

Godo, Bandit Warlord 5

Legendary Creature — Human Barbarian

When Godo, Bandit Warlord comes into play, you may search your library for an Equipment card and put it into play. If you do, shuffle your library.

Whenever Godo attacks for the first time each turn, untap it and all Samurai you control. After this phase, you get an additional combat phase.

— Paolo Parente

3/3

177/337 R
C14 • EN • SCOTT M. FISCHER

Goblin Welder

Creature — Goblin Artificer

☞: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

"I wrecked your metal guy, boss. But look! I made you an ashtray."

1/1

099/196 R
R1X • EN • ZOLTAN BOROS

Dire Fleet Daredevil 1

Creature — Human Pirate

First strike

When Dire Fleet Daredevil enters the battlefield, exile target instant or sorcery card from an opponent's graveyard. You may cast that card this turn, and you may spend mana as though it were mana of any type to cast that spell. If that card would be put into a graveyard this turn, exile it instead.

2/1

024/302 R
C19 • EN • FORREST IMEL

Dockside Extortionist 1

Creature — Goblin Pirate

When Dockside Extortionist enters the battlefield, create X Treasure tokens, where X is the number of artifacts and enchantments your opponents control. (Treasure tokens are artifacts with "☞, Sacrifice this artifact: Add one mana of any color.")

"A small price to keep such pretty things safe!"

1/2

128/254 R
MH1 • EN • JEBAN CHOO

Goblin Engineer 1

Creature — Goblin Artificer

When Goblin Engineer enters the battlefield, you may search your library for an artifact card, put it into your graveyard, then shuffle your library.

☞, ☞, Sacrifice an artifact: Return target artifact card with converted mana cost 3 or less from your graveyard to the battlefield.

1/2

129/254 U
MH1 • EN • JESPER EISING

Goblin Matron 2

Creature — Goblin

When Goblin Matron enters the battlefield, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle your library.

"A mother only a child could love."

1/1

027/307 R
C16 • EN • ALEX KONSTAD

Treasure Nabber 2

Creature — Goblin Rogue

Whenever an opponent taps an artifact for mana, gain control of that artifact until the end of your next turn.

The Law of Giviesies Backsies is respected by every noble pursuer of shiny things.

3/2

138/249 R
1MA • EN • FRANZ VOHWINKEL

Manic Vandal 2

Creature — Human Warrior

When Manic Vandal enters the battlefield, destroy target artifact.

It's fun. He doesn't need another reason.

2/2

138/249 R
1MA • EN • FRANZ VOHWINKEL

Magus of the Moon 2

Creature — Human Wizard

Nonbasic lands are Mountains.

Tidal forces of the blood moon wrench and buckle the land, drawing monoliths of stone and soil toward the flaming orb.

2/2

Imperial Recruiter 2



Creature — Human Advisor

When Imperial Recruiter enters the battlefield, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle your library.

A passionate recruiter will win a war before the first arrow flies.

1/1

136/249 M
A25 • EN ZACK STELLA

Dualcaster Mage 1



Creature — Human Wizard

Flash

When Dualcaster Mage enters the battlefield, copy target instant or sorcery spell. You may choose new targets for the copy.

"It has been my experience that disasters like to strike in pairs."

2/2

034/337 R
C14 • EN MATT STEWART

Simian Spirit Guide 2



Creature — Ape Spirit

Remove Simian Spirit Guide in your hand from the game: Add to your mana pool.

*"All my spells smell like burnt hair lately."
—Jaya Ballard, task mage*

2/2

Dave DeVries

Brass Squire 3



Artifact Creature — Myr

☞: Attach target Equipment you control to target creature you control.

*"I admire it. Few pull off pluck and subservience at the same time."
—Ezuri, renegade leader*

1/3

Ryan Pancoast

Metalworker 3



Artifact Creature

☞: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.

*"At this rate I fully expect to be replaced by a clockwork golem by year's end."
—Barrin*

1/2

Illus. Don Hazeltine

Treasonous Ogre 3



Creature — Ogre Shaman

Dethrone (Whenever this creature attacks the player with the most life or tied for most life, put a +1/+1 counter on it.)

Pay 3 life: Add to your mana pool.

*"Everything comes with a price. Especially revolution."
—Grenzo, dungeon warden*

2/3

Randy Gallegos

Frenzied Fugue 3



Enchantment — Aura

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

Forever after, she lived in fear of the madness reclaiming her.

018/351 U
C16 • EN TONY FOTT

Blood Moon 2



Enchantment

Nonbasic lands are Mountains.

