

Fire Lord Azula

1



Legendary Creature — Human Noble

Firebending 2 (Whenever this creature attacks, add . This mana lasts until end of combat.)

Whenever you cast a spell while Fire Lord Azula is attacking, copy that spell. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)

"I'm sorry it has to end this way, brother."

4/4

R 0220
TLA • EN FAHMI FAUZI

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Command Tower



Land

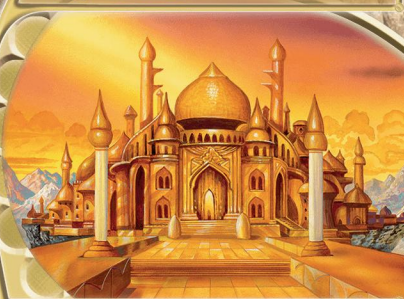
: Add one mana of any color in your commander's color identity.

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

C 0060
DRC • EN ALAYNA DANNER

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City of Brass



Land

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

: Add one mana of any color.

Ron Walotsky

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Mana Confluence



Land

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

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

Richard Wright

™ & © 2014 Wizards of the Coast 163/165

Exotic Orchard



Land

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

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

893
CLB • EN STEVEN BELLEDIN

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Underground Sea



Land

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

Illus. © Rob Alexander

Volcanic Island

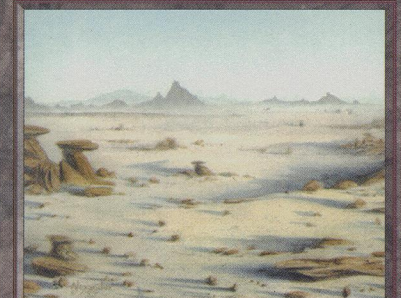


Land

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

Illus. © Brian Snoddy

Badlands



Land

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

Illus. © Rob Alexander

Steam Vents



Land — Island Mountain

(: Add or to your mana pool.)

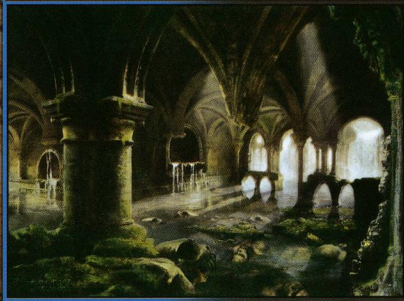
As Steam Vents comes into play, you may pay 2 life. If you don't, Steam Vents comes into play tapped instead.

Rob Alexander

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



Watery Grave



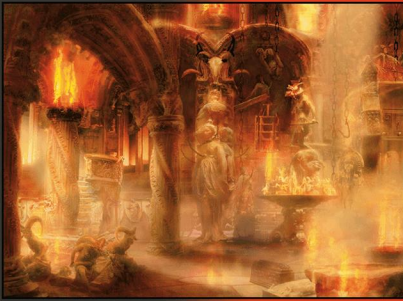
Land — Island Swamp

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

Blood Crypt



Land — Swamp Mountain

(**C**: Add **B** or **R**.)
As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

R 0273

RVR • EN • ROB ALEXANDER

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Spirebluff Canal



Land

Spirebluff Canal enters the battlefield tapped unless you control two or fewer other lands.

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

There's so much more to Ghirapur than can be accessed by traditional roads.

249/264 R

KLD • EN • ADAM PAQUETTE

™ & © 2016 Wizards of the Coast

Darkslick Shores



Land

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

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

Where curiosity meets cruelty, hideous innovations arise.

250/271 R

ONE • EN • AARON MILLER

™ & © 2023 Wizards of the Coast

Blackcleave Cliffs



Land

Blackcleave Cliffs enters the battlefield tapped unless you control two or fewer other lands.

C: Add **B** or **R**.

Where ambition meets industry, passion is poisoned by greed.

248/271 R

ONE • EN • YEONG-HAO HAN

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Sulfurous Springs



Land

C: Add **U**.

C: Add **B** or **R**. Sulfurous Springs deals 1 damage to you.

Everything is flammable in the Burning Isles, even the mana itself.

