

Kotis, the Fangkeeper

1



Legendary Creature — Zombie Warrior

Indestructible

Whenever Kotis deals combat damage to a player, exile the top X cards of their library, where X is the amount of damage dealt. You may cast any number of spells with mana value X or less from among them without paying their mana costs.

2/1

R 0202
TDM • EN EYIN FONG

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Command Tower



Land

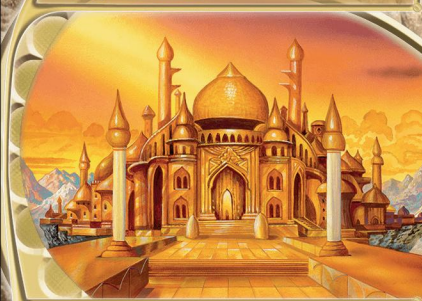
☞: Add one mana of any color in your commander's color identity.

"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

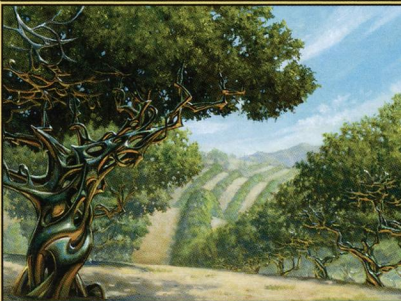
☞, Pay 1 life: Add one mana of any color to your mana pool.

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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Reflecting Pool



Land

☞: Add one mana of any type that a land you control could produce.

Gale stared into the pool and saw a stranger. The similarities were uncanny, but it was not him.

358/361 R
CLB • EN ALAYNA DANNER

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Zagoth Triome



Land — Swamp Forest Island

(☞: Add ☞, ☞, or ☞.)

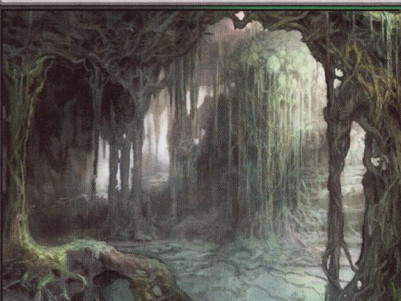
Zagoth Triome enters the battlefield tapped. Cycling 3 (3, Discard this card: Draw a card.)

Hunters in the primeval wetlands become fluent in reading the ripples to tell when to pursue and when to flee.

259/274 R
IKO • EN EYTAN ZANA

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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

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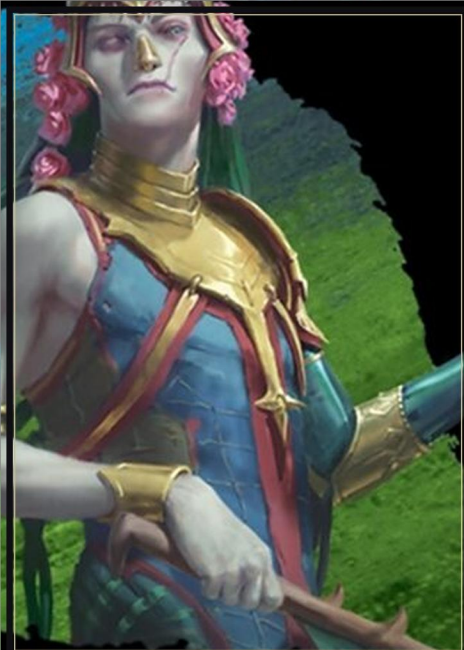
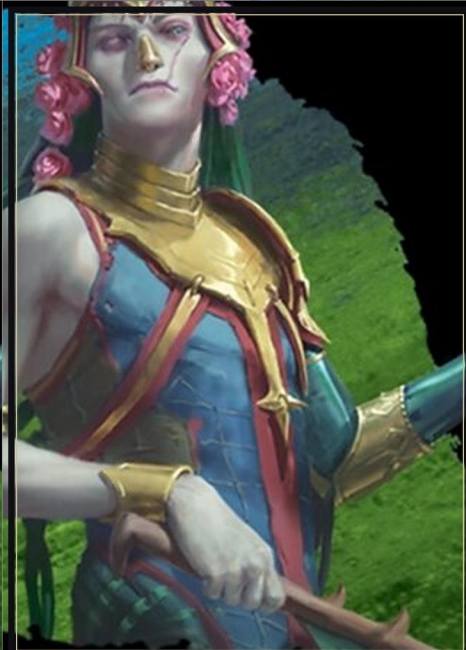
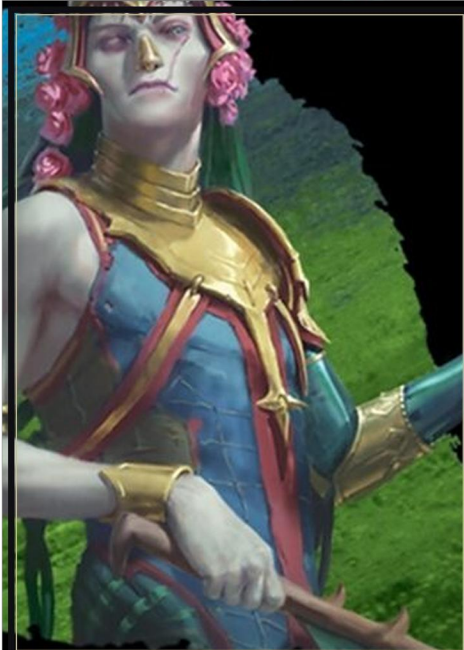
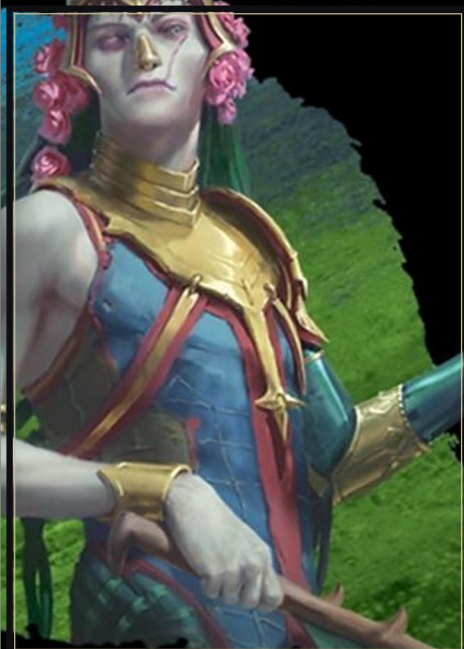
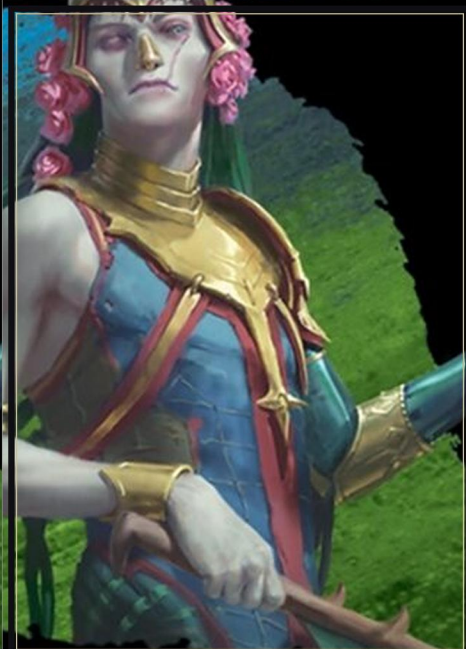
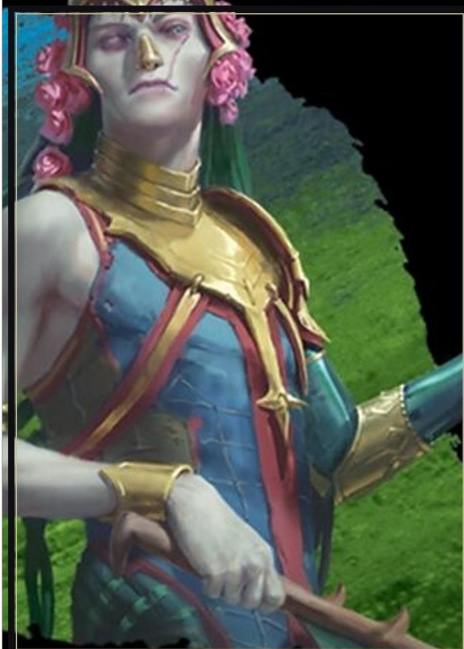
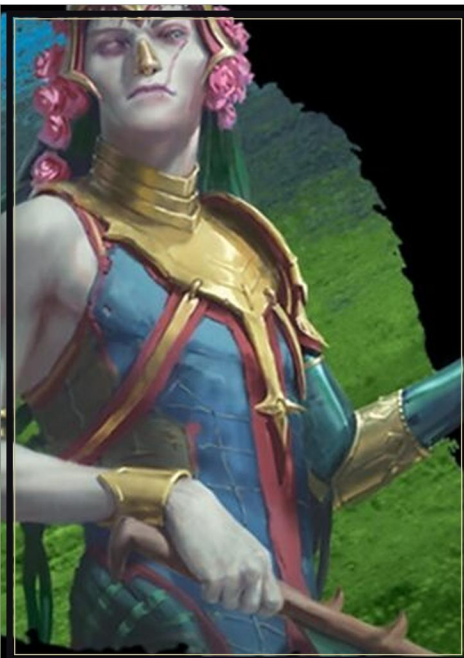
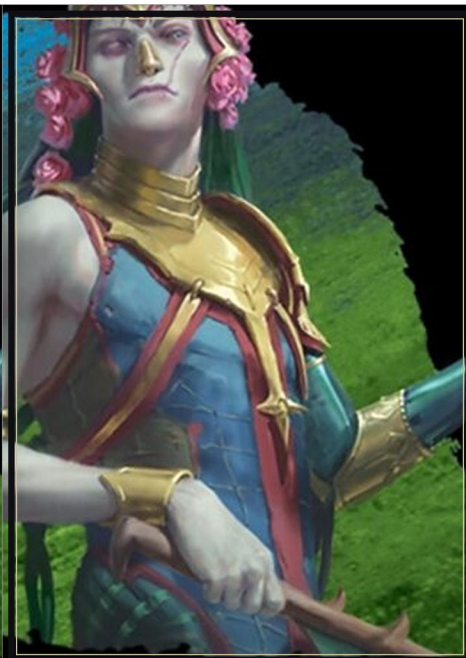
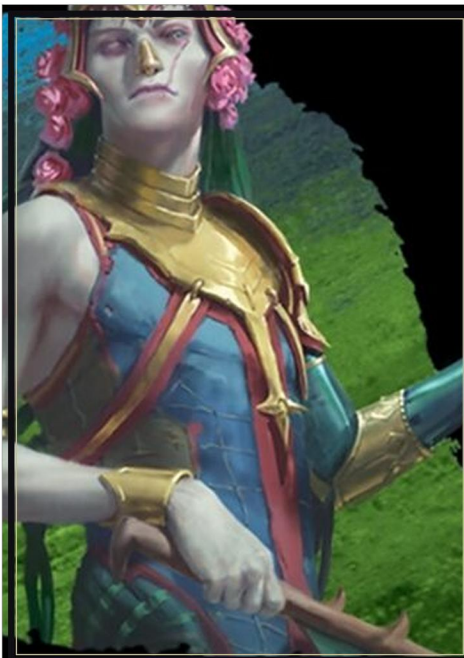
Misty Rainforest



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.

Shelly Wan
™ & © 1993-2009 Wizards of the Coast LLC 220/219



Polluted Delta



Land

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

Illus. Rob Alexander

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

Prismatic Vista



Land

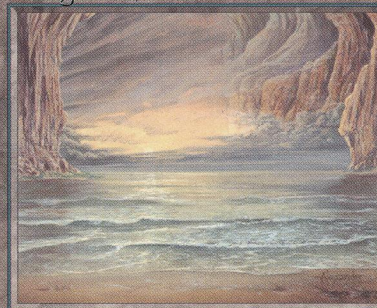
☞, Pay 1 life, Sacrifice Prismatic Vista: Search your library for a basic land card, put it onto the battlefield, then shuffle.

There is beauty in the uncertainty of potential.

Illus. Sam Burley

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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