122/249 R
A25 • EN FRANZ VOHWINKEL

Stranglehold 3



Enchantment

Your opponents can't search libraries. If an opponent would begin an extra turn, that player skips that turn instead.

The correct answer to a barbarian's riddle is to choke on your cleverness and die.

John Stanko

Molten Echoes 2

Enchantment

As Molten Echoes enters the battlefield, choose a creature type.

Whenever a nontoken creature of the chosen type enters the battlefield under your control, create a token that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

054/322 R
C20 • EN • ZOLAN BONDS
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大いなる創造者、カーン 4

伝説のプレインズウォーカー — カーン

対戦相手ガコントロールしているアーティファクトの起動型能力は起動できない。

+1 : クリーチャーでないアーティファクト最大1つを対象とする。あなたの次のターンまで、それはパワーとタフネスがそれぞれその点数で見たmanaコストに等しいアーティファクト・クリーチャーになる。

-2 : あなたは、ゲームの外部か追加領域にありあなたがオーナーであるアーティファクト・カード1枚を並び、そのカードを公開してあなたの手札に加えてもよい。

001/264 R
WAR • JP • 森下直規 / NAOCHIKA MORISHITA
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Daretti, Scrap Savant 3

Planeswalker — Daretti

+2 : Discard up to two cards, then draw that many cards.

-2 : Sacrifice an artifact. If you do, return target artifact card from your graveyard to the battlefield.

-10 : You get an emblem with "Whenever an artifact is put into your graveyard from the battlefield, return that card to the battlefield at the beginning of the next end step."

Daretti, Scrap Savant can be your commander.

123/351 M
C16 • EN • DAN SCOTT
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人知を超えるもの、ウギン 6

伝説のプレインズウォーカー — ウギン

あなたが無色の呪文を唱えるためのコストは 2 少なくなる。

+1 : あなたのライブラリーの一番上のカードを裏向きに追加し、それを見る。無色の2/2のスピリット・クリーチャー・トークンを1体生成する。そのトークンが戦場を離れたとき、その追加したカードをあなたの手札に加える。

-3 : 1色以上の色を持つパーマナント1つを対象とし、それを破壊する。

002/264 R
WAR • JP • 前河悠一 / MAEKAMA YUICHI
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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

345 R
THB • EN • YEONG-HAD HAN
™ & © 2020 Wizards of the Coast

Swiftfoot Boots 2

Artifact — Equipment

Equipped creature has hexproof and haste.

Equip 1

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

276/351 U
C16 • EN • SVETLIN VELLINOV
™ & © 2016 Wizards of the Coast

Conqueror's Flail 2

Artifact — Equipment

Equipped creature gets +1/+1 for each color among permanents you control.

As long as Conqueror's Flail is attached to a creature, your opponents can't cast spells during your turn.

Equip 2

053/351 R
C16 • EN • FRANZ VOHWINKEL
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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

Chris Rahn
© 1993-2013 Wizards of the Coast 11.C.130.155

Hammer of Nazahn 4

Legendary Artifact — Equipment

Whenever Hammer of Nazahn or another Equipment enters the battlefield under your control, you may attach that Equipment to target creature you control.

Equipped creature gets +2/+0 and has indestructible.

Equip 4

051/309 R
C17 • EN • VICTOR ADAME MINGUEZ
™ & © 2017 Wizards of the Coast

Helm of the Host 4

Legendary Artifact — Equipment

At the beginning of combat on your turn, create a token that's a copy of equipped creature, except the token isn't legendary if equipped creature is legendary. That token gains haste.

Equip 5

Forged out of flowstone for the queen of Vesuva.

217/269 R
DOM • EN IGOR KHEVLYUK
™ & © 2016 Wizards of the Coast

Argentum Armor 6

Artifact — Equipment

Equipped creature gets +6/+6.
Whenever equipped creature attacks, destroy target permanent.

Equip 6

Mirrodin's creator still lives, still shapes metal, and still commands world-shaking power.

—Matt Cavotta
™ & © 1993–2010 Wizards of the Coast LLC 137/249

Welding Jar 0

Artifact

Sacrifice Welding Jar: Regenerate target artifact.

The wires crawl over broken metal and heat themselves to melting, filling cracks quickly and efficiently.

—Mark Brill
™ & © 1993–2003 Wizards of the Coast, Inc. 274/306

Codex Shredder 1

Artifact

☞: Target player puts the top card of his or her library into his or her graveyard.

5, ☞, Sacrifice Codex Shredder: Return target card from your graveyard to your hand.

