

**Mistmeadow Witch** 1 



**Creature — Kithkin Wizard** 

2 \* : Remove target creature from the game. Return that card to play under its owner's control at end of turn.

*Olka collected the evening mist for years, studying its secrets. Once she learned its essence, she could vanish with a thought.*

Greg Staples  1/1

TM & © 1993-2008 Wizards of the Coast, Inc. 144/301

**Aarakocra Sneak** 3 



**Creature — Bird Rogue** 

Flying

When Aarakocra Sneak enters the battlefield, you take the initiative.

*"Shhh! I think I hear goblins. And I definitely smell them."*

1/4

054/361 C  
 CLB • EN ANDREA RADECK  
 TM & © 2022 Wizards of the Coast

**Ancient Den**



**Artifact Land** 

: Add \*.

*Taj-Nar, throne of Raksha Golden Cub, destined leader of the leonin prides.*

276  C  
 C21 • EN ROB ALEXANDER  TM & © 2021 Wizards of the Coast

**Arcane Denial** 1 



**Instant** 

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

C 0084  
 WOC • EN XI ZHANG  TM & © 2023 Wizards of the Coast

**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.*

C 0145  
 WOC • EN DAN SCOTT  TM & © 2023 Wizards of the Coast

**Archaeomancer** 2  



**Creature — Human Wizard** 

When Archaeomancer enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

*"Words of power never disappear. They sleep, awaiting those with the will to rouse them."*

1/2

045/254 C  
 UMA • EN ZOLTAN BORDS  TM & © 2018 Wizards of the Coast

**Arcum's Astrolabe** 



**Snow Artifact** 

( can be paid with one mana from a snow permanent.)

When Arcum's Astrolabe enters the battlefield, draw a card.

1, : Add one mana of any color.

*Though the Time of Ice has ended, its relics still slumber in New Argive.*

220/254 C  
 MH1 • EN IGOR KIERYLUK  TM & © 2019 Wizards of the Coast

**Ash Barrens**



**Land** 

: Add .

Basic landcycling 1 (1, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

C 0419  
 CMM • EN JONAS DE RO  TM & © 2023 Wizards of the Coast

**Augur of Bolas** 1 



**Creature — Merfolk Wizard** 

When Augur of Bolas enters the battlefield, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

1/3

030/249 C  
 MM3 • EN SLAWOMIR MANIAK  TM & © 2017 Wizards of the Coast

**Azorius Chancery**



Land

Azorius Chancery enters the battlefield tapped.

When Azorius Chancery enters the battlefield, return a land you control to its owner's hand.

☾: Add \* ♠.

318/331 U  
 2X2 • EN • JOHN AVON

™ & © 2022 Wizards of the Coast

**Azorius Guildgate**



Land — Gate

Azorius Guildgate enters the battlefield tapped.

☾: Add \* or ♠.

*The Azorius symbol stares down like a great eye, reminding visitors of the watchful presence of Ispéria and her lawmages.*

107 C  
 KHC • EN • DREW BAKER

™ & © 2021 Wizards of the Coast

**Azorius Signet** 2



Artifact

1, ☾: Add \* ♠.

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

U 0941  
 CMM • EN • GREG HILDEBRAND

™ & © 2023 Wizards of the Coast

**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.*

079 C  
 AFC • EN • WILLIAM MURAI

™ & © 2021 Wizards of the Coast

**Capsize** 1 ♠ ♠



Instant

Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)

Return target permanent to owner's hand.

Illus. Tom Wänerstrand  
 © 1997 Wizards of the Coast, Inc.

**Cloud of Faeries** 1 ♠



Summon Faeries

Flying

When Cloud of Faeries comes into play, untap up to two lands.

Cycling 2 (You may pay 2 and discard this card from your hand to draw a card. Play this ability as an instant.)

Illus. Melissa A. Benson  
 © 1993–1999 Wizards of the Coast, Inc. 29-143

1/1

**Command Tower**



Land

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

*When defeat is near and guidance is scarce, all eyes look in one direction.*

C 0156  
 WOC • EN • RYAN YEE

™ & © 2023 Wizards of the Coast

**Counterspell** ♠ ♠



Instant

Counter target spell.