R 0323

OTC • EN • BRUCE BRENNESSE

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Underground River



Land

C: Add **U**.

C: Add **U** or **B**. Underground River deals 1 damage to you.

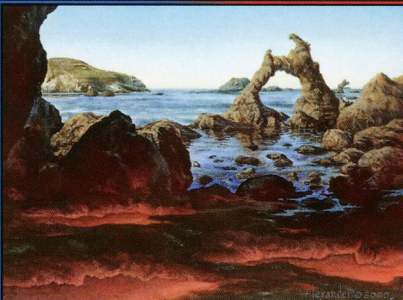
"The war polluted the land, turning what had once been fruitful fields into fetid morasses of mud and rusted corpses."
—The Antiquities War

R 0338

OTC • EN • VOLKAN BAGA

™ & © 2024 Wizards of the Coast

Shivan Reef



Land

C: Add **U**.

C: Add **U** or **B**. Shivan Reef deals 1 damage to you.

316

C21 • EN • ROB ALEXANDER

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Polluted Delta



Land

U, 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



Scalding Tarn



Land

☞, Pay 1 life, Sacrifice Scalding Tarn: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

Illus. Philip Straub
™ & © 2021 Wizards of the Coast 439

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
™ & © 2024 Wizards of the Coast 435

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 4030

Wooded Foothills



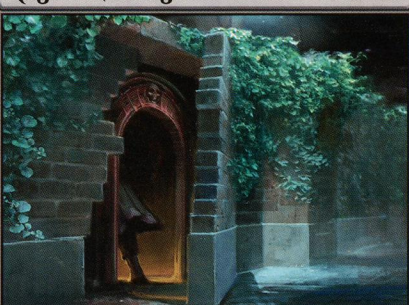
Land

☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

Home and hunting ground for Kaldheim's fearsome trolls.

Illus. Chris Ostrowski
™ & © 2024 Wizards of the Coast 441

Rogue's Passage



Land

☞: Add ♦.

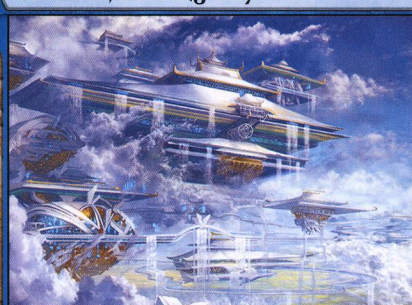
4, ☞: Target creature can't be blocked this turn.

Rumors quickly spread among thieves about a labyrinth without walls and a prize beyond all measures of worth.

U 0421
MOC • EN CHRISTINE CHOI

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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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Takenuma, Abandoned Mire



Legendary Land

☞: Add ♣.

Channel — 3 ♣, Discard Takenuma, Abandoned Mire: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs 1 less to activate for each legendary creature you control.

278/302 R
NEO • EN SAM BURLEY

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Island



Basic Land — Island



255/269 L
ELD • EN LUCAS GRACIANO

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Island



Basic Land — Island



255/269 L
ELD • EN LUCAS GRACIANO

™ & © 2019 Wizards of the Coast



Island

Basic Land — Island

255/269 L
ELD • EN LUCAS GRACIANO

™ & © 2019 Wizards of the Coast

Swamp

Basic Land — Swamp

059/078 L
JMP • EN ADAM PAQUETTE

™ & © 2020 Wizards of the Coast

Swamp

Basic Land — Swamp

059/078 L
JMP • EN ADAM PAQUETTE

™ & © 2020 Wizards of the Coast

Swamp

Basic Land — Swamp

059/078 L
JMP • EN ADAM PAQUETTE

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Mountain

Land

Illus. Rob Alexander

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Mountain

Land

Illus. Rob Alexander

™ & © 1993–2001 Wizards of the Coast, Inc. 345/350

Mountain

Land

Illus. Rob Alexander

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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 ARSENOVA

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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 0



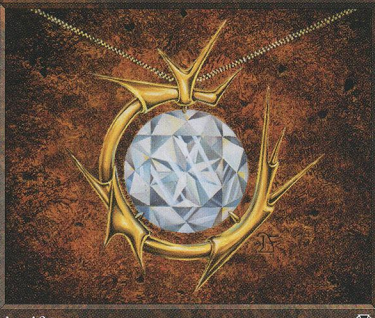
Artifact

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
© 1993–2003 Wizards of the Coast, Inc. 152/306

Mox Diamond 0



Artifact

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

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

Illus. Dan Frazier
© 1998 Wizards of the Coast, Inc.

