

Yuriko, the Tiger's Shadow 1



Legendary Creature — Human Ninja

Commander ninjutsu (Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand or the command zone tapped and attacking.)

Whenever a Ninja you control deals combat damage to a player, reveal the top card of your library and put that card into your hand. Each opponent loses life equal to that card's converted mana cost.

1/3

052/307 R
C18 • EN • YONGIAE CHOI

Changeling Outcast



Creature — Shapeshifter

Changeling (This card is every creature type.)

Changeling Outcast can't block and can't be blocked.

A mercurial face sows distrust. Distrust reaps a lonely life.

1/1

082/254 C
MH1 • EN • MICAH EPSTEIN

Ornithopter 0



Artifact Creature — Thopter

Flying

"It has been my honor to improve on Thran's original design. Perhaps history will remember me in some small part for my work."
—Urza, in his apprenticeship

Illus. Franz Vohwinkel

0/2

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Faerie Seer



Creature — Faerie Wizard

Flying

When Faerie Seer enters the battlefield, scry 2.

"The patterns of crossing ripples reveal the future to those who know how to read them."

Illus. Colin Boyer

1/1

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Mothdust Changeling



Creature — Shapeshifter

Changeling (This card is every creature type at all times.)

Tap an untapped creature you control: Mothdust Changeling gains flying until end of turn.

"Ever seen a changeling fly into a lantern?"
—Calydd, kithkin farmer

Shelly Wan

1/1

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Slither Blade



Creature — Naga Rogue

Slither Blade can't be blocked.

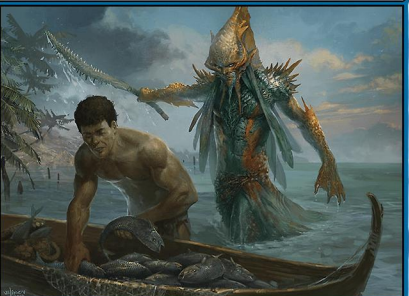
Some naga initiates move as silently as the sun's reflections on the water.

1/2

036
ZNC • EN • ZEHOU CHEN

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Triton Shorestalker



Creature — Merfolk Rogue

Triton Shorestalker can't be blocked.

"Who will miss you, drywalker? A wife? A child? Perhaps they will blame the sea for your fate, and teach future generations to stay far away from it."

1/1

C 0121
OTC • EN • SVETLIN VELINOV

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Tormented Soul



Creature — Spirit

Tormented Soul can't block and is unblockable.

Those who raged most bitterly at the world in life are cursed to roam the nether realms in death.

Karl Kopinski

1/1

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Gingerbrute 1



Artifact Creature — Food Golem

Haste

1: Gingerbrute can't be blocked this turn except by creatures with haste.

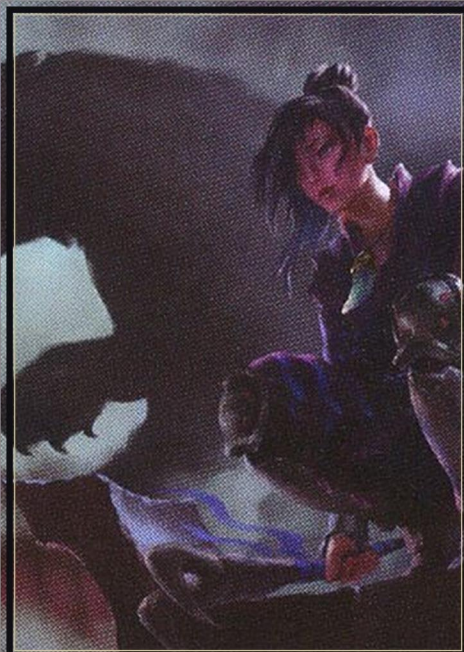
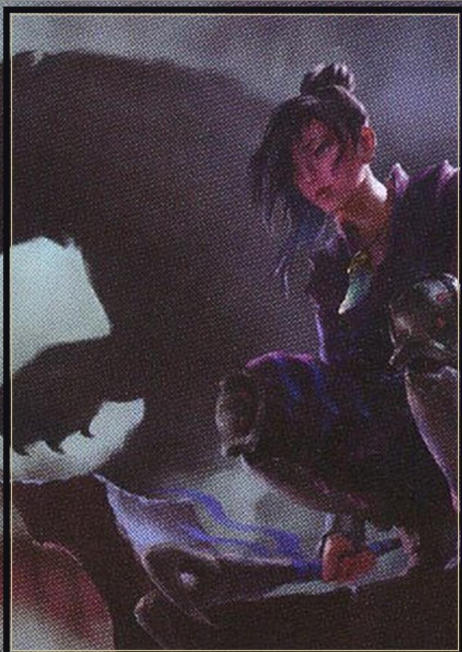
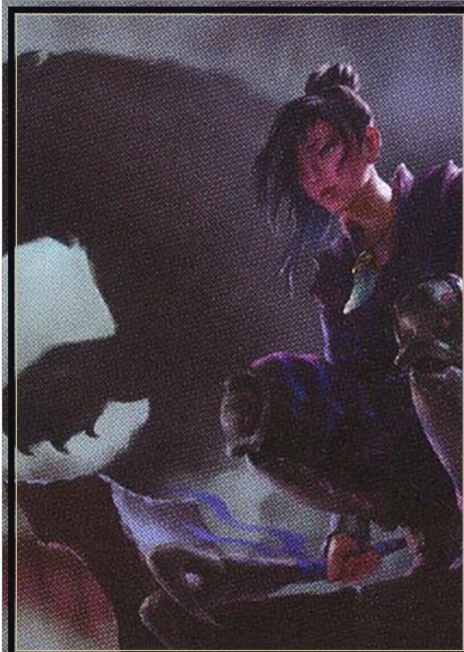
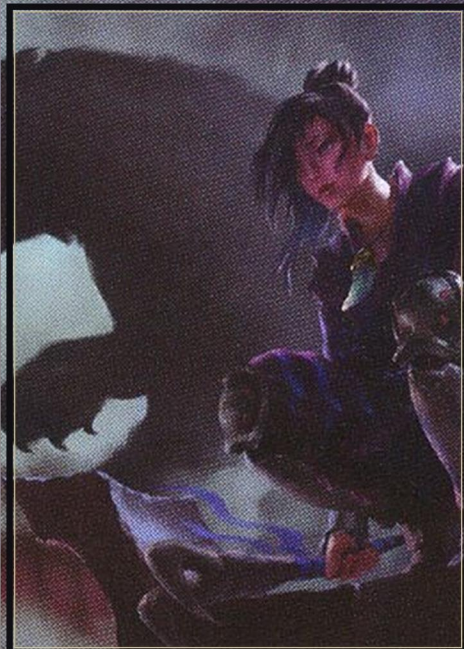
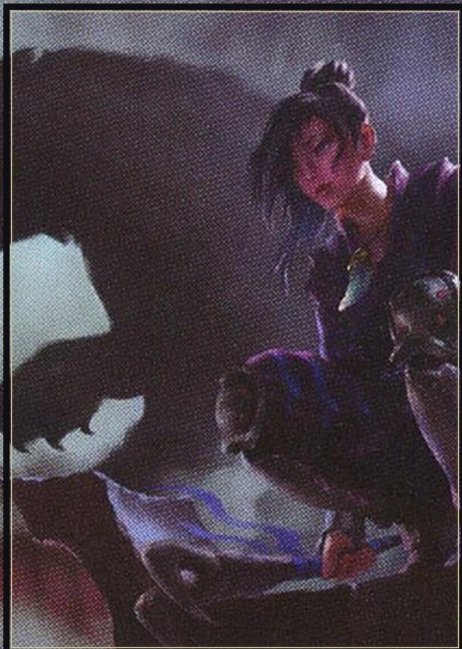
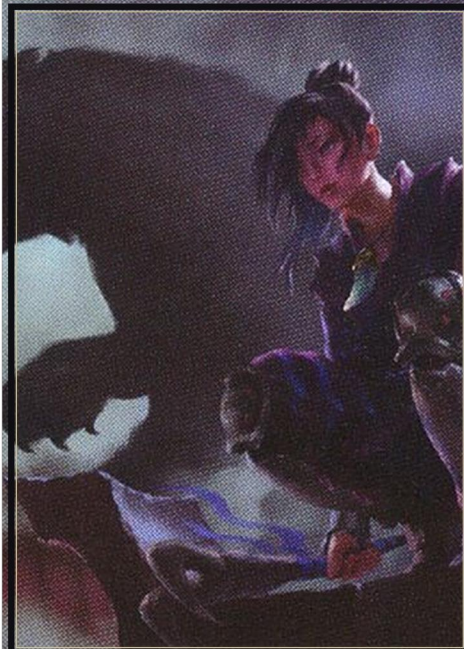
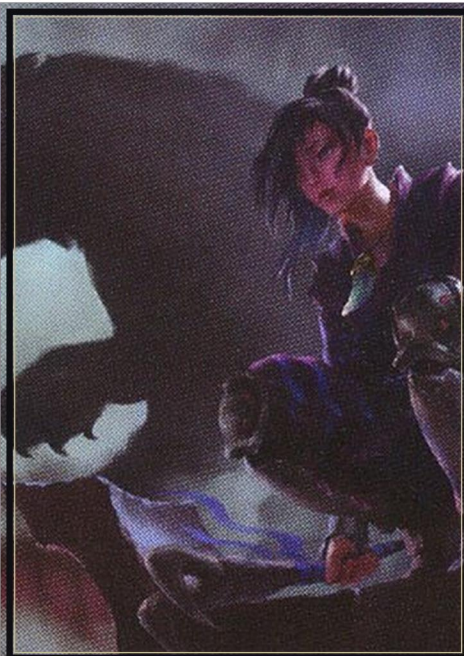
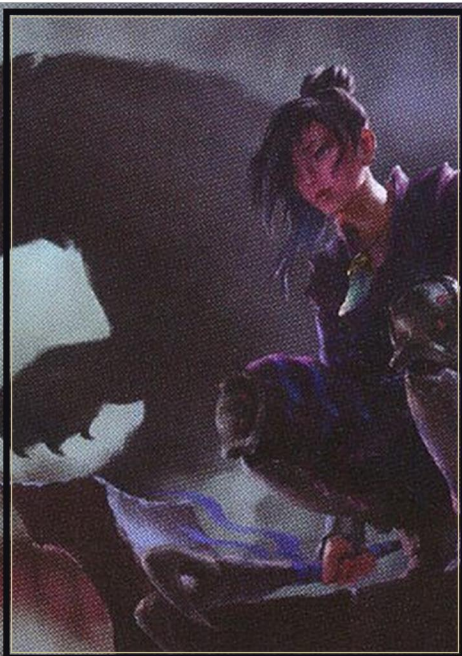
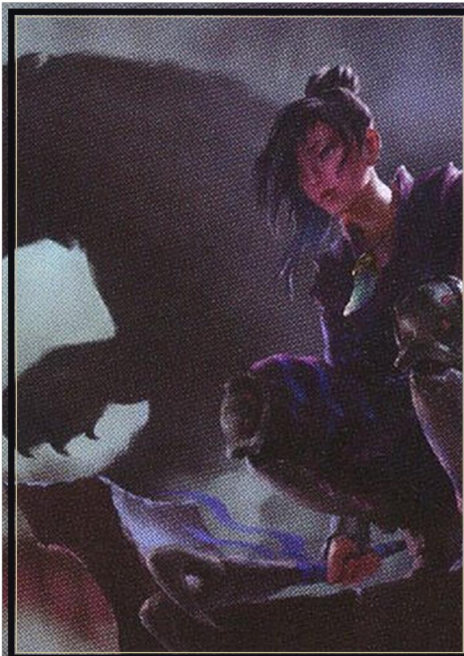
2, ♣, Sacrifice Gingerbrute: You gain 3 life.

Sometimes, "as fast as you can" isn't quite fast enough.

1/1

C 0246
WOE • EN • CARLOS PALMA CRUCHAGA

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Baleful Strix



Artifact Creature — Bird

Flying, deathtouch
When Baleful Strix enters the battlefield, draw a card.

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

1/1

080/106 U
E01 • EN • NILS HAMM

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Dimir Infiltrator



Creature — Spirit

Dimir Infiltrator is unblockable.

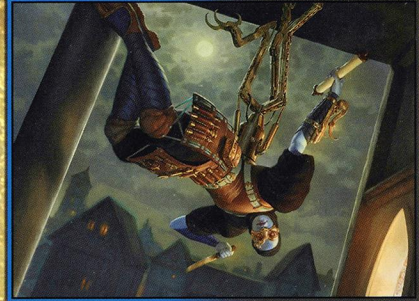
Transmute 1 (1, Discard this card: Search your library for a card with the same converted mana cost as this card, reveal it, and put it into your hand. Then shuffle your library. Play only as a sorcery.)

1/3

Jim Nelson

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Ingenious Infiltrator



Creature — Vedalken Ninja

Ninjutsu (, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever a Ninja you control deals combat damage to a player, draw a card.

2/3

204/254 U
MH1 • EN • JASON RAINVILLE

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Moon-Circuit Hacker



Enchantment Creature — Human Ninja

Ninjutsu (, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever Moon-Circuit Hacker deals combat damage to a player, you may draw a card. If you do, discard a card unless Moon-Circuit Hacker entered the battlefield this turn.

2/1

C 0327
J25 • EN • TIA MASIC

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Sol Ring



Artifact

: Add .

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

U 0057
ECC • EN • DARIA AKSENOVA

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Mana Vault

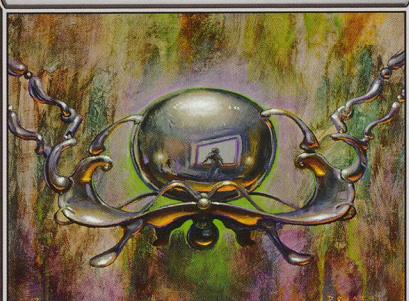


Mono Artifact

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



Artifact

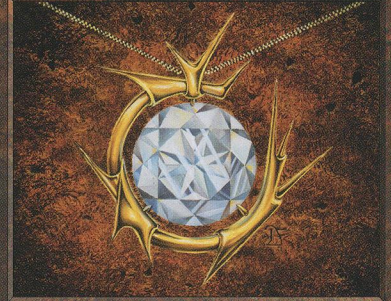
Imprint — When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. (The removed card is imprinted on this artifact.)

: Add one mana of any of the imprinted card's colors to your mana pool.

Donato Giancola

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Mox Diamond



Artifact

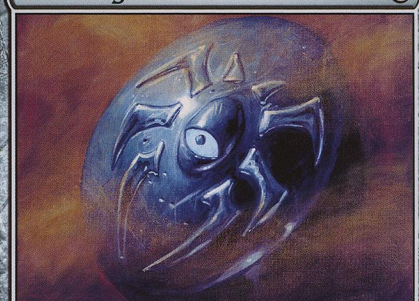
When Mox Diamond comes into play, choose and discard a land card or sacrifice Mox Diamond.

: Add one mana of any color to your mana pool. Play this ability as a mana source.