*The pyromancer summoned up her mightiest onslaught of fire and rage. Face feigned interest.*

C 0081  
 CMM • EN • JASON CHAN

™ & © 2023 Wizards of the Coast

**Dawnbringer Cleric** 1 \*



Creature — Human Cleric

When Dawnbringer Cleric enters the battlefield, choose one —

- *Cure Wounds* — You gain 2 life.
- *Dispel Magic* — Destroy target enchantment.
- *Gentle Repose* — Exile target card from a graveyard.

1/3

015/361 C  
 CLB • EN • LIE SETIAWAN

™ & © 2022 Wizards of the Coast

**Dispel** 1

**Instant**

Counter target instant spell.

*"I said we should destroy the Eldrazi. Ugin wanted to return them to stasis. Ugin's arguments were . . . unconvincing."*  
 —*face Beleren*

076/274 C  
 BFZ • EN CHASE STONE

™ & © 2015 Wizards of the Coast

**Dispeller's Capsule** 1

**Artifact**

2\*, ☹, Sacrifice Dispeller's Capsule: Destroy target artifact or enchantment.

*"I find its symmetry pleasing. It rids our world of offensive refuse while disposing of itself."*  
 —*Dolomarus, Proctor of the Clean*

089 C  
 C21 • EN FRANZ VOHWINKEL

™ & © 2021 Wizards of the Coast

**Displace** 2

**Instant**

Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control.

*"I'll see you soon, Subjects 25 and 26. I've got a good feeling this time!"*

055/205 C  
 EMN • EN CLINT CEARLEY

™ & © 2016 Wizards of the Coast

**Drift of Phantasms** 2

**Creature — Spirit**

Defender (This creature can't attack.)  
 Flying

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.)

Michael Phillippi

0/5

™ & © 1993–2005 Wizards of the Coast, Inc. 46/306

**Dust to Dust** 1

Sorcery

Remove two target artifacts from the game.

*"All this nonsense made by mages Rusts and crumbles through the ages."*  
 —*Aline Corralurn, "Inheritance"*

Illus. Doug Keith  
 ©1997 Wizards of the Coast, Inc. All rights reserved.

**Ephemerate** 1

**Instant**

Exile target creature you control, then return it to the battlefield under its owner's control.

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.)

007/254 C  
 MH1 • EN BASTIEN L. DEHARME

™ & © 2019 Wizards of the Coast

**Exclude** 2

**Instant**

Counter target creature spell.  
 Draw a card.

*"I don't have time for you right now."*  
 —*Teferi*

C 0090  
 CMM • EN MARK ROMANOSKI

™ & © 2023 Wizards of the Coast

**Expedition Map** 1

**Artifact**

2, ☹, Sacrifice Expedition Map: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

*"I use maps to find out where explorers have already been. Then I go the other way."*  
 —*Javad Nasrin, Ondu relic hunter*

255/332 C  
 2XM • EN FRANZ VOHWINKEL

™ & © 2020 Wizards of the Coast

**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*

U 0147  
 WOC • EN JOHN AVON

™ & © 2023 Wizards of the Coast

**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 0093  
 WOC • EN MITCHELL MALLOY ™ & © 2023 Wizards of the Coast

**Ghostly Flicker** 2 



**Instant** 

Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

*Sometimes it's useful to take a break from existence.*

C 0098  
 CMM • EN RAYMOND SWANLAND ™ & © 2023 Wizards of the Coast

**Glacial Floodplain**



**Snow Land — Plains Island** 

(): Add \* or .

Glacial Floodplain enters the battlefield tapped.

*"A cliff once rose from the surf here—until Bjora Dawn-Greeter declared that it was blocking her view and pulled it down bare-handed."*  
 —Iskene, Kannah storyteller

257/285 L  
 KHM • EN SARAH FINNING ™ & © 2021 Wizards of the Coast

**Gulf Squid** 3 



**Creature — Beast** 

When Gulf Squid comes into play, tap all lands target player controls.

*If it could capture the power it wastes, it would be invincible.*

Illus. Wayne England  
 © 1993–2000 Wizards of the Coast, Inc. 35/143 **2/2**

**High Tide** 



**Instant** 

Until end of turn, whenever a player taps an Island for mana, that player adds an additional .