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.

Arcane Signet 2



Artifact

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

It started as a mere drop of water. The Magic Mirror crystallized it into much more.

234 C
C21 • EN DAN SCOTT

Fellwar Stone 2



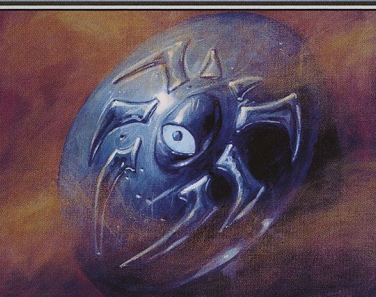
Artifact

☞: 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 AYON

Dimir Signet 2



Artifact

1, ☞: Add ♠♠ to your mana pool.

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

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

Izzet Signet 2



Artifact

1, ☞: Add ⚡.

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

C 0259
OTC • EN RAOUL VITALE

Rakdos Signet 2



Artifact

1, ☞: Add ♠♠.

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

U 0250
DSC • EN MARTINA PILGEROVA

Talisman of Dominance 2



Artifact

☞: Add ♦.

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

280 U
SCD • EN MIKE DRINGENBERG



Talisman of Creativity 2



Artifact

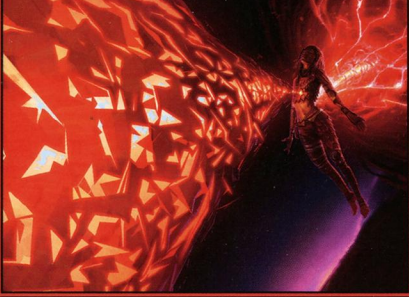
•: Add ♦.

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

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

U 0357
SOC • EN LINDSEY LOOK

Jeska's Will 2



Sorcery

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

- Add ♠ for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

"Gather your strength. Prepare yourself."
—Jeska, to Radha

799
CLB • EN IZZY

Dark Ritual



Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

Pyretic Ritual 1



Instant

Add ♠♠♠ to your mana pool.

The Multiverse is filled with limitless power just waiting for someone to reach out and seize it.

James Paick

Seething Song 2



Instant

Add ♠♠♠♠♠.

Vulshok mana rituals echo the day when the red sun burst through Mirrodin's surface to take its place in the heavens.

179
C21 • EN MARTINA PILCEROVA

Goblin Electromancer



Creature — Goblin Wizard

Instant and sorcery spells you cast cost 1 less to cast.

*"Result 752: Rapid mass redistribution.
"Result 753: Calamitous reverse synthesis.
"Result 754: Acute disarrayment."
—Izzet research notes*

2/2

174/259
C GRN • EN SVETLIN VELINOV

Baral, Chief of Compliance 1



Legendary Creature — Human Wizard

Instant and sorcery spells you cast cost 1 less to cast.

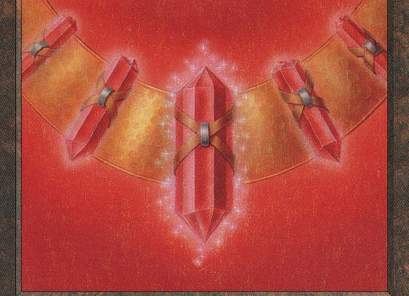
Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.

"The echo of silence is music to my ears."

Illus. Wesley Burt

1/3

Ruby Medallion 2



Artifact

Your red spells cost 1 less to play.

