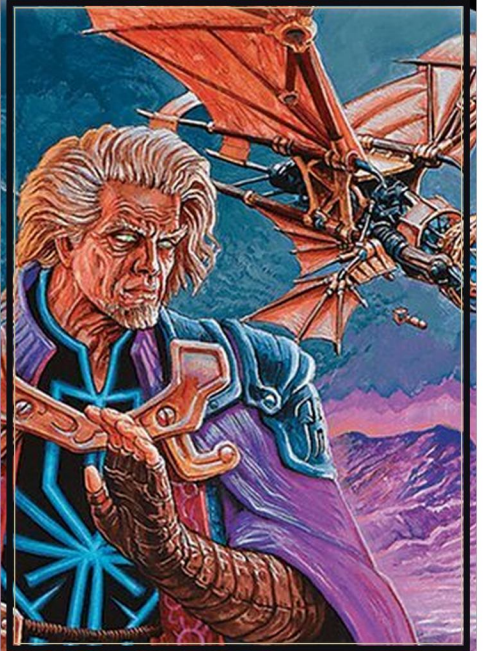
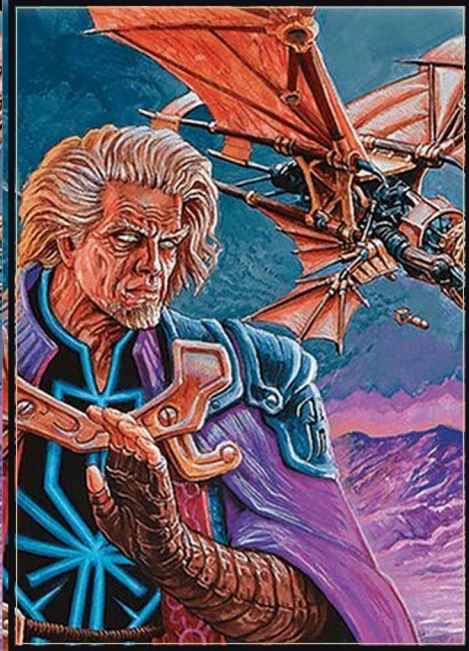
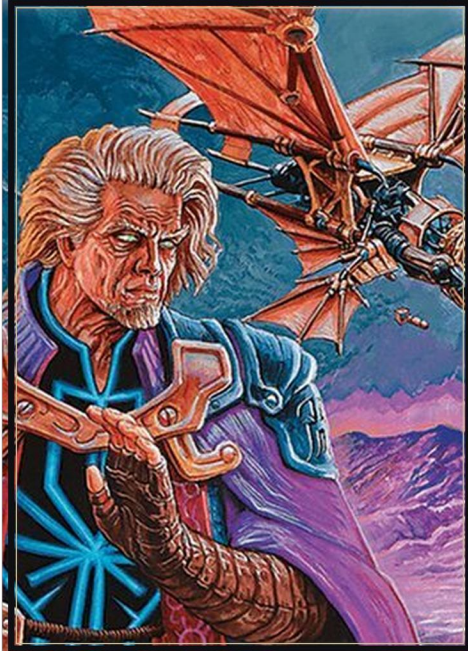
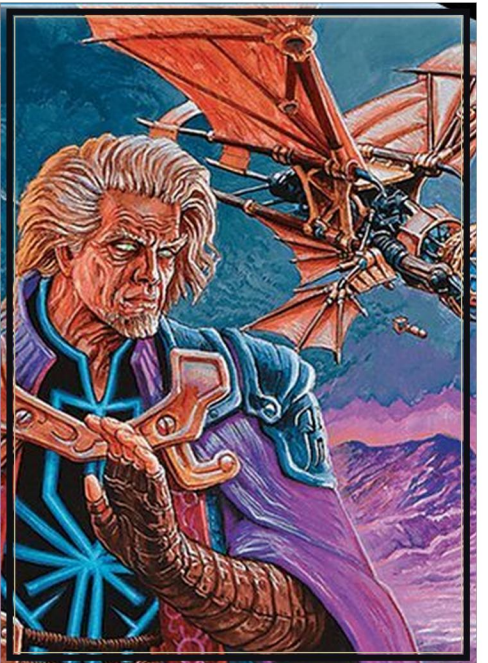
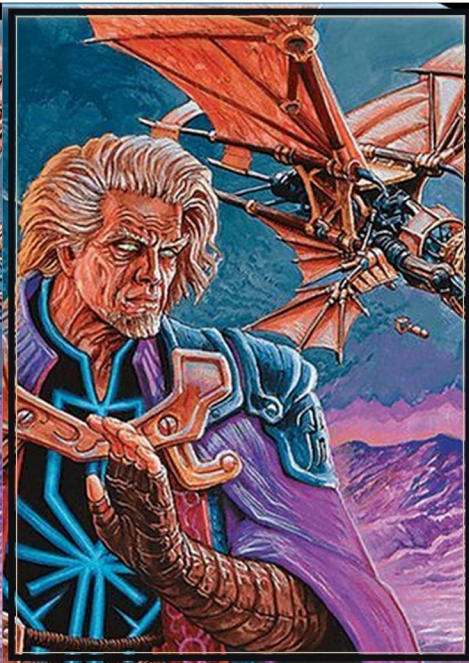
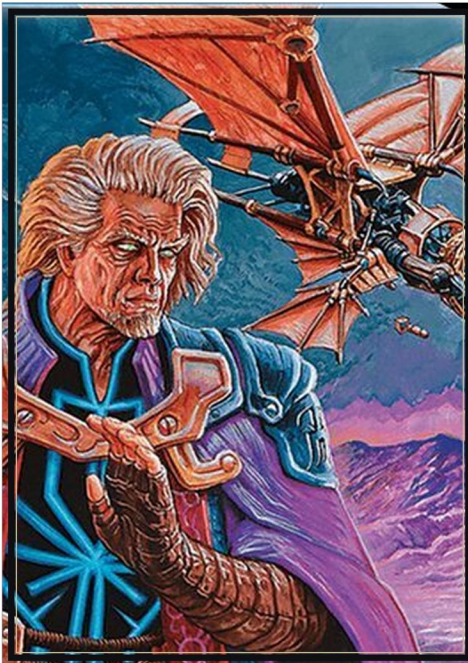
Land