Bayou



Land

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

Illus. © Jesper Myrfort

Tropical Island

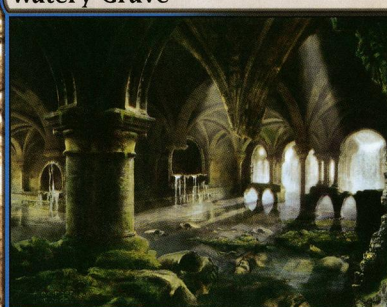


Land

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

Illus. © Mark Poole

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

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Overgrown Tomb



Land — Swamp Forest

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

Illus. Rob Alexander

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Breeding Pool



Land — Forest Island

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

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

132 R SLD • EN ALEKSI BRICLOT

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Darkslick Shores



Land

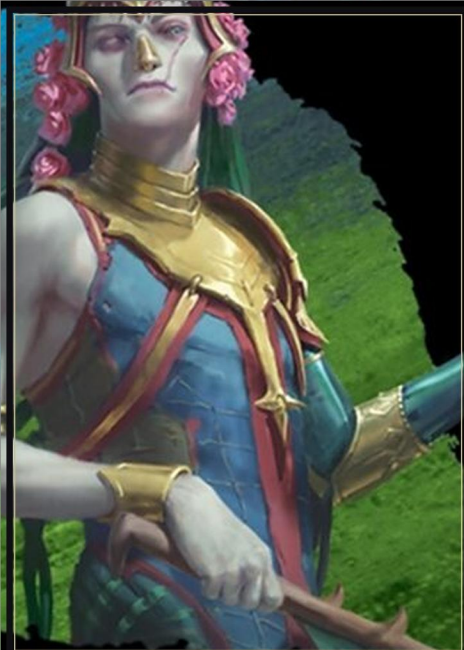
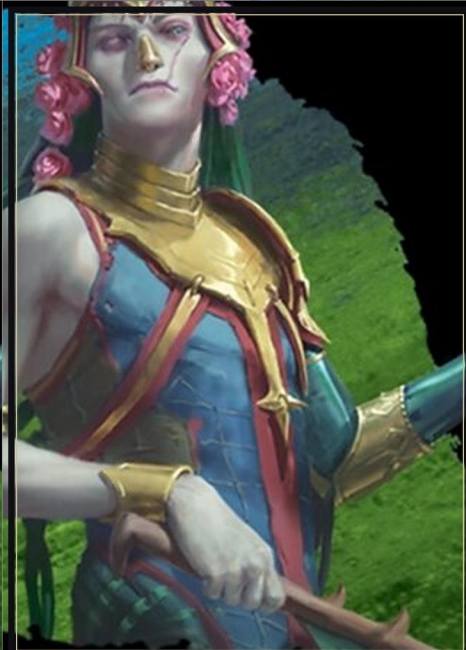
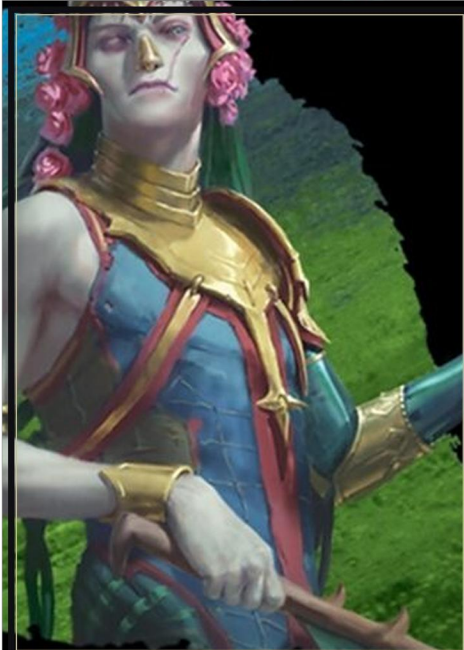
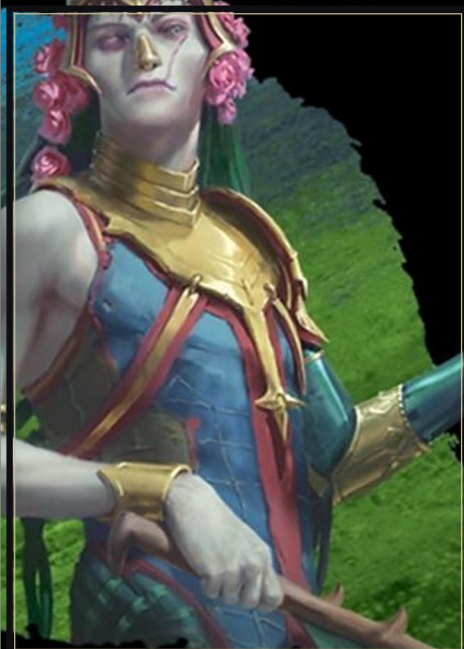
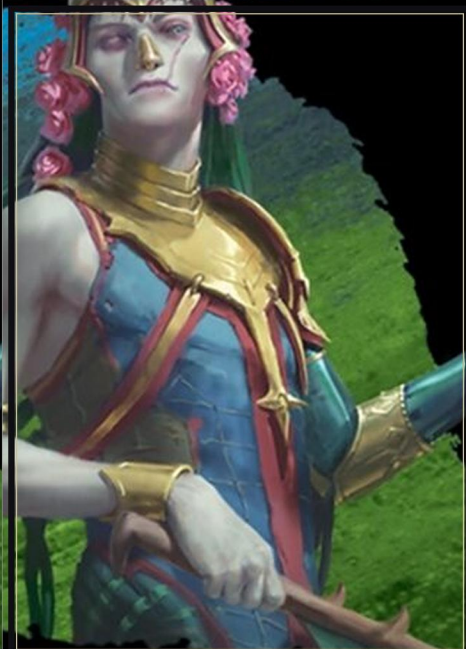
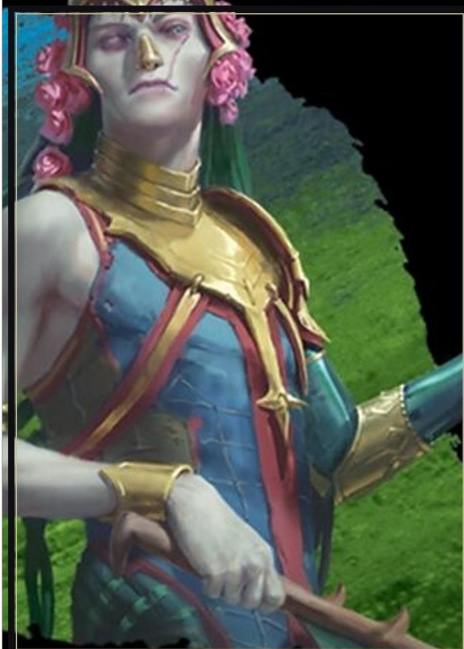
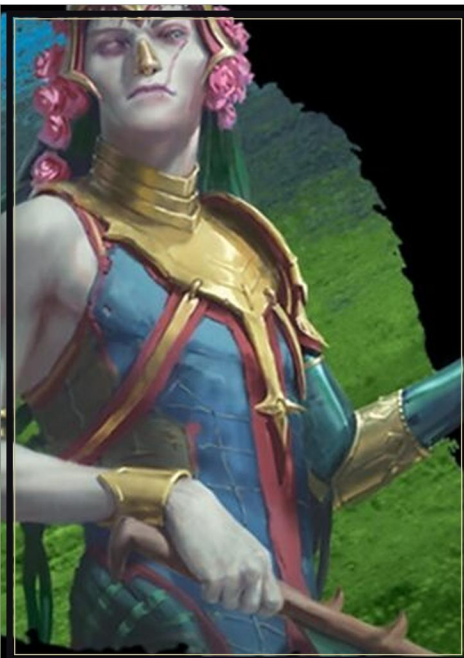
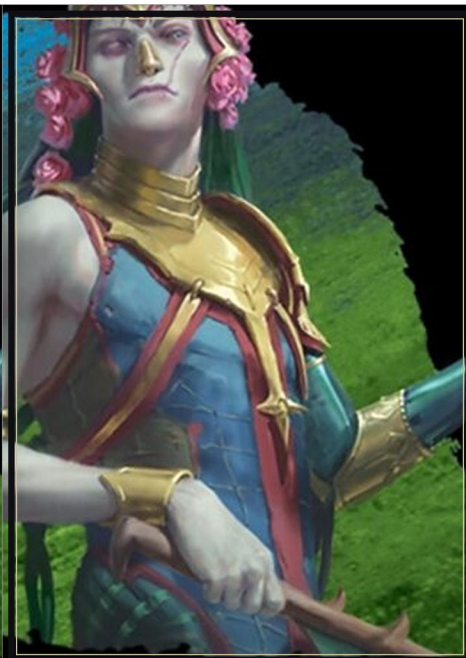
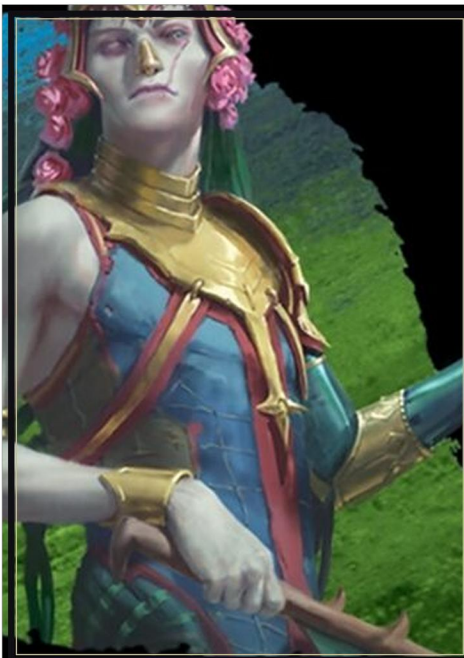
Darkslick Shores enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♠.

Where curiosity meets cruelty, hideous innovations arise.

250/271 R ONE • EN AARON MILLER

™ & © 2023 Wizards of the Coast



Blooming Marsh



Land

Blooming Marsh enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♣.

R 0266
OTJ • EN YEONG-HAO HAN

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Botanical Sanctum



Land

Botanical Sanctum enters the battlefield tapped unless you control two or fewer other lands.

☞: Add ♠ or ♣ to your mana pool.

Life inspires technology, which expands life's domain.

244/264 R
KLD • EN CHRISTINE CHOI

™ & © 2016 Wizards of the Coast

Llanowar Wastes



Land

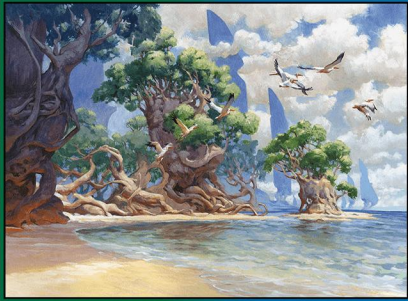
☞: Add ♦.

☞: Add ♠ or ♣. Llanowar Wastes deals 1 damage to you.

297 R
C21 • EN ROB ALEXANDER

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Yavimaya Coast



Land

☞: Add ♦.

☞: Add ♠ or ♣. Yavimaya Coast deals 1 damage to you.

As magnith trees expanded across the sea into Almaaz and New Argive, it became clear Yavimaya's borders were never confined by its coastline.

R 0410
MSC • EN JESPER EISING

™ & © 2024 Wizards of the Coast

Underground River



Land

☞: Add ♦.

☞: Add ♣ or ♠. 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

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Nurturing Peatland



Land

☞, Pay 1 life: Add ♠ or ♣.

1, ☞, Sacrifice Nurturing Peatland: Draw a card.

New life is born within its shadows.

243/254 R
MH1 • EN NOAH BRADLEY

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Waterlogged Grove



Land

☞, Pay 1 life: Add ♠ or ♣.

1, ☞, Sacrifice Waterlogged Grove: Draw a card.

The trees pull water from deep underground, filling the forest for miles.

249/254 R
MH1 • EN JOHN AVON

™ & © 2019 Wizards of the Coast

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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Forest

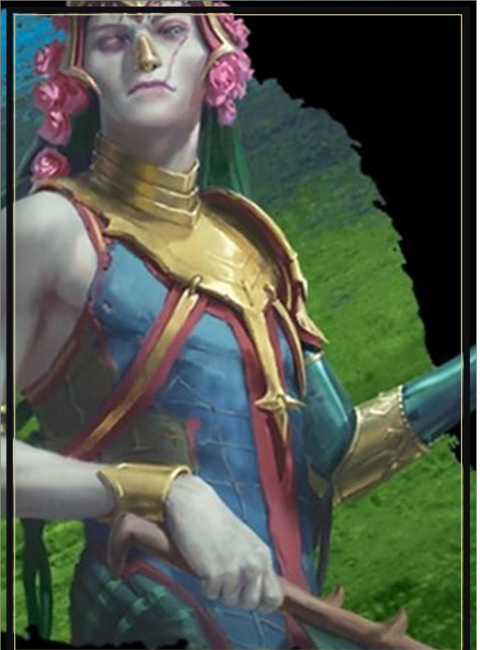
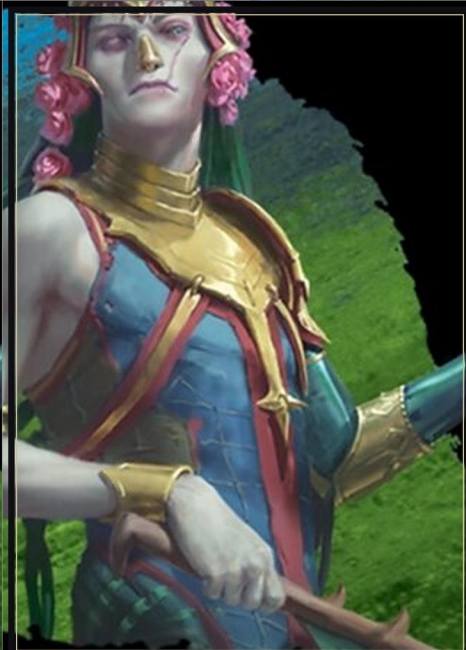
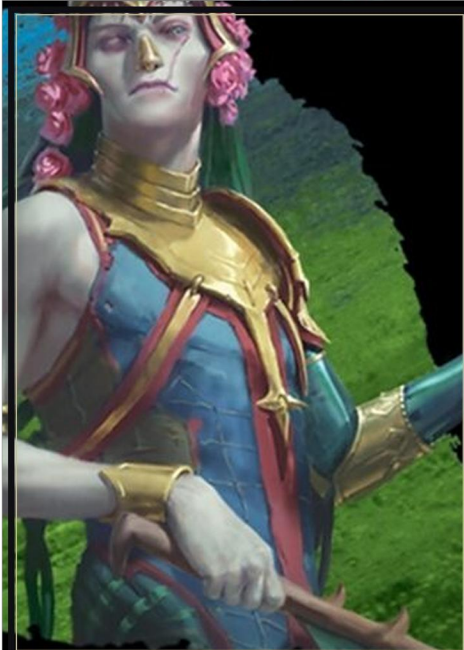
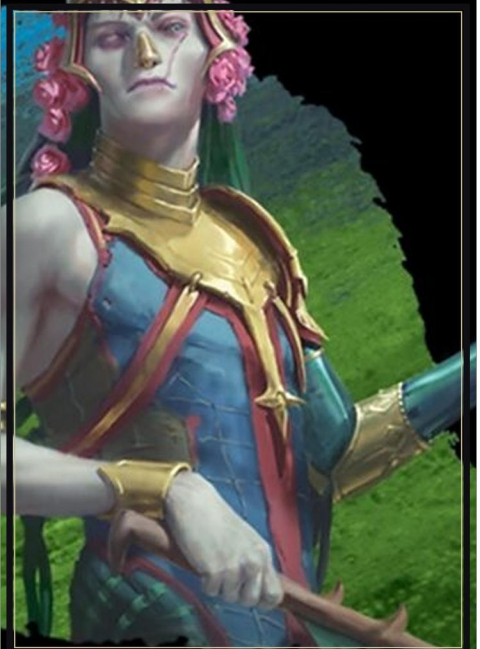
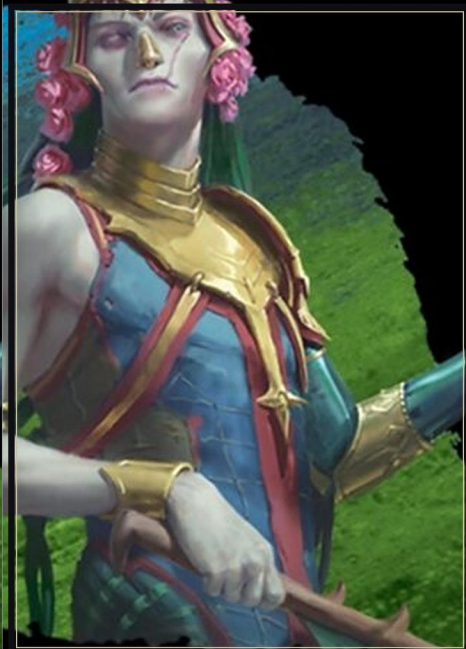
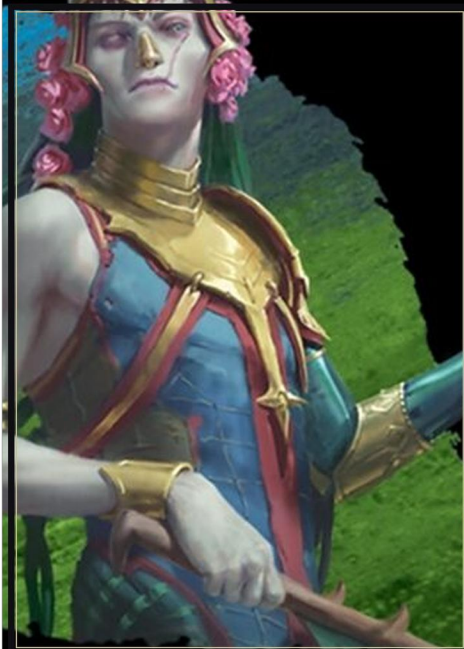
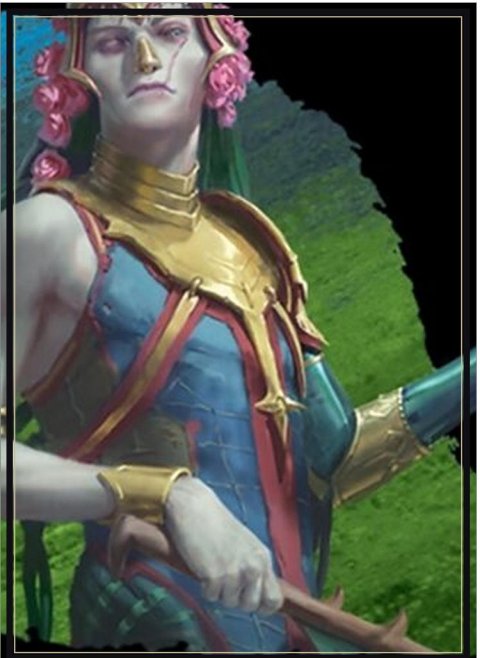
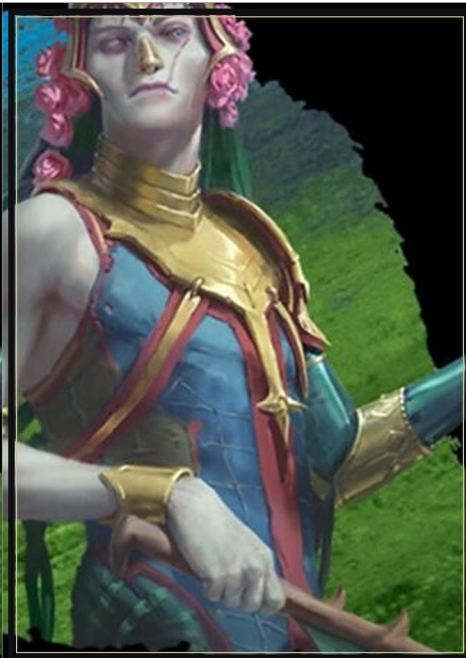
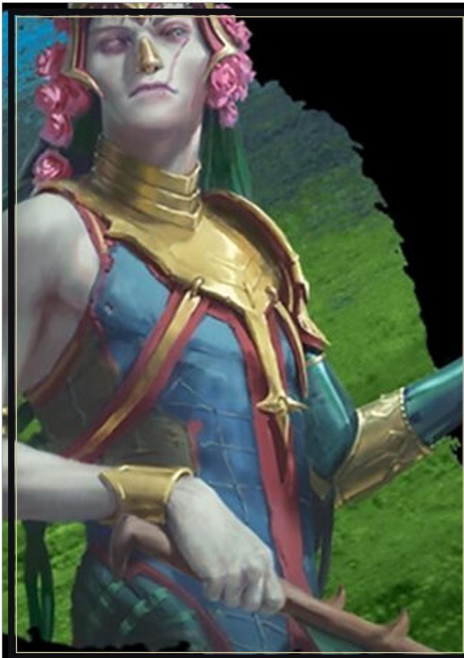


