

03.08.2025

Vintage Cube



L'ORÉE 85

Llanowar Dead 2 1 1



Créature — Zombie Elf

♦: Add ♦ to your mana pool.

Just as leaves fall from the branches of a living tree, so too do the dead leave the elfhome.

Illus. Ben Thompson
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2/2

Nicol Bolas 2 2 1 1 1 1 1 1



Créature légendaire : ancêtre et dragon

Vol

Au début de votre entretien, sacrifiez Nicol Bolas à moins que vous ne payiez ♦ ♦ ♦.

À chaque fois que Nicol Bolas inflige des blessures à un adversaire, ce joueur se défausse de sa main.

Illus. Edward P. Beard, Jr.
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7/7

Spectre brûlant 2 2 1



Créature : spectre

Vol, célérité

À chaque fois que le Spectre brûlant inflige des blessures de combat à un joueur, ce joueur se défausse d'une carte.

Illus. Marc Fishman
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2/2

Infiltrateur ombreage 1 1 1



Créature : humain et sorcier

Peur

À chaque fois que l'Infiltrateur ombreage inflige des blessures de combat à un joueur, vous pouvez piocher une carte.

Illus. Rick Farrell
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1/3

Fourmis guerrières 1 1 1



Invoquer : insectes

♦, sacrifiez un terrain : Détruisez le terrain ciblé.

« Ne sous-estimez pas la force du nombre. »
— Sidar Djabari.

Illus. G. Darrow & I. Rabarot
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1/1

Éfrit frénétique 1 1 1



Invoquer : éfrit

Vol

0 : Jouez à pile ou face avec un adversaire ciblé. Si vous gagnez, l'Éfrit frénétique passe hors phase. Autrement, enterrez l'Éfrit frénétique.

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2/1

Gelectrode 1 1 1



Créature : anomalie

♦ : La Gelectrode inflige 1 blessure à une cible, créature ou joueur.

À chaque fois que vous jouez un sort d'éphémère ou de rituel, vous pouvez dégager la Gelectrode.

« Les énergies opposées scellées dans des bulles plasmodermiques font vraiment de bons compagnons ! »
— Trivaz, mage d'Izzet

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0/1

Phelddagrif 1 1 1 1



Summon Legend

♦ : Flying until end of turn. Target opponent gains 2 life.

♦ : Return Phelddagrif to owner's hand. Target opponent may draw a card.

♦ : Trample until end of turn. Put a Hippo token into play under target opponent's control. Treat this token as a 1/1 green creature.

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4/4

Tranchées des gobelins 1 1 1



Enchantement

2, sacrifiez un terrain : Mettez en jeu deux jetons de créature 1/1 rouge et blanche Gobelin et Soldat (les deux créatures sont des deux types à la fois).

Le sol se souleva et se changea en des milliers de guerriers minuscules. La bataille était loin d'être terminée.

Illus. Wayne England
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Guide karmique 3 **



Invocuer: esprit

Vol, protection contre le noir, écho (Pendant votre premier entretien après que ce permanent est arrivé sous votre contrôle, payez son coût de lancement ou sacrifiez-le.)

Quand la Guide karmique arrive en jeu, choisissez une carte de créature ciblée dans votre cimetière et mettez cette créature en jeu.

Illus. Jennifer Hudson
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2/2

Pégase à plaques 2 *



Créature : pégase

Flash (Vous pouvez jouer ce sort à tout moment où vous pourriez jouer un éphémère.)

Vol

Si un sort devait infliger des blessures à une créature ou un joueur, prévenez 1 blessure que ce sort devait infliger à cette créature ou ce joueur.

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1/2

Mère des runes *



Invocuer: clerc

☞: La créature ciblée que vous contrôlez acquiert jusqu'à la fin du tour la protection contre une couleur de votre choix.

«Ma famille protège toutes les familles.»

Illus. Scott M. Fischer
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1/1

Monk Realist 1 *



Summon Cleric

When Monk Realist comes into play, destroy target enchantment.

«We plant the seeds of doubt to harvest the crop of wisdom.»

Illus. Daren Butler
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1/1

Chevalier argenté **



Créature: chevalier

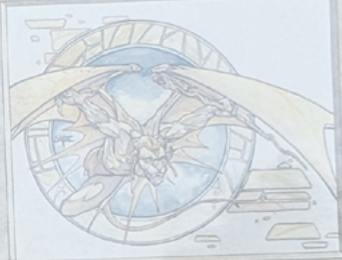
Initiative, protection contre le rouge

Il était la dernière défense d'Otaria, face à la vague de chaos qui menace de l'engloutir.

Illus. Eric Peterson
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2/2

Ivory Gargoyle 4 *



Summon Gargoyle

Flying

If Ivory Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and skip your next draw phase.

4*: Remove Ivory Gargoyle from the game.

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2/2

Falcon librevent 1 *



Invocuer: faucon

Vol, protection contre le rouge

«Ça commence à bien faire! Je m'en vas retourner à la chasse aux poulets!»
— Rhirhok, archer goblin.