*"Close the walls! Retract the docks! The homarids are coming!"*  
 —Benson, Argvian sentry

054/261 U  
 DMR • EN MARC SIMONETTI ™ & © 2023 Wizards of the Coast

**Idyllic Beachfront**



**Land — Plains Island** 

(): Add \* or .

Idyllic Beachfront enters the battlefield tapped.

*In the tradition of the original Tolarian Academy, every Tolarian campus is built near a body of water.*

249/281 L  
 DMU • EN ROBIN OLAUSSON ™ & © 2022 Wizards of the Coast

**Impulse** 1 



**Instant** 

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

*"I've always made snap decisions. I'm just better at making the right ones now that I'm older and wiser."*  
 —Teferi

056/261 C  
 DMR • EN SAM GUAY ™ & © 2023 Wizards of the Coast

**Inspiring Overseer** 2 



**Creature — Angel Cleric** 

Flying

When Inspiring Overseer enters the battlefield, you gain 1 life and draw a card.

*"This city could certainly use a bit more divine intervention."*  
 —Inspector Jillard

**2/1**

018/281 C  
 SNC • EN IRINA NORDSOL ™ & © 2022 Wizards of the Coast

**Journey to Nowhere** 1 



**Enchantment** 

When Journey to Nowhere enters the battlefield, exile target creature.

When Journey to Nowhere leaves the battlefield, return the exiled card to the battlefield under its owner's control.

Warren Mahy  
 © 1993–2011 Wizards of the Coast LLC 17/318

**Kor Cartographer** 3



**Creature — Kor Scout**

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

*Kor have no concept of exploration. They return to homelands forgotten.*

2/2

028 C  
 KHC • EN RYAN PANCOAST  
 TM & © 2021 Wizards of the Coast

**Lonely Sandbar**



**Land**

Lonely Sandbar enters the battlefield tapped.

☾: Add .

Cycling (☾), Discard this card: Draw a card.)

298 U  
 C21 • EN HEATHER HUDSON  
 TM & © 2021 Wizards of the Coast

**Lórien Revealed** 3



**Sorcery**

Draw three cards.

Islandcycling 1 (1, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

*“Look on us now with friendly eyes! Behold the trees of the Naith of Lórien and be glad!”*  
 —Haldir

C 0060  
 LTR • EN RANDY GALLEGOS  
 TM & © 2023 Wizards of the Coast

**Man-o'-War** 2



**Creature — Jellyfish**

When Man-o'-War enters the battlefield, return target creature to its owner's hand.

*“Beauty to the eye does not always translate to the touch.”*  
 —Naimah, Femeref philosopher

2/2

058/261 C  
 DMR • EN ION I MUTH  
 TM & © 2023 Wizards of the Coast

**Marble Diamond** 2



**Artifact**

Marble Diamond enters the battlefield tapped.

☾: Add \*.

*Every facet a benediction of Lathander's light.*

320/361 C  
 CLB • EN GABRIELS  
 TM & © 2022 Wizards of the Coast

**Memory Lapse** 1



**Instant**

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

*What a lonely agony, the memory of memories lost.*

060/249 C  
 EMA • EN GREG STAPLES  
 TM & © 2016 Wizards of the Coast

**Merchant Scroll** 1



**Sorcery**

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

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

David Martin  
 TM & © 1993–2003 Wizards of the Coast, Inc. 91/350

**Mnemonic Wall** 4



**Creature — Wall**

Defender

When Mnemonic Wall enters the battlefield, you may return target instant or sorcery card from your graveyard to your hand.

*“It augments anamnesis. What is so confusing about that?”*  
 —Perisophia the philosopher

0/4

067/249 C  
 IMA • EN TREVOR CLAXTON  
 TM & © 2017 Wizards of the Coast

**Momentary Blink** 1



**Instant**

Exile target creature you control, then return it to the battlefield under its owner's control.

Flashback 3 (You may cast this card from your graveyard for its flashback cost. Then exile it.)

015/261 C  
 DMR • EN ANTHONY S. WATERS  
 TM & © 2023 Wizards of the Coast

**Muddle the Mixture** 



**Instant** 

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

—Luca Zontini  
TM & © 1993–2005 Wizards of the Coast, Inc. 60/306

**Mulldrifter**  4



**Creature — Elemental** 

Flying

When Mulldrifter enters the battlefield, draw two cards.

