

### Ancient Tomb



Land

☞: Add two colorless mana to your mana pool. Ancient Tomb deals 2 damage to you.

*There is no glory to be gained in the kingdom of the dead.*  
—Vec tomb inscription

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### Artificial Evolution



Instant

Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.)

Illus. Greg Staples  
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### Blazing Archon

6 ♦ ♦ ♦ ♦



Creature — Archon

Flying

Creatures can't attack you.

*"Through the haze of battle I saw the glint of sun on golden mane, the sheen of glory clad in mail, and I dropped my sword and wept at the idiocy of war."*  
—Dravin, Gruul deserter

—Zoltan Boros & Gabor Szekszai  
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5/6

### 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  
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### Choke

2 ♦



Enchantment

Islands don't untap during their controllers' untap steps.

*"One day we shall walk where once was water."*  
—Eladamri, Lord of Leaves

—Terese Nielsen  
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### Claws of Gix

0



Artifact

1, Sacrifice a permanent: You gain 1 life.

*When the Brotherhood of Gix dug out the cave of Koilos they found their master's severed hand. They enshrined it, hoping that one day it would point the way to Phyrexia.*

Illus. Henry G. Higgenbotham  
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### Cleansing Beam

4



Instant

**Radiance** — Cleansing Beam deals 2 damage to target creature and each other creature that shares a color with it.

*"Justice is toothless without punishment. Righteousness cannot succeed without the suffering of the guilty."*  
—Razia

Pat Lee

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### Cloak of Invisibility

6



Enchant Creature

Enchanted creature gains phasing and cannot be blocked except by Walls.

*"Useful . . . if you can find it."*  
—Pashad ibn Asim, Suq'Ata trader

Illus. John Coulthart

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### Coalition Victory

3



Sorcery

You win the game if you control a land of each basic land type and a creature of each color.

*"You can build a perfect machine out of imperfect parts."*  
—Urza

Illus. Eric Peterson

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### Djinn Illuminatus

5



Creature — Djinn

( can be paid with either or )

Flying

Each instant and sorcery spell you play has replicate. The replicate cost is equal to its mana cost. (When you play it, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)

Carl Critchlow

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3/5

### Donate

2



Sorcery

Target player gains control of target permanent you control.

*Campus pranksters initiate new students with the old "beeble bomb" routine.*

Illus. Jeff Miracola

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### Dread of Night

4



Enchantment

White creatures get -1/-1.

*"These moonless, foreign skies keep me in thrall. Dark whispers echo in the night, and I cannot resist."*  
—Selenia, dark angel

Illus. Richard Thomas

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### Fathom Feeder

4



Creature — Eldrazi Drone

Devoid (This card has no color.)

Deathtouch

Ingest (Whenever this creature deals combat damage to a player, that player exiles the top card of his or her library.)

3 : Draw a card. Each opponent exiles the top card of his or her library.

1/1

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### Fungus Sliver

3



Creature — Fungus Sliver

All Slivers have "Whenever this creature is dealt damage, put a +1/+1 counter on it." (The damage is dealt before the counter is put on.)

*"When a sliver of this breed enters the hive, the others claw each other in frenzied fits, thereby ensuring their rapid growth."*  
—Rukarumel, field journal

Daniel Gelon

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2/2

### Gemstone Array

4



Artifact

2: Put a charge counter on Gemstone Array.

Remove a charge counter from Gemstone Array: Add one mana of any color to your mana pool.

*Outside, it reflects the suns' light. Inside, it harvests the suns' power.*

Itroku

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— Itrōku  
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**Glamerdye** 1



**Instant**

Change the text of target spell or permanent by replacing all instances of one color word with another.

*Retrace (You may play this card from your graveyard by discarding a land card in addition to paying its other costs.)*

— Ralph Horsley  
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**Grim Monolith** 2



**Artifact**

Grim Monolith does not untap during your untap phase.

☞: Add three colorless mana to your mana pool. Play this ability as a mana source.

4: Untap Grim Monolith.

*Part prison, part home.*

Illus. Chippy  
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**Illusory Gains** 3



**Enchantment — Aura**

Enchant creature  
You control enchanted creature.