Illus. Dan Frazier

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Dimir Signet



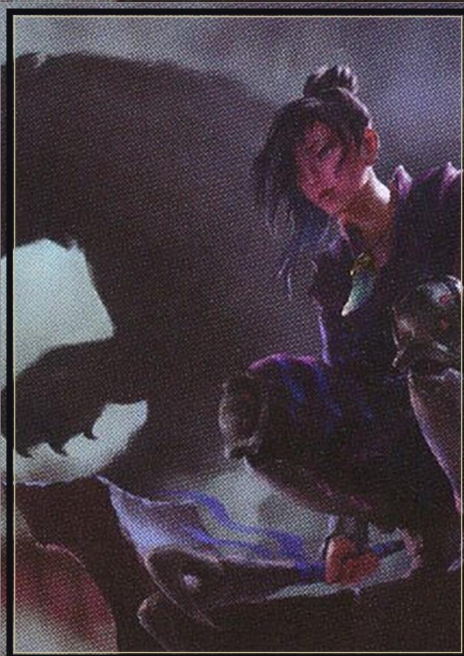
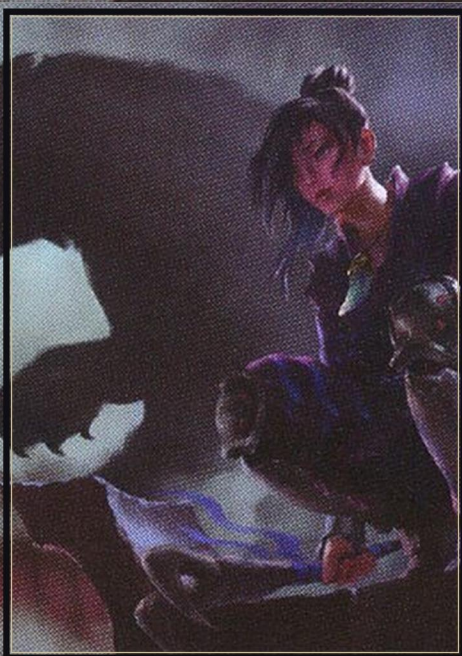
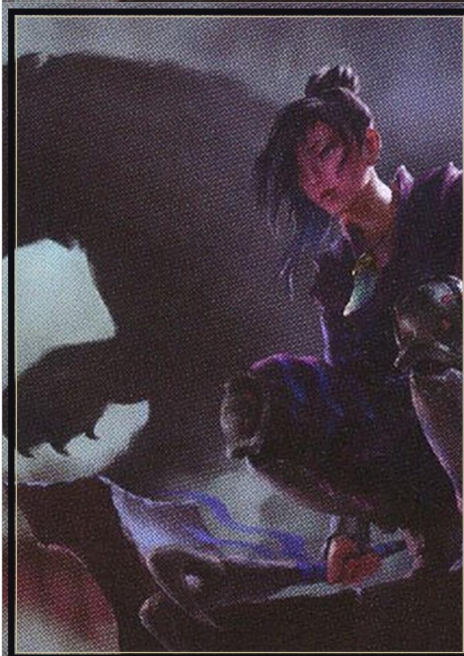
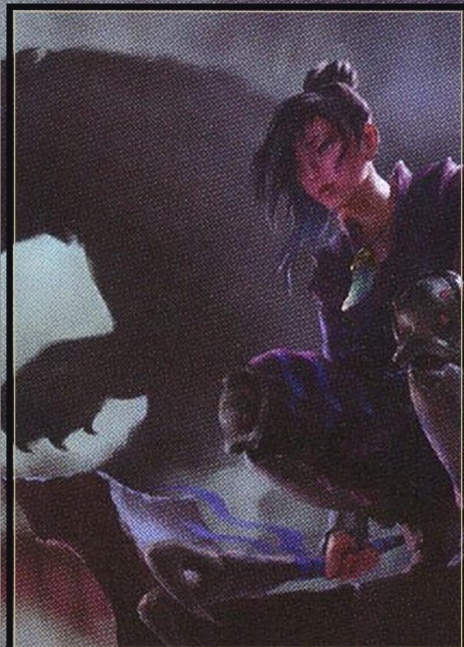
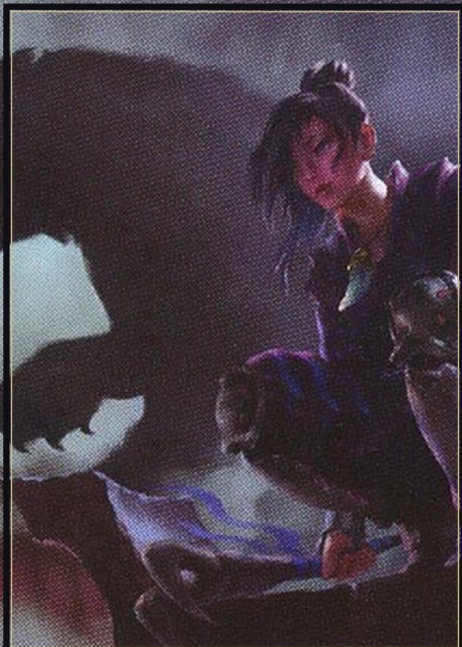
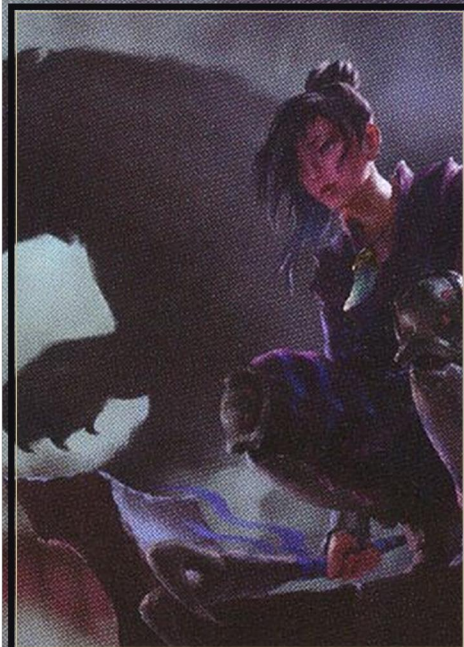
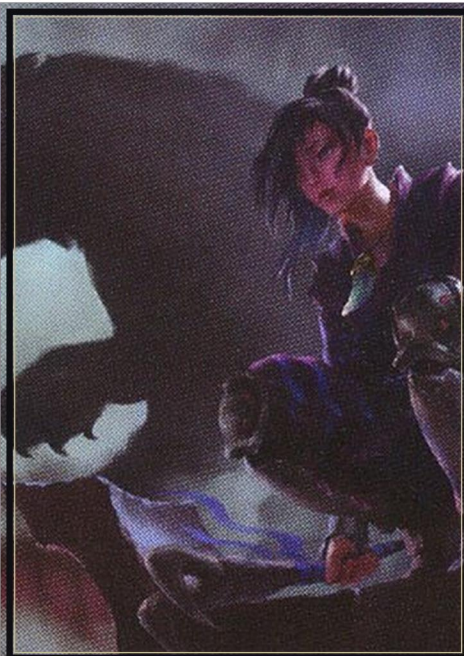
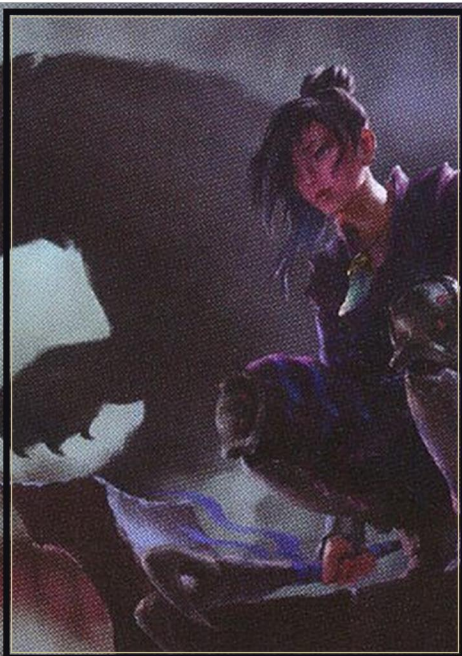
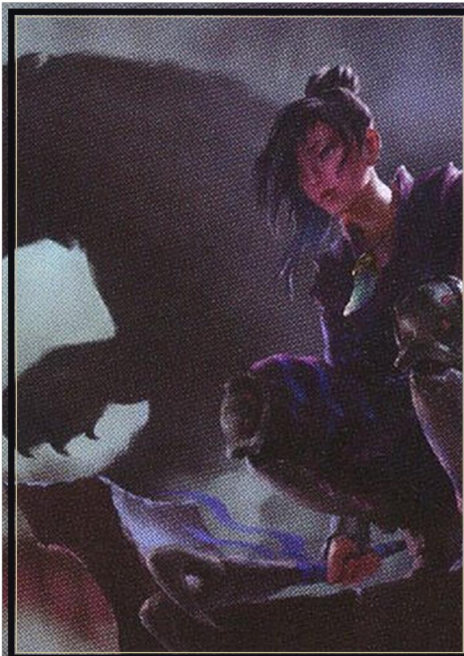
Artifact

1, : Add to your mana pool.

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

Greg Hildebrandt

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Talisman of Dominance 2



Artifact

♦: Add ♦.

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

280 U
SCD • EN MIKE DRINGENBERG

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.

Dark Ritual



Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

Cabal Ritual 1



Instant

Add ♠♠♠ to your mana pool.

Threshold — Instead add ♠♠♠♠♠ to your mana pool. (You have threshold if seven or more cards are in your graveyard.)

"Each syllable chills your veins. Each word rattles your mind."
—Cabal Patriarch

Illus. Greg & Tim Hildebrandt
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Night's Whisper 1



Sorcery

You draw two cards and you lose 2 life.

"I have seen things that would reduce a weaker person to blubbing and raving. Want to hear about them?"
—Vraska

John Severin Brassel
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Mystic Remora



Enchantment

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

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

R 1842
SLD • EN JESPER EISING

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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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 C
C21 • EN WILLIAM MURAI

Ponder

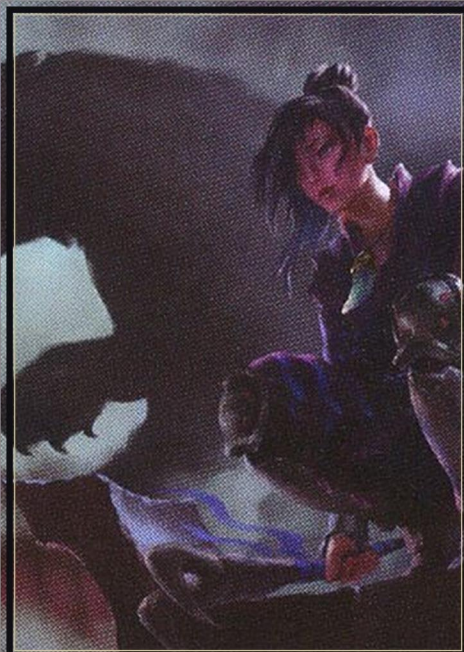
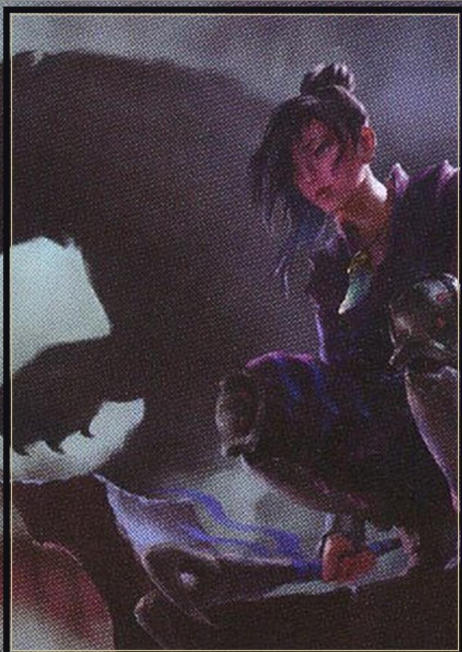
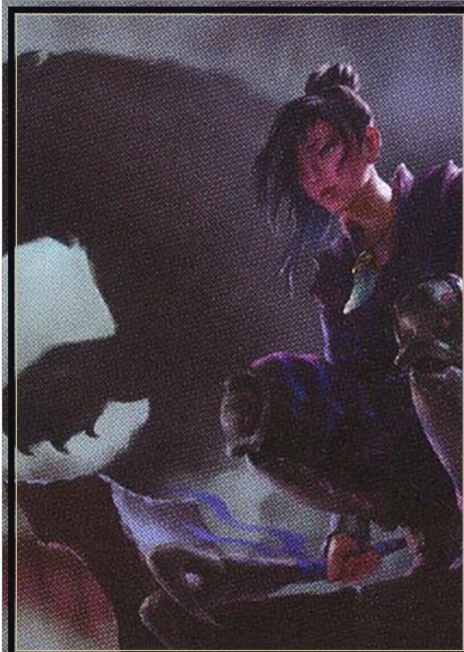
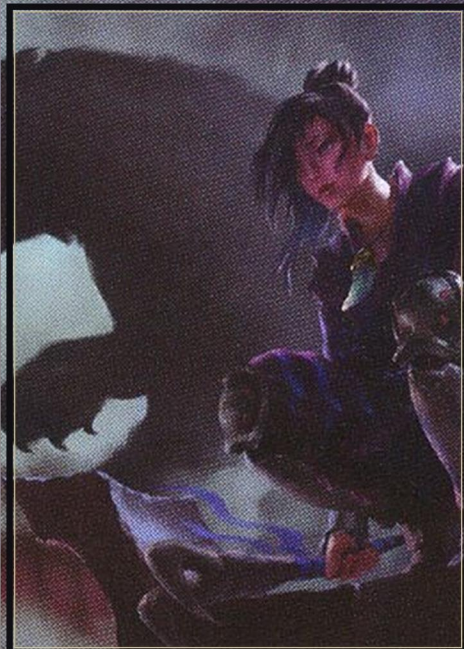
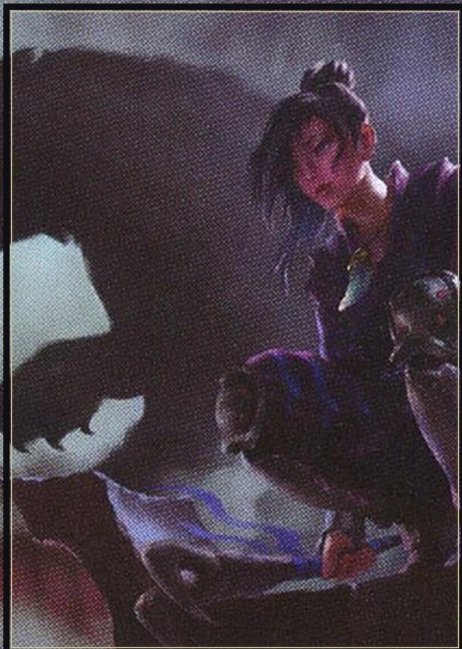
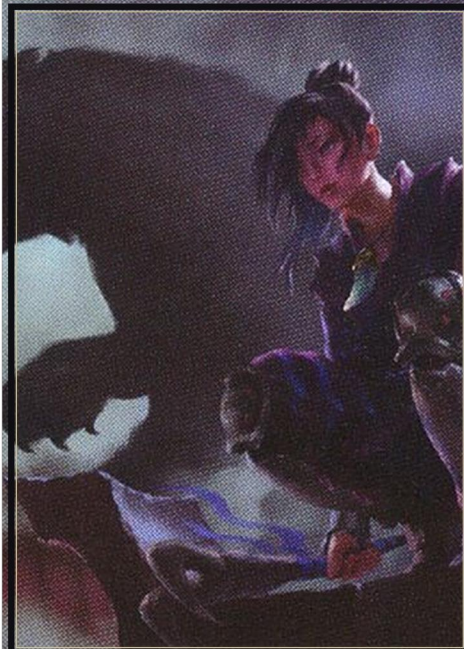
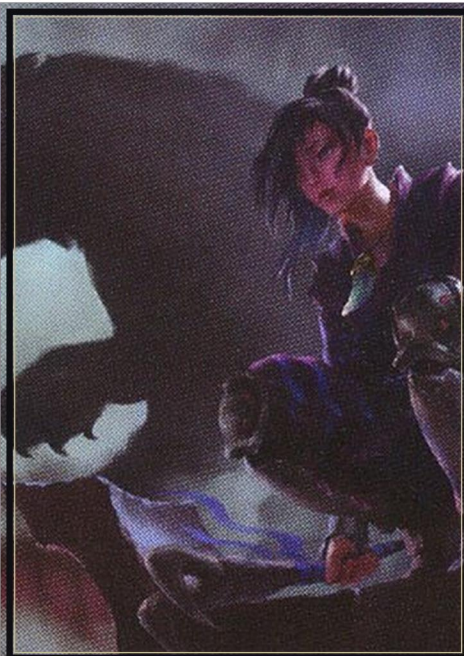
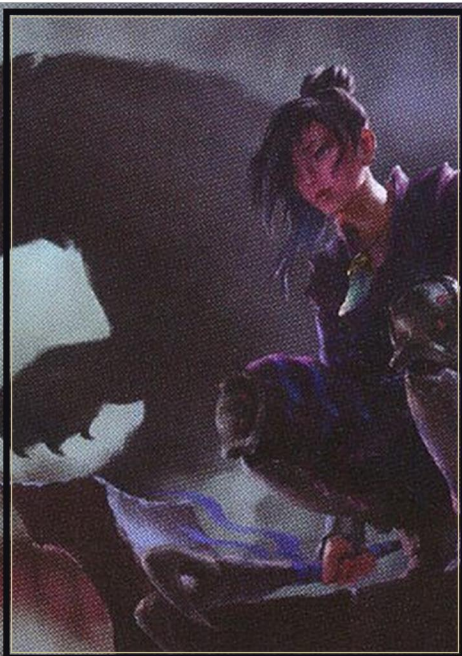
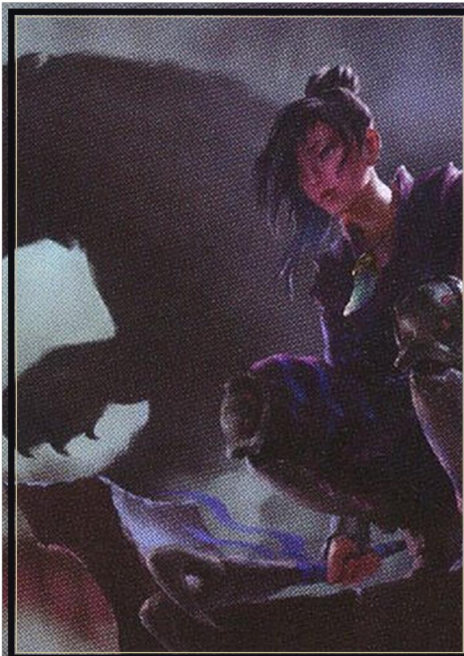