Illus. Sue Ellen Brown

Sapphire Medallion 2



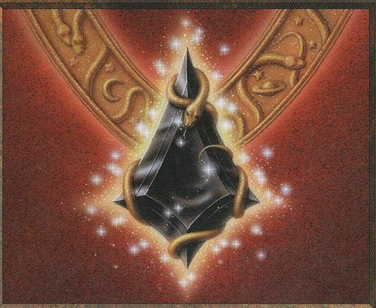
Artifact

Your blue spells cost 1 less to play.

Illus. Sue Ellen Brown



Jet Medallion 2



Artifact

Your black spells cost 1 less to play.

Illus. Sue Ellen Brown
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Storm-Kiln Artist 3 2



Creature — Dwarf Shaman

Storm-Kiln Artist gets +1/+0 for each artifact you control.

Magecraft — Whenever you cast or copy an instant or sorcery spell, create a Treasure token.

A captured elemental makes for a potent, albeit unstable, power source.

2/2

U 0181
OTC • EN • MANUEL CASTAÑÓN

Archmage Emeritus 2



Creature — Human Wizard

Magecraft — Whenever you cast or copy an instant or sorcery spell, draw a card.

Some emeritus professors return from their wanderings periodically to share tales of the mystical wonders of Arcavios.

2/2

037/275 R
STX • EN • CAIO MONTEIRO

Ral, Storm Conduit 2 2



Legendary Planeswalker — Ral

Whenever you cast or copy an instant or sorcery spell, Ral, Storm Conduit deals 1 damage to target opponent or planeswalker.

+2 : Scry 1.

-2 : When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

4

211/264 R
WAR • EN • WESLEY BURT

Harmonic Prodigy 1 2



Creature — Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

If an ability of a Shaman or another Wizard you control triggers, that ability triggers an additional time.

Each note strikes with deadly precision.

1/3

132/303 R
MH2 • EN • PAUL SCOTT CANAVAN

Twinning Staff 3



Artifact

If you would copy a spell one or more times, instead copy it that many times plus an additional time. You may choose new targets for the additional copy.

7, c : Copy target instant or sorcery spell you control. You may choose new targets for the copy.

383
NCC • EN • MIKE BIEREK

Lightning Greaves 2



Artifact — Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)

Equip 0

After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

220/320 U
CMA • EN • JEREMY JARVIS

Swiftfoot Boots 2



Artifact — Equipment

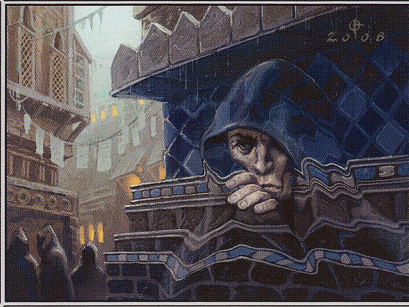
Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control.)

Equip 1

"There is great wisdom in rushing headlong into combat . . . if you're prepared."
—Kenjek, captain of the Thousand Swords

U 0268
OTC • EN • SVETLIN VELINOV

Whispersilk Cloak 3



Artifact — Equipment

Equipped creature can't be blocked and has shroud. (It can't be the target of spells or abilities.)

Equip 2

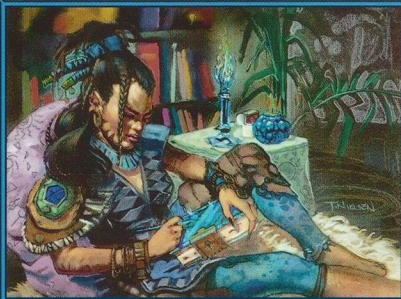
Such cloaks are in high demand both by assassins and by those who fear them.

280/351 U
C16 • EN • DAREN BADER



Rhystic Study

2



Enchantment

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

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

Terese Nielsen

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Mystic Remora

1



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.)

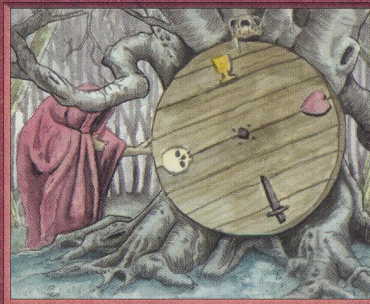
Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays 4.