—Jason Felix
™ & © 2012 Wizards of the Coast 228/224

Manifold Key 1

Artifact M20

1, ☞: Untap another target artifact.
3, ☞: Target creature can't be blocked this turn.

*"Locks want to be opened, and treasure wants to be free."
—Nayrex Slipfinger, master thief*

230/280 U
M20 • EN LAKE HURWITZ
™ & © 2019 Wizards of the Coast

Grafdigger's Cage 1

Artifact

Creature cards can't enter the battlefield from graveyards or libraries.
Players can't cast cards in graveyards or libraries.

*"If you wind up in one of mine, you can be sure as silver it will be your last."
—Grafdigger Wulmer*

—Daniel Junggren
™ & © 1993–2012 Wizards of the Coast LLC 139/156

Soul-Guide Lantern 1

Artifact

When Soul-Guide Lantern enters the battlefield, exile target card from a graveyard.

☞, Sacrifice Soul-Guide Lantern: Exile each opponent's graveyard.

1, ☞, Sacrifice Soul-Guide Lantern: Draw a card.

237/254 U
THB • EN CLIFF CHILDS
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Defense Grid 2

Artifact

During each player's turn, spells played by another player cost an additional 3.

*"We've managed to keep the goblins in their assigned areas, but there's little we can do about the smell."
—Whip Tongue, viashino technician*

Illus. Mark Tedin
©1993–1999 Wizards of the Coast, Inc. 125/143

Panharmonicon 4

Artifact

If an artifact or creature entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

All who listen hear their own song, a unique melody played just for them.

226/264 R
KLD • EN VOLKAN BAGA
™ & © 2016 Wizards of the Coast

Krark-Clan Ironworks 4

Artifact

Sacrifice an artifact: Add 2 to your mana pool.

All the junk, refuse, and offal of the Krark Clan is diligently collected, melted down, and made into more junk, refuse, and offal.

—Tim Hildebrandt
© 1993–2004 Wizards of the Coast, Inc. 134/165

Expedition Map 1

Artifact

2, $\{c\}$, 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

—Franz Vohwinkel
© 1993–2009 Wizards of the Coast LLC 201/249

Ruby Medallion 2

Artifact

Red spells you cast cost 1 less to cast.

265/337 R
 C14 • EN • DANIEL LUNGGREN
© 2014 Wizards of the Coast

Lotus Petal 0

Artifact

$\{c\}$, 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.

Everflowing Chalice 0

Artifact

Multikicker 2 (You may pay an additional 2 any number of times as you cast this spell.)
 Everflowing Chalice enters the battlefield with a charge counter on it for each time it was kicked.

$\{c\}$: Add 1 to your mana pool for each charge counter on Everflowing Chalice.

—Steve Argyle
© 1993–2010 Wizards of the Coast LLC 128/145

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.

$\{c\}$: Add $\{d\}$ to your mana pool.

225/249 M
 EMA • EN • MATT STEWART
© 2016 Wizards of the Coast

Mox Opal 0

Legendary Artifact

Metalcraft — $\{c\}$: Add one mana of any color to your mana pool. Activate this ability only if you control three or more artifacts.

The suns of Mirrodin have shone upon perfection only once.

—Volkan Baga
© 1993–2010 Wizards of the Coast LLC 179/249

Sol Ring 1

Artifact

$\{c\}$: Add $\{d\}$ to your mana pool.

Lost to time is the artificer’s art of trapping light from a distant star in a ring of purest gold.

223/309 U
 C17 • EN • MIKE BIEREK
© 2017 Wizards of the Coast

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.

$\{c\}$: Add $\{d\}$.

U29/040 S
 UMA • EN • CHRISTINE CHOI
© 2018 Wizards of the Coast

Mind Stone 2

Artifact

☾: Add ♦ to your mana pool.
 1, ☾, Sacrifice Mind Stone: Draw a card.

"What is mana but possibility, an idea not yet given form?"
 —Jhoira, master artificer

219/249 C
 IMA • EN • ADAM REX

™ & © 2017 Wizards of the Coast

Prismatic Lens 2

Artifact

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

It bends not light but mana, aligning its chaotic currents into the sharp angles necessary for the mystic's purposes.

Alan Pollack

1993-2006 Wizards of the Coast, Inc. 262/301

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.

331 C
 ELD • EN • DAN SCOTT

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Commander's Sphere 3

Artifact

☾: Add to your mana pool one mana of any color in your commander's color identity.
 Sacrifice Commander's Sphere: Draw a card.

It harmonizes with the essence of its master.