Sorcery

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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Sensei's Divining Top

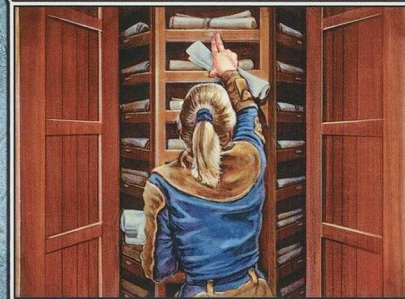


Artifact

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
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Scroll Rack

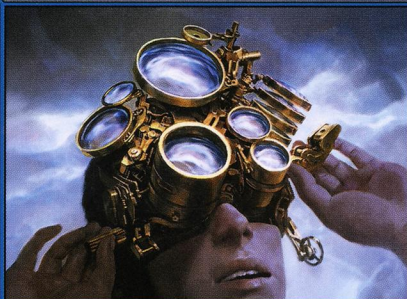


Artifact

1 , **☞** : Exile any number of cards from your hand face down. Put that many cards from the top of your library into your hand. Then look at the exiled cards and put them on top of your library in any order.

Heather Hudson
 TM & © 2012 Wizards of the Coast 16/18

Consider



Instant

Look at the top card of your library. You may put that card into your graveyard.
 Draw a card.

Ivold gasped in surprise. Either a very strange insect had crawled onto one of the lenses or he was seeing geists at last!

044/277 C
MID • EN ZEZHOU CHEN

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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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Vampiric Tutor



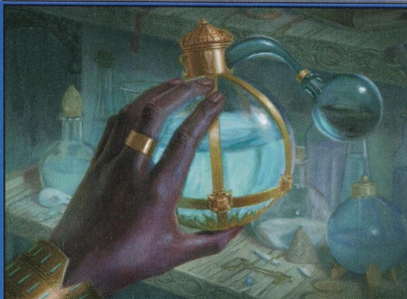
Instant

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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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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Personal Tutor

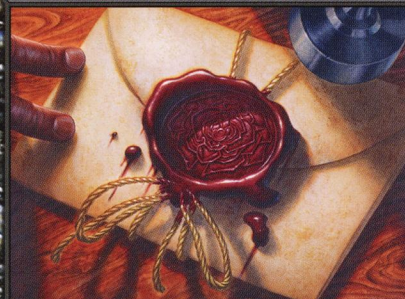


Sorcery

Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.

Illus. D. Alexander Gregory
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Imperial Seal



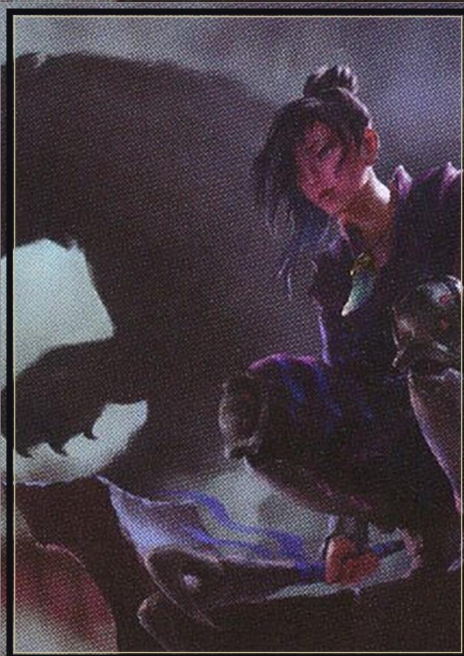
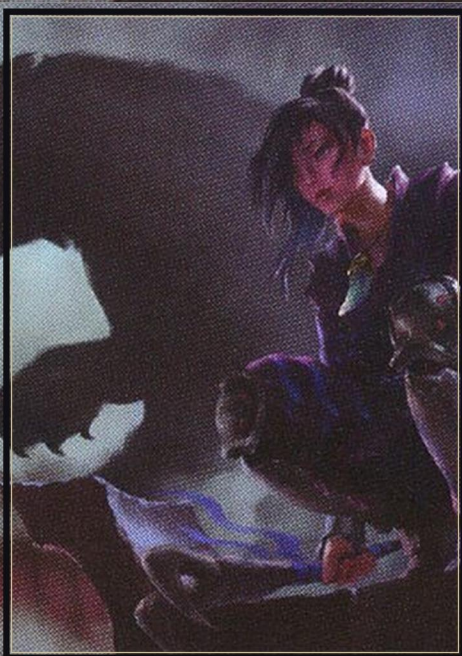
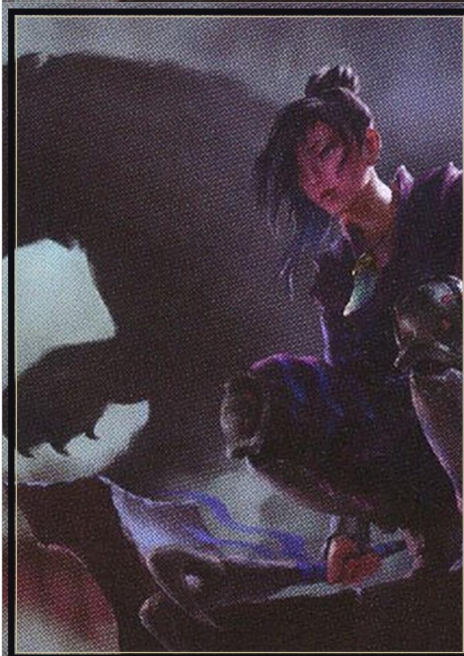
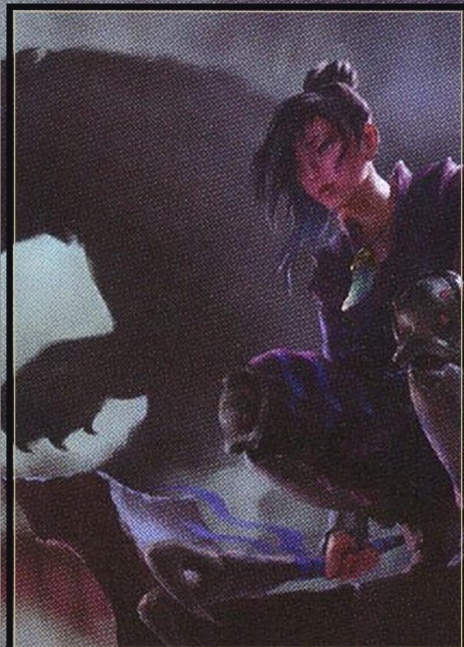
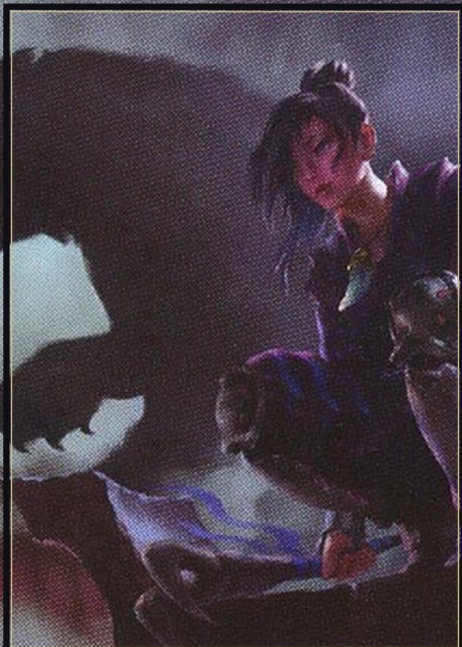
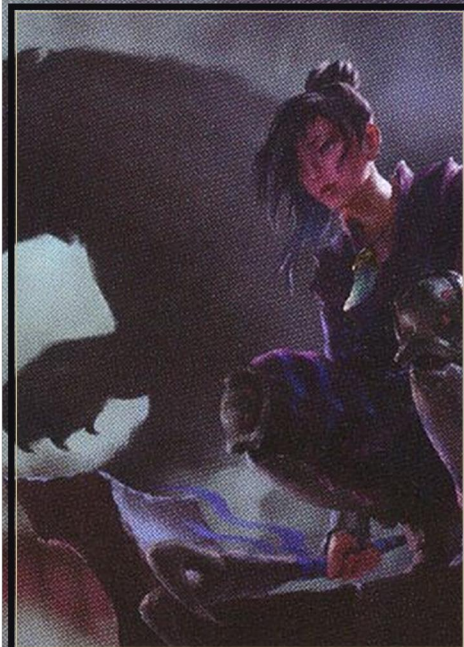
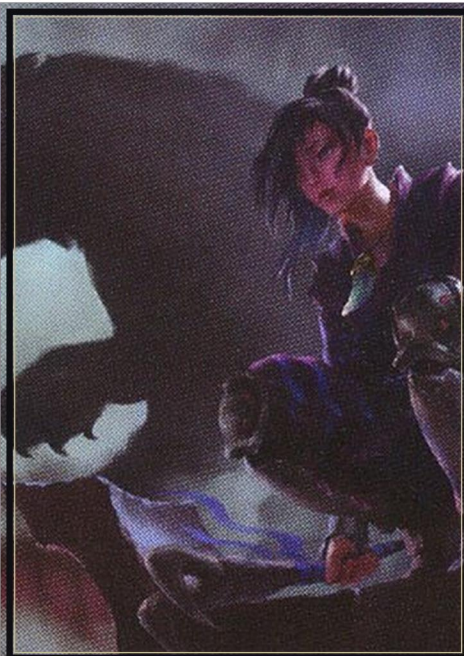
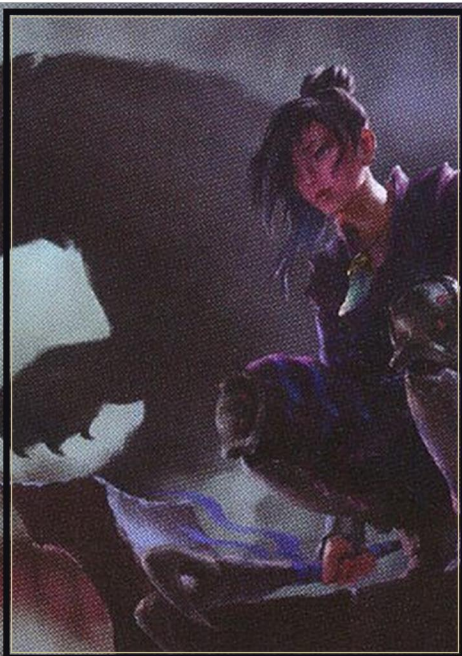
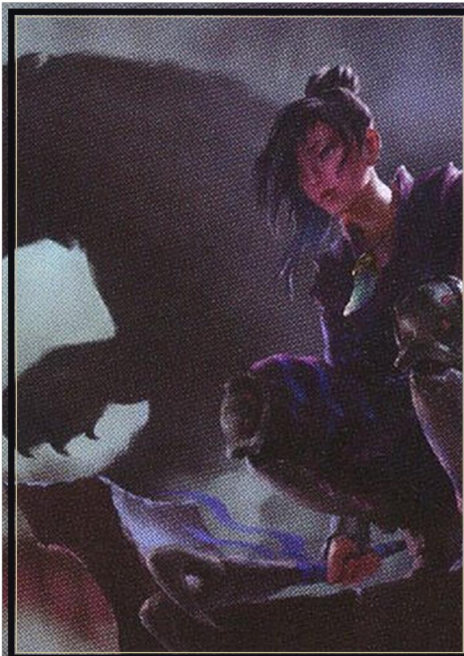
Sorcery

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

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

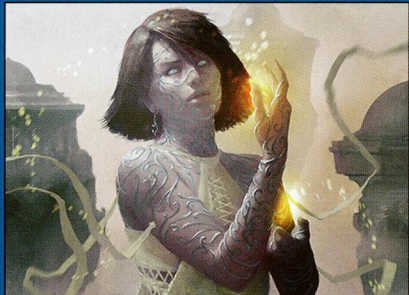
079/331 M
2X2 • EN MILIVOI CERAN

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Spellseeker

2



Creature — Human Wizard

When Spellseeker enters the battlefield, you may search your library for an instant or sorcery card with converted mana cost 2 or less, reveal it, put it into your hand, then shuffle your library.