Whenever a creature enters the battlefield under an opponent's control, attach Illusory Gains to that creature.

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DTK • EN • KEY WALKER  
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**Infest** 1



**Sorcery**

All creatures get -2/-2 until end of turn.

*"This is why we don't go out in banewasp weather."*  
—Rannon, Vithian holdout

—Karl Kopinski

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**Karn Liberated** 7



**Planeswalker — Karn**

**+4** : Target player exiles a card from his or her hand.

**-3** : Exile target permanent.

**-14** : Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

—Jason Chan

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**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

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**Memnarch** 7



**Artifact Creature — Wizard Legend**

**1 ♦ ♦ ♦**: Target permanent becomes an artifact in addition to its other types. *(This effect doesn't end at end of turn.)*

**3 ♦ ♦**: Gain control of target artifact. *(This effect doesn't end at end of turn.)*

*In the blur between metal and flesh, Memnarch found madness.*

—Carl Critchlow

4/5

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**Mesmeric Orb** 2



**Artifact**

Whenever a permanent becomes untapped, that permanent's controller puts the top card of his or her library into his or her graveyard.

*A step in one direction is two steps away from another.*

—David Martin

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**Olivia Voldaren** 2 ♦ ♦



**Legendary Creature — Vampire**

**Flying**

**1 ♦ ♦**: Olivia Voldaren deals 1 damage to another target creature. That creature becomes a Vampire in addition to its other types. Put a +1/+1 counter on Olivia Voldaren.

**3 ♦ ♦ ♦**: Gain control of target Vampire for as long as you control Olivia Voldaren.

—Eric Deschamps

3/3

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### Power Artifact



#### Enchant Artifact

The activation cost of target artifact is reduced by 2. If this would reduce target artifact's activation cost below 1, target artifact's activation cost becomes 1. Power Artifact has no effect on artifacts that have no activation cost or whose activation cost is 0.

Illus. © Douglas Shuler

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Illus. © Douglas Shuler

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Illus. © Douglas Shuler

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Illus. © Douglas Shuler

### Prismatic Lace



#### Instant

Target permanent becomes the color(s) of your choice. Costs to tap, maintain, or use an ability of that permanent remain unchanged.

Illus. David O'Connor  
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### Prismatic Omen



#### Enchantment

Lands you control are every basic land type in addition to their other types.

*In times of portent, the land sculpts itself in accordance with the sigils burned on the sky.*

John Avon  
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### Privileged Position



#### Enchantment

( can be paid with either or )  
Other permanents you control can't be the targets of spells or abilities your opponents control.

Wayne England  
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### Reality Ripple



#### Instant

Target artifact, creature, or land phases out.

*"Can you prepare for the unexpected?  
No, you cannot. You can prepare only to be surprised."*

—Teferi

Illus. Alan Rabinowitz  
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### Recycle



#### Enchantment

Skip your draw phase.  
Whenever you play a card, draw a card.  
During your discard phase, choose and discard all but two cards.

Illus. Phil Foglio  
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### Reito Lantern

2



Artifact

3: Put target card in a graveyard on the bottom of its owner's library.

*Lanterns carved from the mystic stones of the Reito Mines were said to light the way of lost souls.*

— Tim Hildebrandt

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### Riptide Replicator

X 4



Artifact

As Riptide Replicator comes into play, choose a color and a creature type.

Riptide Replicator comes into play with X charge counters on it.

4, ☉: Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator.

Illus. Doug Chaffee

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### Rotlung Reanimator

2 ☠



Creature — Zombie Cleric

Whenever Rotlung Reanimator or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play.

Illus. Thomas M. Baxa

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2/2

### Shared Triumph

1 \*



Enchantment

As Shared Triumph comes into play, choose a creature type. Creatures of the chosen type get +1/+1.

*"Win together, die alone."*

Illus. Mark Brill

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### Soul Snuffers

2 ☠☠



Creature — Elemental Shaman

When Soul Snuffers comes into play, put a -1/-1 counter on each creature.