Illus. Una Tricker
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1/1

Duskriders Falcon 1 *



Summon Falcon

Flying, protection from black

«Seaborne ships have their dolphins to dance in their wakes; I have my duskriders.»
— Sisay, journal

Illus. Cecil Fernando
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1/1

Soltari Monk **



Summon Cleric

Protection from black; shadow (This creature can block or be blocked by only creatures with shadow.)

«Prayer rarely explains.»
— Orim, Samite healer

Illus. Janer Aulicino
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2/1

Soltari Foot Soldier



Summon Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)

"Children of the Ruins, raised to be warriors, know that life begins when another speaks their names."
—Soltari Tales of Life

Illus. Janet Aulisio
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1/1

Soltari Champion



Summon Soldier

Shadow (This creature can block or be blocked by only creatures with shadow.)

If Soltari Champion attacks, all other creatures you control get +1/+1 until end of turn.

Illus. Adam Rex
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2/2

Soltari Priest



Summon Cleric

Protection from red; shadow (This creature can block or be blocked by only creatures with shadow.)

"In Rath," the priest said, "there is even greater need for prayer."

Illus. Janet Aulisio
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2/1

Knight of Dawn



Summon Knight

First strike

***: Knight of Dawn gains protection from the color of your choice until end of turn.

Flash like daybreak to the fray.
—Motto of the Knights of Dawn

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2/2

Zhalfirin Crusader



Summon Knight

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

1*: Redirect 1 damage from Zhalfirin Crusader to target creature or player.

"War is the crucible of leadership."
—Rashida Scalebane

Illus. Alan Rabinowitz
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2/2

Benalish Knight



Summon Knight

First strike

You may play Benalish Knight whenever you could play an instant.

"We called them 'armored lightning.'"
—Gerrard of the Weatherlight

Illus. Zina Saunders
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2/2

Warrior en-Kor



Summon Knight

0: Redirect 1 damage from Warrior en-Kor to a creature you control.

Only a matter as vital as destroying Volrath could bring together the reclusive Kor people.

Illus. Stephen Dimele
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2/2

Icatian Javelineers



Summon Soldiers

When Icatian Javelineers is brought into play, put a javelin counter on it.

2: Remove the javelin counter to have Icatian Javelineers deal 1 damage to any target.

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1/1

Icatian Moneychanger



Summon Townsfolk

Moneychanger deals 2 damage to you when summoned; put three credit counters on Moneychanger at that time. During your upkeep, put one credit counter on Moneychanger.

0: Sacrifice Moneychanger to gain 1 life for each credit counter on it. Use this ability only during your upkeep.

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0/2

Argivian Archaeologist 1 ♦♦



Summon Archaeologist

♦♦: Tap to bring one artifact from your graveyard to your hand. Fascinated by the lore of ancient struggles, the Archaeologist searches incessantly for remnants of an earlier, more powerful era.

Illus. © Amy Weber 1/1

Loups de la roudra *



Invocuer: loups

Initiative.
J'entendis leur hurlement glacial,
les loups appelant leur famille
par-delà les plaines givrées.

Illus. Quinton Hoover 1/1
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Serra Angel 3 ♦♦♦



Summon Angel

Flying
Does not tap when attacking.
Born with wings of light and a sword
of faith, this heavenly incarnation
embodies both fury and purity.

Illus. © Douglas Schuler 4/4

Esprit fugace 3 *



Invocuer: esprit fugace

0: Renvoyez l'Esprit fugace dans la main de son propriétaire.
«Ne le regardez pas! Peut-être va-t-il s'en aller.»
— Ib Demicœur, tacticien gobelin.

Illus. L.A. Williams 2/2
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Order of Leitbur ♦♦



Summon Clerics

Protection from black
♦♦♦: +1/+0 until end of turn
♦: First strike until end of turn
Followers of Tourach regarded all other religions equally, with open contempt. Not so the followers of Leitbur, who made it their mission to eradicate the Order of the Ebon Hand.

Illus. Bryon Wackwitz 2/1
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White Knight ♦♦



Summon Knight

Protection from black, first strike
Out of the blackness and stench of the engulfing swamp emerged a shimmering figure. Only the splattered armor and rehor-stained sword hinted at the unfathomable evil the knight had just laid waste.

Illus. © Daniel Gelon 2/2

Order of the White Shield ♦♦



Summon Knight

Protection from black
*: First strike until end of turn
♦♦: +1/+0 until end of turn
"Shall we turn away a worthy soul because his parents were peasants? I think not."
— Lucilde Fiksdotter, Leader of the Order of the White Shield

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Aigle chasse-nuages 3 *



Invocuer: oiseau

Vol
Quand l'Aigle chasse-nuages arrive en jeu, détruisez l'enchantement ciblé.
L'aigle foud sur le nuage, et ses serres le déchirent en rubans qui tombent sur la Terre.
— Mythe vec des pluies.

Illus. Una Fricker 2/2
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Soltari Emissary 1 *



Summon Soldier

*: Soltari Emissary gains shadow until end of turn. (This creature can block or be blocked by only creatures with shadow.)
Alone at the portal, Ertai began his meditation. He realized immediately that he was not alone.