Mages and warriors recruited from across Kylem display their skills at Valor's Reach.

1/1

041/254 R
BBD • EN • IGOR KIERYLUK

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Muddle the Mixture

2



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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Temporal Trespass

8



Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Take an extra turn after this one. Exile Temporal Trespass.

Few truly live in the moment.

055/185 M
FRF • EN • CLINT CEARLEY

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Dig Through Time

6



Instant

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

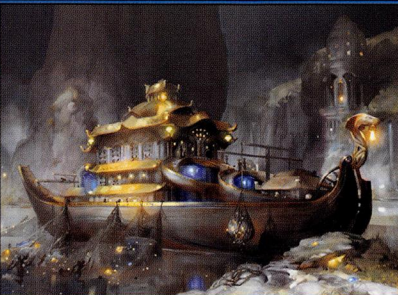
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

050/254 R
UMA • EN • RYAN YEE

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Treasure Cruise

7



Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for 1.)

Draw three cards.

Countless delights drift on the surface while dark schemes run below.

079/254 C
UMA • EN • CYNTHIA SHEPPARD

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Sea Gate Restoration

4



Sorcery

Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game.

"We have much to remember . . . and much we can never forget."
—Tazri

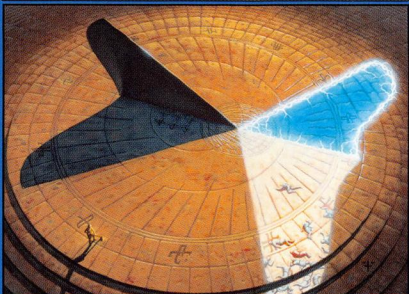
Land Add

076/280 M
ZNR • EN • ADAM PAQUETTE

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Temporal Manipulation

3



Sorcery

Take an extra turn after this one.

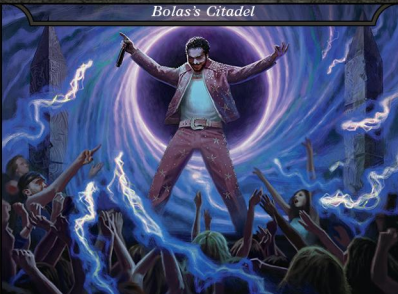
Doing something at the last minute isn't so bad when you can make that minute last.

077/254 M
UMA • EN • FRANZ VOHWINKEL

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Post's Citadel

3



Legendary Artifact

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

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Thassa's Oracle



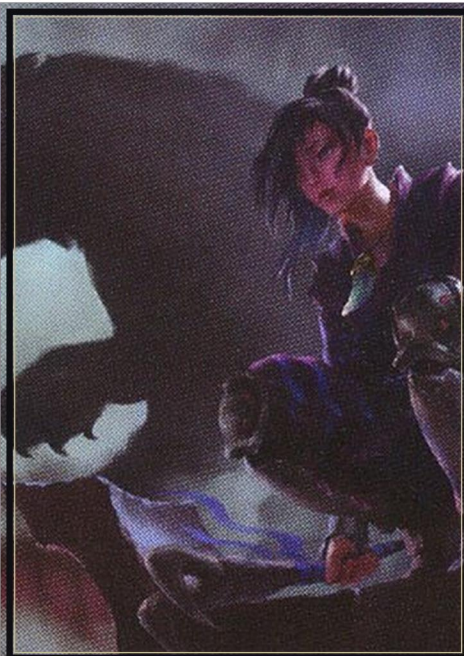
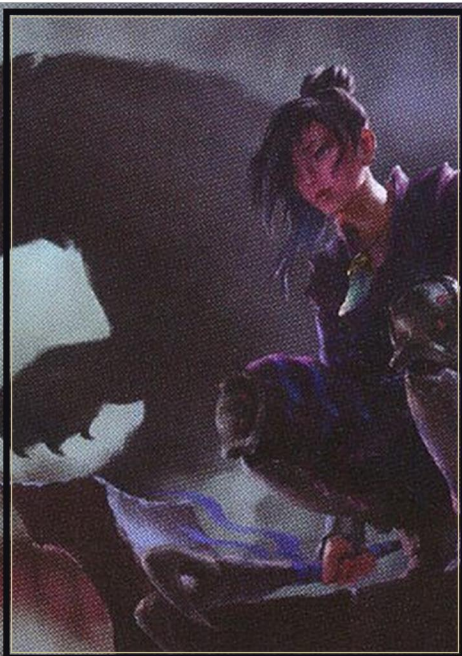
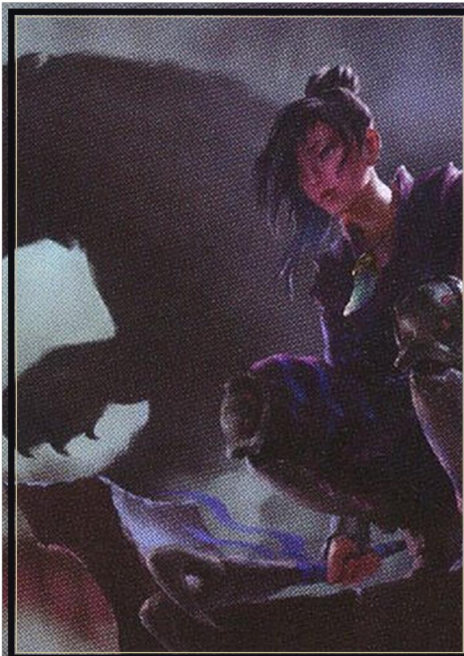
Creature — Merfolk Wizard

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

™ & © 2024 Wizards of the Coast 175



 **Sea Gate, Reborn**



Land 

As Sea Gate, Reborn enters the battlefield, you may pay 3 life. If you don't, it enters the battlefield tapped.

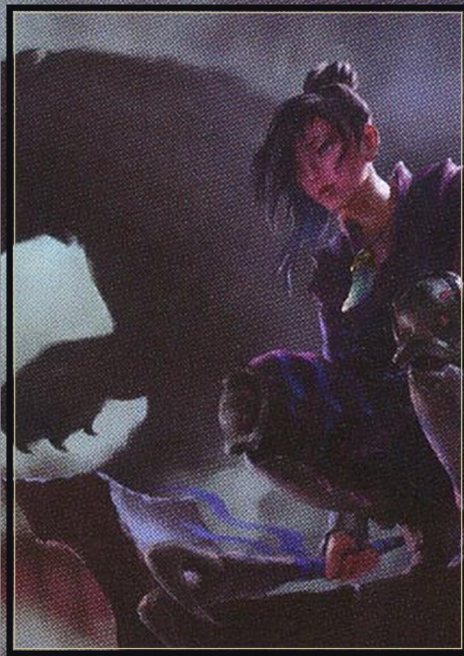
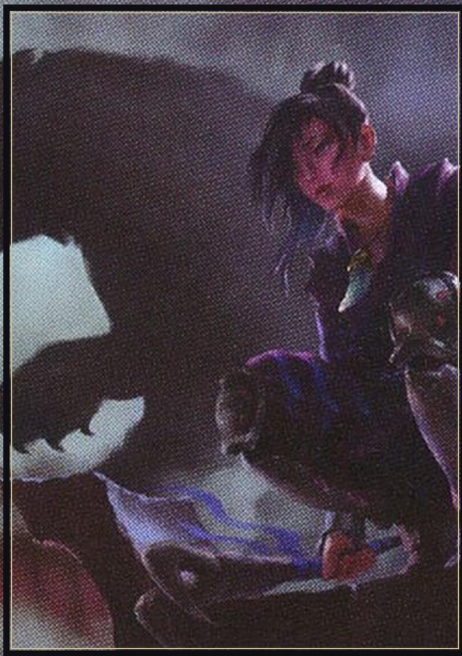
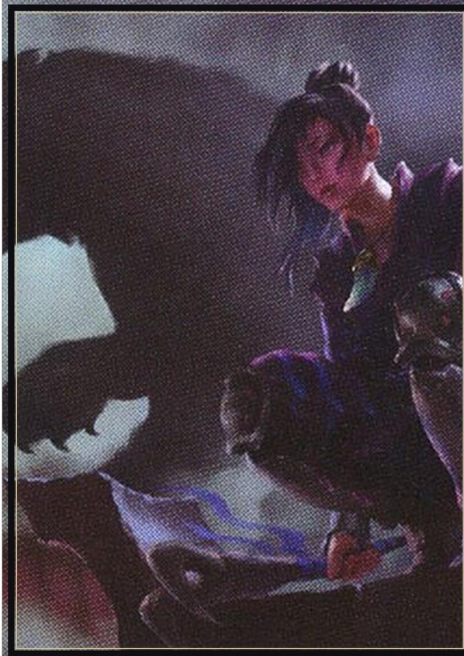
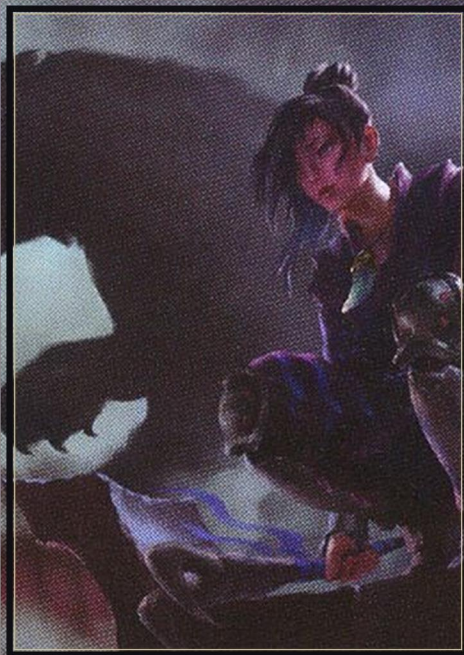
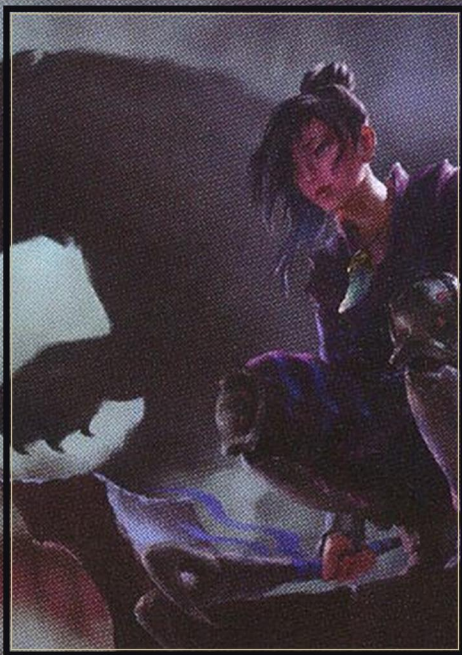
☞: Add ♠.

"We carry on the legacy of those who defended our world by continuing to unearth its secrets."
—Tazri

Sorcery 4 ♠ ♠ ♠ ♠

076/280 M
ZNR • EN  ADAM PAQUETTE

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Demonic Consultation



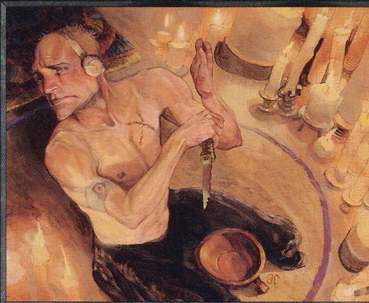
Instant

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



Instant

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

Illus. Adam Rex

™ & © 1993-2001 Wizards of the Coast, Inc. 164/350

Doomsday



Sorcery

Pay half your life, rounded up: Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.

Illus. Adrian Smith

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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

™ & © 2023 Wizards of the Coast. 284

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



Instant

Counter target spell.

At the beginning of your next upkeep, pay 3 . If you don't, you lose the game.

Those who expect betrayal at every turn are seldom disappointed.

077/289 R
TSR • EN • JASON CHAN

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Mana Drain



Instant

Counter target spell. At the beginning of your next main phase, add an amount of equal to that spell's mana value.

Enthusiasm is no match for preparation.