☞: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

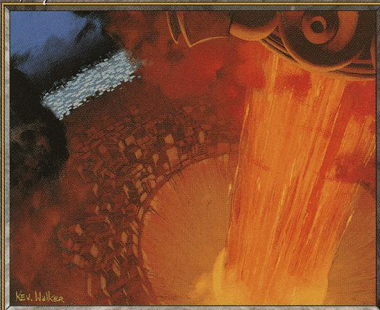
There is no glory to be gained in the kingdom of the dead.
—Vec tomb inscription

Illus. Colin MacNeil

©1992 Wizards of the Coast, Inc.



City of Traitors



Land

If you play a land, sacrifice City of Traitors.

◆: Add two colorless mana to your mana pool.

"While we fought, the il surrendered."
—Oracle en-Vec

Illus. Kev Walker

©1993–1998 Wizards of the Coast, Inc. 143/143

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

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Inventors' Fair



Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

◆: Add ◆ to your mana pool.

4, ◆, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle your library. Activate this ability only if you control three or more artifacts.

247/264 R Story Spotlight 1/5

KLD • EN JONAS DE RO

mtgstory.com
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Academy Ruins



Legendary Land

◆: Add ◆.

1 ◆, ◆: Put target artifact card from your graveyard on top of your library.

"It's often said that an idea can never be killed. How I wish that were true."
—Saheeli Rai

R 0058

DRC • EN JOSH SOLANO

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Tolaria West



Land

Tolaria West comes into play tapped.

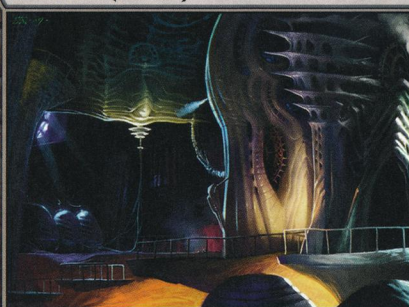
◆: Add ◆ to your mana pool.