Illus. Adam Rex 2/1
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Absciance 1 *



Instant

Until end of turn, target player cannot play instants, interrupts, sorceries, or abilities requiring an activation cost. Draw a card.

"I'm too modest a wizard to reveal the full extent of my abilities."
—Ertai, wizard adept

Illus. Thomas Ginnell
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Waylay 2 *



Instant

Put three Knight tokens into play. Treat these tokens as 2/2 white creatures. Remove them from the game at end of turn.

"You reek of corruption," spat the knight. "Why are you even here?"

Illus. Greg Staples
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Swords to Plowshares *



Instant

Target creature is removed from game entirely; return to owner's deck only when game is over. Creature's controller gains life points equal to creature's power.

Illus. © Jeff A. Menges

Divine Offering 1 *



Instant

Destroy target artifact. You gain life points equal to casting cost of artifact.

D'Haren stared at the twisted lump of metal that had been a prized artifact. The fight was getting ugly.

Illus. © 1994 Jeff A. Menges

Tiche *



Instant

Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for an additional plains card. Reveal those cards to all players and put them into your hand. Shuffle your library afterwards.

Illus. Jon J. Muth
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Army of Allah 1 * *



Instant

All attacking creatures gain +2/+0 until end of turn.

On the day of victory no one is tired. —Arab proverb

Illus. © Brian Snoddy

Cataclysme 2 * *



Rituel

Chaque joueur choisit un artefact, une créature, un enchantement et un terrain parmi les permanents qu'il contrôle, et sacrifie les autres. L'Aquilon entraîna le Prédateur à sa suite, le château arrière tirant la coque.

Illus. Jim Nelson
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De la poussière à la poussière 1 * *

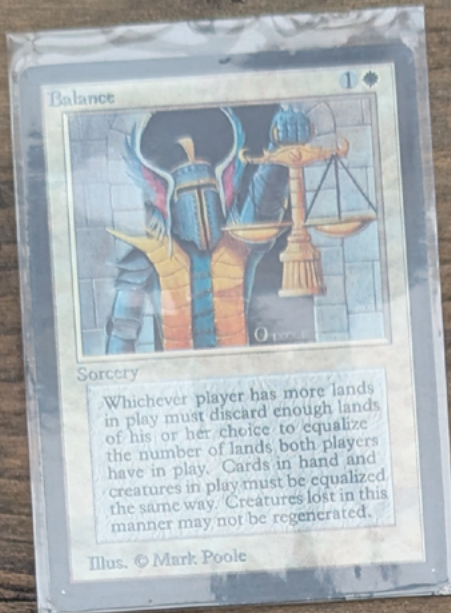


Rituel

Retirez deux artefacts ciblés de la partie.

«Toute cette absurdité érigée par les mages Rouille et se désagrège au cours des âges.»
—Aline Corralurn, «Succession».

Illus. Doug Keith
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Dwarven Blastminer 1 2



Creature Dwarf

2 ♠, ♣ Destroy target nonbasic land.
Morph 2 (You may play this face
down as a 2/2 creature for 3. Turn it
face up any time for its morph cost.)
"Life is too short for something like a
hunk of rock to get in my way."

Illus. Gary Ruddell

1/1

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Mage du Parchemin 



Créature : humain et sorcier 

3, C : Nommez une carte. Révèlez au hasard une carte de votre main. Si c'est la carte nommée, le Mage du Parchemin inflige 2 blessures à une cible, créature ou joueur.

 Grey Staples

1/1

Bûcheron orque



Invocuer : orque

◆ Sacrifie une forêt pour ajouter à votre réserve trois manas en n'importe quelle combinaison de mana rouge et/ou mana vert. Jouez cette capacité comme une interruption.

«Comment ai-je pu me laisser embrigner dans ce projet?»

— Harj Leschdent, capitaine orque.

Illus. Dan Frazier

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1/1

Shivan Dragon

4 2 2



Summon Dragon

Flying, 2: +1/+0 until end of turn.
While it's true most Dragons are cruel, the Shivan Dragon seems to take particular glee in the misery of others, often tormenting its victims much like a cat plays with a mouse before delivering the final blow.

Illus. © Melissa Benson

5/5



Franc-tireur goblin 2



Créature: goblin

Le Franc-tireur goblin ne se dégage pas pendant votre étape de dégagement.

A chaque fois qu'une créature est mise dans un cimetière depuis le jeu, dégagez le Franc-tireur goblin.

Le Franc-tireur goblin inflige 1 blessure à une cible, créature ou joueur.

Illus. Greg Staples 1/1

Pyrofrondeur 1



Invoker: sorcier

Le Pyrofrondeur inflige 1 blessure à une cible, créature ou joueur, et vous inflige 1 blessure.

« Retenez la morale de la fable du pyrofrondeur: le pouvoir amène la solitude. »

Illus. Jeff Reitz 1/1

Shard Phoenix 4



Summon Phoenix

Flying

Put Shard Phoenix into your hand. Use this ability only if Shard Phoenix is in your graveyard and only during your upkeep.