054/337 C
 C14 • EN • RYAN ALEXANDER LEE

™ & © 2014 Wizards of the Coast

Heart of Ramos 3

Artifact

♥: Add one red mana to your mana pool.
 Sacrifice Heart of Ramos: Add one red mana to your mana pool.

Ramos bled, and there was fire.

Illus. David Martin
 ©1993-1999 Wizards of the Coast, Inc. 296/350

Coalition Relic 3

Artifact

☾: Add one mana of any color to your mana pool.
 ☾: Put a charge counter on Coalition Relic.

At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each counter removed this way.

Donato Giancola
 1993-2007 Wizards of the Coast, Inc. 161/180

Thran Dynamo 4

Artifact

☾: Add ♦♦♦ to your mana pool.

Urza's metathran children were conceived, birthed, and nurtured by an integrated system of machines.

230/249 U
 IMA • EN • RON SPEARS

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Gamble 2

Sorcery

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

"What's the worst that can happen?"

132/249 R
 EMA • EN • WINONA NELSON

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Reforge the Soul 3

Sorcery

Each player discards his or her hand and draws seven cards.

Miracle 1 (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

In a wave of spells called the Cursemute, Avacyn cleansed the world with divine fire.

Jaime Jones
 1993-2012 Wizards of the Coast, Inc. 052/180

Pyroblast 2

Instant 8

Choose one —

- Counter target spell if it's blue.
- Destroy target permanent if it's blue.

Water can be crushing, but it is predictable. Fire is always dynamic, its rage absolute and all-consuming.

142/249 U
EMA • EN LAKE HURWITZ

™ & © 2016 Wizards of the Coast

Red Elemental Blast 2

Instant 1

Choose one —

- Counter target blue spell.
- Destroy target blue permanent.

Nothing restrains a burning passion.

147/249 U
A25 • EN IZZY

™ & © 2018 Wizards of the Coast

Deflecting Swat 2

Instant 1

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

Archmage attacks are little more than annoyances to Kalamax.

050/322 R
C20 • EN IZZY

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Abrade 1

Instant 1

Choose one —

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

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

083/199 U
HOU • EN TONAS DE RO

™ & © 2017 Wizards of the Coast

Chaos Warp 2

Instant 1

The owner of target permanent shuffles it into his or her library, then reveals the top card of his or her library. If it's a permanent card, he or she puts it onto the battlefield.

174/337 R
C14 • EN TREVOR CLAXTON

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Pyrokinesis 4

Instant 8

You may exile a red card from your hand rather than pay Pyrokinesis's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

143/249 R
EMA • EN IGOR KIERYLUK

™ & © 2016 Wizards of the Coast

Vandalblast 2

Sorcery 1

Destroy target artifact you don't control. Overload 4 (You may cast this spell for its overload cost. If you do, change its text by replacing all instances of "target" with "each.")

Beauty is in the eye of the exploder.

Seb McKinnon

092/312 R
CM2 • EN LAKE HURWITZ

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Anger of the Gods 1

Sorcery 1

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

There was no reason to pray. This was already an act of the gods.

Noah Bradley

092/312 R
CM2 • EN LAKE HURWITZ

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Fiery Confluence 2

Sorcery 1

Choose three. You may choose the same mode more than once.

- Fiery Confluence deals 1 damage to each creature.
- Fiery Confluence deals 2 damage to each opponent.
- Destroy target artifact.

098/312 R
CM2 • EN KIERAN YANNER

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Magnetic Theft 2



Instant

Attach target Equipment to target creature. *(Control of the Equipment doesn't change.)*

Among the Vulshok, the most prized blades are those that killed their original owners.

—Dave Dorman

© 2014 Wizards of the Coast, Inc. 25/165

Twinflame 1



Sorcery

Strive — Twinflame costs 2 more to cast for each target beyond the first.

Choose any number of target creatures you control. For each of them, put a token that's a copy of that creature onto the battlefield. Those tokens have haste. Exile them at the beginning of the next end step.

—Chase Stone

© 2014 Wizards of the Coast, Inc. 112/165

Heat Shimmer 2



Sorcery

Put a token into play that's a copy of target creature. It has haste and "At end of turn, remove this permanent from the game."

"Better to flare out than to gutter."
—Flamekin expression

—Franz Vohwinkel

© 2014 Wizards of the Coast, Inc. 117/165

Rite of Flame 2



Sorcery

Add to your mana pool, then add to your mana pool for each card named Rite of Flame in each graveyard.

Deep beneath the ice, beneath the soil and the rock, Dominaria's fire still burned hot.