Basic Land — Forest



035/076 L
DDR • EN TIANHUA X

™ & © 2016 Wizards of the Coast



Forest



Basic Land — Forest



035/076 L
DDR • EN ➤ TIANHUA X

™ & © 2016 Wizards of the Coast

Forest



Basic Land — Forest



035/076 L
DDR • EN ➤ TIANHUA X

™ & © 2016 Wizards of the Coast

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

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

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Swamp



Basic Land — Swamp



059/078 L
JMP • EN ➤ ADAM PAQUETTE

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Sol Ring



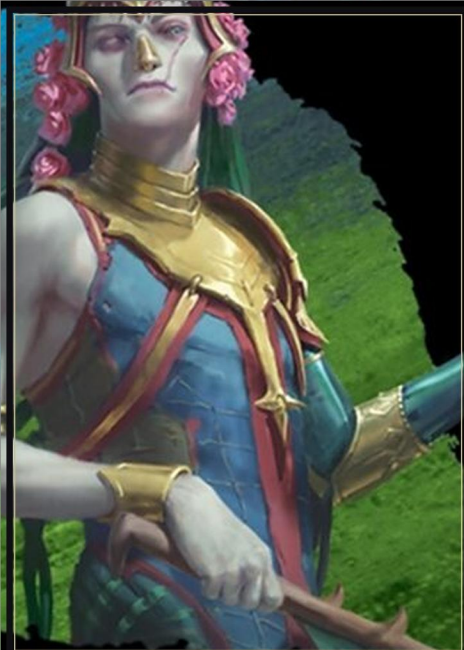
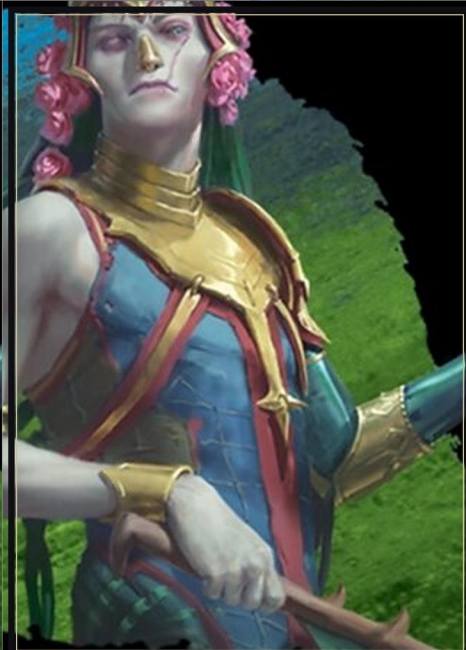
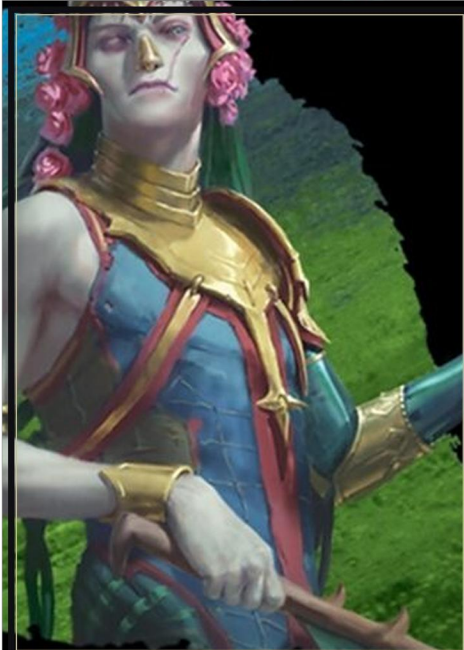
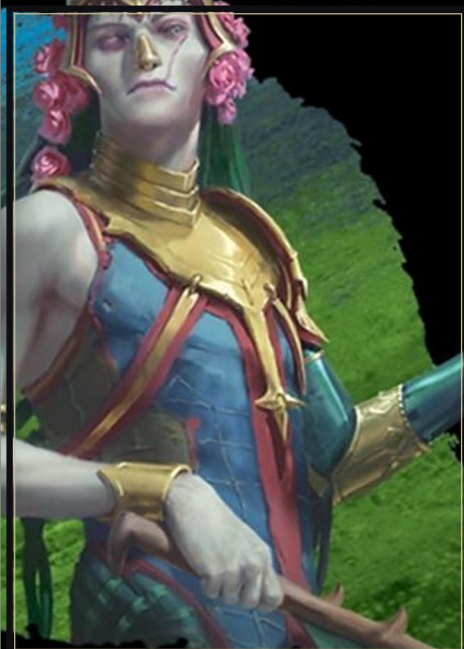
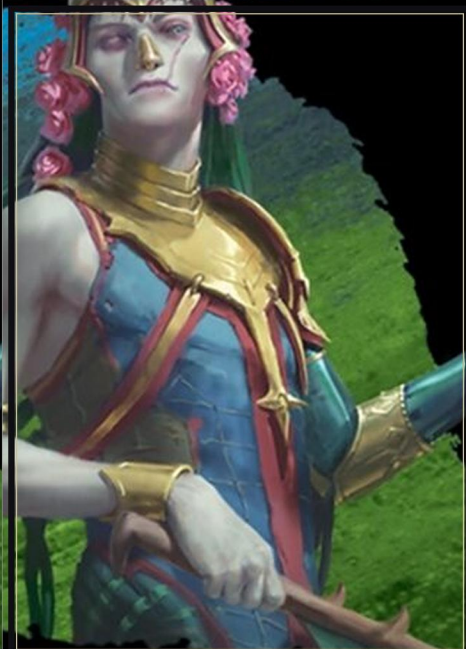
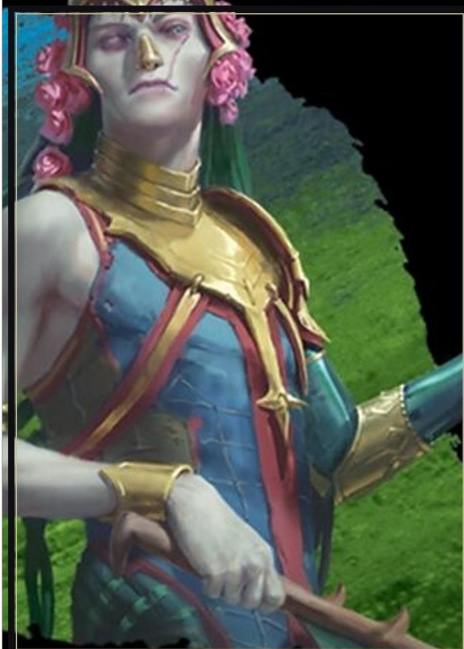
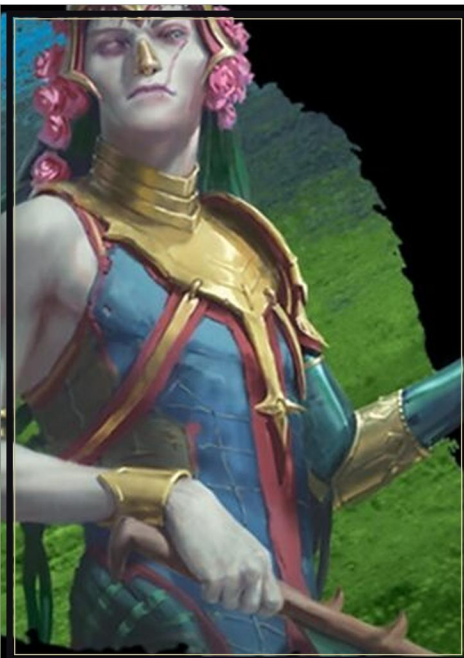
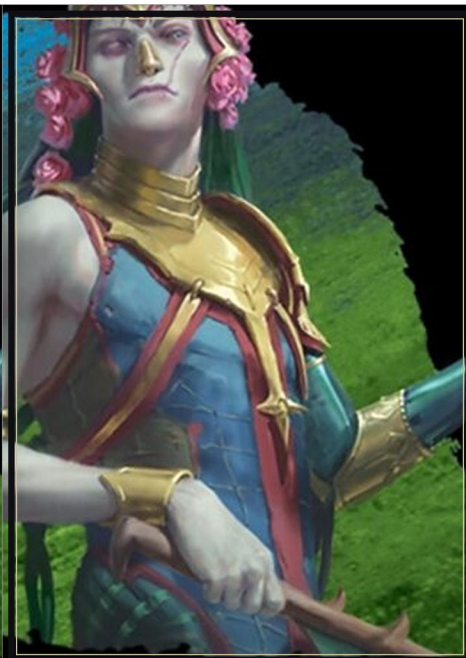
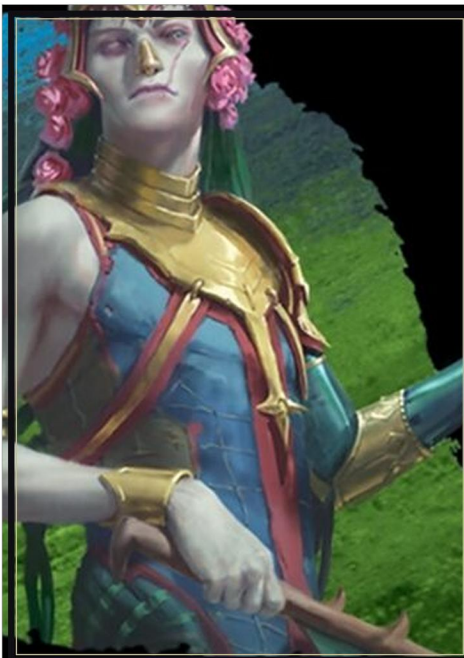
Artifact

☞: 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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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

Golgari Signet 2



Artifact

1, ☞: Add ♣♣.

Depending on your point of view, the seal represents a proud guardian of the natural cycle or one who has sold her soul to darkness for eternal life.

C 0222
CLU • EN • RAOUL VITALE

Simic Signet 2



Artifact

1, ☞: Add ♣♢ to your mana pool.

For the Simic Combine, its sigil serves not as an emblem of honor but as a trademark. Its familiar image on any biological commodity attests to superb craftsmanship, ingenious innovation, and higher cost.

227/249 U
MM3 • EN • MIKE SASS

Talisman of Dominance 2



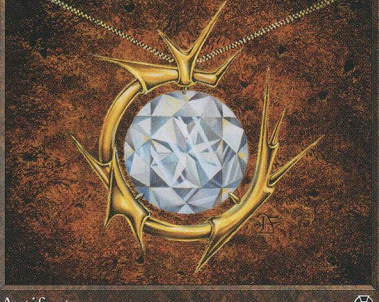
Artifact

☞: Add ♦.

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

280 U
SCD • EN • MIKE DRINGENBERG

Mox Diamond 0



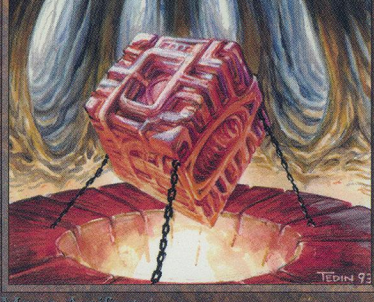
Artifact

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.

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

Lotus Petal 0



Artifact

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

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

Illus. April Lee
© 1997 Wizards of the Coast, Inc.