Sacrifice Shard Phoenix: Shard Phoenix deals 2 damage to each creature without flying.

Illus. Paolo Parente 2/2

Crater Hellion 4



Créature — Hellion Beast

Echo 4 (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)

When Crater Hellion enters the battlefield, it deals 4 damage to each other creature.

124/249 R
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Mogg Fanatic



Summon Goblin

Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

“I got it! I got it! I—”

Illus. Brom 1/1

Maniaque mogg 1



Invoker: goblin

A chaque fois que le Maniaque mogg reçoit des blessures, il inflige un nombre égal de blessures à l'adversaire ciblé.

Si cela le démange, tenez-vous à distance.

Illus. Brian Snoddy 1/1

Bébé chacal



Invoker: chien de chasse

Pour chaque 1 blessure qui a été infligée au Bébé chacal, il vous inflige 1 blessure.

Le premier matin après qu'elle avait acquiescé, la magicienne se leva avec la gale et des piqures d'insectes.

Illus. Susan Van Camp 2/1

Shocker 1



Summon Insect

If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before.

Illus. Thomas M. Baxa 1/1

Raging Goblin



Summon Goblin

Raging Goblin is unaffected by summoning sickness.

Vlath has bred them to fear only him. Are they charging into battle, or merely fleeing his wrath?

Illus. Brian Snoddy 1/1

Anarchiste



Créature: citadin

Quand l'Anarchiste arrive en jeu, vous pouvez renvoyer la carte de rituel ciblée depuis votre cimetière dans votre main.

Ceux qui ne survivent pas seront condamnés à commander.

Illus. Greg & Tim Hildebrandt 2/2

Mage au kriss



Créature: sortisan

• •, défaussez-vous d'une carte de votre main: La Mage au kriss inflige 1 blessure à une cible, créature ou joueur.

« Sa lame répandit le sang sans même toucher sa cible. »

Illus. Matthew Wilson 1/1

Babouins voraces



Invoker: grands singes

Quand ces Babouins voraces arrivent en jeu, détruisez le terrain ciblé qui n'est pas un terrain de base.

« Ce que vous bâtissez, les babouins le détruiront. Les débris que vous laissez, ils les disperseront. »

Illus. Daren Bader 2/2

Keeper of Kookus



Summon Goblin

• Protection from red until end of turn

Wanted: Thick-skinned goblin for guarding mean ol' Kookus. Must like fire. Must heal quickly.

Illus. Scott Hampton 1/1

Sedge Troll



Summon Troll

• Regenerates. Troll gains +1/+1 if controller has swamps in play. The stench in the hovel was overpowering; something loathsome was cooking. Occasionally something surfaced in the thick paste, but my host would casually push it down before I could make out what it was.

Illus. © Dan Frazier 2/2

Suq'Ata Lancer



Summon Knight

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)

Suq'Ata Lancer is unaffected by summoning sickness.

« Never stop 'til you see your lance come out the other side. »

—Tehin' los

Illus. Jeff Miracola 2/2

Forgeur d'étincelles



Créature: gobelin

• •: Le Forgeur d'étincelles inflige X blessures à la créature ciblée et vous inflige X blessures, X étant le nombre de gobelins en jeu.

« Si ça ne faisait pas mal, comment serais-je sûr que ça marche ? »

Illus. Jim Nelson 1/1

Goblin Vandal



Summon Goblin

• Destroy target artifact defending player controls. Goblin Vandal deals no combat damage this turn. Use this ability only if Goblin Vandal is attacking and unblocked and only once each turn.

Illus. Franz Vohwinkel 1/1

Émissaire de Grégefeu



Créature: éfrit

Protection contre le blanc

• •: L'Émissaire de Grégefeu gagne +1/+0 jusqu'à la fin du tour.

« L'éfrit est une tornade en marche, avec une voix qui crache comme le feu. »

—Qhatib, vizir d'Amikat

Illus. Richard Kane Ferguson 2/4

Squee, Goblin Nabob 2



Legendary Creature — Goblin

At the beginning of your upkeep, you may return Squee, Goblin Nabob from your graveyard to your hand.

"If Yawgmoth meant Squee's immortality as a curse, no one ever told Squee."
—Karn

1/1

150/254 R
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Maréchal de guerre mogg 1



Créature : goblin et guerrier

Écho 1 (Au début de votre entretien, si ce permanent est passé sous votre contrôle depuis le début de votre dernier entretien, sacrifiez-le à moins que vous ne payiez son coût d'écho.)

Quand le Maréchal de guerre mogg arrive en jeu ou qu'il est mis dans un cimetière depuis le jeu, mettez en jeu un jeton de créature 1/1 rouge Gobelin.

Wayne England

1/1

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Soudeur goblin



Invoker : goblin

Échangez l'artefact ciblé qu'un joueur contrôle contre une carte d'artefact ciblée dans le cimetière de ce joueur.

"J'ai bousillé ton mec en métal, chef. Mais regarde, je t'ai bricolé un cendrier."