—Dany Orizio

© 2014 Wizards of the Coast, Inc. 96/165

Seething Song 2



Instant

Add to your mana pool.

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

—Martina Pilcerova

© 2014 Wizards of the Coast, Inc. 100/165

Cavern of Souls



Land

As Cavern of Souls enters the battlefield, choose a creature type.

☞: Add .

☞: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

U32/040 S
UMA • EN • RICHARD WRIGHT

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Command Beacon



Land

☞: Add 1 to your mana pool.

☞, Sacrifice Command Beacon: Put your commander into your hand from the command zone.

"I gazed once into that light. Now it burns in my mind, forever denying me rest."
—Riku of Two Reflections

056/342 R
C15 • EN • IONAS DE RO

© 2015 Wizards of the Coast

Ancient Tomb



Land

☞: Add . Ancient Tomb deals 2 damage to you.

U31/040 S
UMA • EN • YEONG-HAO HAN

© 2018 Wizards of the Coast

Blast Zone



Land

Blast Zone enters the battlefield with a charge counter on it.

☞: Add .

X X, ☞: Put X charge counters on Blast Zone.

3, ☞, Sacrifice Blast Zone: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Blast Zone.

244/264 R
WAR • EN • CHRIS OSTROWSKI

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Tectonic Edge

Land

☾: Add 1 to your mana pool.

1, ☾, Sacrifice Tectonic Edge: Destroy target nonbasic land. Activate this ability only if an opponent controls four or more lands.

*"We move because the earth does."
—Bruse Tarl, Goma Fada nomad*

Vincent Proce

491 U
JMP • EN • FRANZ VOHWINKEL

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Buried Ruin

Land

☾: Add ♦.

2, ☾, Sacrifice Buried Ruin: Return target artifact card from your graveyard to your hand.

History has buried its treasures deep.

248/264 U
KLD • EN • YEONG-HAO HAN

™ & © 2016 Wizards of the Coast

Sequestered Stash

Land

☾: Add ♦ to your mana pool.

4, ☾, Sacrifice Sequestered Stash: Put the top five cards of your library into your graveyard. Then you may put an artifact card from your graveyard on top of your library.

248/264 U
KLD • EN • YEONG-HAO HAN

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Cryptic Caves

Land

☾: Add ♦.

1, ☾, Sacrifice Cryptic Caves: Draw a card. Activate this ability only if you control five or more lands.

Only when you've given up the search will the caves yield their secrets.

244/280 U
M20 • EN • SUNG CHOI

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Crystal Vein

Land

☾: Add 1 to your mana pool.

☾, Sacrifice Crystal Vein: Add 2 to your mana pool.

289/337 U
C14 • EN • PAT LEWIS

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Homeward Path

Land

☾: Add ♦ to your mana pool.

☾: Each player gains control of all creatures he or she owns.

*"Let your heels point you home."
—Ancient blessing*

301/351 R
C16 • EN • TOMASZ JEDRUSZEK

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Great Furnace

Artifact Land

(Great Furnace isn't a spell.)

☾: Add ⚡ to your mana pool.

Kuldotha, wellspring of molten metal, temple of the goblin horde.

Rob Alexander

244/264 R
MH1 • EN • SAM BURLEY

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Prismatic Vista

Land

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

There is beauty in the uncertainty of potential.

244/264 R
MH1 • EN • SAM BURLEY

™ & © 2019 Wizards of the Coast

Fabled Passage

Land

☾, Sacrifice Fabled Passage: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library. Then if you control four or more lands, untap that land.

391 R
ELD • EN • HOWARD LYON

™ & © 2019 Wizards of the Coast

Ash Barrens



Land

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

236/249 U
A25 • EN • JONAS DE RO

™ & © 2018 Wizards of the Coast

Snow-Covered Mountain



Basic Snow Land Mountain

253/254 L
MH1 • EN • TITUS LUNTER

™ & © 2019 Wizards of the Coast

Snow-Covered Mountain



Basic Snow Land Mountain

253/254 L
MH1 • EN • TITUS LUNTER

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Snow-Covered Mountain



Basic Snow Land Mountain

253/254 L
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Snow-Covered Mountain



Basic Snow Land Mountain

253/254 L
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Snow-Covered Mountain



Basic Snow Land Mountain

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Snow-Covered Mountain



Basic Snow Land Mountain

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Snow-Covered Mountain



Basic Snow Land Mountain

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Snow-Covered Mountain



Basic Snow Land Mountain

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MH1 • EN • TITUS LUNTER

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Snow-Covered Mountain



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