Chrome Mox 0



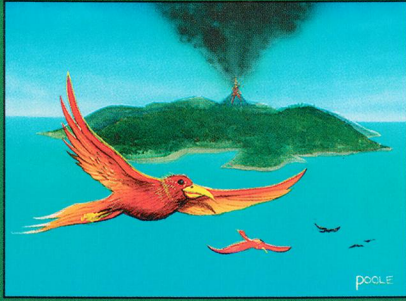
Artifact

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

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

Donato Giancola
© 1993-2003 Wizards of the Coast, Inc. 152/306

Birds of Paradise



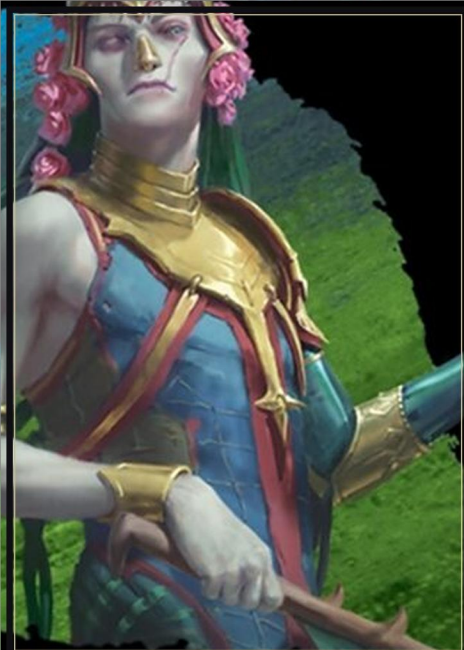
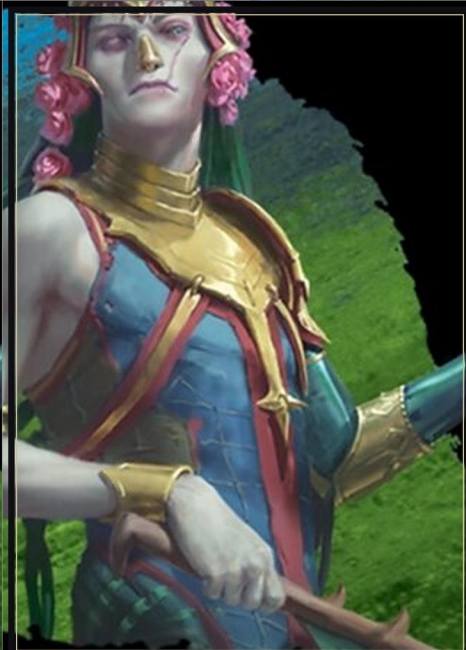
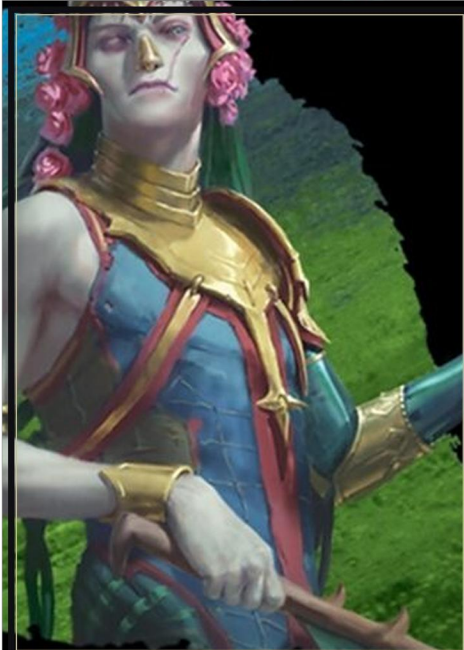
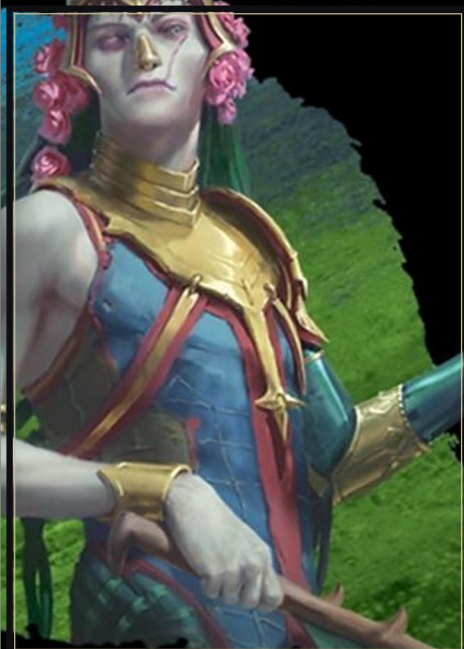
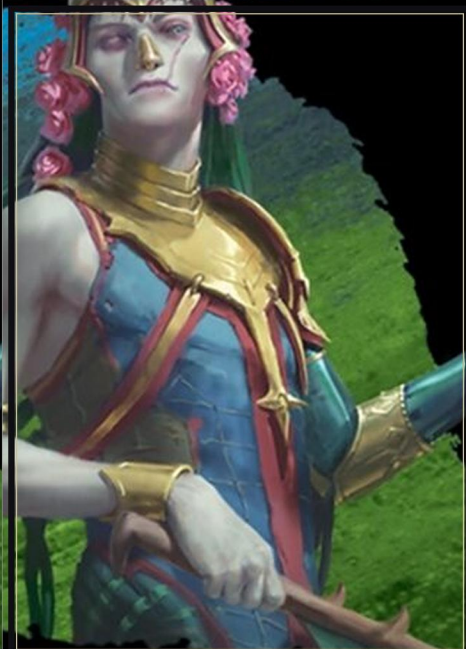
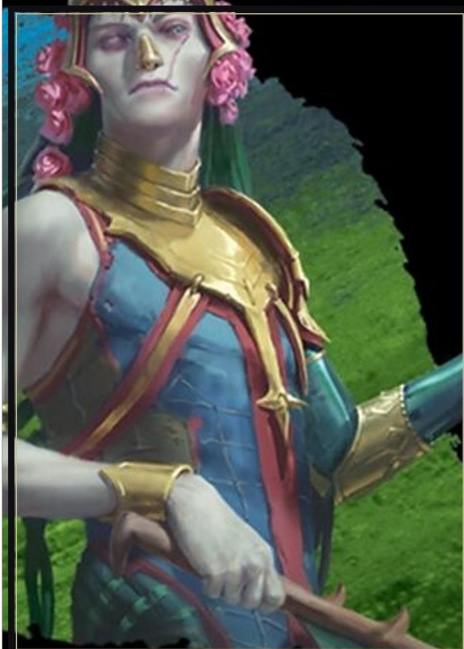
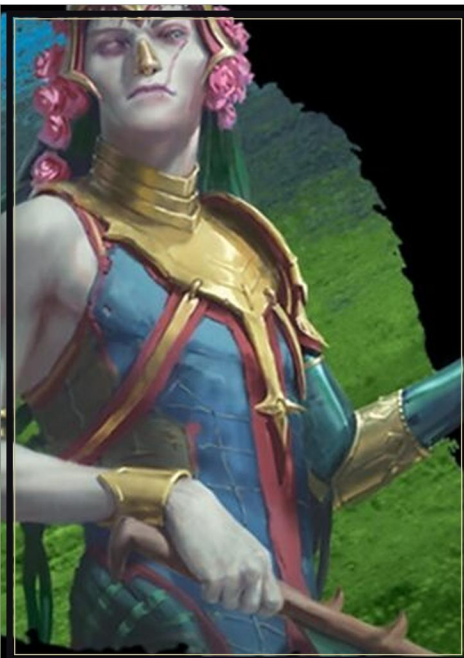
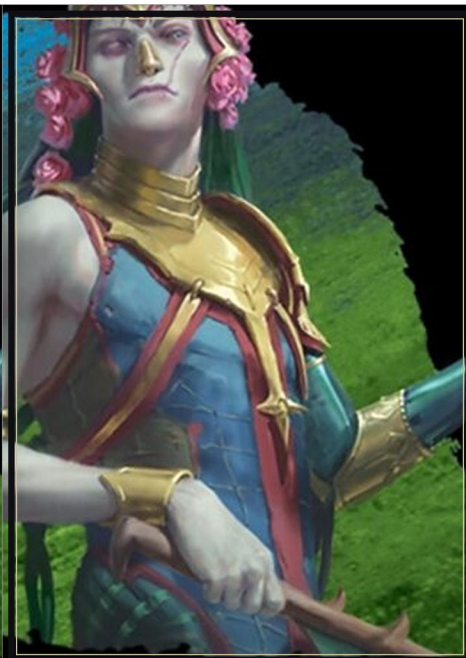
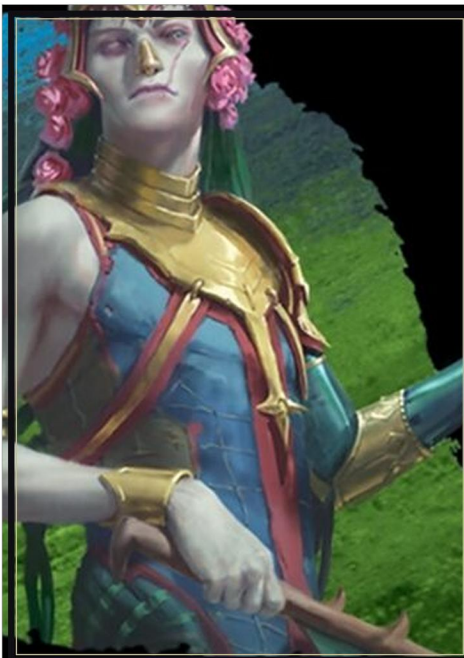
Creature — Bird

Flying

☞: Add one mana of any color.

0/1

176 R
SLD • EN • MARK POOLE



Deathrite Shaman



Creature — Elf Shaman

☞: Exile target land card from a graveyard. Add one mana of any color to your mana pool.
 ☞, ☞: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
 ☞, ☞: Exile target creature card from a graveyard. You gain 2 life.

Steve Argyle

1/2

™ & © 2012 Wizards of the Coast 213/274

Bloom Tender



Creature — Elf Druid

☞: For each color among permanents you control, add one mana of that color to your mana pool.

Beauty is a seed, waiting to blossom under her capable hands.

Chippy

1/1

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Growth Spiral



Instant

Draw a card. You may put a land card from your hand onto the battlefield.

Hidden within the infinite, protean rooms of the House are strange pockets of power that only the bravest dare access.

C 0088

DSC • EN • NICHOLAS GREGORY

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Sakura-Tribe Elder



Creature — Snake Shaman

Sacrifice Sakura-Tribe Elder: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle your library.

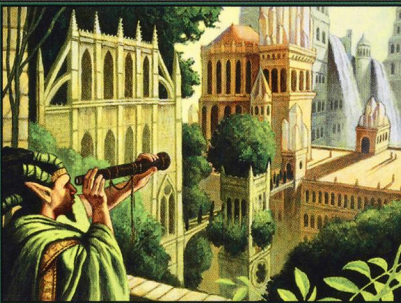
There were no tombstones in orochi territory. Slain warriors were buried with a tree sapling, so they would become a part of the forest after death.

1/1

200/342 C
C15 • EN • CARL CRITCHLOW

™ & © 2015 Wizards of the Coast

Farseek



Sorcery

Search your library for a Plains, Island, Swamp, or Mountain card and put it onto the battlefield tapped. Then shuffle your library.

"How truly vast this city must be, that I have traveled so far and seen so much, yet never once found the place where the buildings fail."

165/302 C
C19 • EN • MARTINA PILCEROVA

™ & © 2019 Wizards of the Coast

Aqueous Form



Enchantment — Aura

Enchant creature

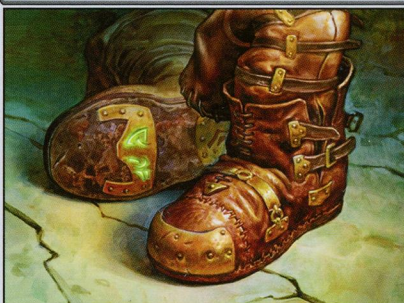
Enchanted creature can't be blocked.

Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom of your library.)

Slawomir Maniak

™ & © 2013 Wizards of the Coast 39/249

Trailblazer's Boots



Artifact — Equipment

Equipped creature has nonbasic landwalk. (It can't be blocked as long as defending player controls a nonbasic land.)

Equip 2

It's much easier to list the places they haven't been.

144 U
ONC • EN • ZOLTAN BOROS & GABOR SZIKSZAI

™ & © 2023 Wizards of the Coast

Distortion Strike



Sorcery

Target creature gets +1/+0 until end of turn and is unblockable this turn.

Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

Goran Josic

™ & © 1993–2010 Wizards of the Coast LLC 60/248

Slip Through Space



Sorcery

Devoid (This card has no color.)