057/331 M
2X2 • EN • RAYMOND SWANLAND

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Counterspell

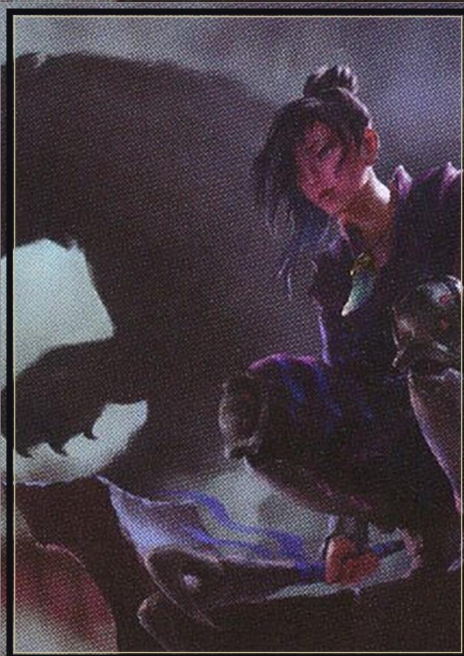
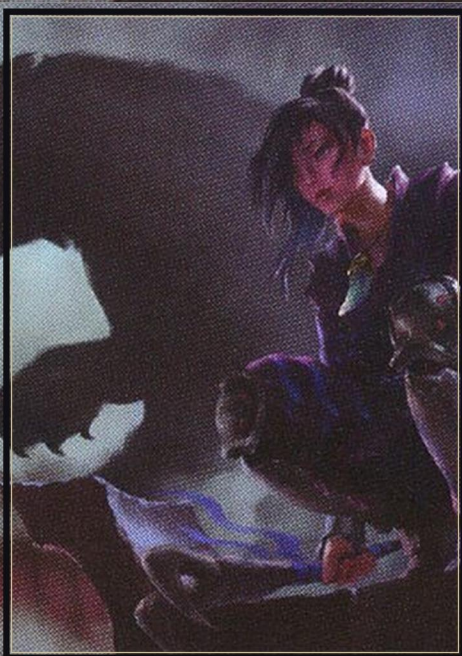
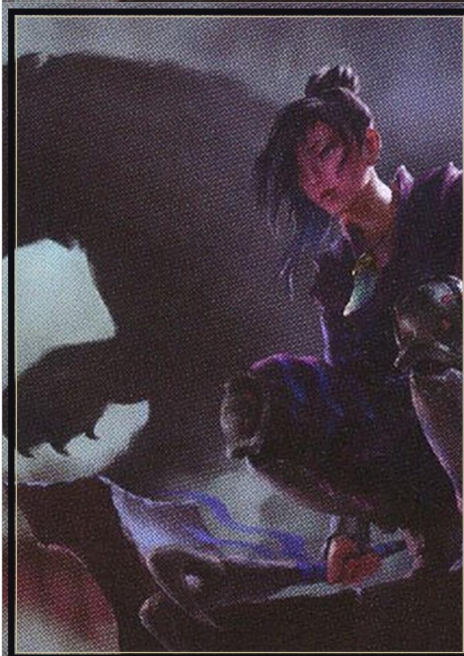
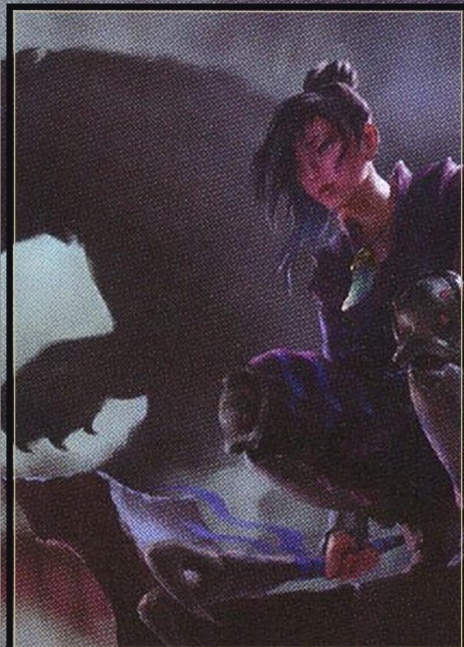
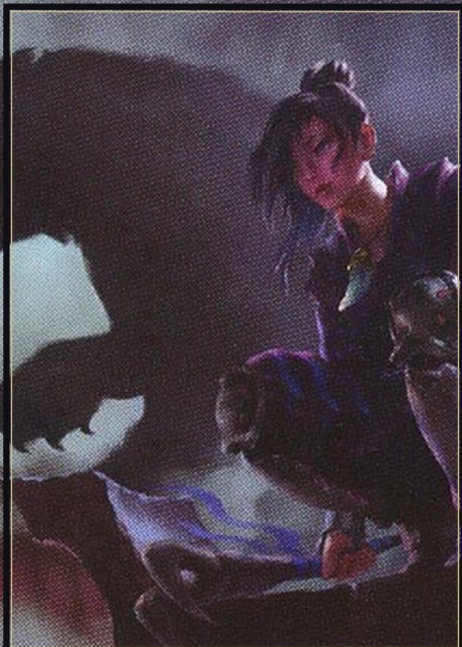
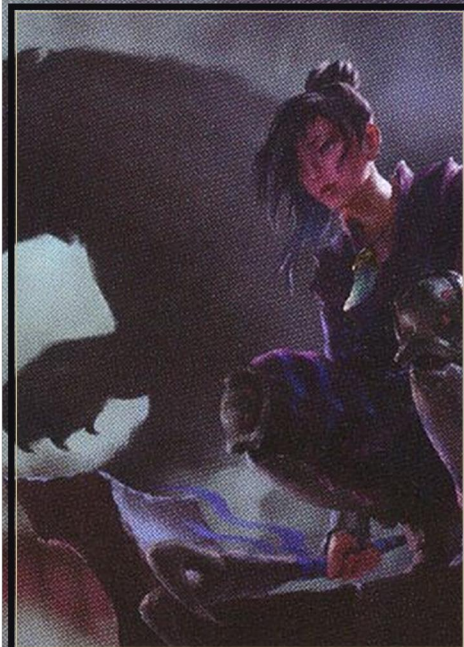
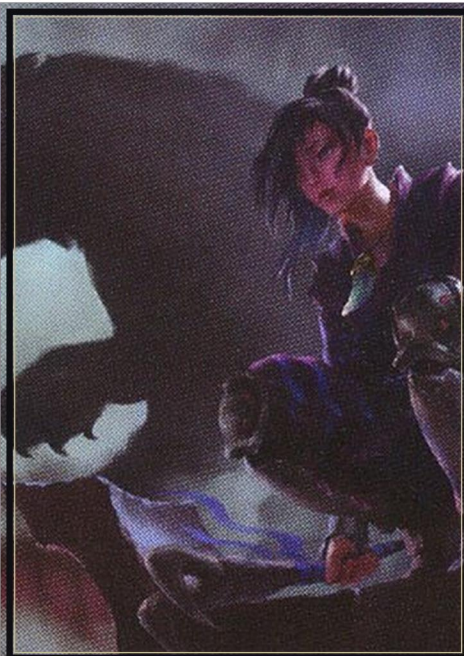
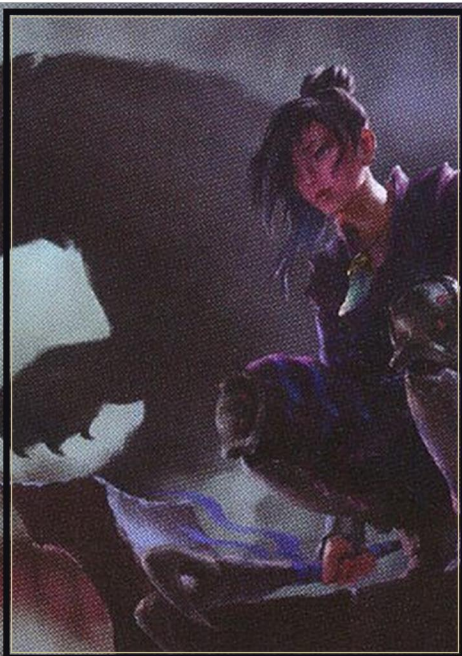
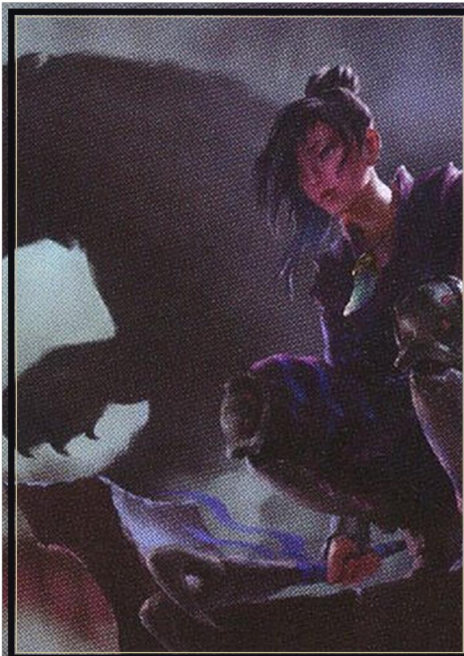


Instant

Counter target spell.

045/261 C
DMR • EN • ZACK STELLA

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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

™ & © 1993–2011 Wizards of the Coast LLC 46/318

Mental Misstep



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 sective

Erica Yang

™ & © 1993–2011 Wizards of the Coast LLC 38/175

Spell Pierce



Instant

Counter target noncreature spell unless its controller pays 2.

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

063/331 C
2X2 • EN VANCE KOVACS

™ & © 2022 Wizards of the Coast

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.")

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

051/281 U Story Spotlight
SNC • EN DALLAS WILLIAMS

mtgstory.com
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Delay



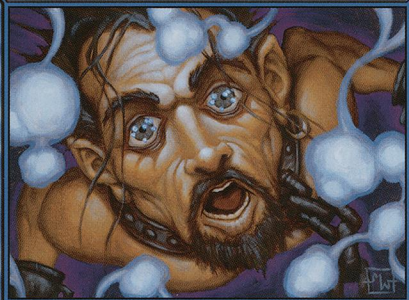
Instant

Counter target spell. If the spell is countered this way, exile it with three time counters on it instead of putting it into its owner's graveyard. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, remove a time counter from that card. When the last is removed, the player plays it without paying its mana cost. If it's a creature, it has haste.)

061/289 U
TSR • EN SVETLIN VELINOV

™ & © 2020 Wizards of the Coast

Daze



Instant

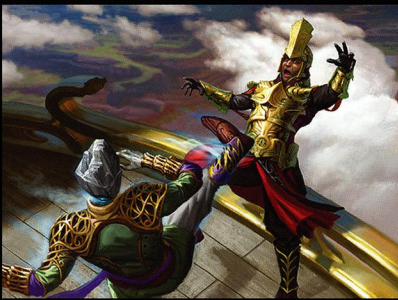
You may return an Island you control to its owner's hand rather than pay Daze's mana cost.

Counter target spell unless its controller pays 1.

Matthew D. Wilson

™ & © 1993–2008 Wizards of the Coast, Inc. 23/62

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

™ & © 2017 Wizards of the Coast

Dismember



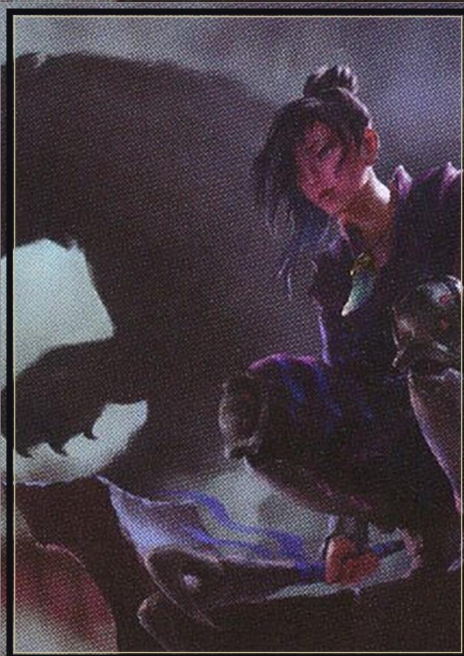
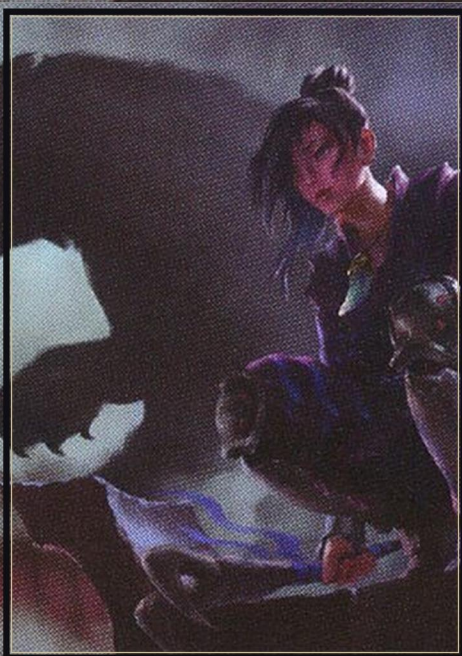
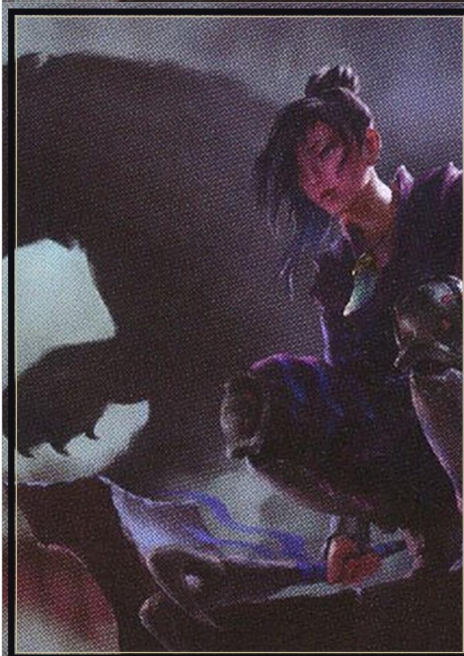
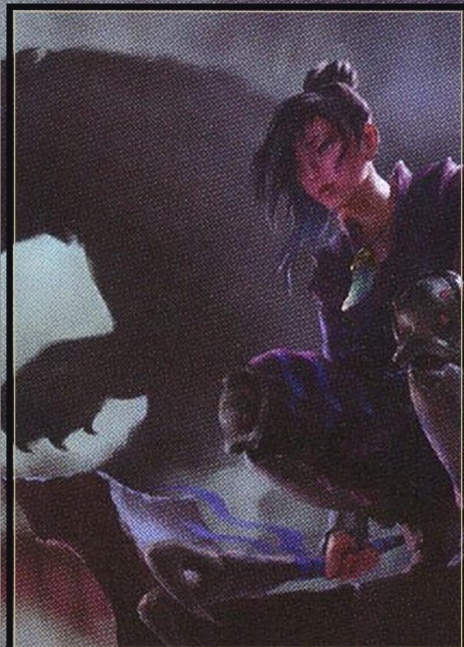
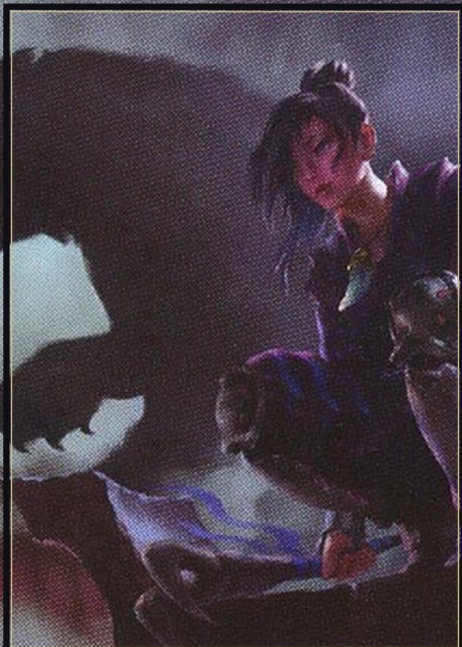
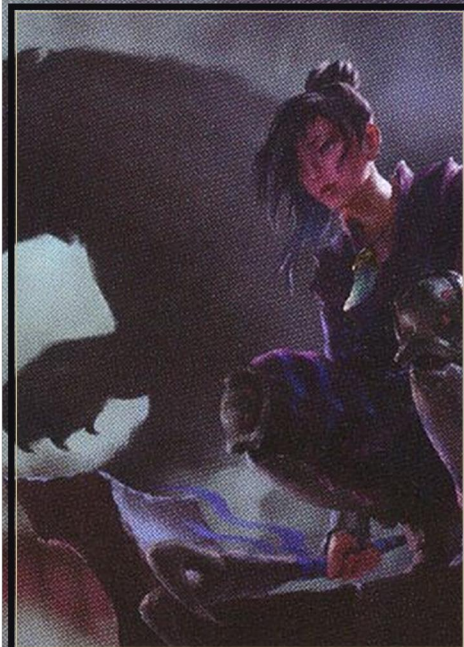
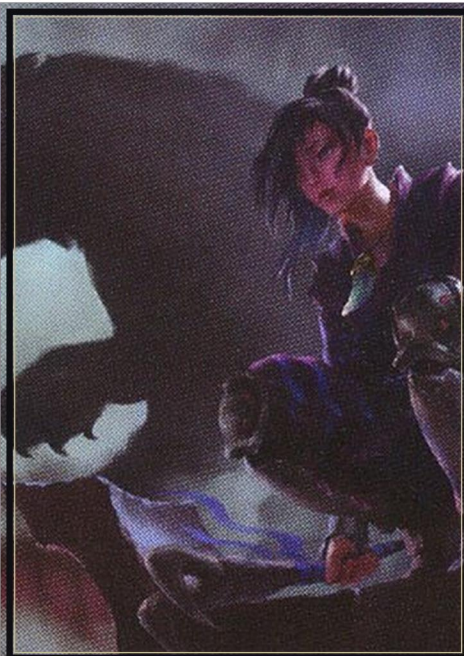
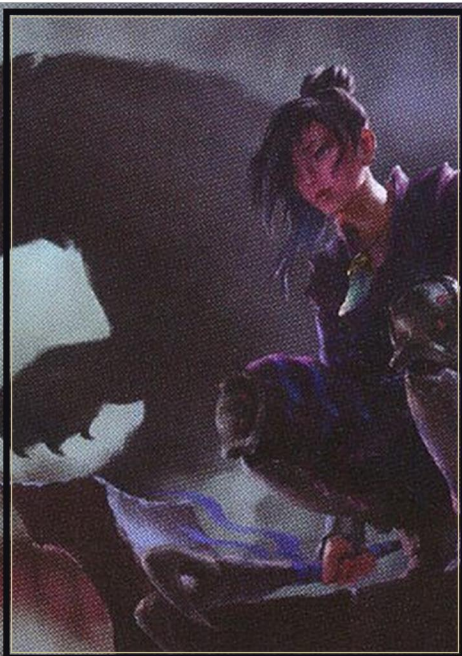
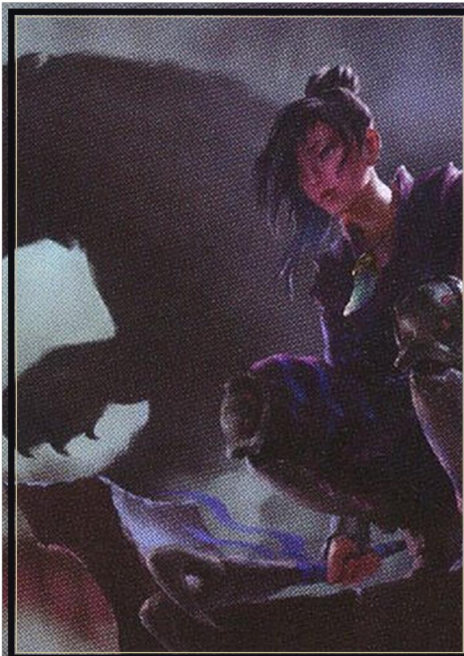
Instant

