

## Abrupt Decay



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.*

Illus. Svetlin Velinov  
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## Ad Nauseam



Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost. You may repeat this process any number of times.

*When the task spilled over into undeath, he stopped calling it his life's work.*

076/332 R  
2XM • EN JEREMY JARVIS

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## Animate Dead



Enchant Dead Creature

Any creature in either player's graveyard comes into play on your side with -1 to its original power. If this enchantment is removed, or at end of game, target creature is returned to its owner's graveyard. Target creature may be killed as normal.

Illus. Helge C. Balzer  
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## Arbor Elf



Creature — Elf Druid

☞: Untap target Forest.

*The Mul Daya elves reject their Tajuru kin, calling them arrogant tree-binders who think the roots serve the canopy.*

rk post

1/1

™ & © 1993–2010 Wizards of the Coast LLC 95/135

## Assassin's Trophy



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.

*A power vacuum for the Azorius. A keepsake for Vraska.*

372  
2X2 • EN RON SPEARS

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## Bayou

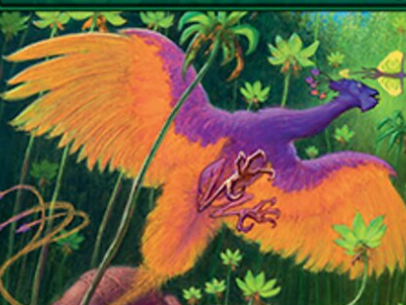


Land — Swamp Forest

(☞: Add ☞ or ☞ to your mana pool.)

Illus. Karl Kopinski

## Birds of Paradise



Creature — Bird

Flying

☞: Add one mana of any color.

*Its brilliant plumage painted streaks of color across a sky long darkened by war.*

0/1

439  
DMR • EN DARRELL ROCHE

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## Bloodstained Mire



☞, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle your library.

Land

003/030 M  
ZNE • EN SAM BURLEY

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## Boreal Druid



Snow Creature — Elf Druid

☞: Add 1 to your mana pool.

*Some creatures are bound to the cold by Rimewind magic. Others seek it out, adapted by two thousand years of the Ice. The Boreal, where Heidar's frigid sway is strongest, is home to both.*

Dan Dos Santos

1/1

™ & © 1993–2006 Wizards of the Coast LLC 109/155

**Brainstorm**

Instant

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

P 0001 Secret Lair Prize  
SLP • EN • AUSTIN & ALEXIS HERNANDEZ

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**Breeding Pool**

Land — Forest Island

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

286  
UNF • EN • BRUCE BRENNESSE

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**Carpet of Flowers**

Enchantment

During your main phase, you may add up to X mana of one color to your mana pool, where X is the number of islands target opponent controls.

Illus. Rebecca Guay  
©1993-1998 Wizards of the Coast, Inc. 240/350

**Cephalid Coliseum**

Land

☞: Add ♠ to your mana pool. Cephalid Coliseum deals 1 damage to you.  
Threshold — ♠, ☞, Sacrifice Cephalid Coliseum: Target player draws three cards, then discards three cards from his or her hand. (*Play this ability only if seven or more cards are in your graveyard.*)

Illus. John Avon  
™ & © 1993-2001 Wizards of the Coast, Inc. 317/330

**Chain of Vapor**

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Illus. Carl Critchlow  
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**Chrome Mox**

Artifact

**Imprint** — When Chrome Mox enters the battlefield, you may exile a nonartifact, nonland card from your hand.  
☞: Add one mana of any of the exiled card's colors to your mana pool.

009/054 S  
MPS • EN • KIERAN YANNER

™ & © 2016 Wizards of the Coast

**City of Brass**

Land

Whenever City of Brass becomes tapped, it deals 1 damage to you.  
☞: Add one mana of any color.  
*To walk its streets is to burn in its beauty.*

403  
2X2 • EN • MARK POOLE

™ & © 2022 Wizards of the Coast

**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.*

Illus. Ryan Yee  
™ & © 2022 Wizards of the Coast 178

**Culling Ritual**

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add ♠ or ♣ for each permanent destroyed this way.

337  
STX • EN • LORENZO MASTROIANNI

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## Culling the Weak



Mana Source

Sacrifice a creature: Add  $\text{♠♠♠♠}$  to your mana pool.

*"The blood of the weak shall be the ink with which we scribe great Yawgmoth's glorious name."*

—Stronghold architect, journal

Illus. Scott M. Fischer  
©1993-1998 Wizards of the Coast, Inc. 55/143

## Dark Confidant



Creature — Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its converted mana cost.