Evoked 2  (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters the battlefield.)

2/2

060/331 U  
 2X2 • EN • ERIC FORTUNE  
 TM & © 2022 Wizards of the Coast

**Mystic Sanctuary**



**Land — Island** 

(: Add .)

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

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

2/2

247/269 C  
 ELD • EN • RANDY YARGAS  
 TM & © 2019 Wizards of the Coast

**Novice Inspector** 



**Creature — Human Detective** 

When Novice Inspector enters the battlefield, investigate. (Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")

"If the perfect evidence appears at your feet, your first task is to rule out misdirection."  
 —The Ravnican Agency of Magicological Investigations handbook

1/2

C 0029  
 MKM • EN • FAJAREKA SETIAWAN  
 TM & © 2024 Wizards of the Coast

**Oblivion Ring**  2



**Enchantment** 

When Oblivion Ring enters the battlefield, exile another target nonland permanent.

When Oblivion Ring leaves the battlefield, return the exiled card to the battlefield under its owner's control.

2/2

029/249 U  
 MM2 • EN • FRANZ VOHWINKEL  
 TM & © 2015 Wizards of the Coast

**Peregrine Drake**  4



**Creature — Drake** 

Flying

When Peregrine Drake enters the battlefield, untap up to five lands.

"Always a welcome sight breaking through the clouds."  
 —Talrand, sky summoner

2/3

065/261 C  
 DMR • EN • MIKE BIEREK  
 TM & © 2023 Wizards of the Coast

**Ponder** 



**Sorcery** 

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

Draw a card.

Tomorrow belongs to those who prepare for it today.

1/2

229 C  
 NCC • EN • DAN SCOTT  
 TM & © 2022 Wizards of the Coast

**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 of your library and the rest on top in any order.)

2/2

230 C  
 NCC • EN • SYETLIN VELLINOV  
 TM & © 2022 Wizards of the Coast

**Salvager of Secrets**   



**Creature — Merfolk Wizard**  M19

When Salvager of Secrets enters the battlefield, return target instant or sorcery card from your graveyard to your hand.

The greatest treasure of the deep is an echo from above.

2/2

070/280 C  
 M19 • EN • LARS GRANT-WEST  
 TM & © 2018 Wizards of the Coast

**Scouting Hawk** 2



**Creature — Bird**

Flying  
**Keen Sight** — When Scouting Hawk enters the battlefield, if an opponent controls more lands than you, search your library for a basic Plains card, put it onto the battlefield tapped, then shuffle.

1/1

041/361 C  
 CLB • EN • ILSE GORT

**Scrivener** 4



**Creature — Townsfolk**

When Scrivener comes into play, you may return target instant card from your graveyard to your hand.

*A good memory is no match for a good scribe.*

Illus. Key Walker

2/2

1993-2001 Wizards of the Coast, Inc. 100-350

**Sea Gate Oracle** 2



**Creature — Human Wizard**

When Sea Gate Oracle enters the battlefield, look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

*“The secret entrance should be near.”*

1/3

043  
 KHC • EN • DANIEL LIUNGGREN

**Seat of the Synod**



**Artifact Land**

•: Add .

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

278/307 C  
 C18 • EN • JOHN AVON

**Secluded Steppe**



**Land**

Secluded Steppe enters the battlefield tapped.

•: Add \*.

Cycling \* (\*, Discard this card: Draw a card.)

163  
 ONC • EN • HEATHER HUDSON

**Settle Beyond Reality** 4



**Sorcery**

Choose one or both —

- Exile target creature you don't control.
- Exile target creature you control, then return it to the battlefield under its owner's control.

*Two taken, two judged, one returned.*

030/331 C  
 2X2 • EN • ANTHONY PALUMBO

**Shieldmage Advocate** 2



**Creature — Cleric**

•: Return target card in an opponent's graveyard to his or her hand. Prevent all damage that would be dealt to target creature or player this turn by a source of your choice.

*“Our unity conquers all fears.”*

Illus. Christopher Moeller

1/3

1993-2002 Wizards of the Coast, Inc. 22143

**Sisay's Ring** 4



**Artifact**

•: Add ♦♦.