(Φ can be paid with either ♠ or 2 life.) Target creature gets -5/-5 until end of turn.

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

Terese Nielsen

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



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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Snuff Out

3



Instant

If you control a swamp, you may pay 4 life instead of paying Snuff Out's mana cost.
Destroy target nonblack creature. It can't be regenerated.

Squee watched his Kyren cousins fall with a mixture of sympathy and relief.

Illus. Mike Ploog

© 1993-1999 Wizards of the Coast, Inc. 162/360

Go for the Throat

1



Instant

Destroy target nonartifact creature.

Having flesh is increasingly a liability on Mirrodin.

076/331 U
2X2 • EN • DAVID RAPOZA

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Polluted Delta



Land

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

Illus. Rob Alexander

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Flooded Strand



Land

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

Where dragons once slept, their bones now rest.

233/269 R
KTK • EN • ANDREAS ROCHA

™ & © 2014 Wizards of the Coast

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.

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

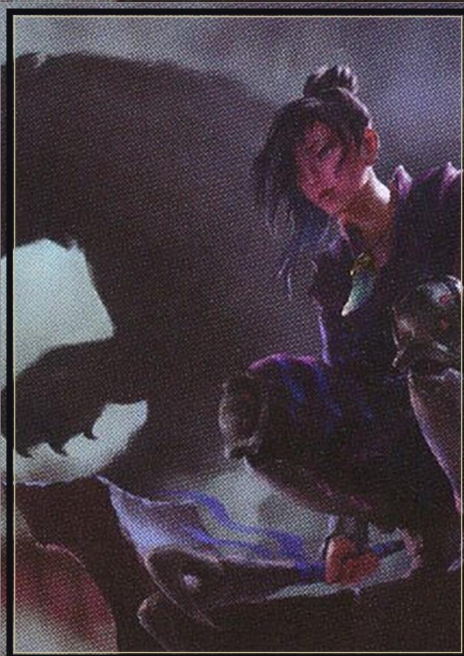
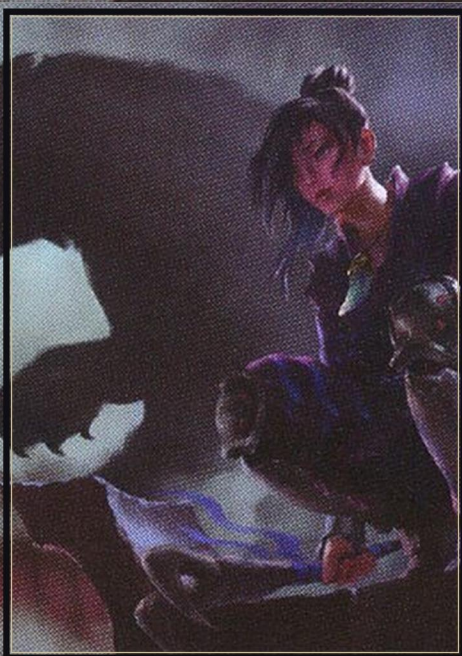
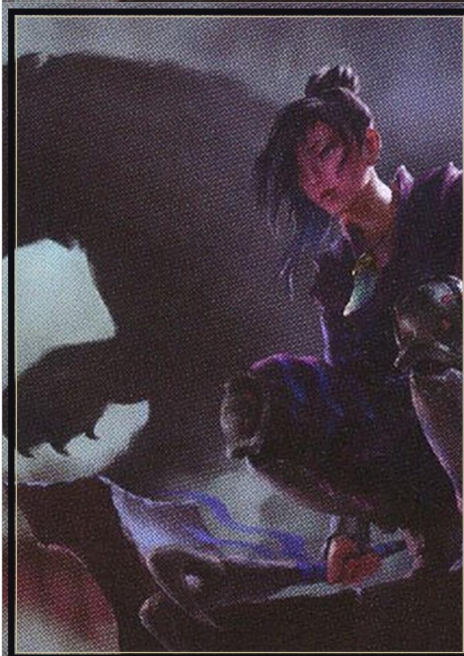
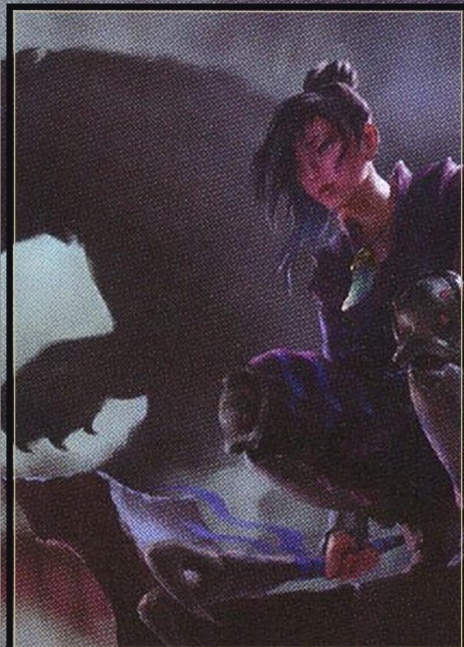
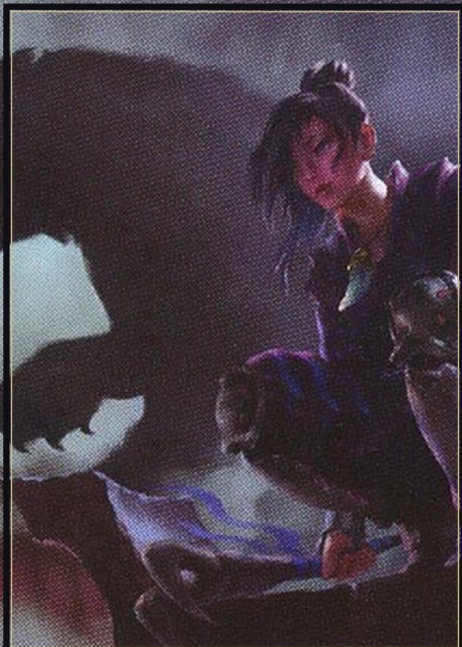
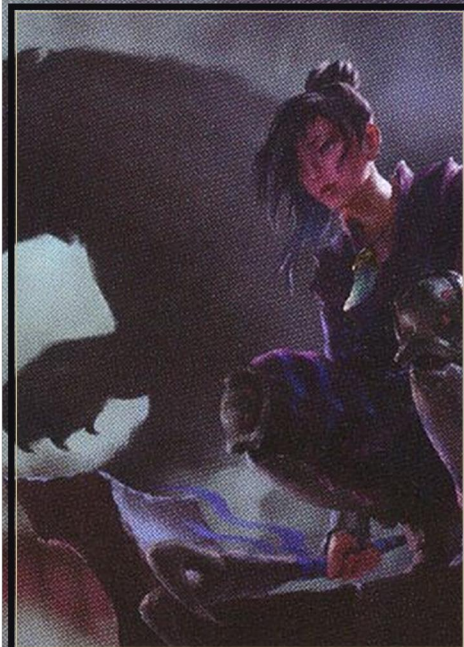
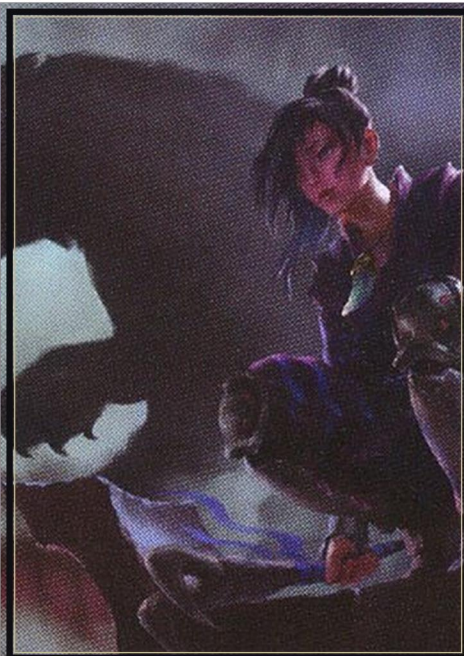
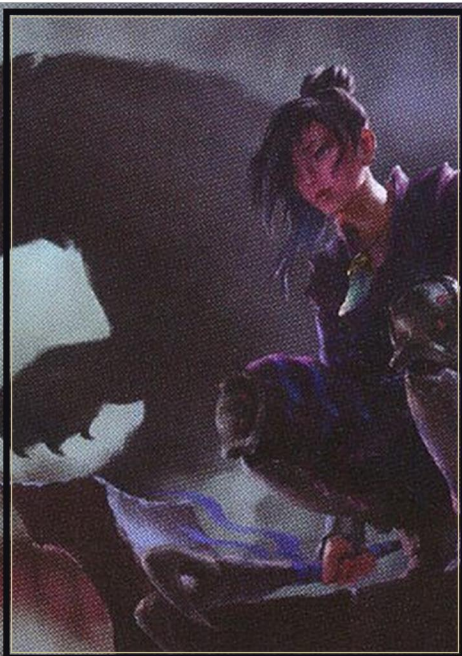
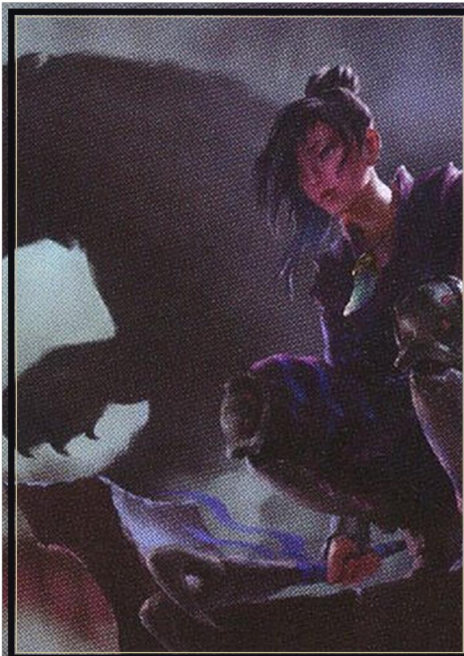


Land

☞, 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

™ & © 1993-2009 Wizards of the Coast LLC 220/249



Verdant Catacombs



Land

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

249/249 R
MM3 • EN VANCE KOVACS

™ & © 2017 Wizards of the Coast

Prismatic Vista



Land

☞, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle.

There is beauty in the uncertainty of potential.

Illus. Sam Burley
™ & © 2021 Wizards of the Coast 41/41

Underground Sea

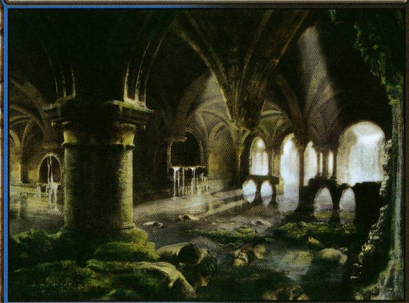


Land

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

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. 250/406

Darkslick Shores



Land

Darkslick Shores enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ☠ or ☠.

Where curiosity meets cruelty, hideous innovations arise.

250/271 R
ONE • EN AARON MILLER

™ & © 2023 Wizards of the Coast

Drowned Catacomb



Land

Drowned Catacomb enters the battlefield tapped unless you control an Island or a Swamp.

☞: Add ☠ or ☠.

None can tell how many vessels are tangled up on the sea floor—or how much treasure remains unclaimed.

R 0290
OTC • EN JUNG PARK

™ & © 2024 Wizards of the Coast

Sunken Ruins



Land

☞: Add ♦.
☠, ☞: Add ☠, ☠, ☠, or ☠.

Without the care of the tideshapers, the Lanes lie neglected. Some have flooded entire towns; others dried to cracked mud.