Illus. Scott M. Fischer

1/1

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Prospecteur skirkien



Créature : goblin

Sacrifiez un goblin : Ajoutez 2 à votre réserve de mana.

"C'est mignon, un goblin. Quand ça éclate, ça fait le même bruit qu'un ballon de baudruche."
—Saraa, invocatrice de démons

Illus. Doug Chaffee

1/1

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Acrostiers gobelins



Invoker : gobelins

Acquière la capacité de vol jusqu'à la fin du tour.

"Tiens ! Regarde ! D'ici, on peut jeter des pierres et des flèches et tout !"
—Ça c'est vrai chef, mais comment fait-t-on pour redescendre ?

Illus. Andi Rusu

1/1

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Viashino Sandstalker



Summon Viashino

Viashino Sandstalker is unaffected by summoning sickness.

At the end of each turn, return Viashino Sandstalker to owner's hand.

"Some believe Sandstalkers to be illusions; those with scars know better."
—Zhalfirin Guide to the Desert

Illus. Andrew Robinson

4/2

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Pyromancy



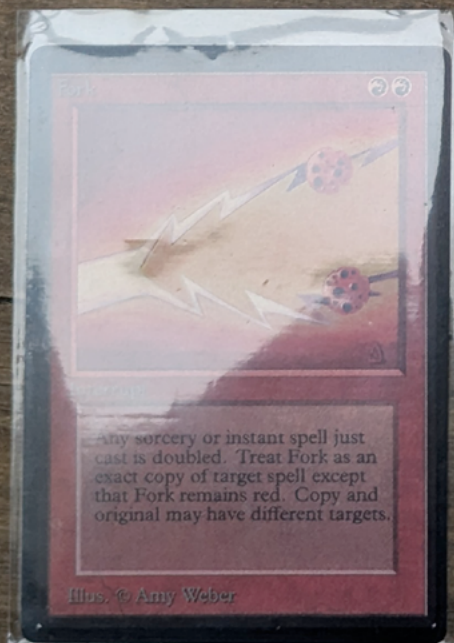
Enchantment

Discard a card at random: Pyromancy deals to target creature or player damage equal to the total casting cost of the discarded card.

Who harnesses fire controls the world.
—Ghitu proverb

Illus. Quinton Hoover

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Fusion

X



Rituel



Détruisez chaque artefact dont le coût de lancement total est X ou moins.

À la manerie, les catastrophes étaient si fréquentes que les viashinos inventèrent pour les désigner un mot spécifique.

Illus. Donato Giancola

Marteau du Bogardân

1



Rituel



Le Marteau du Bogardân inflige 3 blessures à une cible, créature ou joueur.

2: Renvoyez le Marteau du Bogardân dans votre main. Utilisez cette capacité seulement pendant votre entretien et seulement si le Marteau du Bogardân est dans votre cimetière.

Illus. Ron Spencer

Pillage

1



Rituel



Détruisez l'artefact ciblé ou le terrain ciblé. Il ne peut pas être régénéré.

«Brûlez leurs maisons, saisissez leurs terres. Rien ne doit survivre.»

— Le Paladin de l'Ouest.

Illus. Bradley Williams

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Coup de flamme

2



Rituel



Le Coup de flamme inflige 2 blessures à une cible, créature ou joueur.

Flashback 4: (Vous pouvez jouer cette carte depuis votre cimetière pour son coût de flashback. Retirez-la ensuite de la partie.)

Coup du soir, brûloir.

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Pluie de pierres

2



Rituel

Le terrain ciblé est détruit.

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Eracasser

1



Ephémère

L'artefact ciblé est détruit.

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Orage de feu

2



Ephémère



Choisissez X cartes et défaussez-vous en: L'Orage de feu inflige X blessures sur chacune des X cibles (créatures et/ou joueurs).

«Glok aimait les orages! Il riait de la foudre et des éclairs. Il me manquera!»
— Skevi, mousse goblin.

Illus. Jeff Miracola

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Soif de sang

1



Ephémère

La créature ciblée gagne +4/-4 jusqu'à la fin du tour. Si cela réduit l'endurance de la créature en dessous de 1, l'endurance de la créature devient 1.

Illus. Anson Maddocks

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Choc soudain

3



Ephémère



Le Choc soudain inflige 1 blessure au joueur ciblé pour chaque carte dans sa main.

Le Prédateur rugit comme une bête fauve et l'Aquilon se pencha d'un coup. «Non!» cria Hanna.

Illus. Alan Pollack

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River Boa 1



Summon Snake V

Islandwalk (If defending player controls an island, this creature is unblockable.)

♣: Regenerate

"But no one heard the snake's gentle hiss for peace over the elephant's trumpeting of war."
—Afari, Tales

Illus. Steve White
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Wild Mongrel 1



Creature — Hound 8

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you to play dead.

Illus. Anthony S. Waters
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Llanowar Elves



Summon Elves Anson

Tap to add 1 green mana to your mana pool. This tap can be played as an interrupt.

Whenever the Llanowar Elves gather the fruits of their forest, they leave one plant of each type untouched, considering that nature's portion.