*Greatness, at any cost.*

342 M  
2XM • EN MARK ZUG

2/1

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## Dark Ritual



Instant

Add  $\text{♠♠♠}$  to your mana pool.

Illus. Sandra Everingham

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## Dauthi Voidwalker



Creature — Dauthi Rogue

Shadow

If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.

$\text{♣}$ , Sacrifice Dauthi Voidwalker: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

Illus. Sidharth Chaturvedi  
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3/2

## Deathrite Shaman



Creature — Elf Shaman

$\text{♣}$ : Exile target land card from a graveyard. Add one mana of any color.

$\text{♣}$ ,  $\text{♣}$ : Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

$\text{♣}$ ,  $\text{♣}$ : Exile target creature card from a graveyard. You gain 2 life.

2012 R  
SLC • EN MARK RIDDICK

1/2

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## Demonic Consultation



Instant

Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way.

1127 R  
SLD • EN KOZYNDAN

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## Demonic Tutor



Sorcery

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

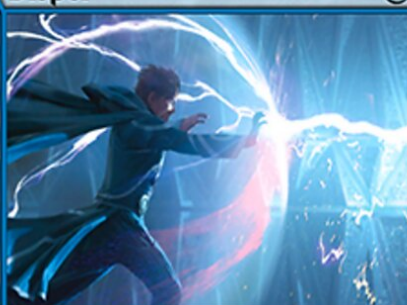
*"Demons prefer to deal with those who believe themselves too wise to be fooled."*

—Scroll case inscription

027/063 M  
STA • EN ANATO FINNSTARK

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## Dispel



Instant

Counter target instant spell.

CHASE STONE

## Dramatic Reversal



Instant

Untap all nonland permanents you control.

*"Megatron must be stopped. No matter the cost!"*

—Optimus Prime

1083 R  
SLD • EN VOLTA CREATION

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# Eldritch Evolution

1



## Sorcery



As an additional cost to cast Eldritch Evolution, sacrifice a creature.

Search your library for a creature card with converted mana cost X or less, where X is 2 plus the sacrificed creature's converted mana cost. Put that card onto the battlefield, then shuffle your library. Exile Eldritch Evolution.

155/205 R  
EMN • EN JASON RAINVILLE

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# Elves of Deep Shadow



## Creature — Elf Druid



☞: Add ♠ to your mana pool. Elves of Deep Shadow deals 1 damage to you.

*They are aberrations who have turned on everything we hold sacred. Let them be cast out.*

—Ailheen, Speaker of the Council

Illus. Jesper Myrfors

™ & © 1993-2009 Wizards of the Coast LLC 116/230

1/1

# Elvish Mystic



## Creature — Elf Druid



☞: Add ♠.

*"Life grows everywhere. My kin merely find those places where it grows strongest."*

—Nissa Revane

007/076 C  
DDU • EN WESLEY BURT

™ & © 2018 Wizards of the Coast

1/1

# Entomb



## Instant



Search your library for a card and put that card into your graveyard. Then shuffle your library.

*A grave is the safest place to store ill-gotten treasures.*

Illus. Ron Spears

™ & © 1993-2001 Wizards of the Coast, Inc. 132/350

# Eternal Witness

1



## Creature — Human Shaman



When Eternal Witness enters the battlefield, you may return target card from your graveyard to your hand.

*She remembers all those who would otherwise be forgotten.*

2/1

368 U  
2X2 • EN KEITH GARLETT

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# 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

Illus. Steven Belledin

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# Flooded Strand



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

## Land



001/030 M  
ZNE • EN ADAM PAQUETTE

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# Flusterstorm



## Instant



Counter target instant or sorcery spell unless its controller pays 1.

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

—Erica Yang

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# Forbidden Orchard



## Land



☞: Add one mana of any color.

Whenever you tap Forbidden Orchard for mana, target opponent creates a 1/1 colorless Spirit creature token.

405 R  
2X2 • EN DREW TUCKER

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**Force of Will** 300



**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.

*"Amateur."*

340 M  
2XM • EN SCOTT M. FISCHER

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**Fyndhorn Elves**



**Creature — Elf Druid**

♦: Add ♣ to your mana pool.