326/332 R
2XM • EN WARREN MAHY

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River of Tears



Land

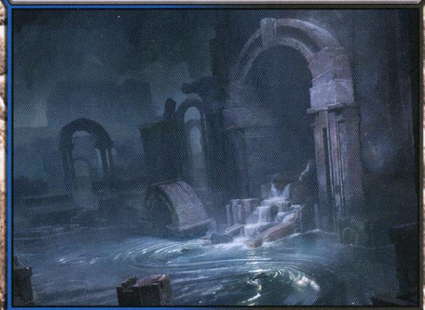
☞: Add ☠. If you played a land this turn, add ☠ instead.

*"The Westfolk wept, and their tears were winding rivers into the cheek of the world."
—Glem the Lonebard, "Origins of Kholon"*

R 0283
MKC • EN CHRIS J. ANDERSON

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Morphic Pool



Land

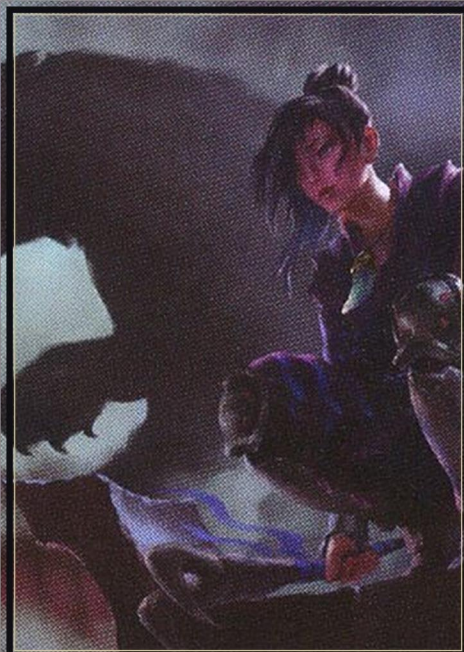
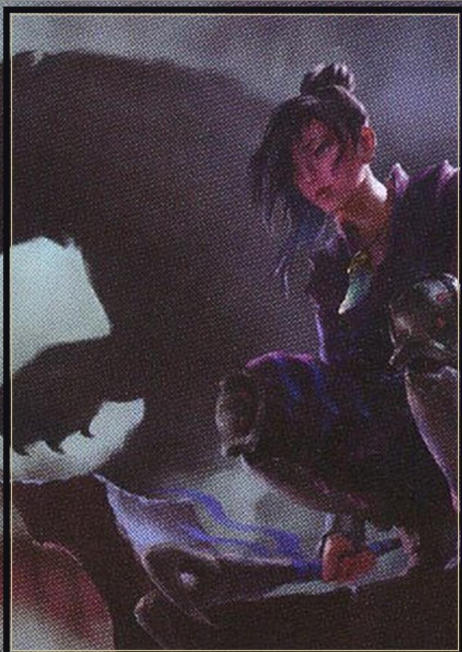
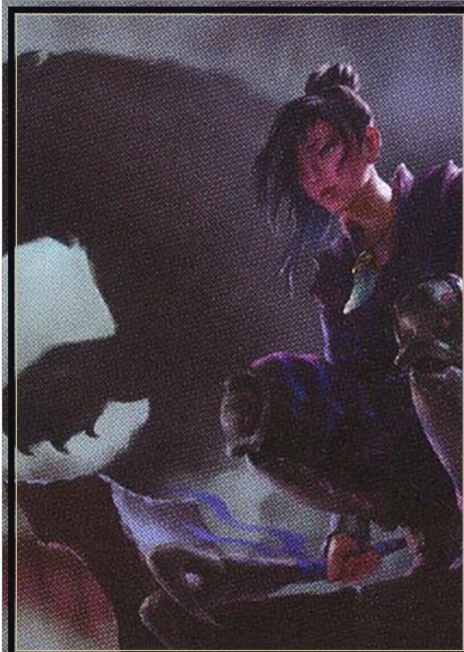
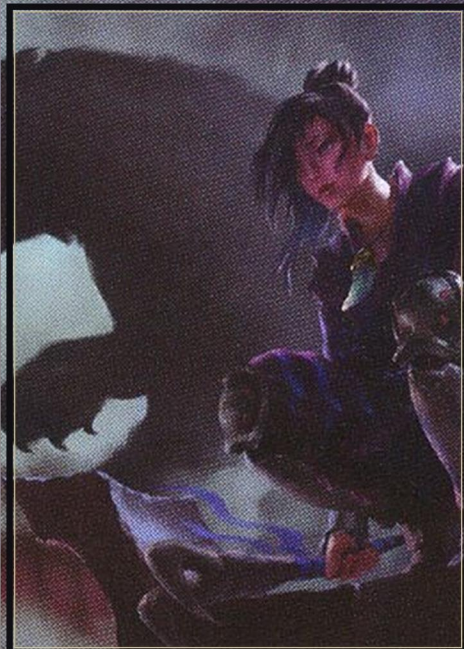
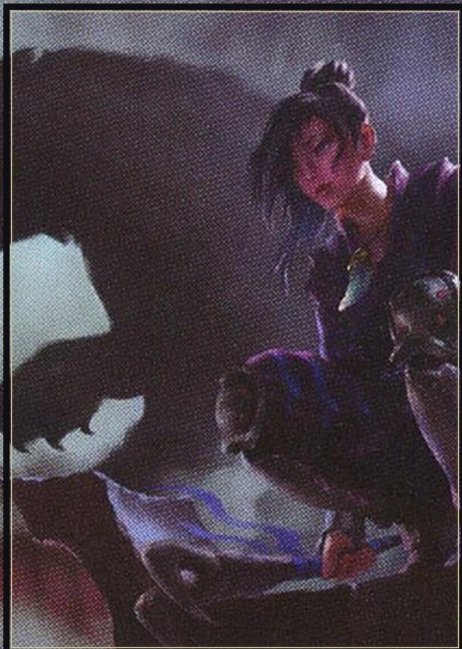
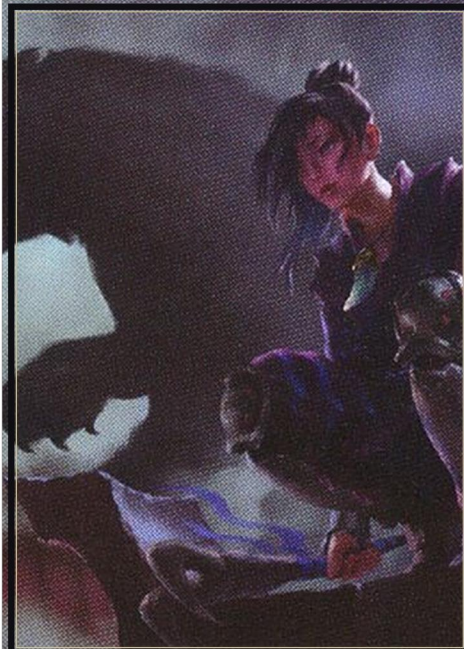
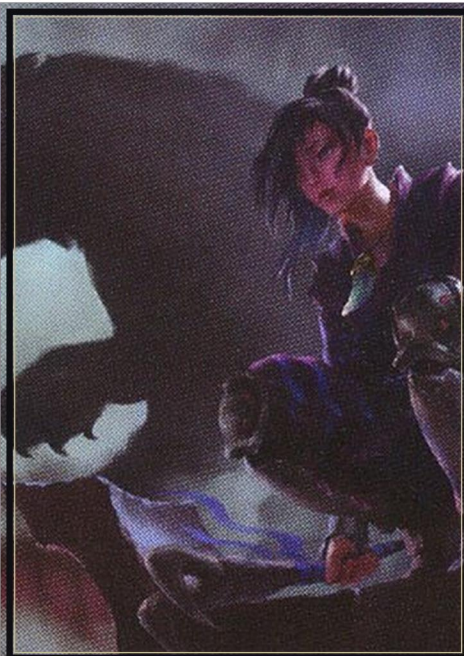
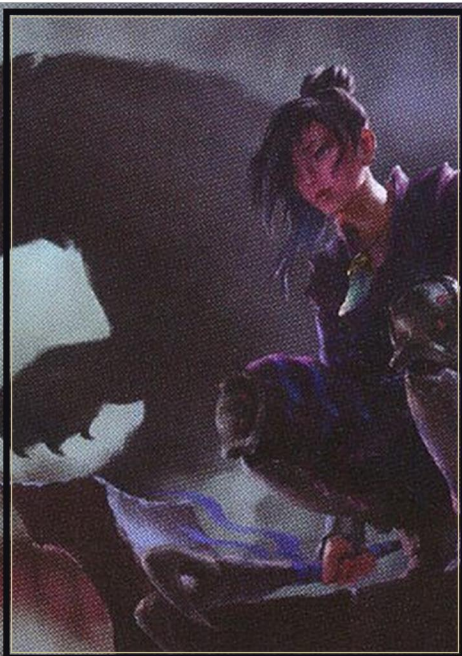
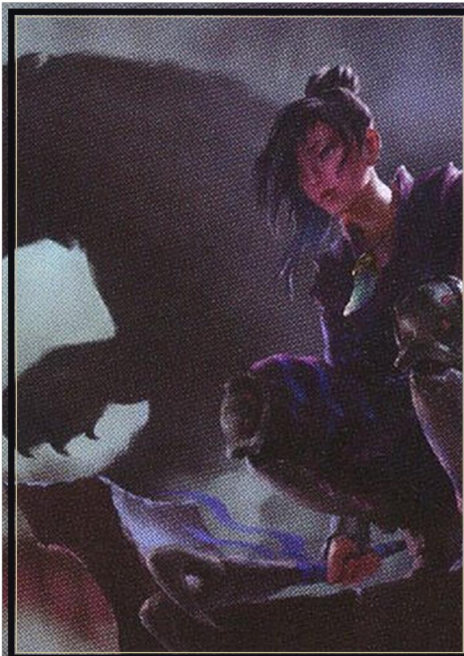
Morphic Pool enters the battlefield tapped unless you have two or more opponents.

☞: Add ☠ or ☠.

No one really knows how deep the waters go beneath Undercity, nor what amorphous horrors lurk within.

357/361 R
CLB • EN CHRIS OSTROWSKI

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Undercity Sewers



Land — Island Swamp

(**C**: Add **U** or **B**.)

Undercity Sewers enters the battlefield tapped.

When Undercity Sewers enters the battlefield, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

R 0270
MKM • EN YEONG-HAO HAN

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Otakara, Soaring City



Legendary Land

C: Add **U**.

Channel — 3 **U**, Discard Otakara, Soaring City: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs 1 less to activate for each legendary creature you control.

271/302 R
NEO • EN ALAYNA DANNER

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Cephalid Coliseum



Land

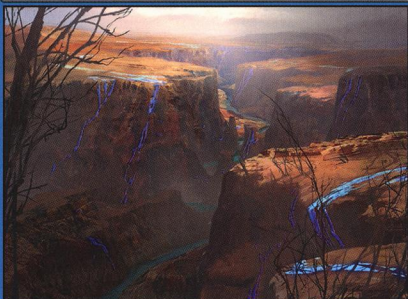
C: Add **U**. Cephalid Coliseum deals 1 damage to you.

Threshold — **U**, **C**, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards. Activate only if seven or more cards are in your graveyard.

U 0300
MH3 • EN JOHN AVON

™ & © 2024 Wizards of the Coast

Ipnu Rivulet



Land — Desert

C: Add **U** to your mana pool.

C, Pay 1 life: Add **U** to your mana pool.

1 **U**, **C**, Sacrifice a Desert: Target player puts the top four cards of his or her library into his or her graveyard.

180/199 U
HOU • EN JAMES PAICK

™ & © 2017 Wizards of the Coast

Command Tower



Land

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

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

C 0060
DRC • EN ALAYNA DANNER

™ & © 2025 Wizards of the Coast

Ancient Tomb



Land

C: 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
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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.

C: Add **U**. 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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Island