*“With this ring, you have friends in worlds you've never heard of.”*  
 —Sisay, Captain of the Weatherlight

340/361 C  
 CMR • EN • DONATO GIANCOLA

**Sky Diamond** 2



**Artifact**

Sky Diamond enters the battlefield tapped.

•: Add .

*Every facet a window into Oghma's divine insight.*

337/361 C  
 CLB • EN • GABOLEPS

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



278/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast



**Snow-Covered Island**



**Basic Snow Land — Island** 



276/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



276/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Island**



**Basic Snow Land — Island** 



276/285 L  
KHM • EN  PIOTR DURA ™ & © 2021 Wizards of the Coast

**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
KHM • EN  SARAH FINNIGAN ™ & © 2021 Wizards of the Coast

**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
KHM • EN  SARAH FINNIGAN ™ & © 2021 Wizards of the Coast

**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
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**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
KHM • EN  SARAH FINNIGAN ™ & © 2021 Wizards of the Coast

**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
KHM • EN  SARAH FINNIGAN ™ & © 2021 Wizards of the Coast

**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
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**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
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**Snow-Covered Plains**



**Basic Snow Land — Plains** 



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**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
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**Snow-Covered Plains**



**Basic Snow Land — Plains** 



276/285 L  
 KHM • EN SARAH FINNIGAN

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**Soul Warden** 



**Creature — Human Cleric** 

Whenever another creature enters the battlefield, you gain 1 life.

*“One does not question the size or shape of the grains of sand in an hourglass. Nor do I question the temperament of the souls under my guidance.”*

1/1

024/249 C  
 MM3 • EN RANDY GALLEGOS

™ & © 2017 Wizards of the Coast

**Soul's Attendant** 



**Creature — Human Cleric** 

Whenever another creature enters the battlefield, you may gain 1 life.

*In truth, her own faith was gone, trodden in Ulamog's wake. She pantomimed the blessing in the hope that it would inspire others to continue to struggle.*

1/1

Steve Prescott

™ & © 1993-2010 Wizards of the Coast LLC 41/248

**Spirited Companion** 



**Enchantment Creature — Dog** 

When Spirited Companion enters the battlefield, draw a card.

*She formed a friendship with several playful spirits, and soon “the pack” was known as the source of much mischief in Eiganjo.*

1/1

0838  
 CMM • EN ILSE GORT

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**Stonehorn Dignitary** 



**Creature — Rhino Soldier** 

When Stonehorn Dignitary enters the battlefield, target opponent skips his or her next combat phase.

*It did not escape the ambassador's notice that the sound of war drums could also marshal the city to attention.*

1/4

Dave Kendall

™ & © 1993-2011 Wizards of the Coast LLC 37/249

**Sunscape Familiar** 



**Creature — Wall** 

(Walls can't attack.)

Green spells and blue spells you play cost 1 less to play.

*The spirits of fallen battlemages can serve their guilds as familiars by joining with any physical form.*

0/3

Illus. Brian Despain

©1993-2001 Wizards of the Coast, Inc. 17/143

**Suture Priest** 1\*



**Creature — Phyrexian Cleric**

Whenever another creature enters the battlefield under your control, you may gain 1 life.  
 Whenever a creature enters the battlefield under an opponent's control, you may have that player lose 1 life.

1/1

C 0210  
 MOC • EN IGOR KIERYLUK  
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**Thraben Charm** 1\*



**Instant**

Choose one —

- Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
- Destroy target enchantment.
- Exile any number of target players' graveyards.

C 0045  
 MH3 • EN CARLOS PALMA CRUCHAGA  
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**Thraben Inspector**



**Creature — Human Soldier**

When Thraben Inspector enters the battlefield, investigate. (Create a Clue token. It's an artifact with "2, Sacrifice this artifact: Draw a card.")

"If you've been at this as long as I have, nothing can surprise you. That's the hope, at least."

1/2

C 0066  
 CMM • EN MATT STEWART  
 TM & © 2023 Wizards of the Coast

**Tormod's Crypt** 0



**Artifact**

☞, Sacrifice Tormod's Crypt: Exile target player's graveyard.

*Dominaria's most extravagant crypt nevertheless holds an empty grave.*

235/261 U  
 DMR • EN LARS GRANT-WEST  
 TM & © 2023 Wizards of the Coast

**Tranquil Cove**



**Land**

Tranquil Cove enters the battlefield tapped.  
 When Tranquil Cove enters the battlefield, you gain 1 life.