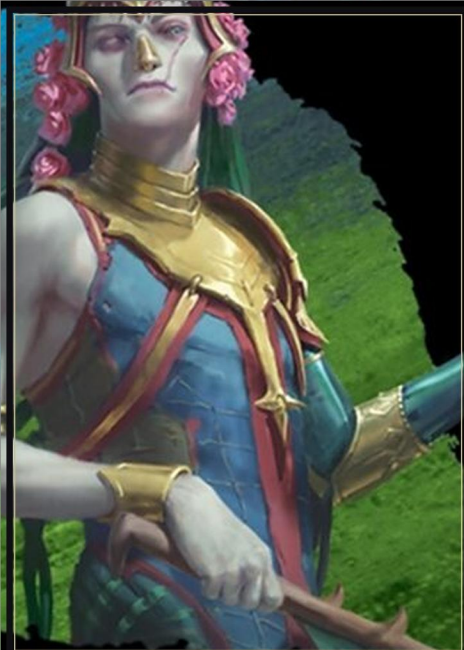
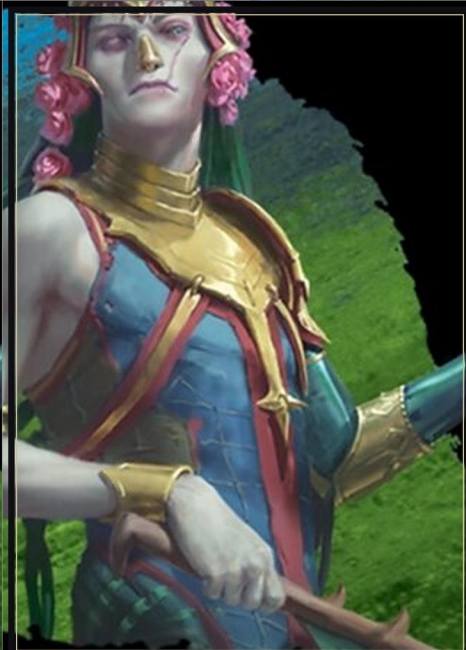
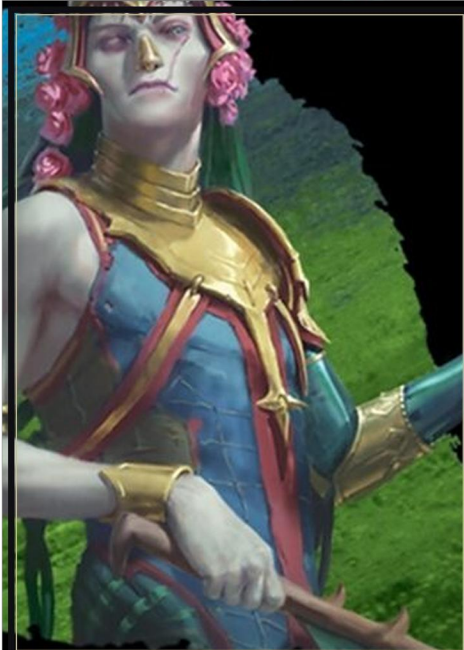
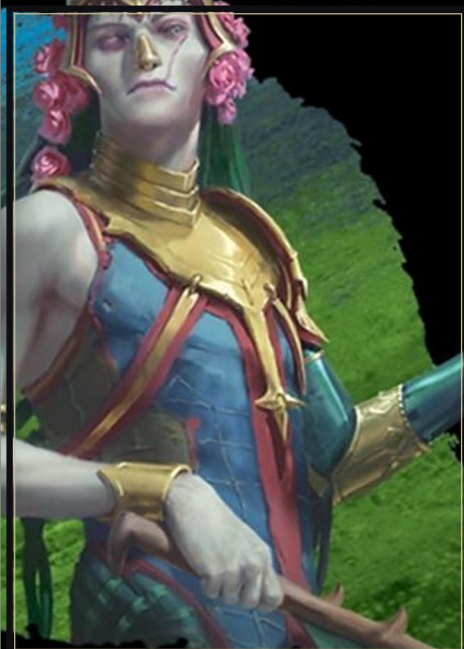
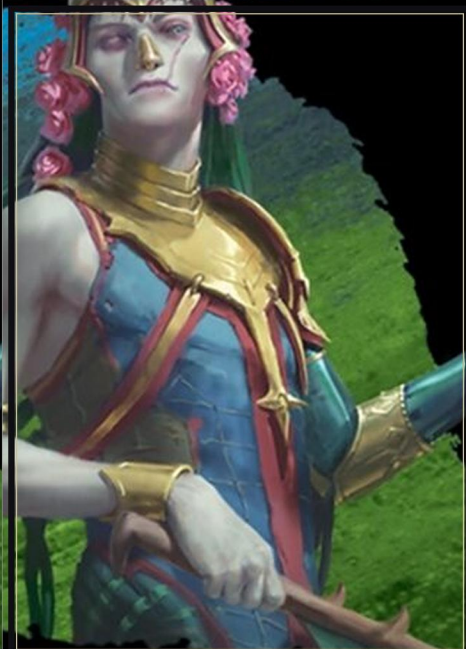
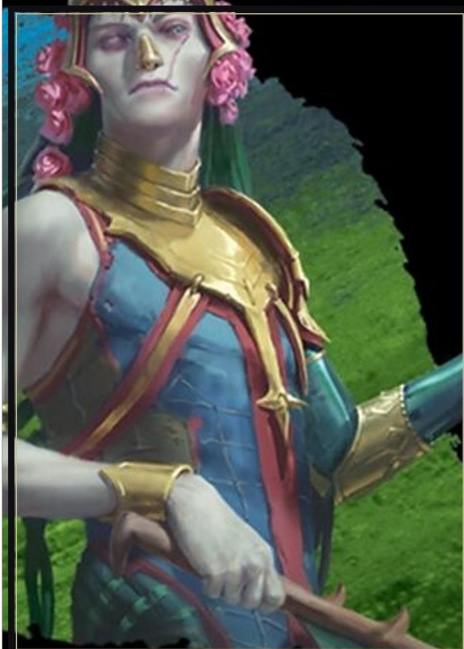
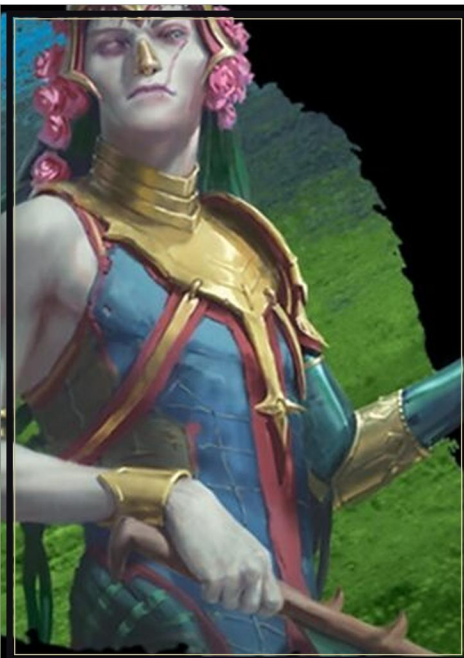
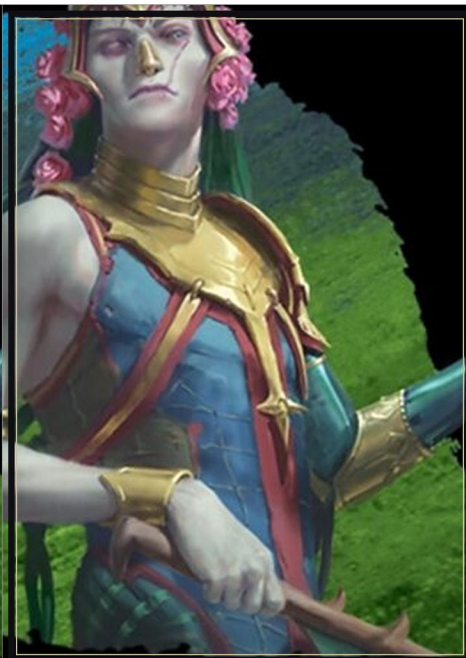
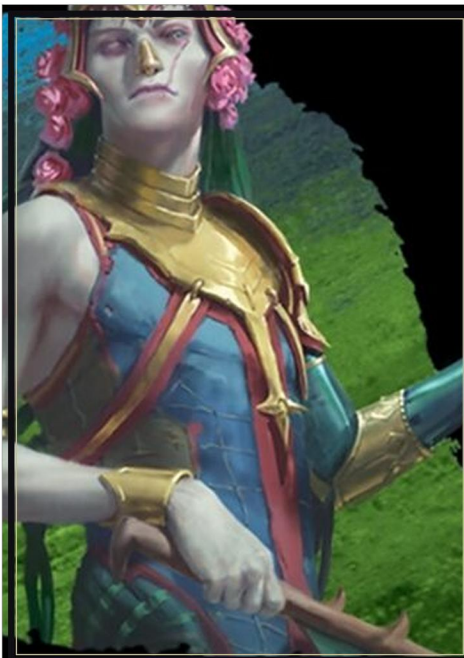
Target creature can't be blocked this turn.

Draw a card.

The Eldrazi twisted in a direction that had no name, and a frontal assault became a panicked rout.

047/184 C
OGW • EN • RAYMOND SWANLAND

™ & © 2016 Wizards of the Coast



Spectral Flight

1



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+2 and has flying.

"The church looks down on binding spirits into armor, but now I can look down on them."
—Dierk, geistmage

Johann Bodin

™ & © 1993–2011 Wizards of the Coast LLC 79/264

Fireshrieker

3



Artifact — Equipment



Equipped creature has double strike.
(It deals both first-strike and regular combat damage.)

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery.)

462 U
CMR • EN CHRISTOPHER MOELLER

™ & © 2020 Wizards of the Coast

Rancor

1



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0 and has trample.

When Rancor is put into a graveyard from the battlefield, return Rancor to its owner's hand.

Hatred outlives the hateful.

167 U
AFC • EN KEY WALKER

™ & © 2021 Wizards of the Coast

Berserk



Instant



Cast Berserk only before the combat damage step.

Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At the beginning of the end step, destroy that creature if it attacked this turn.

Steve Prescott

™ & © 1993–2009 Wizards of the Coast LLC 2/15

Vines of Vastwood



Instant



Kicker ♣ (You may pay an additional ♣ as you cast this spell.)

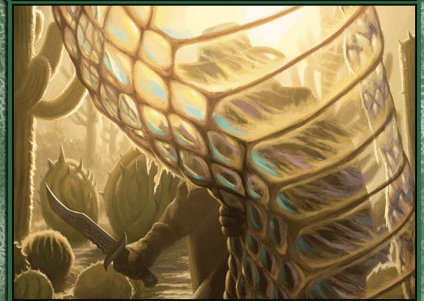
Target creature can't be the target of spells or abilities your opponents control this turn. If Vines of Vastwood was kicked, that creature gets +4/+4 until end of turn.

Christopher Moeller

™ & © 1993–2009 Wizards of the Coast LLC 193/249

Snakeskin Veil

1



Instant



Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

Most travelers panic when they stumble upon the skin of a giant rattlesnake. Landry saw it as a gift.

C 0181
OTJ • EN DAN MURAYAMA SCOTT

™ & © 2024 Wizards of the Coast

Heroic Intervention

1



Instant

M21

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

188/274 R
M21 • EN JAMES RYMAN

™ & © 2020 Wizards of the Coast

Blossoming Defense



Instant



Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

To survive Shadowmoor's wilds, safewrights must carry an unassailable seed of beauty within their heart.

U 0167
ECL • EN ELLIS KYTTANEN

™ & © 2020 Wizards of the Coast

Swiftfoot Boots

2



Artifact — Equipment



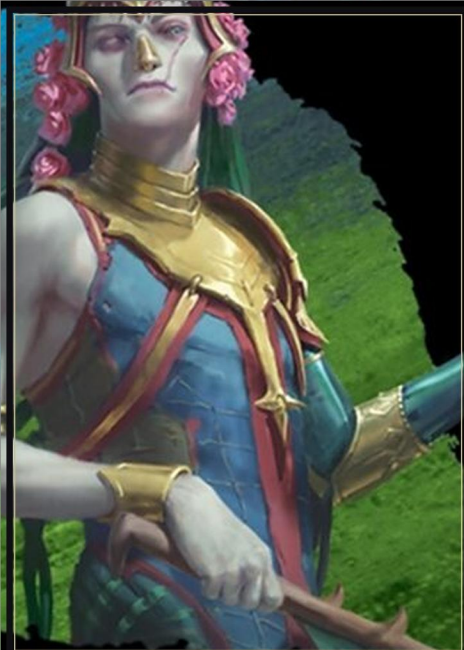
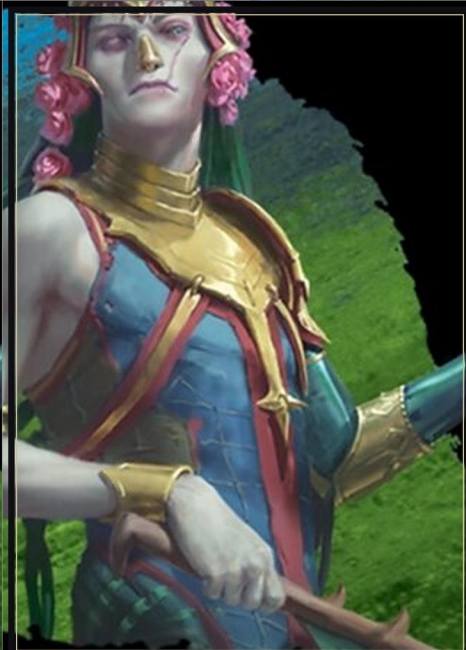
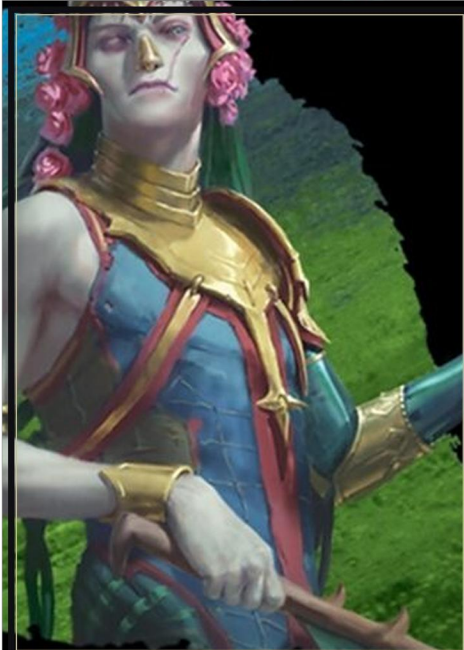
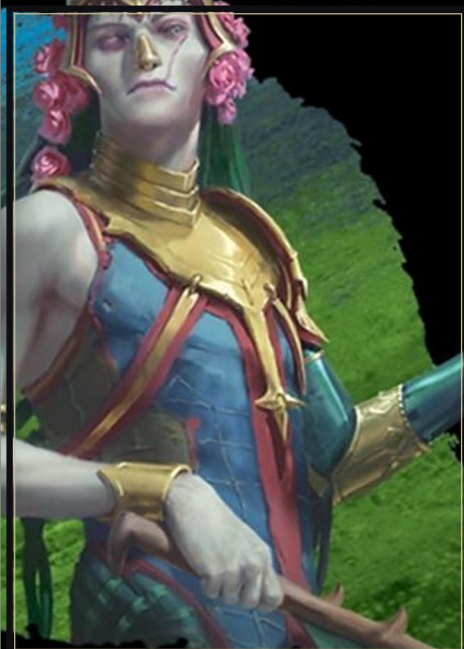
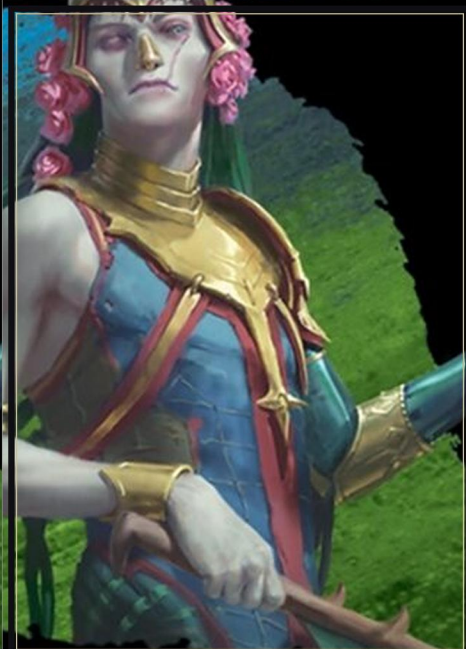
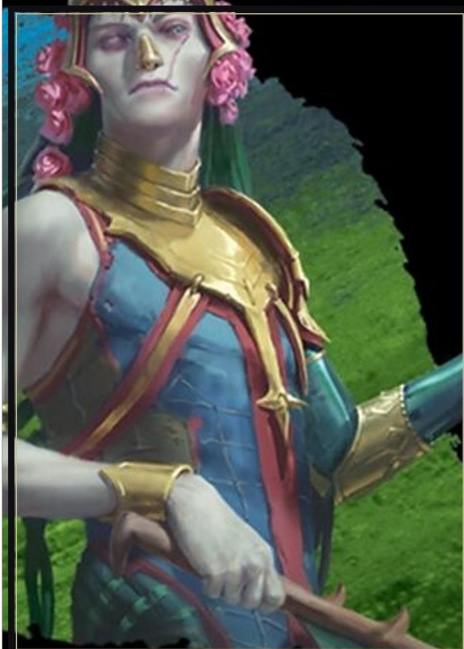
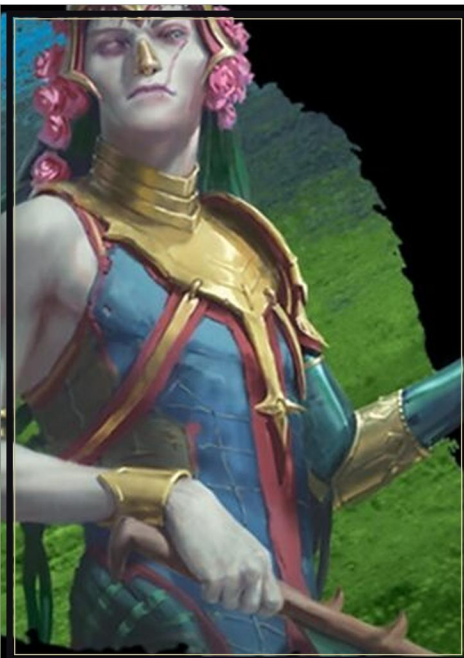
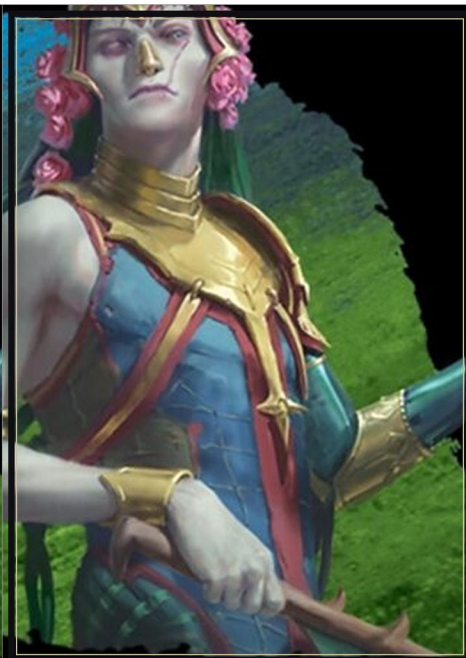
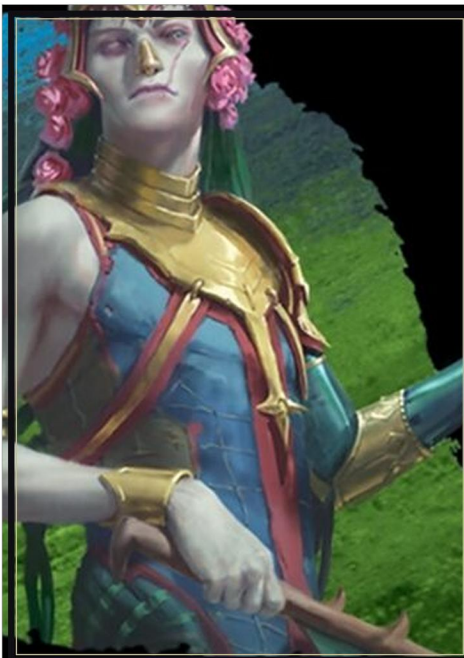
Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control.)