*"Living side by side with the elves for so long leaves me with no doubt that we serve the same goddess."  
—Kolbjörn, elder druid of the Juniper Order*

Illus. Justin Hampton

™ & © 1993-2007 Wizards of the Coast LLC 118/195 1/1

**Gemstone Caverns**



**Legendary Land**

If Gemstone Caverns is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

☞: Add ♦. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

280/289 M  
TSR • EN MARTINA PILCEROVA

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**Gilded Drake** 1



**Summon Drake**

**Flying**

When Gilded Drake comes into play, exchange control of Gilded Drake for target creature one of your opponents controls or sacrifice Gilded Drake.

*Buyer beware.*

Illus. Bob Eggleton

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**Gitaxian Probe** ☐



**Sorcery** ☐

(☐ can be paid with either ♠ or 2 life.)

Look at target player's hand.  
Draw a card.

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

—Chippy

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**Imperial Seal** ☠




**Sorcery** ☐

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

*"If Heaven has placed it in your hands, it means that the throne is destined to be yours."*

Illus. Li Tie

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**ISLAND**

416 R  
SLD • EN BEN SCHNUCK

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**Isochron Scepter** 2



**Artifact**

**Imprint** — When Isochron Scepter enters the battlefield, you may exile an instant card with converted mana cost 2 or less from your hand.

2, ☞: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.

264/332 R  
2XM • EN MARK HARRISON

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**Jace, Vryn's Prodigy** 1



11-12 July 2015

**Legendary Creature — Human Wizard** ☠

☞: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, Vryn's Prodigy, then return him to the battlefield transformed under his owner's control.

*"People's thoughts just come to me. Sometimes I don't know if it's them or me thinking."*

0/2

060/272 M  
ORI • EN JAIME JONES

™ & © 2015 Wizards of the Coast

**Jace, Telepath Unbound**

**Planeswalker — Jace**

**+1** : Up to one target creature gets -2/-0 until your next turn.

**-3** : You may cast target instant or sorcery card from your graveyard this turn. If that card would be put into your graveyard this turn, exile it instead.

**-9** : You get an emblem with “Whenever you cast a spell, target opponent puts the top five cards of his or her library into his or her graveyard.”

060/272 M  
ORI • EN • JAIME JONES

**Ledger Shredder**

**1**

**Creature — Bird Advisor**

**Flying**

Whenever a player casts their second spell each turn, Ledger Shredder connives.

412  
SNC • EN • MILA PESIC

**Death**

**Sorcery**

Return target creature card from your graveyard to play. You lose life equal to its converted mana cost.

Illus. Edward P. Beard, Jr.  
TM & © 1997–2001 Wizards of the Coast, Inc. DAI 143

**Life**

**Sorcery**

Until end of turn, all lands you control are 1/1 creatures that are still lands.

Illus. Anthony S. Waters  
TM & © 1997–2001 Wizards of the Coast, Inc. DAI 143

**Lim-Dûl's Vault**

**Instant**

Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order.

1996  
SLC • EN • WIZARD OF BARGE

**Lion's Eye Diamond**

**0**

**Artifact**

Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability as a mana source.

*Held in the lion's eye  
—Zhalfirin saying meaning  
“caught in the moment of crisis”*

Illus. Margaret Organ-Kean  
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**Llanowar Elves**

**1**

**Creature — Elf Druid**

**1/1**

**1129**  
SLD • EN • KOZYNDAN

**Llanowar Wastes**

**Land**

**1**

**1** : Add **1**.

**1** : Add **1** or **1**. Llanowar Wastes deals 1 damage to you.

299  
BRO • EN • ROB ALEXANDER

**Lotus Petal**

**0**

**Artifact**

**1**

**1** : Sacrifice Lotus Petal: Add one mana of any color to your mana pool.

*Each of these intricate mechanical petals stores enough power to supply all of Ghirapur, if only for a fleeting moment.*

015/054 S  
MPS • EN • SUDHIR MANIAK

**Mana Confluence**

**Land**

**1**

**1** : Pay 1 life: Add one mana of any color.

*Better places poured prismatic dreams into the world, rendering it anew.*

1011  
SLD • EN • TABARI WEATHERS

**Mana Crypt** 0



**Artifact**

At the beginning of your upkeep, flip a coin. If you lose the flip, Mana Crypt deals 3 damage to you.

☞: Add ♦♦ to your mana pool.

*An utterly silent chamber, submitted by an artificer who wished to remain anonymous.*

016/054 S  
MPS • EN VOLKAN BAGA

**Mana Drain** 2



**Instant**

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

*"I suppose you've never heard of conservation of energy."*

348 M  
2X2 • EN CHUCK LURAKS

**Mana Vault** 1



**Artifact**

Mana Vault doesn't untap during your untap step.