Basic Land — Island



255/269 L
ELD • EN LUCAS GRACIANO

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Island

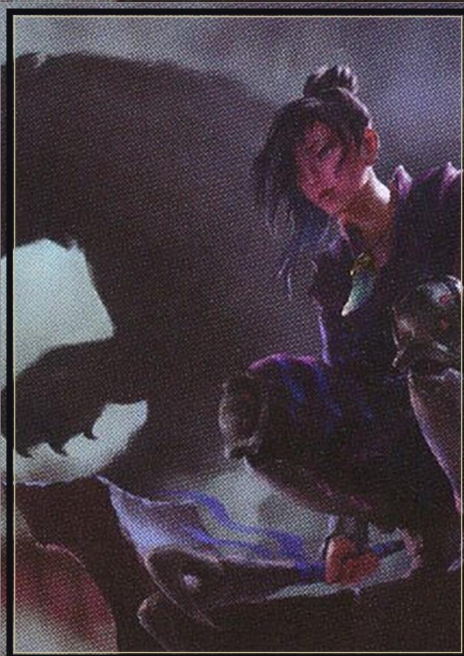
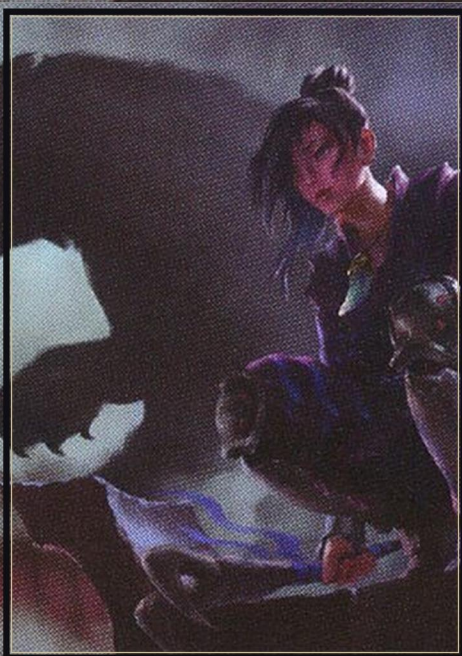
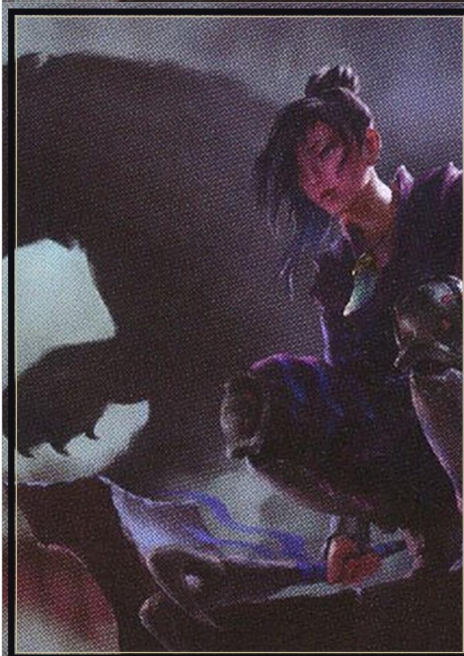
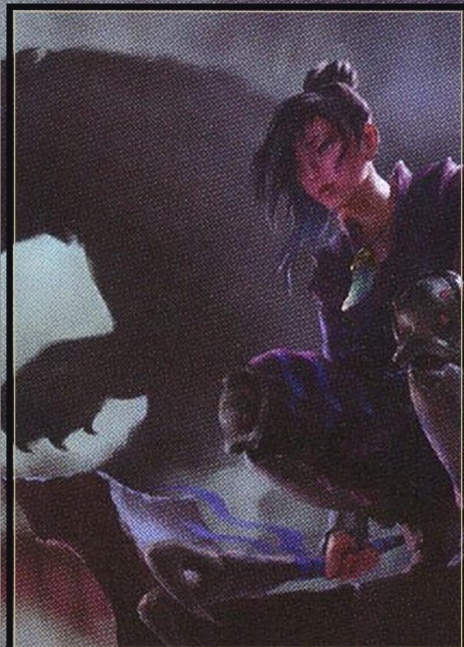
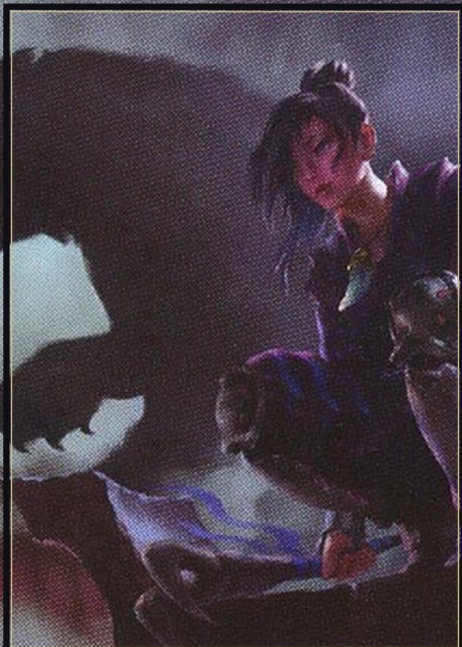
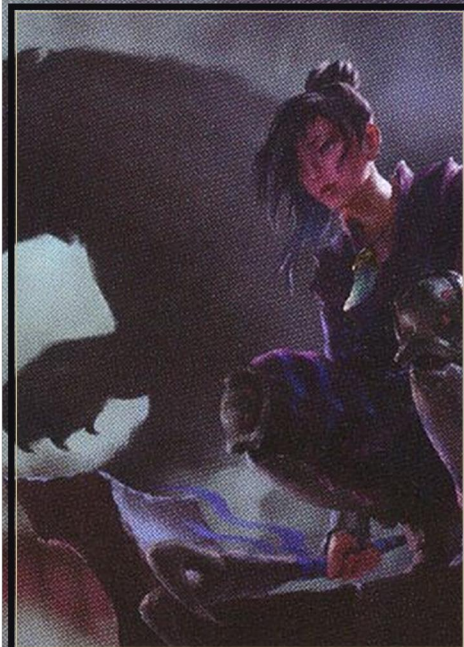
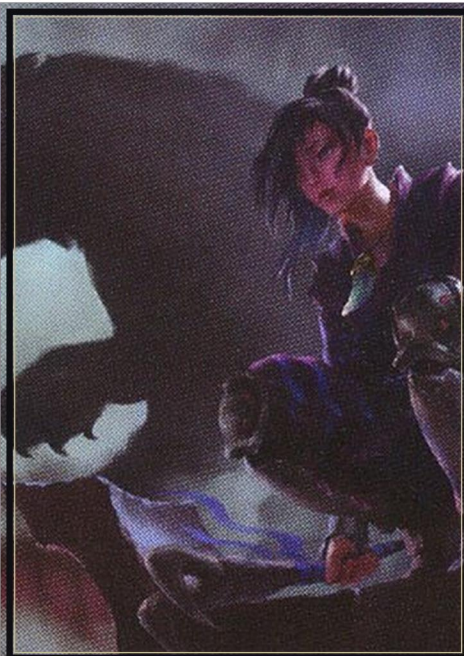
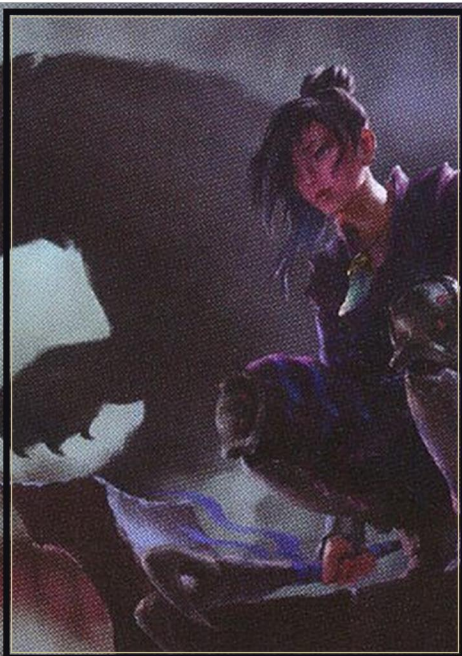
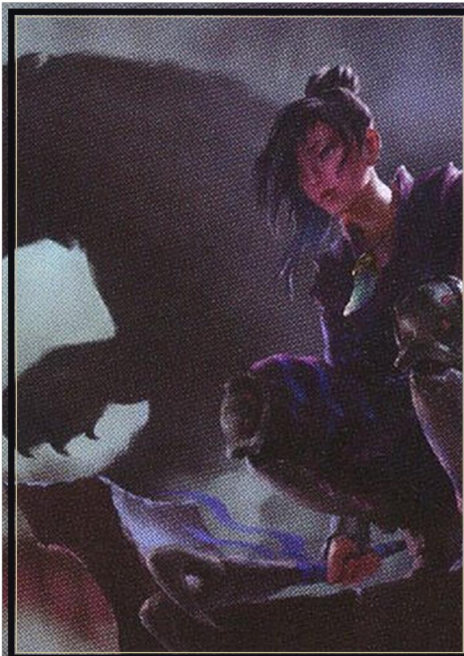


Basic Land — Island

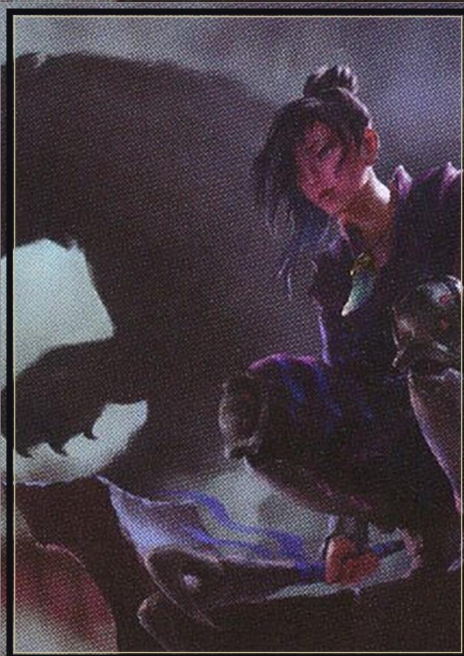
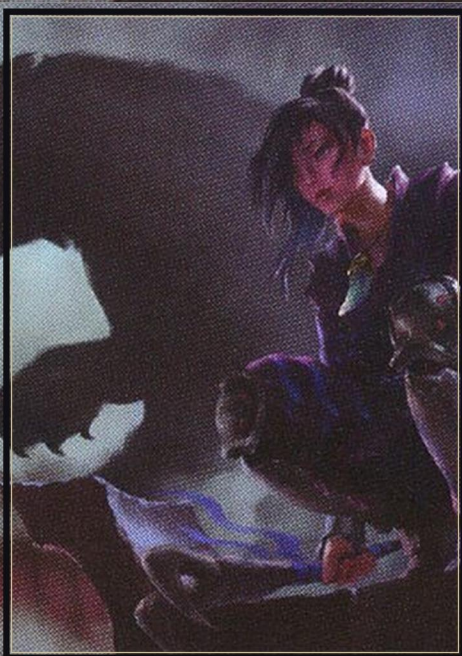
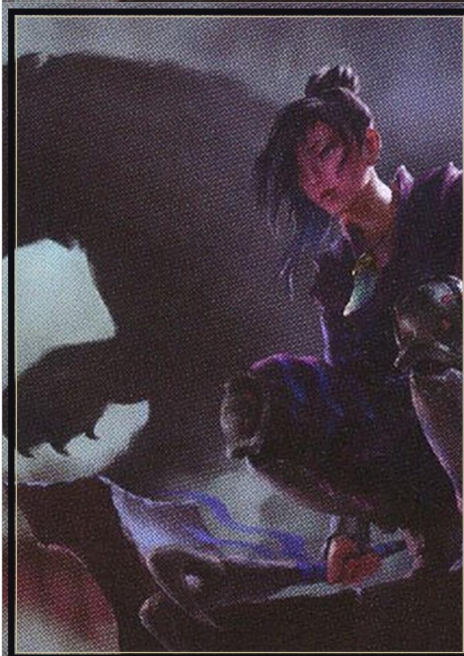
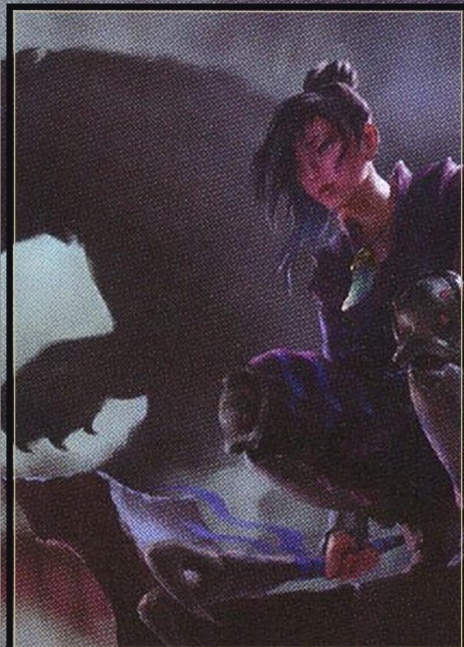
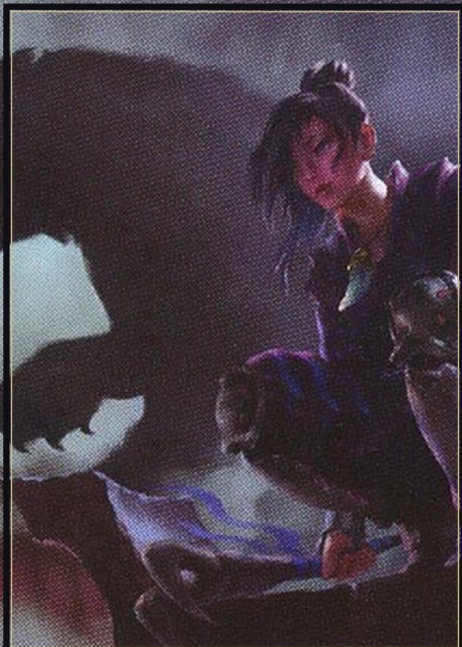
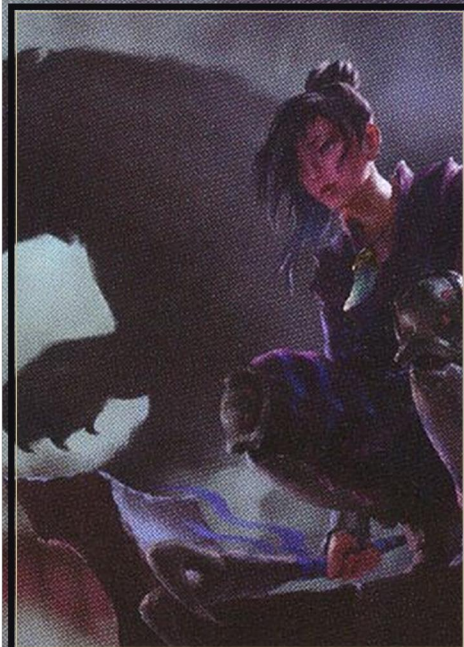
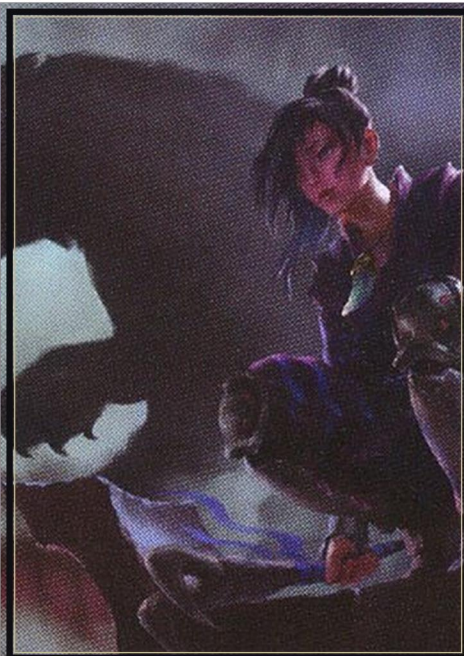
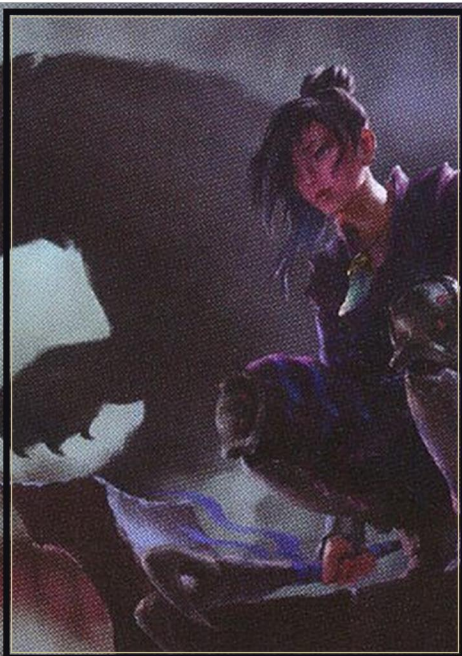
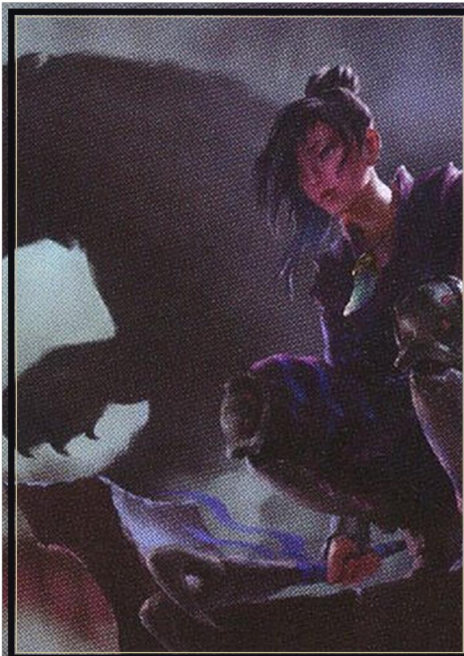


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Frantic Search

2



Instant

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

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

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MITCHELL MALLOY

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