Equip 1

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

U 0268
OTC • EN SVETLIN VELINOV

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Lightning Greaves

2



Artifact — Equipment

Equipped creature has haste and shroud.
(It can't be the target of spells or abilities.)
Equip 0

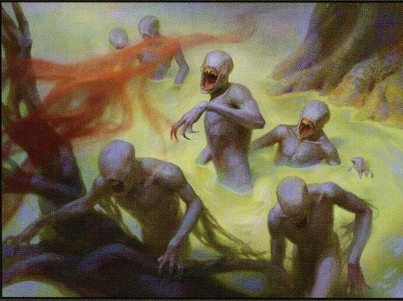
After lightning struck the cliffs, the ore became iron, the iron became steel, and the steel became greaves. The lightning never left.

220/320 U
CMA • EN JEREMY JARVIS

™ & © 2017 Wizards of the Coast

Malakir Rebirth

1



Instant

Choose target creature. You lose 2 life. Until end of turn, that creature gains "When this creature dies, return it to the battlefield tapped under its owner's control."

*"Those who fail to escape Malakir become part of the city's defense."
—Doros, expedition guide*

Land Add

111/280 U
ZNR • EN MARTA NAEL

™ & © 2020 Wizards of the Coast

Tainted Strike

1



Instant

Target creature gets +1/+0 and gains infect until end of turn. (This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

*"Welcome to perfection."
—Sheoldred, Whispering One*

James Ryman
™ & © 1993–2010 Wizards of the Coast LLC 80/249

Sword of Feast and Famine

3



Artifact — Equipment

Equipped creature gets +2/+2 and has protection from black and from green. Whenever equipped creature deals combat damage to a player, that player discards a card and you untap all lands you control.

Equip 2

296/332 M
2XM • EN CHRIS RAHN

™ & © 2020 Wizards of the Coast

Shadowspear

1



Legendary Artifact — Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
1: Permanents your opponents control lose hexproof and indestructible until end of turn.

Equip 2

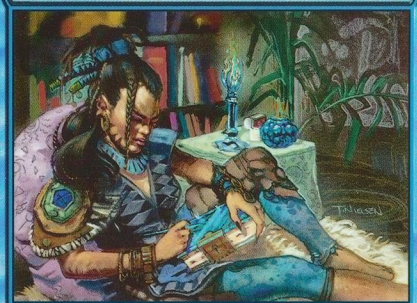
A weapon of darkness for a warrior of light.

236/254 R
THB • EN YEONG-HAO HAN

™ & © 2020 Wizards of the Coast

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
™ & © 2012 Wizards of the Coast 15/18

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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Sylvan Library

1



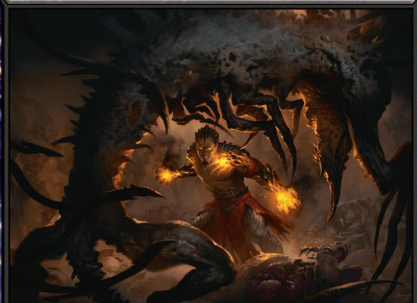
Enchantment

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

Illus. Yeong-Hao Han
™ & © 2023 Wizards of the Coast 350

Phyrexian Arena

1



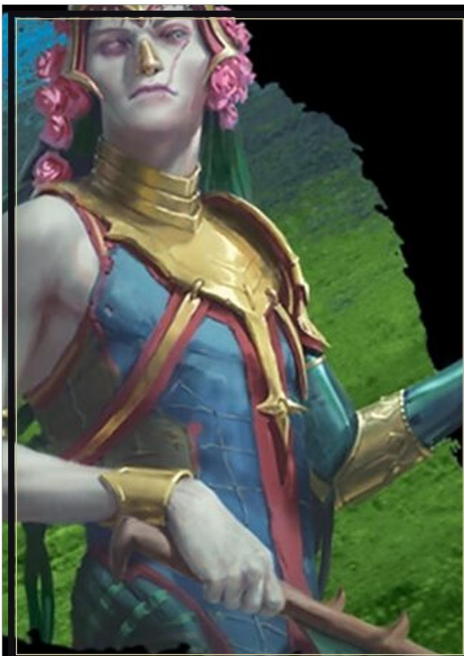
Enchantment

At the beginning of your upkeep, you draw a card and you lose 1 life.

A spark of resistance against a tide of corruption.

R 0180
FDN • EN SVETLIN VELINOV

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**Malakir Mire**



Land

Malakir Mire enters the battlefield tapped.

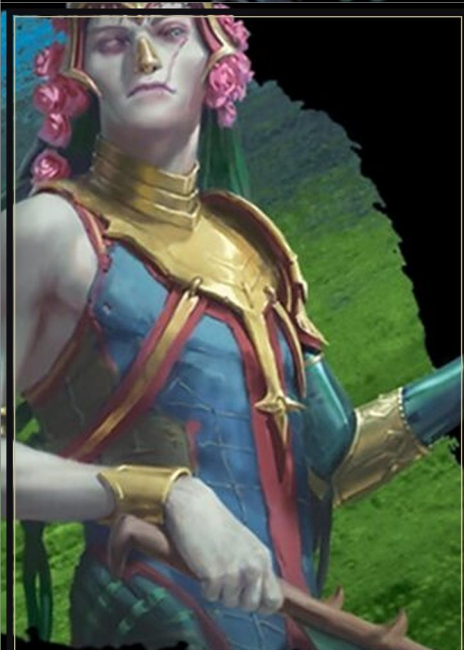
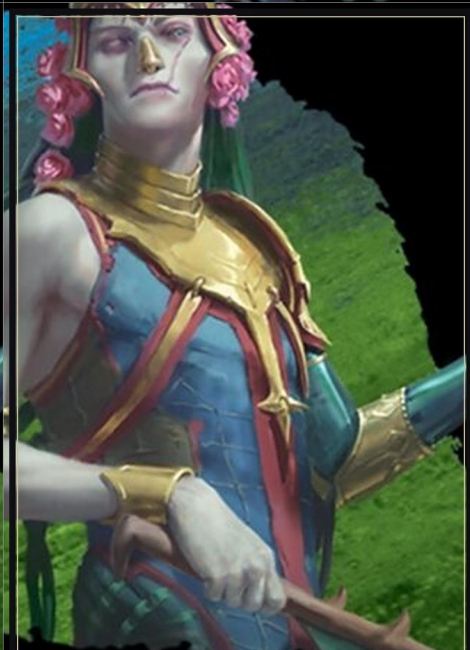
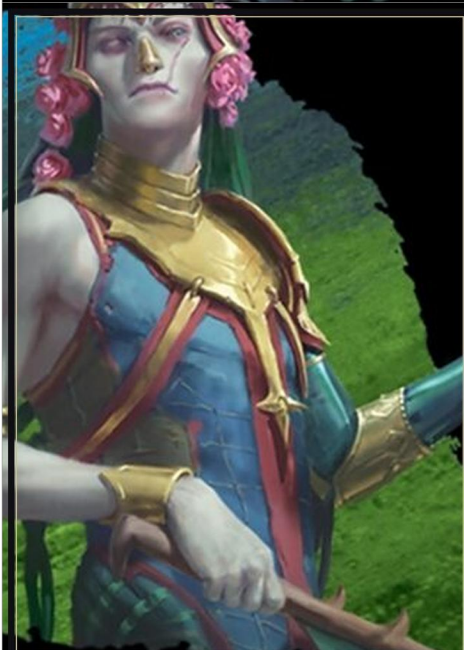
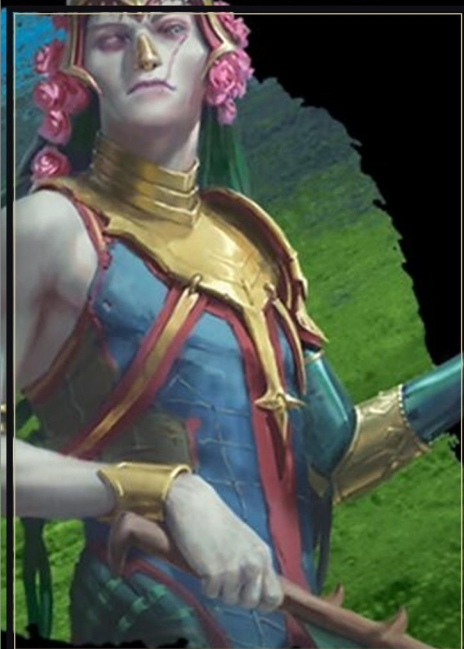
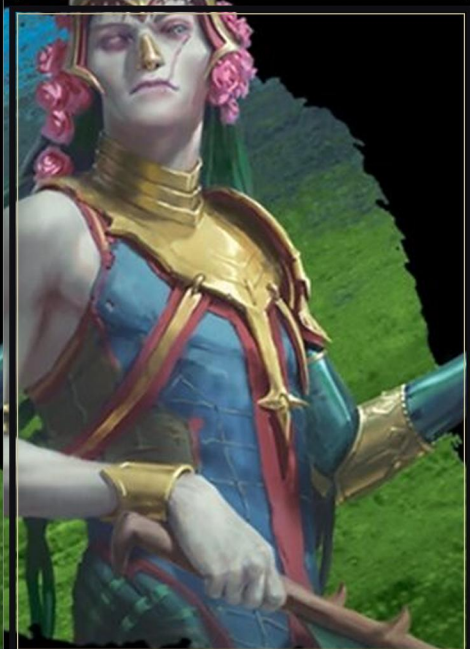
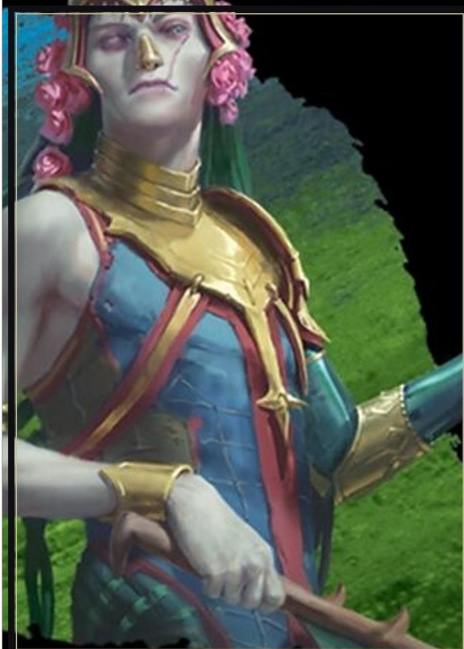
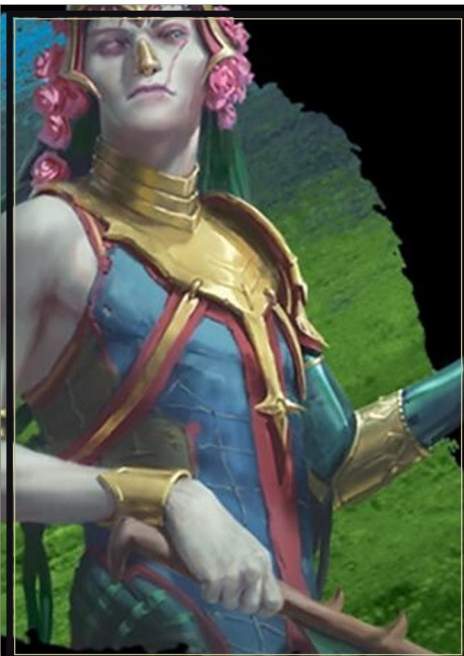
☞: Add ☞.

"Getting into Malakir isn't difficult. It's getting out that's the hard part."
—Doros, expedition guide

Instant

111/280 U
ZNR • EN MARTA NAEL

™ & © 2020 Wizards of the Coast



Toski, Bearer of Secrets

3



Legendary Creature — Squirrel

This spell can't be countered.

Indestructible

Toski, Bearer of Secrets attacks each combat if able.

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

1/1

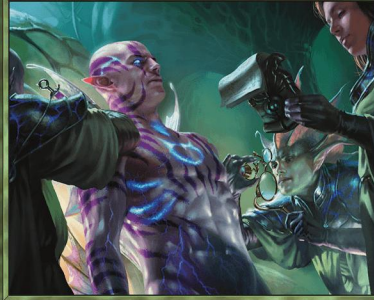
R 0244

BLC • EN JASON RAINVILLE

™ & © 2024 Wizards of the Coast

Guardian Project

3



Enchantment

Whenever a nontoken creature enters the battlefield under your control, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card.

Simic's strength comes from its diversity.

Illus. Chris Rallis

™ & © 2024 Wizards of the Coast 349

Ohran Frostfang

3



Snow Creature — Snake

Attacking creatures you control have deathtouch.

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

Silent as a snowdrift. Inexorable as an avalanche.

2/6

R 0199

OTC • EN TORSTEIN NORDSTRAND

™ & © 2024 Wizards of the Coast

Fierce Guardianship

2



Instant

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

Counter target noncreature spell.

*"Hunt somewhere else. This is your only warning."
—Gavi, nest warden*

035/322 R

C20 • EN RANDY VARGAS

™ & © 2020 Wizards of the Coast

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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Pact of Negation

0



Instant

Counter target spell.

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

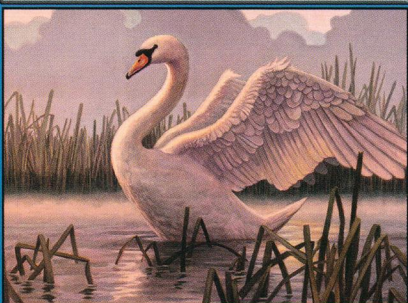
Those who expect betrayal at every turn are seldom disappointed.

077/289 R

TSR • EN JASON CHAN

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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

SLD • EN ALLEN DOUGLAS

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Counterspell



Instant

Counter target spell.