Illus. © Anson Maddocks 1/1

Thicket Basilisk 3



Summon Basilisk

Any non-wall creature blocking Basilisk is destroyed, as is any creature blocked by Basilisk. Creatures destroyed this way deal their damage before dying.

Moss-covered statues littered the area, a macabre monument to the Basilisk's power.

Illus. © Dan Frazier 2/4

Mirri, Cat Warrior 1



Summon Legend

Mirri, Cat Warrior counts as a Cat Warrior.

First strike; forestwalk (If defending player controls any forests, this creature is unblockable.)

Attacking does not cause Mirri to tap.

Illus. Daren Bader
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Centaure de Jolrael 1



Invoquer: centaure

Débordement

Le Centaure de Jolrael ne peut être la cible de sorts ou d'effets.

«Quelle besoin ai-je d'une cavalerie quand je peux avoir dans le même temps le cavalier et le cheval?»
—Jolrael.

Illus. Junior Tomlin
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Thallid Devourer 1



Summon Fungus

During your upkeep, put a spore counter on Thallid Devourer.

0: Remove three spore counters from Thallid Devourer to put a Saproling token into play. Treat this token as a 1/1 green creature.

0: Sacrifice a Saproling to give Thallid Devourer +1/+2 until end of turn.

Illus. Ron Spencer
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Elvish Piper 3



Creature — Elf

♣, ♠: Put a creature card from your hand into play.

From Gaea grew the world, and the world was silent. From Gaea grew the world's elves, and the world was silent no more.
—Elvish teaching

Illus. Scott M. Fischer
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Orang-outang de l'Ouktabi 2



Invoquer: grand singe V

Quand l'Orang-outang de l'Ouktabi arrive en jeu, détruisez l'artefact cible.

«Est-il vrai que les singes portent des fourrures en or quand ils se marient?»
—Rana, bateleur souk'ata.

Illus. Una Fricker
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Yavimaya Gnats

2



Summon Insects

Flying

Regenerate

"It is our third day of travel on the Yavimaya River, and still these creatures plague us. Davin Lanson, our naturalist, has facetiously labeled them 'gnats', and the name has stuck."
—Doro the Restless, journal entry

Illus. Dan Frazier

0/1

Guide spirituel elfe

2



Invoquer: esprit

Si le Guide spirituel elfe est dans votre main, vous pouvez le retirer de la partie pour ajouter à votre réserve. Jouez cette capacité comme une interruption.

«Le chemin de la sagesse guide les pas de celui qui ne le cherche pas.»
—Taaveti le kelsinkois, chasseur elfe.

Illus. Julie Baroh

2/2

Wall of Roots

1



Summon Wall

Put a -0/-1 counter on Wall of Roots. Add to your mana pool. Play this ability as a mana source. Use this ability only once each turn.

Sometimes the wise ones weave their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

0/5

Farfadets de la Scrutaie

1



Invoquer: peuple fée

Volants.

Il n'y eut aucun bruit, à part le doux frémissement produit par les ailes des fées. Alors, ceux des envahisseurs qui étaient toujours sur pied s'enfuirent en grande hâte. Une chose était certaine : ils ne trouvaient plus les habitants de la Scrutaie très utiles.

Illus. Amy Weber

1/1

Ranger quirionais

1



Invoquer: elfe

V

Renvoyez une forêt que vous contrôlez dans la main de son propriétaire. Dégagez la créature ciblée. N'utilisez cette capacité qu'une seule fois par tour.

«Respectez la terre, car un jour elle sera votre boucher et un autre jour votre couverture.»
—Feuillène, exarque quirionaise.

Illus. Tom Kyffin

1/1

Birds of Paradise

1



Summon Mana Birds

Flying

Tap to add one mana of any color to your mana pool. This tap may be played as an interrupt.

Illus. © Mark Poole

0/1

Force of Nature

2



Summon Force

TAP TO DO 1 DAMAGE TO ANY TARGET

Trample

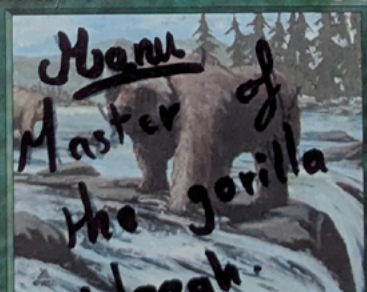
You must pay during upkeep or Force of Nature does 8 damage to you. You may still attack with Force of Nature even if you failed to pay the upkeep.

Illus. © Douglas Sengler

8/8

Grizzly Bears

1



Summon Bears

Don't try to outrun one of Dominia's Grizzlies; it'll catch you, knock you down, and eat you. Of course, you could run up a tree. In that case you'll get a nice view before it knocks the tree down and eats you.

Illus. © Jeff A. Menges

2/2

Ghazban Ogre

1



Summon Ogre

During its current controller's upkeep, the player with the highest life total takes control of Ghazban Ogre.