☞: Add \* or ♠.

*The sky darkened and the seas turned to oil as the gods of Theros themselves fell to New Phyrexia.*

L 0275  
 MOM • EN CHRIS OSTROWSKI  
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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.*

237 C  
 NCC • EN CYNTHIA SHEPPARD  
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**Trinket Mage** 2



**Creature — Human Wizard**

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

2/2

041/076 C  
 DDU • EN SCOTT CHOU  
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**Ur-Golem's Eye** 4



**Artifact**

☞: Add 2 to your mana pool.

*It still stares accusingly at Memnarch, though millennia have passed since he separated the eye from its body.*

Heather Hudson  
TM & © 1993–2004 Wizards of the Coast, Inc. 155/165

**Vedalken Æthermage**



**Creature — Vedalken Wizard**

Flash (You may play this spell any time you could play an instant.)  
 When Vedalken Æthermage comes into play, return target Sliver to its owner's hand.

Wizardcycling 3 (3, Discard this card: Search your library for a Wizard card, reveal it, and put it into your hand. Then shuffle your library.)

1/2

William Simpson  
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**Wayfarer's Bauble** 1



**Artifact**

2, ♣, Sacrifice Wayfarer's Bauble: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

*It is the forest beyond the horizon, the mountain waiting to be climbed, the new land across the endless sea.*

C 0151  
 WOC • EN DARRELL RICHE ™ & © 2023 Wizards of the Coast

**Dawnglare Invoker** 2\*



**Creature — Kor Wizard**

Flying

♠: Tap all creatures target player controls.

*"What we knew as Emeria, Ula, and Cosi were not divine beings at all, but a cruel trick, and a grave error."  
 —The Invokers' Tales*

2/1

025/312 C  
 CM2 • EN STEVE ARGYLE ™ & © 2018 Wizards of the Coast

**Deep Analysis** 3



**Sorcery**

Target player draws two cards.

Flashback—1 ♠, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

*"The specimen seems to be broken."*

C 0086  
 CMM • EN TESPER EISING ™ & © 2023 Wizards of the Coast

**Ivory Giant** 5\*



**Creature — Giant**

When Ivory Giant enters the battlefield, tap all nonwhite creatures.

Suspend 5—\* (Rather than cast this card from your hand, you may pay \* and exile it with five time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. It has haste.)

3/4

020/289 C  
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**Mystic Remora**



**Enchantment**

Cumulative Upkeep: 1  
 Whenever target opponent successfully casts a non-creature spell, you may draw a card. That player may pay 4 to counter this effect.

*Illus. Ken Meyer, Jr.*  
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**Relic of Progenitus** 1



**Artifact**

♣: Target player removes a card in his or her graveyard from the game.

1, Remove Relic of Progenitus from the game: Remove all graveyards from the game. Draw a card.

*Elves believe the hydra-god Progenitus sleeps beneath Naya, feeding on forgotten magics.*

*Jean-Sébastien Roszbach*  
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**Rewind** 2



**Instant**

Counter target spell. Untap up to four lands.

*"The best denials are simply that: a beginning and end unchanged, a dream with no memory."*

063/274 U  
 M21 • EN DERMOT POWER ™ & © 2020 Wizards of the Coast

**Rhystic Study** 2



**Enchantment**

Whenever an opponent plays 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.*

*Illus. Terese Nielsen*  
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**Spectral Searchlight** 3



**Artifact**

♣: Choose a player. That player adds one mana of any color they choose.

*The first searchlights were given as gifts, symbols of cooperation, to the emissaries present at the signing of the Guildpact.*

342/361 C  
 CMR • EN MARTINA PILGEROVA ™ & © 2020 Wizards of the Coast



Ulamog's Crusher

8

Creature — Eldrazi



Annihilator 2 (*Whenever this creature attacks, defending player sacrifices two permanents.*)

Ulamog's Crusher attacks each combat if able.

*"Whatever the Eldrazi's purpose is, it has nothing to do with something so insignificant as us."*

—Nirthu, lone missionary

8/8

C 0006  
CMM • EN • Todd Lockwood

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