045/261 C

DMR • EN ZACK STELLA

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An Offer You Can't Refuse



Instant

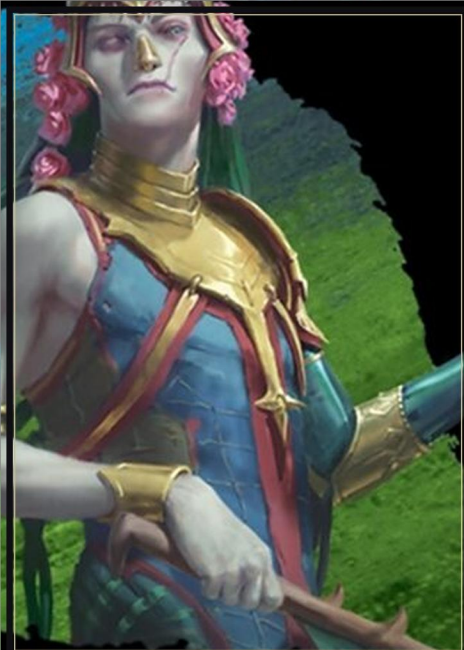
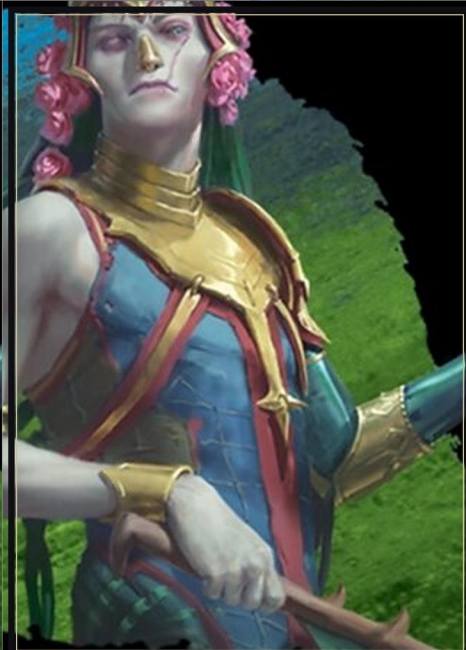
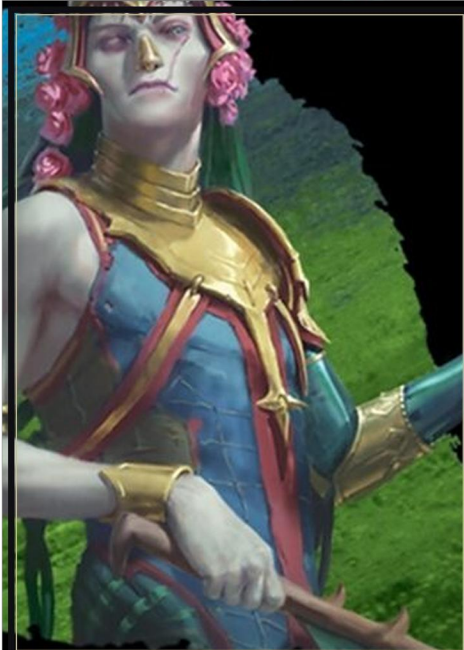
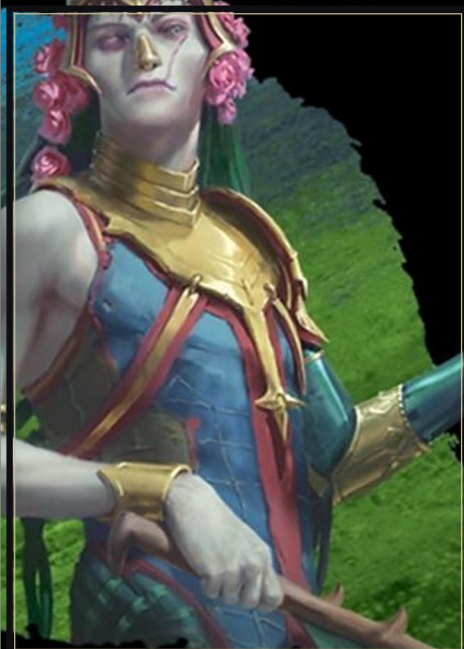
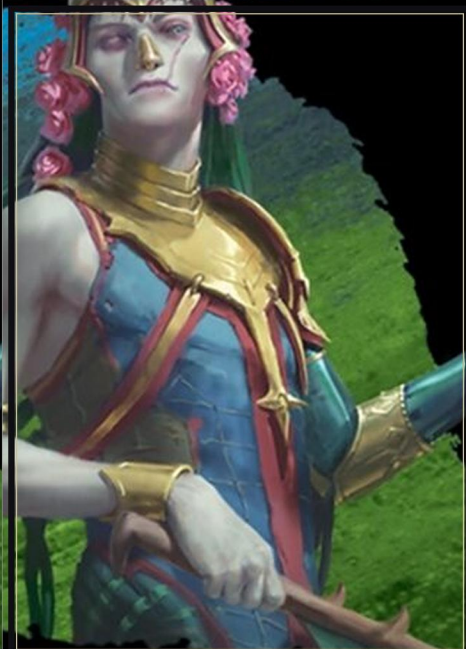
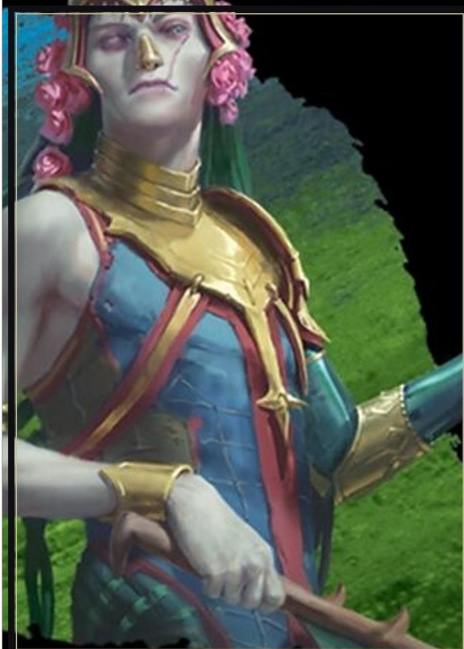
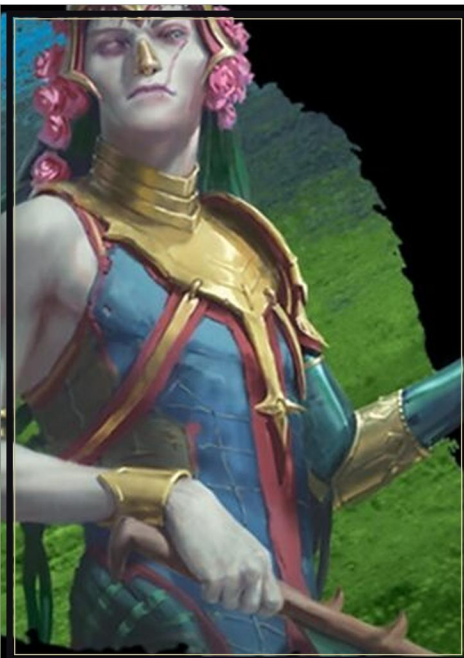
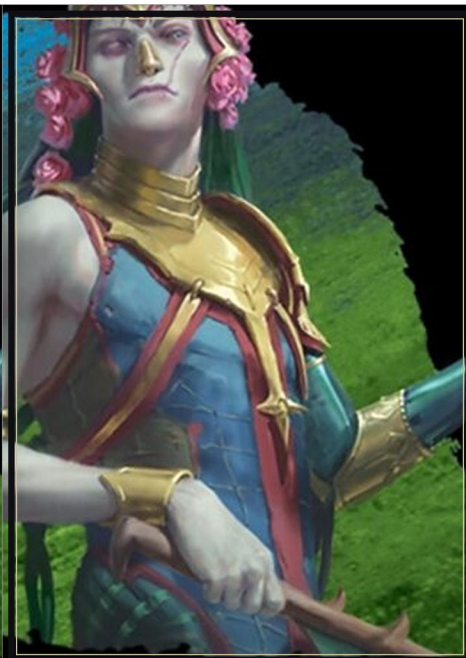
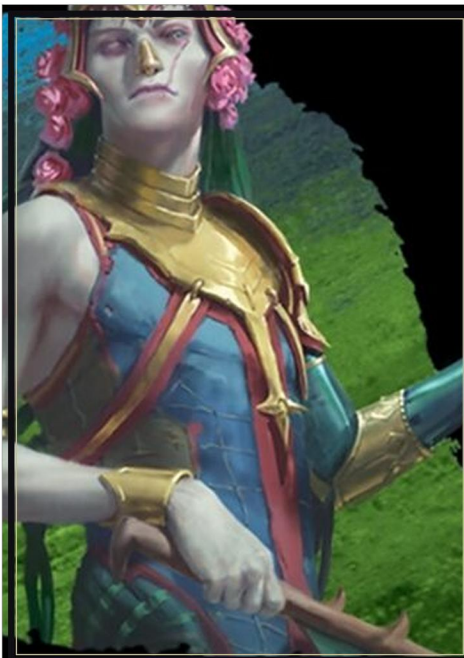
Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "Sacrifice this artifact: Add one mana of any color.")

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

051/281 U

Story Spotlight SMC • EN DALLAS WILLIAMS

mtgstory.com
™ & © 2022 Wizards of the Coast



Deadly Rollick

3



Instant

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

Exile target creature.

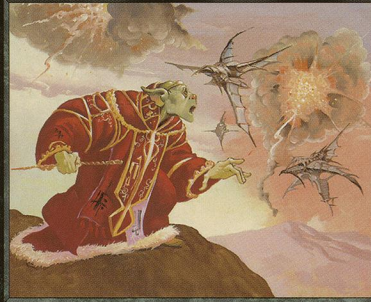
Otrimi was disappointed at how quickly its new friend got tired and stopped playing.

R 0147
CMM • EN • IZZY

™ & © 2023 Wizards of the Coast

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

Assassin's Trophy

3



Instant

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

"Not just any floriculturist can grow this caliber of nightbloom. We're looking for a rooftop hothouse with quite particular conditions."
—Dr. A of the Foundway Associates

R 0119
ECC • EN • DMITRY BURMAK

™ & © 2026 Wizards of the Coast

Abrupt Decay

3



Instant

This spell can't be countered.

Destroy target nonland permanent with converted mana cost 3 or less.

The Izzet quickly suspended their policy of lifetime guarantees.

057/127 R
GK1 • EN • SVETLIN VELINOV

™ & © 2018 Wizards of the Coast

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

™ & © 2022 Wizards of the Coast

Toxic Deluge

2



Sorcery

As an additional cost to cast this spell, pay X life.

All creatures get -X/-X until end of turn.

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

Illus. Svetlin Velinov

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Cyclonic Rift

1



Instant

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

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

The Izzet specialize in unnatural disaster.

104/337 R
C14 • EN • CHRIS RAHN

™ & © 2014 Wizards of the Coast

Beast Within

2



Instant

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

Beasties tend to be shy, kind to humans, and absolutely ruthless toward Valgavoth's monstrous spawn.