Illus. © Jesper Myrfors

2/2

Fyndhorn Elves 



Summon Elves 

♦: Add  to your mana pool. Play this ability as an interrupt.
*"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 1/1
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Werebear 



Creature — Druid Bear 

♦: Add  to your mana pool.
Threshold — Werebear gets +3/+3. (You have threshold as long as seven or more cards are in your graveyard.)
He exercises his right to bear arms.

Illus. Carl Critchlow 1/1
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Bloom Tender 



Creature — Elf Druid 

♦: For each color among permanents you control, add one mana of that color to your mana pool.
Beauty is a seed, waiting to blossom under her capable hands.

Chippy 1/1
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Elves of Deep Shadow 



Summon Elves 

♦: Add  to your mana pool, and **Elves of Deep Shadow** do 1 damage to you. This ability is played as an interrupt.
"They are aberrations who have turned on everything we hold sacred. Let them be cast out." —Ailhean, Speaker of the Council

Illus. 1993 Jesper Myrland 1/1
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Dryade quironnaise 



Créature: dryade 

À chaque fois que vous jouez un sort blanc, bleu, noir ou rouge, mettez un marqueur +1/+1 sur la Dryade quironnaise.
*«Ne sous-estimez jamais la nature. Elle sait s'adapter au surnaturel.»
 — Molimo, un maro-sorcier.*

Illus. Don Hazeltine 1/1
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Yavimaya Elder 



Creature — Druid 

When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library.
 2, Sacrifice Yavimaya Elder: Draw a card.

Illus. Ray Lago 2/1
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Cartographer 



Creature — Townsfolk 

When Cartographer comes into play, you may return target land card from your graveyard to your hand.
"Finding the way once is luck. Finding the way twice takes a good map."

Illus. Donato Giancola 2/2
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Erhnam Djinn 



Summon Djinn 

During your upkeep, you must choose one of opponent's non-wall creatures in play. Until your next upkeep, that creature gains the forestwalk ability. If opponent has no creatures, ignore this effect.

Illus. © Ken Meyer Jr. 4/5

Druide ermite 



Invoker: druide 

 ♦: Révélez les cartes du dessus de votre bibliothèque jusqu'à ce que vous révéliez une carte de terrain de base. Mettez cette carte dans votre main et mettez toutes les autres cartes révélées dans votre cimetière.
Son maître sylvin terminait souvent ses enseignements par: «Prends en de la graine.»

Illus. Heather Hudson 1/1
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Whirling Dervish



Summon Dervish

Protection from black
Gains +1/+1 (use counters)
at the end of each
turn in which it does
damage to opponent.

Illus. © 1994 Susan Van Camp

1/1

Chercheuse de verdure



Créature : elfe et sortisan



♣, ♠, défaussez-vous d'une carte : Cherchez
dans votre bibliothèque une carte de terrain
de base, révélez-la, et mettez-la dans votre
main. Mélangez ensuite votre bibliothèque.

« Une rumeur est sifflée par les serpents,
murmurée par les joncs, réjouissant les chercheurs :
la déesse Freyalise est en vie à Linciel. »

Illus. Rebecca Gray

1/1

Archers elfes



Invoker : elfes

Initiative

« Je suis comme le daim, au guet sur le
rocher,
Qui sent de peur, palpite et dans
l'air s'efforce.
Parce qu'il sent venir la flèche de
Parcher. »
— Leconte de Lisle, Poèmes barbares.

Illus. Anson Maddocks

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2/1

Saule l'Automne



Invoker : légende

Ne peut être la cible de sorts ou
d'effets.

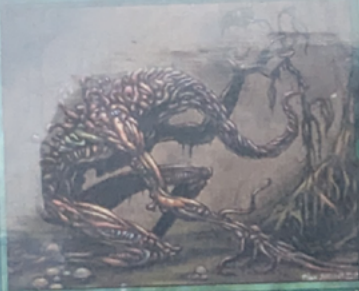
♣ : Le joueur cible peut cibler
Saule l'Automne avec des sorts ou
des effets jusqu'à la fin du tour.

« Nous devons la frapper, la battre, la
gauler, la débiter. »
— Grand-mère Sengir.

Illus. Margaret Organ-Kean

4/4

Thallid



Summon Fungus

During your upkeep, put a spore
counter on Thallid.

0: Remove three spore counters
from Thallid to put a Saproling
token into play. Treat this token as
a 1/1 green creature.

Illus. Ron Spencer

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1/1

Tinder Wall



Summon Wall

0: Sacrifice Tinder Wall to add
22 to your mana pool. Play
this ability as an interrupt.
2: Sacrifice Tinder Wall to
have it deal 2 damage to target
creature it blocks.

Illus. Rick Emond

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0/3

Ranger de Linciel



Invoker : elfe

♣ : Choisissez une carte de terrain
dans votre main et mettez-la en jeu.
Jouez cette capacité comme un rituel.

« Comme une tombe rappelle un ami
disparu, cette forêt me rappelle Llanowar. »
— Mirri, de l'Aquilon.

Illus. Steve Luke

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1/1

Wyluli Wolf



Summon Wolf

Tap to give any creature in play
+1/+1 until end of turn.