At the beginning of your upkeep, you may pay 4. If you do, untap Mana Vault.

At the beginning of your draw step, if Mana Vault is tapped, it deals 1 damage to you.

☞: Add ♦♦♦ to your mana pool.

017/054 S  
MPS • EN KIRSTEN ZIRNGIBL

**Marsh Flats**



**Land**

☞, Pay 1 life, Sacrifice Marsh Flats: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

*Illus. Izzy*

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**Mental Misstep** 1



**Instant**

Counter target spell with mana value 1.

*"Paws."*

1179 R  
SLD • EN ORI TOOR

**Miscast** 1



**Instant**

Counter target instant or sorcery spell unless its controller pays 3.

*"Next time, try something more appropriate for your skill level."*  
—Barrin, Tolarian archmage

057/274 U  
M21 • EN STEVE ARGYLE

**Misty Rainforest**



**Land**

☞, Pay 1 life, Sacrifice Misty Rainforest: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

*Illus. Shelly Wan*

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**Morphic Pool**



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

☞: Add ♠ or ♣.

**Land**

017/030 M  
2NE • EN STEVEN BELLEDIN

**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*

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# Mystic Remora



Enchantment

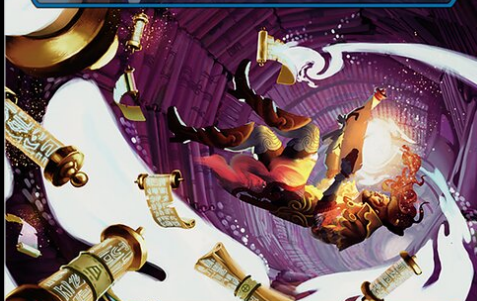
Cumulative upkeep 1

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

Illus. Ken Meyer, Jr.

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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.

*"Now, did I file that away under 'C' for 'Combo' or 'F' for 'Finisher'?"*

334 R SLD • EN MATEUS MANHANINI

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# Necromancy



Enchantment

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Illus. Pete Venters

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# Necropotence



Enchantment

Skip your draw step.

Whenever you discard a card, remove that card in your graveyard from the game.

Pay 1 life: Remove the top card of your library from the game face down. Put that card into your hand at the end of your turn.

Illus. Mark Tedin

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# Neoform



Sorcery

As an additional cost to cast this spell, sacrifice a creature.

Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature's converted mana cost, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle your library.

206/264 U WAR • EN BRAM SELS

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# Noxious Revival



Instant

( $\Phi$  can be paid with either  $\spadesuit$  or 2 life.)

Put target card from a graveyard on top of its owner's library.

*"Dead or alive, my creations are stronger than Jin-Gitaxias's septic minions."*

—Vorinclex, Voice of Hunger

—Matt Stewart

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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.

284 R UNF • EN CLIFF CHILDS

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# Pact of Negation



Instant

Counter target spell.

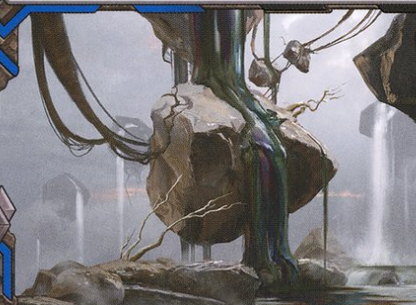
At the beginning of your next upkeep, pay 3  $\spadesuit$ . If you don't, you lose the game.

*Those who expect betrayal at every turn are seldom disappointed.*

077/289 R TSR • EN JASON CHAN

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# Polluted Delta



$\spadesuit$ , Pay 1 life, Sacrifice Polluted Delta: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle your library.

Land

002/030 M ZNE • EN TITUS LUNTER

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# Pongify



Instant

Destroy target creature. It can't be regenerated. Its controller creates a 3/3 green Ape creature token.

*Some spellcrafting mistakes go on to become spells of their own.*

079/289 U  
TSR • EN • HEATHER HUDSON

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# Rapid Hybridization



Instant

Destroy target creature. It can't be regenerated. That creature's controller creates a 3/3 green Frog Lizard creature token.

*It's like the cycle of reincarnation, just significantly more abrupt.*

1126 R  
SLD • EN • ROZYNDAN

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# Razaketh, the Foulblooded



Legendary Creature — Demon

Flying, trample

Pay 2 life, Sacrifice another creature: Search your library for a card and put that card into your hand. Then shuffle your library.