*They once sought to unite with the flame of transcendence. Now they seek only to extinguish the lights of others.*

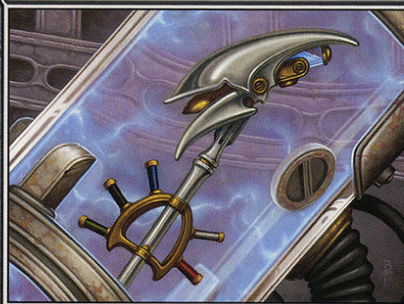
— Iazy

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3/3

### Staff of Domination

3



Artifact

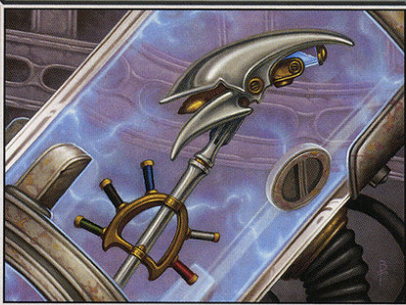
- 1: Untap Staff of Domination.
- 2, ☉: You gain 1 life.
- 3, ☉: Untap target creature.
- 4, ☉: Tap target creature.
- 5, ☉: Draw a card.

— Ben Thompson

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### Staff of Domination

3



Artifact

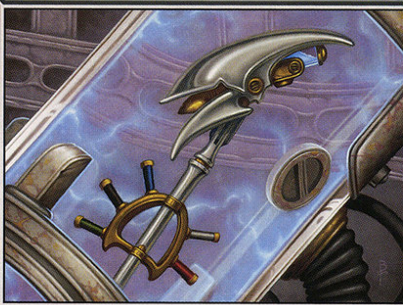
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3



Artifact

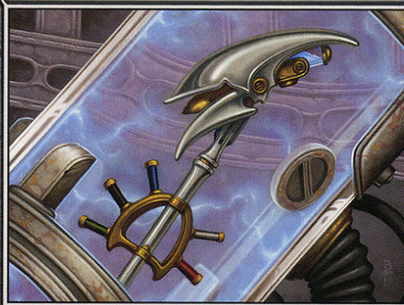
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## Steely Resolve

1



Enchantment

As Steely Resolve comes into play, choose a creature type. Creatures of the chosen type can't be the targets of spells or abilities.

*No one in Wirewood understands what is happening. They just know it's unnatural—and coming from Kroa.*

Illus. Greg Staples

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## Stolen Identity

4



Sorcery

Put a token onto the battlefield that's a copy of target artifact or creature.  
*Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

Clint Cearley

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## Vigor

3



Creature — Elemental Incarnation

Trample

If damage would be dealt to a creature you control other than Vigor, prevent that damage. Put a +1/+1 counter on that creature for each 1 damage prevented this way.

When Vigor is put into a graveyard from anywhere, shuffle it into its owner's library.

Jim Murray

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6/6

## Wheel of Sun and Moon

2



Enchantment — Aura

Enchant player

If a card would be put into enchanted player's graveyard from anywhere, instead that card is revealed and put on the bottom of that player's library.

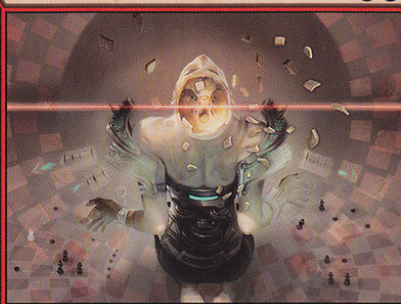
*Every life ends, but life itself never does.*

Zoltan Boros & Gabor Szikszai

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## Wild Evocation

5



Enchantment

At the beginning of each player's upkeep, that player reveals a card at random from his or her hand. If it's a land card, the player puts it onto the battlefield. Otherwise, the player casts it without paying its mana cost if able.

Chippy

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## Xathrid Necromancer

2



Creature — Human Wizard

Whenever Xathrid Necromancer or another Human creature you control dies, put a 2/2 black Zombie creature token onto the battlefield tapped.

*"My commands shall echo forever in their dusty skulls."*

Maciej Kuciara

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2/2