R 1842
SLD • EN JESPER EISING

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Wheel of Fortune

2



Sorcery

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

Illus. © Daniel Gelon

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

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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 Brassell
TM & © 2014 Wizards of the Coast 08/88

Frantic Search

2



Instant

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

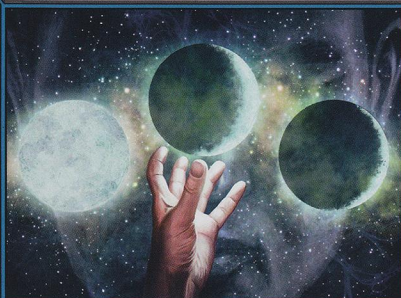
It took the banning of temporal manipulation at Tolaria West to teach its students the value of time.

C 0096
CMM • EN MITCHELL MALLOY

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Ponder

1



Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle your library. Draw a card.

Tomorrow belongs to those who prepare for it today.

Dan Scott

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Preordain

1



Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

C 0107
OTC • EN SVETLIN VELINOV

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Brainstorm

1



Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

The mizzium-sphere array drove her mind deep into the thought field, where only the rarest motes of genius may be plucked.

115
C21 • EN WILLIAM MURAI

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Vampiric Tutor



Instant

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

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

Illus. Gary Leach

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Demonic Tutor



Sorcery

Search your library for a card, put that card into your hand, then shuffle your library.

Beware the generosity of demons.

093/254 R
UMA • EN ZACK STELLA

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Mystical Tutor



Instant

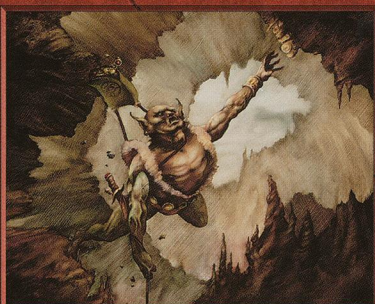
Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.

The student searches the world for meaning. The master finds worlds of meaning in the search.

060/261 R
DMR • EN LINDSEY LOOK

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Gamble



Sorcery

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

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

Illus. Andrew Goldhawk

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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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An Offer You Can't Refuse



Instant

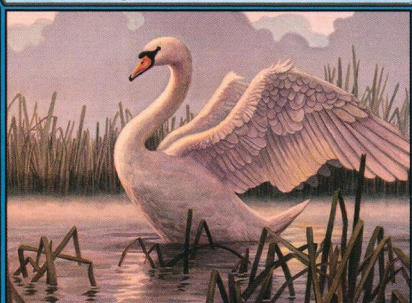
Counter target noncreature spell. Its controller creates two Treasure tokens. *(They're artifacts with "C", Sacrifice this artifact: Add one mana of any color.)"*

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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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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Counterspell



Instant

Counter target spell.

045/261 C
DMR • EN ZACK STELLA

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Deflecting Swat



Instant

If you control a commander, you may cast this spell without paying its mana cost. You may choose new targets for target spell or ability.

Archmage attacks are little more than annoyances to Kalamax.

050/322 R
C20 • EN IZZY

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Delay 1

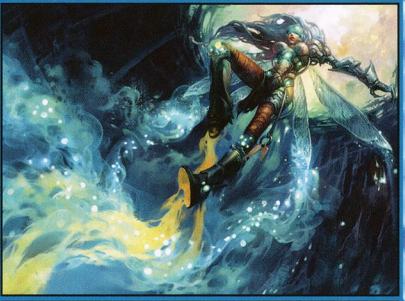


Instant

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

061/289 U
TSR • EN SVETLIN VELINOV

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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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.

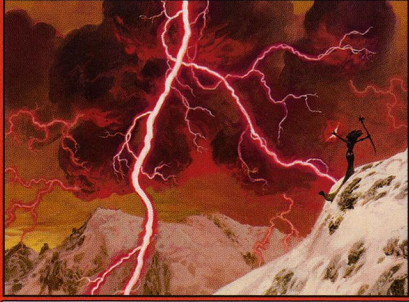
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

"Try, if you must."