*From Razaketh, Liliana gained sway over the living. Weak mortal souls became her playthings.*

163 M  
SLD • EN • ZIUK

™ & © 2020 Wizards of the Coast

8/8

# Reanimate



Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to its converted mana cost.

U12/040 S  
UMA • EN • JOHANN BODIN

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# Rejuvenating Springs



Land

Rejuvenating Springs enters the battlefield tapped unless you have two or more opponents.

• : Add • or •.

709 R  
CMR • EN • ALAYNA DANNER

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# Rhystic Study



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.*

Illus. Terese Nielsen  
™ & © 1993-2010 Wizards of the Coast LLC A31/156

# Sacrifice



Instant

As an additional cost to cast this spell, sacrifice a creature.  
Add an amount of • equal to the sacrificed creature's mana value.

Illus. Dan Frazier

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# Scalding Tarn



Land

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

Illus. Philip Straub

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# Seedborn Muse



Creature — Spirit

Untap all permanents you control during each other player's untap step.

*"Her voice is the wilderness, savage and pure."  
—Kamahl, druid acolyte*

212/254 R  
BBD • EN • ADAM REX

™ & © 2018 Wizards of the Coast

2/4



### 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. © Jesper Myrfors

### Underground River



Land

: Add .

: Add or . Underground River deals 1 damage to you.

300 R  
BRO • EN • ROB ALEXANDER

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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

### Undergrowth Stadium



Land

Undergrowth Stadium enters the battlefield tapped unless you have two or more opponents.

: Add or .

714 R  
CMR • EN • YEONG-HAO HAN

™ & © 2020 Wizards of the Coast

### Vampiric Tutor



Instant

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

*True power is achieved through blood and sweat. But mostly blood.*

Illus. Raymond Swanland

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### Veil of Summer



Instant

M20

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

198/280 U  
M20 • EN • LAKE HURWITZ

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### Verdant Catacombs



Land

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

Illus. Vance Kovacs

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### Watery Grave



Land — Island Swamp

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

278 R  
UNF • EN • CHRIS OSTROWSKI

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### Windfall



Sorcery

Each player discards his or her hand and draws cards equal to the greatest number a player discarded this way.

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

Illus. Pete Venters

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### Windswept heath



Land



☞, Pay 1 life, Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Illus. Anthony S. Waters

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### Wooded Foothills



Land



☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Illus. Rob Alexander

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### Yavimaya Coast



Land



☞: Add one colorless mana to your mana pool.

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

Illus. Anthony S. Waters

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### Cabal Ritual

1



Instant



Add ♣♣♣ to your mana pool.

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

"Each syllable chills your veins. Each word rattles your mind."

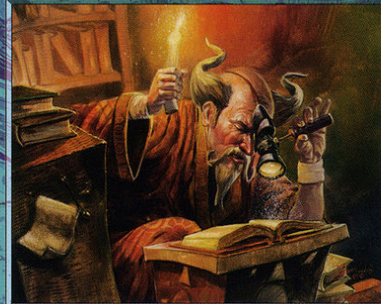
—Cabal Patriarch

Illus. Greg & Tim Hildebrandt

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### Careful Study

1



Sorcery



Draw two cards, then discard two cards from your hand.

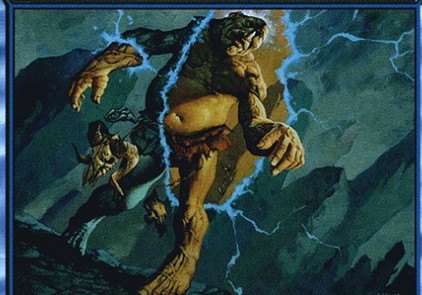
Books are like crops—they must be thinned for best yield.

Illus. Scott M. Fischer

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### Delay

1



Instant



Counter target spell. If the spell is countered this way, remove it from the game 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.)

Ron Spears

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### Diabolic Intent

1



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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### Nature's Claim

1



Instant



Destroy target artifact or enchantment. Its controller gains 4 life.

"The timeless, tireless jaws of nature shall one day devour us all."

—Sildark, artificer of Omu

Illus. Raoul Vitale

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### Notion Thief

2



Creature — Human Rogue



Flash

If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.

3/1

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Spell Pierce

0



Instant

Counter target noncreature spell unless its controller pays 2.

*"If you make me spill my drink, you're buying me a new one."*

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DERMOT POWER

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Yawgmoth's Will

2



Sorcery

Until end of turn, you may play cards in your graveyard as though they were in your hand. Cards put into your graveyard this turn are removed from the game instead.

Illus. Ron Spencer

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