Transmute 1 ◆◆ (1 ◆◆, Discard this card: Search your library for a card with converted mana cost 0, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

—Khang Le

™ & © 1993–2007 Wizards of the Coast, Inc. 173/180

Mishra's Factory



Land

◆: Add ◆ to your mana pool.

1: Mishra's Factory becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.

◆: Target Assembly-Worker creature gets +1/+1 until end of turn.

242/249 U

A25 • EN SCOTT CHOU

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Seat of the Synod



Artifact Land

◆: Add ◆.

Lumengrid, site of the Knowledge Pool, source of vedalken arcana.

820

J22 • EN JOHN AVON

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Mystic Sanctuary



Land — Island

(◆: Add ◆.)

Mystic Sanctuary enters the battlefield tapped unless you control three or more other Islands.

When Mystic Sanctuary enters the battlefield untapped, you may put target instant or sorcery card from your graveyard on top of your library.

247/269 C

ELD • EN RANDY VARGAS

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Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Urza's Saga gains "◆: Add ◆."

Urza's Saga gains "2, ◆: Create a 0/0 colorless Construct artifact creature token with 'This creature gets +1/+1 for each artifact you control.'"

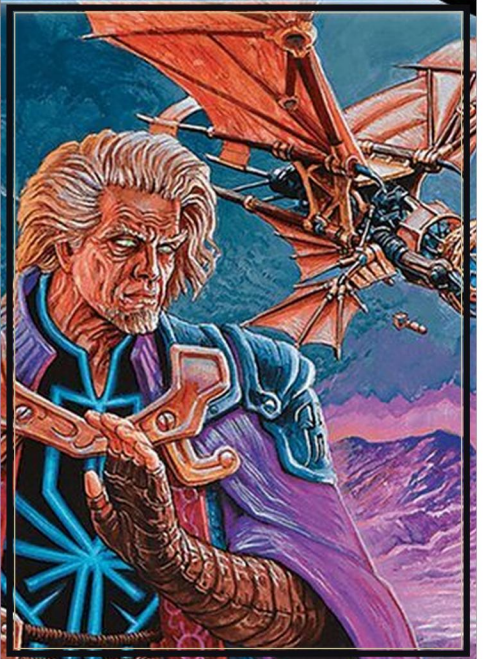
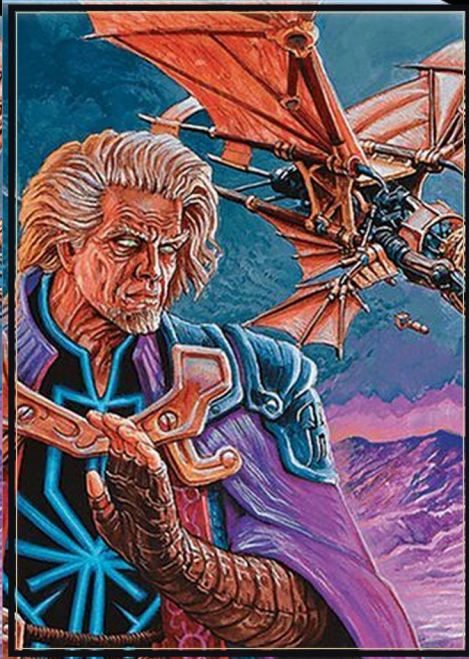
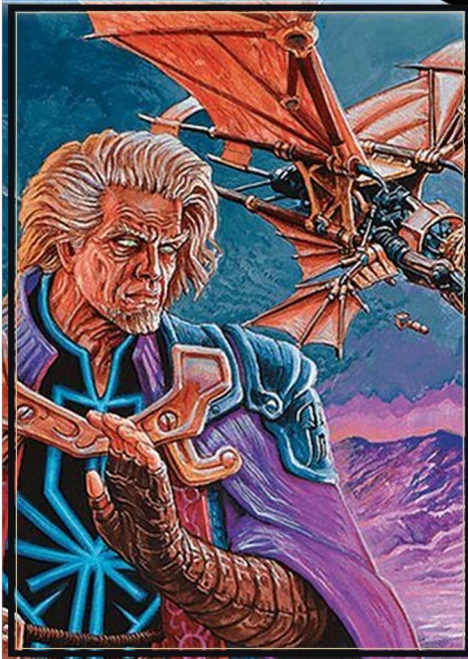
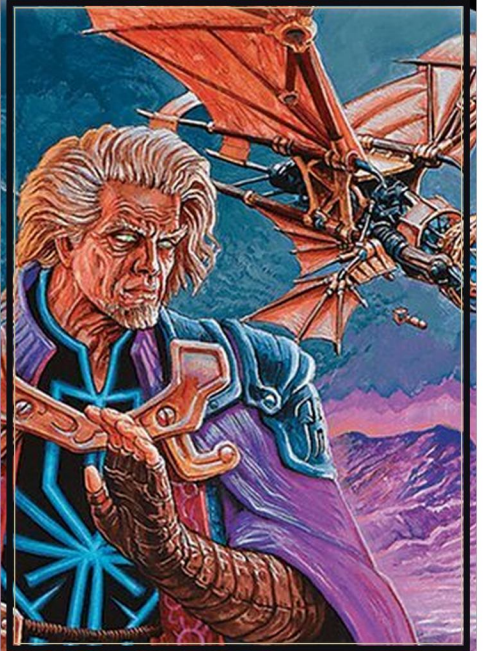
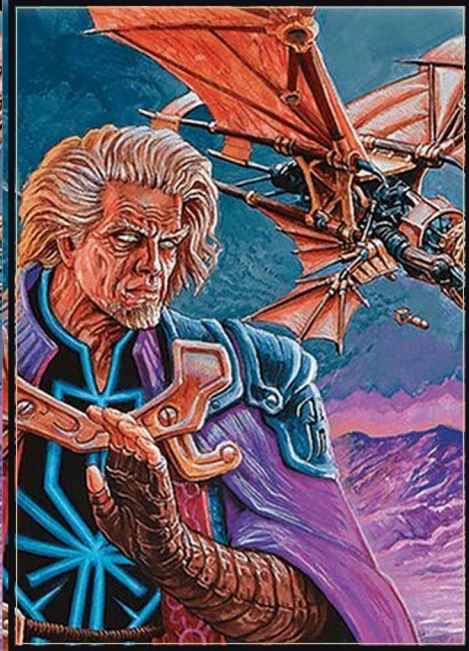
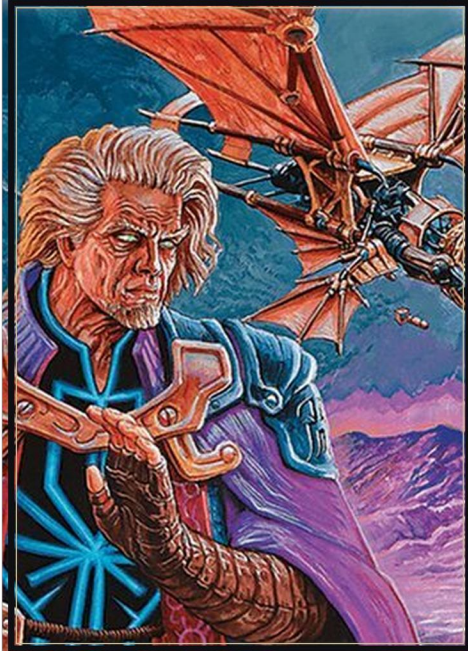
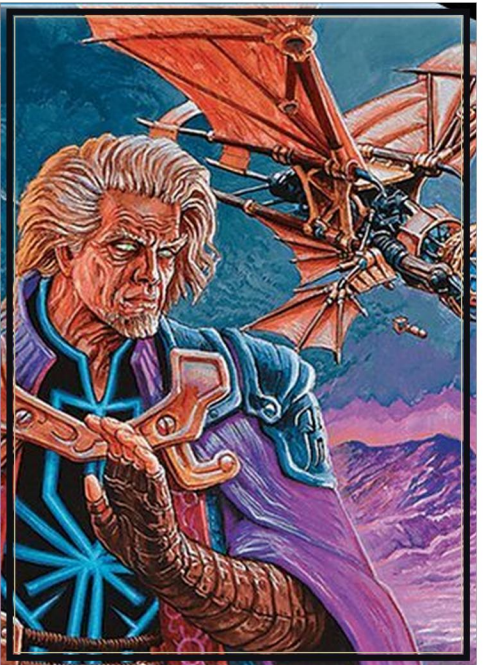
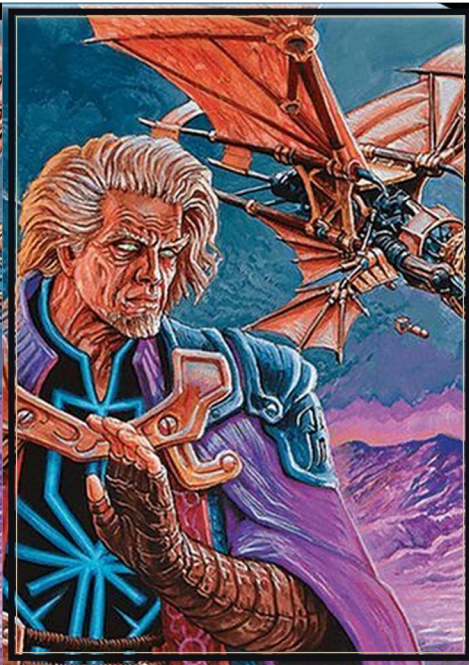
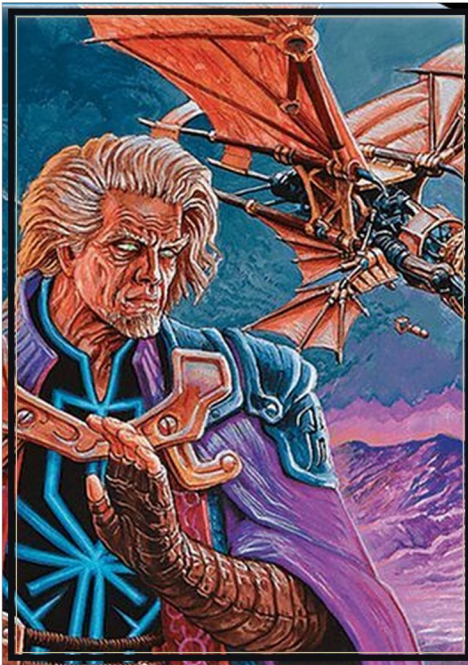
III Search your library for an artifact card with mana cost 0 or 1, put it onto the battlefield, then shuffle.