050/331 R
2X2 • EN PAUL SCOTT CANAVAN

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Lightning Bolt



Instant

Lightning Bolt deals 3 damage to target creature or player.

The sparkmage shrieked, calling on the rage of the storms of his youth. To his surprise, the sky responded with a fierce energy he'd never thought to see again.

054/106 U
E01 • EN CHRISTOPHER MOELLER

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Terminate



Instant

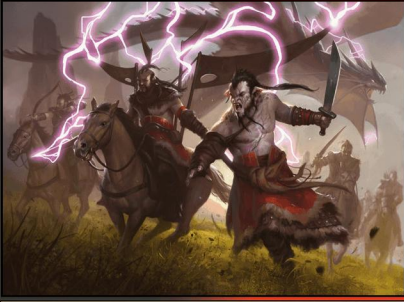
Destroy target creature. It can't be regenerated.

Like his mother before him, Darigaaz gave his life defending Dominaria from the tyranny of self-styled "gods."

172 C
DMC • EN DITERLUZZI

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Kolaghan's Command 1



Instant

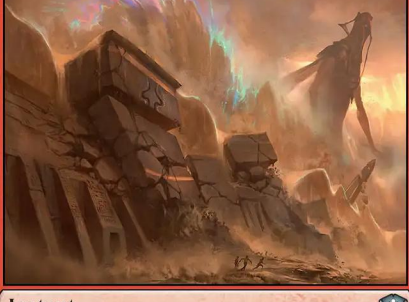
Choose two —

- Return target creature card from your graveyard to your hand.
- Target player discards a card.
- Destroy target artifact.
- Kolaghan's Command deals 2 damage to any target.

R 0268
M3C • EN DAARKEN

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Abrade 1



Instant

Choose one —

- Abrade deals 3 damage to target creature.
- Destroy target artifact.

The desert is a voracious beast, devouring both flesh and stone.

U 0234
SOC • EN JONAS DE RO

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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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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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Faerie Macabre 1



Creature — Faerie Rogue

Flying

Discard Faerie Macabre: Exile up to two target cards from graveyards.

The line between dream and death is gauzy and fragile. She leads those too near it from one side to the other.

rk post 2/2

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Reiterate 1



Instant

Buyback 3 (You may pay an additional 3 as you play this spell. If you do, put this card into your hand as it resolves.)

Copy target instant or sorcery spell. You may choose new targets for the copy.

“Echoes of the Mirari’s power yet linger.”
—Zyd, Kamahlite druid

Dan Scott

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Underworld Breach 1



Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card’s mana cost plus exile three other cards from your graveyard.

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

Lie Setiawan

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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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Fireball X



Sorcery

Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players.

Fireball costs 1 more to cast for each target beyond the first.

Dave Dorman

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Crackle with Power X X X



Sorcery

Crackle with Power deals five times X damage to each of up to X targets.

Will gasped as Rowan drew from the raw power of the Strixhaven Snarl. For a moment, she was luminous, transcendent, terrible.

095/275 M Story Spotlight STX • EN Micah Epstein

mtgstory.com

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Banefire X



Sorcery M19

Banefire deals X damage to any target.

If X is 5 or more, this spell can’t be countered and the damage can’t be prevented.

For Sarkhan Vol, the dragon is the purest expression of life’s savage splendor.

130/280 R M19 • EN Raymond Swanland

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Torment of Hailfire X



Sorcery

Repeat the following process X times. Each opponent loses 3 life unless that player sacrifices a nonland permanent or discards a card.

“Your God-Pharaoh has returned.”

077/199 R HOU • EN Grzegorz Rutkowski

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Grapeshot 1



Sorcery

Grapeshot deals 1 damage to target creature or player.

Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Mages often seek to emulate the powerful relics lost to time and apocalypse.

Pete Venters

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Mind's Desire

4





Sorcery



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

Storm *(When you cast this spell, copy it for each spell cast before it this turn.)*

004/065 R
DDS • EN

 ANTHONY FRANCISCO

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