U 0080
DSC • EN • DAVID ASTRUGA

™ & © 2024 Wizards of the Coast

Into the Flood Maw

1



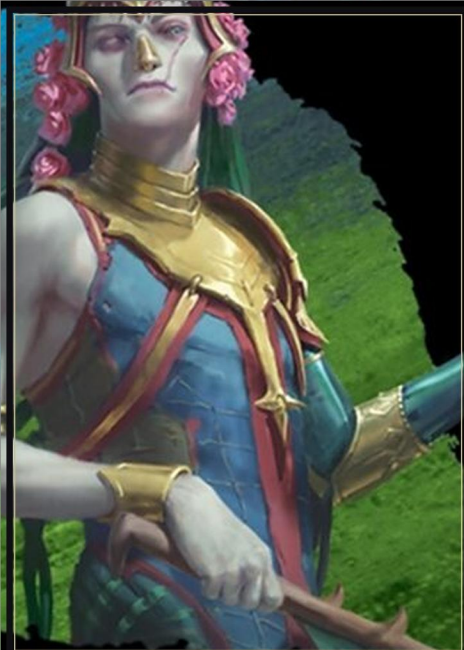
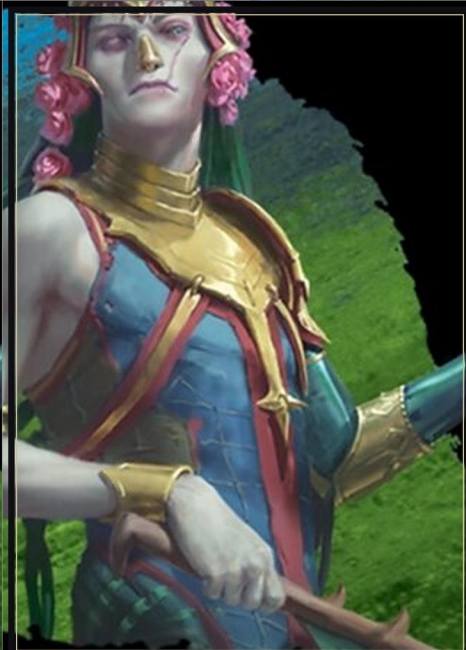
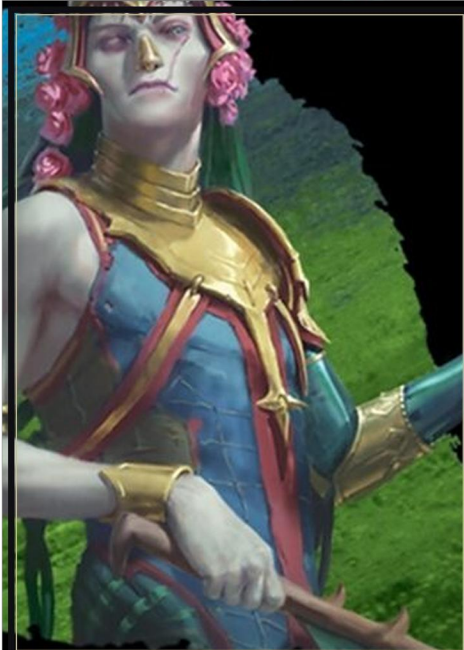
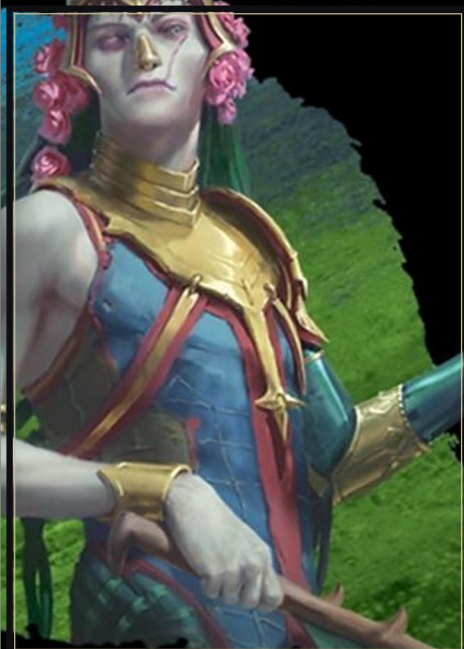
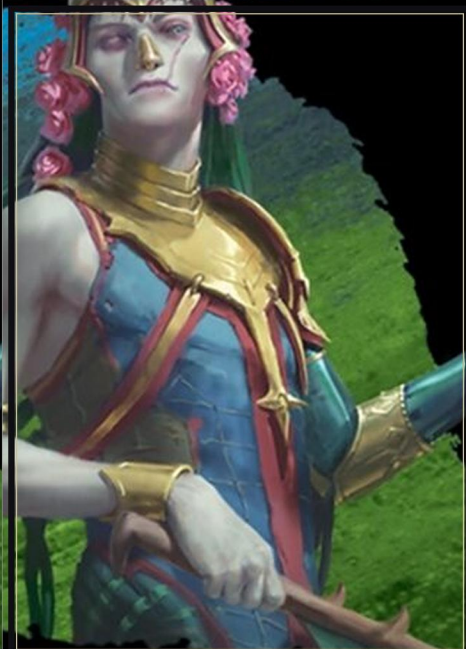
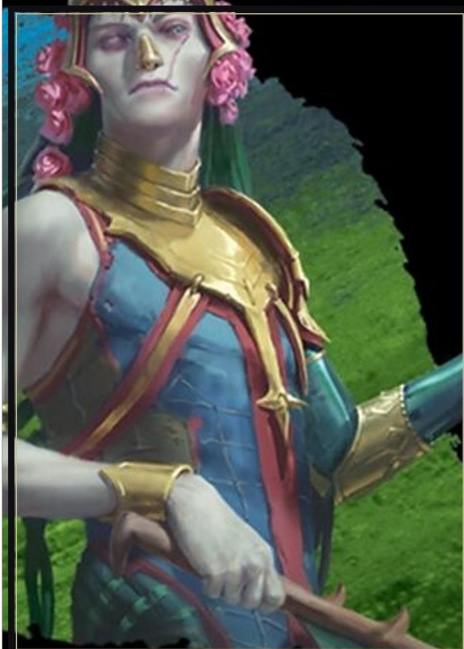
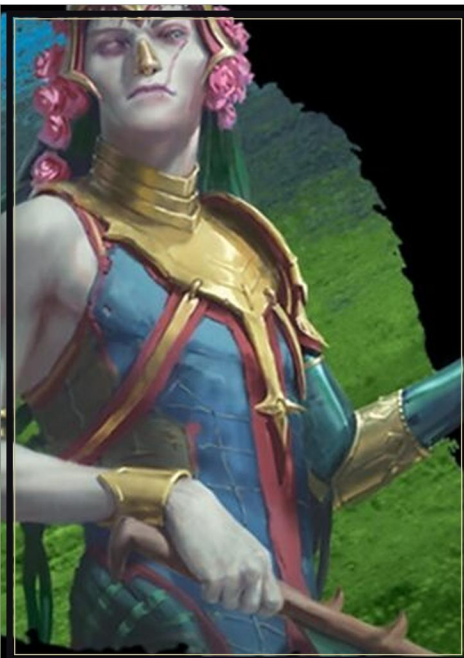
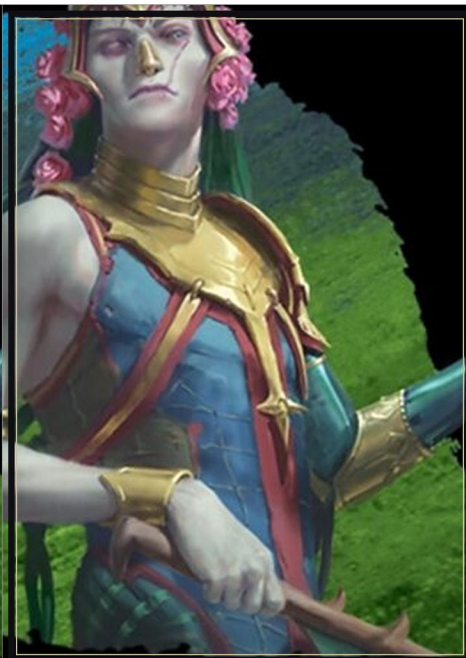
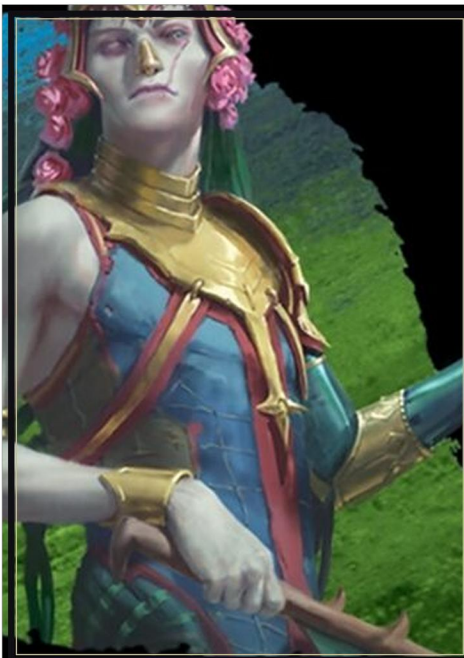
Instant

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
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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
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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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Force of Will

3



Instant

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

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

Illus. Donato Giancola

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Endurance

1



Creature — Elemental Incarnation

Flash
Reach

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

Evolve—Exile a green card from your hand.

3/4

M 0051
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Vampiric Tutor

Φ



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

1



Sorcery

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

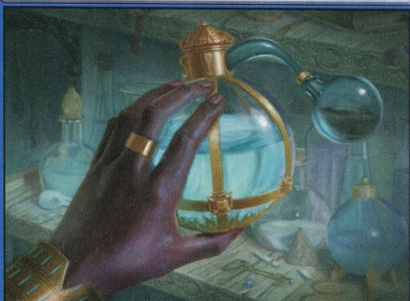
Beware the generosity of demons.

093/254 R
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Mystical Tutor

Φ



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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Worldly Tutor

Φ



Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

"All of us, from the tiny leaf-mite to the towering baloth, are vital threads in the weave of life."

Illus. Volkan Baga

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Sylvan Tutor

Φ

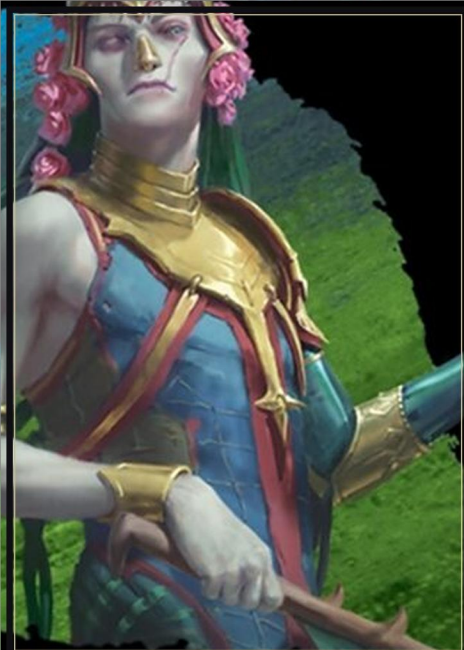
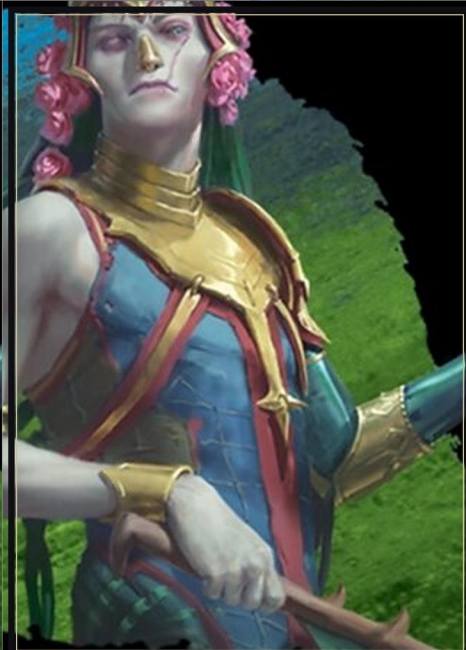
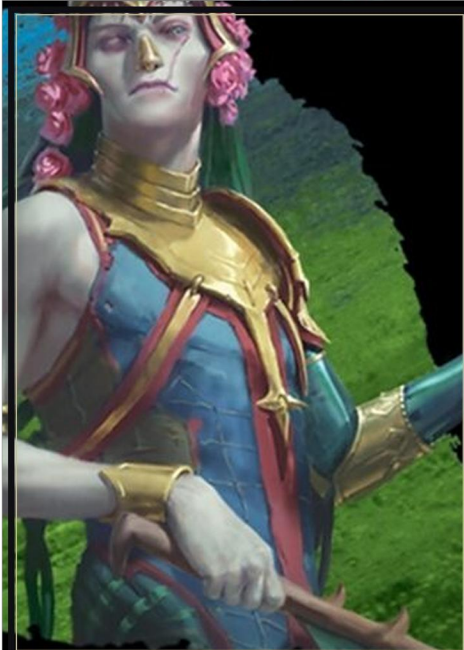
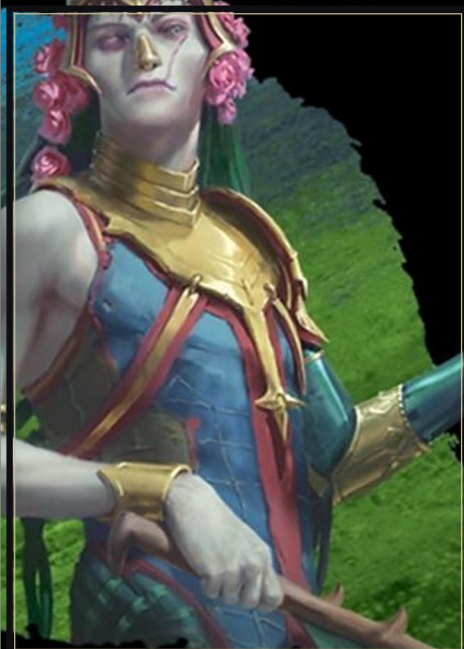
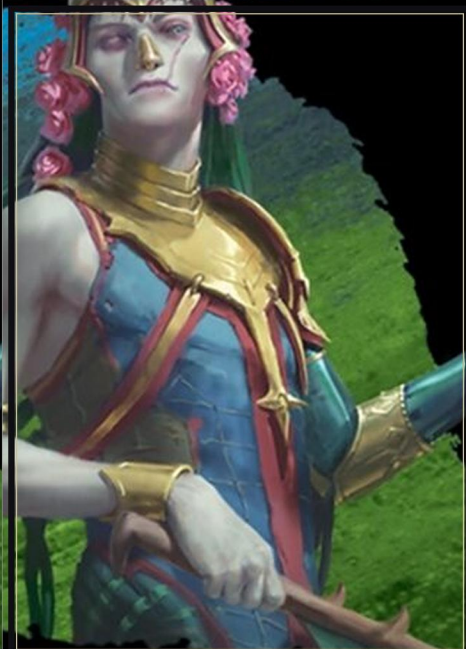
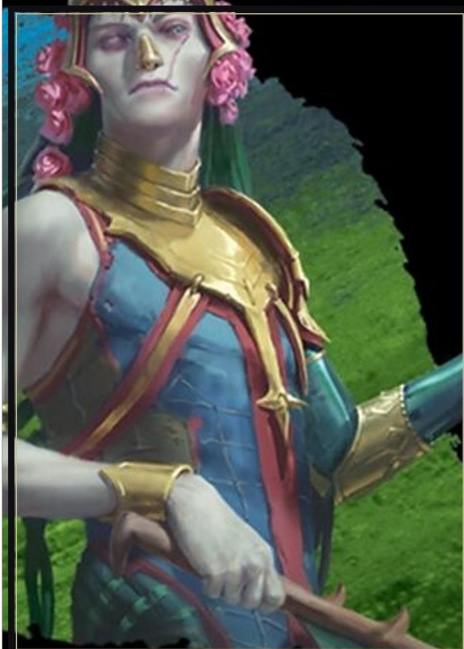
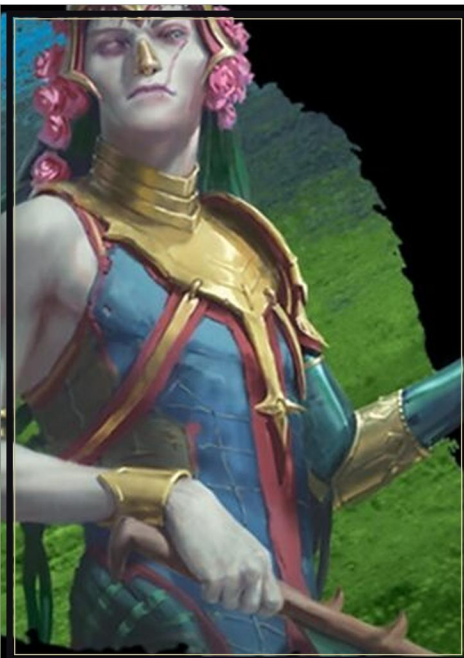
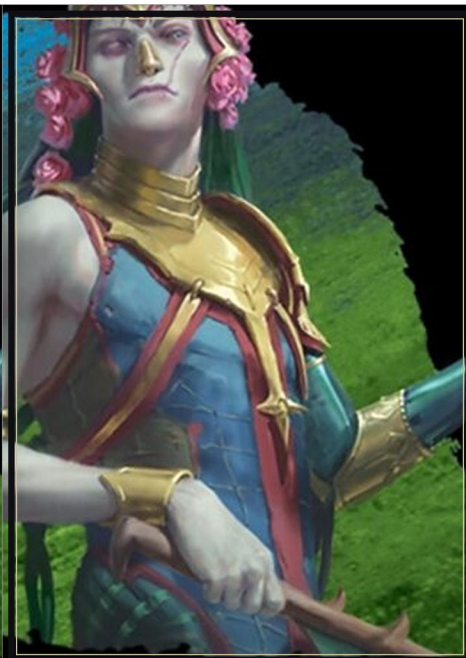
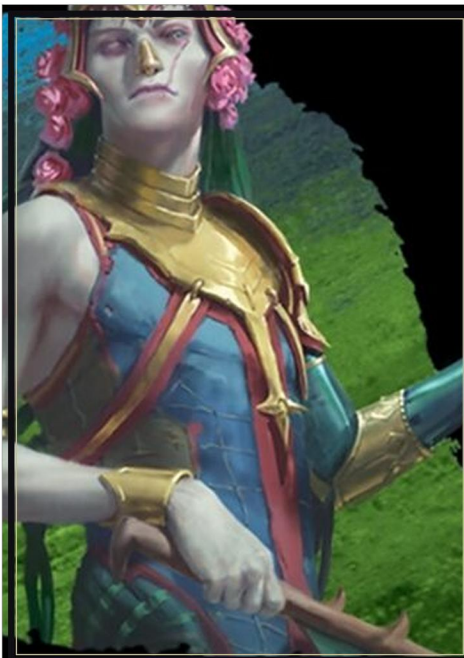


Sorcery

Search your deck for a summon creature and reveal that card to all players. Then shuffle your deck and put the revealed card on top of it.

Illus. Kaja Foglio

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Diabolic Intent



Sorcery



As an additional cost to play Diabolic Intent, sacrifice a creature. Search your library for a card and put that card into your hand. Then shuffle your library.

Illus. Dave Dorman

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