Enchantment Land — Urza's Saga

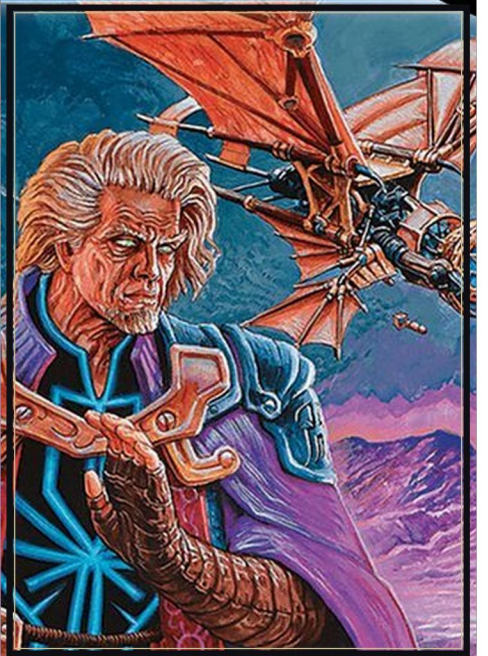
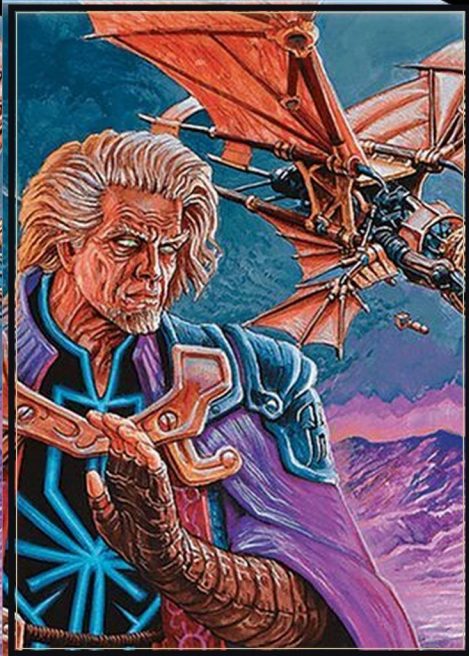
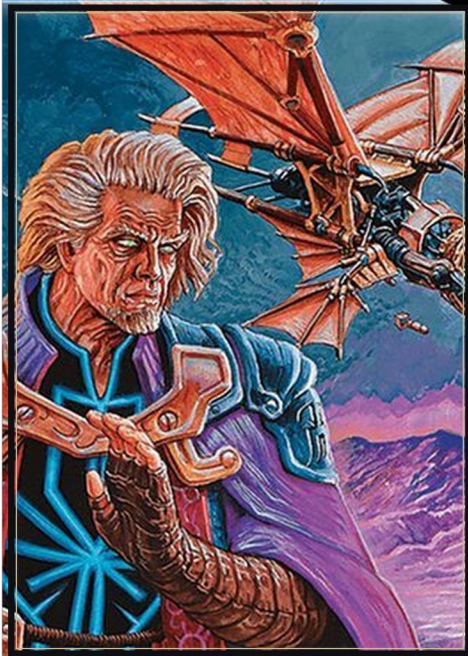
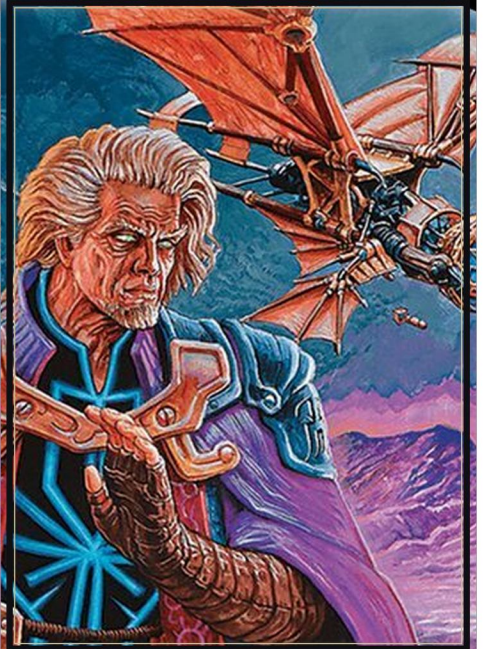
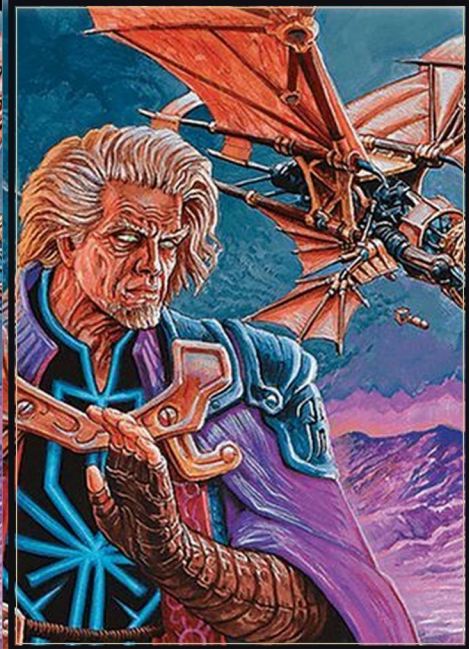
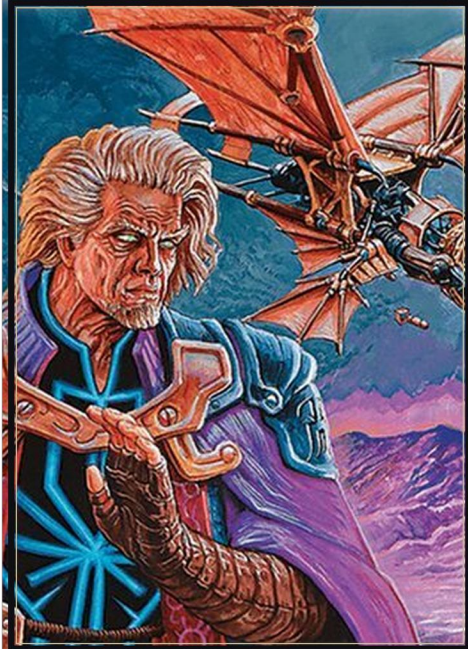
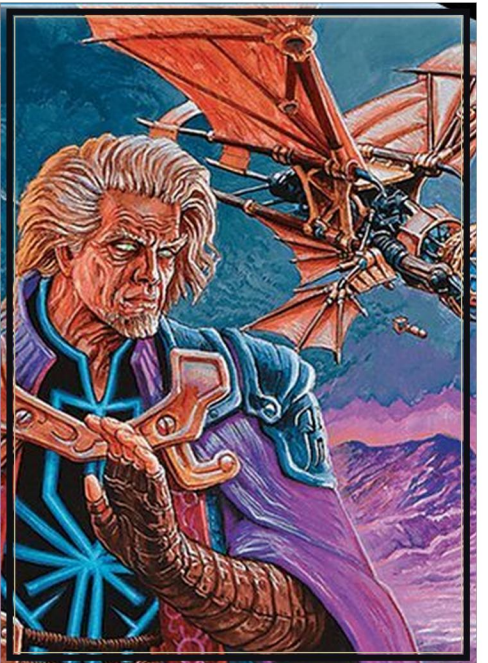
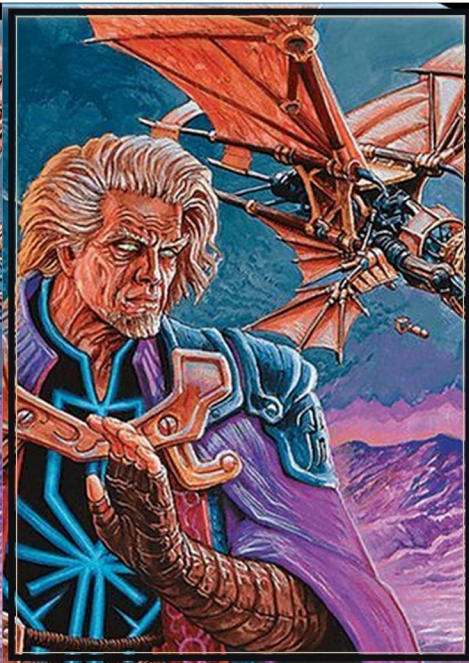
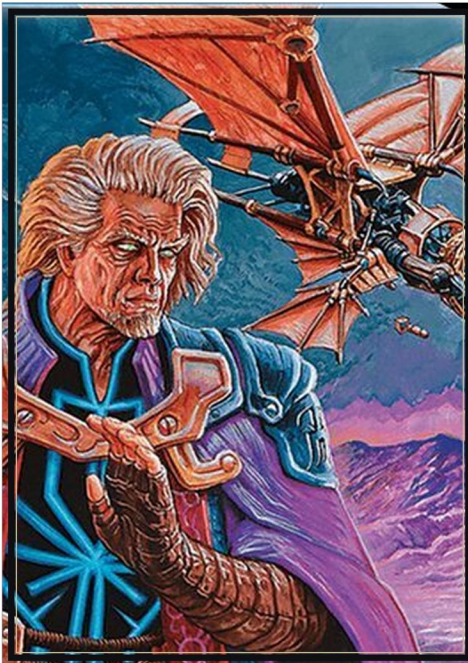
259/303 R

MH2 • EN TITUS LUTER

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Island



Basic Land — Island



255/269 L
ELD • EN LUCAS GRACIANO

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Island



Basic Land — Island



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Island



Basic Land — Island



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Basic Land — Island



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