« When one wolf calls, others follow.
Who wants to fight creatures that eat
scorpions? » — Maimun al-Wyluli,
Diary

Illus. © Susan Van Camp

1/1

Thelonite Druid



Summon Cleric

1♣, 2: Sacrifice a creature to turn
all your forests into 2/3 creatures
until end of turn. The forests still
count as lands but may not be
tapped for mana if they were
brought into play this turn.

« The magic at the heart of all living
things can bear awe-inspiring fruit. »
— Kolevi of Havenwood, Elder Druid

Illus. Margaret Organ-Kean

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1/1

Verdant Force

5



Creature — Elemental



At the beginning of each upkeep, put a 1/1 green Saproling creature token onto the battlefield.

Left to itself, nature overflows any container, overthrows any restriction, and overreaches any boundary.

— Ditefizzi

7/7

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Chercheur de trouées de ciel

1



Invoker: elfe



☞: Dégagez la créature ciblée.

«Ce n'est pas leur beau rêve que nous jalousons, c'est leur refus obstiné de laisser une si noble rêverie mourir d'une mort pourtant noble.»

— Eladämri, seigneur des frondaisons.

Illus. Daren Bader

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2/1

Chanson de Titania

3



Enchantement

Tout les artefacts redeviennent des créatures art. pendant leur upkeep, les artefacts et deviennent des créatures art. d'une force et d'une endormance égales à leur coût de lancement. Si la Chanson de Titania quitte le jeu, les artefacts redeviennent normaux juste avant la phase de lancement du tour suivant.

Illus. Kerstin Kaman

Mirri's Guile

1



Enchantement

During your upkeep, you may look at the top three cards of your library and put them back in any order.

Hanna was astounded. Mirri read every leaf and twisp of breeze like a book of ancient lore.

Illus. Brom
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Gibbons cachés

1



Enchantement

Quand l'un de vos adversaires lance avec succès un sort d'éphémère ou d'interruption, si ces Gibbons cachés sont un enchantement, ces Gibbons cachés deviennent une créature 4/4 considérée comme un grand singe.

Attention aux bonds des gibbons.

Illus. Una Fricker

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Aluren

2



Enchantement

Any player may play a creature card with total casting cost 3 or less whenever he or she could play an instant and without paying its casting cost.

Seuce bounced up and down. "I sees a harsey, an' a piggy, an' a—"
"If you don't shut up," hissed Mirri, "you'll see a fidney and a spleeny."

Illus. April Lee

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Night Soil

2



Enchantement

1. Remove two creatures in any graveyard from the game to put a Saproling token into play. Treat this token as a 1/1 green creature.
"There were often more Thalids after a battle than before."
—Sarpadian Empires, vol. III

Illus. Drew Tucker
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Serment des druides

1



Enchantement

Au début de l'entretien de chaque joueur, ce joueur choisit un joueur ciblé qui contrôle plus de créatures que lui et qui est son adversaire. Le premier joueur peut révéler les cartes du dessus de sa bibliothèque jusqu'à ce qu'il révèle une carte de créature. S'il fait ainsi, ce joueur met cette carte sur le champ de bataille et toutes les autres cartes révélées de cette manière dans son cimetière.

159/351 R
C16 • FR • DAREN RADER

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Eladamri's Vineyard

1



Enchantement

At the beginning of each player's main phase, add ♣♣ to that player's mana pool.

The mushroom wine made Gerrard's head spin, and his stomach soon followed suit.

Illus. Ron Chironna
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Survival of the Fittest

1



Enchantement

♣, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

Illus. Pete Venters
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Drop of Honey

1



Enchantement

During your upkeep, the creature in play with the lowest power is destroyed and cannot be regenerated. If there is a tie you choose which to destroy. Drop of Honey must be discarded if there are no creatures in play.

Illus. © Anson Maddocks

Abundance

2



Enchantment

X

If you would draw a card, you may instead choose land or nonland and reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and put all other cards revealed this way on the bottom of your library in any order.

Illus. © Mark Poole

Fastbond

1



Enchantment

You may put as many lands into play as you want each turn. Fastbond does 1 damage to you for every land beyond the first that you play in a single turn.

Illus. © Mark Poole

Sylvan Library

1



Enchantment

You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back on top of your library (in any order), or lose 4 lives per card not replaced. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © 1994 Harold McNeill

Végétation luxuriante

1



Enchanter : terrain

Chaque fois qu'on engage le terrain ciblé pour en tirer son mana, la Végétation luxuriante fournit un supplémentaire.

Illus. Mark Poole

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Living Plane

2



Enchant World

Treat all land in play as both lands and 1/1 creatures. They may not be tapped for mana the first turn they are brought into play.

Illus. © 1994 Bryon Wackwitz

Concordant Crossroads

1



Enchant World

Creatures may attack or use abilities that include the symbol during the turn they are brought into play.

Illus. © 1994 Amy Weber

Tornado du désert



Rituel

Détruisez le permanent ciblé.

Illus. Susan Van Camp

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Adjuration des guivres



Rituel

Rappel 2 (Vous pouvez payer 2 supplémentaires au moment où vous jouez ce sort. Si vous faites ainsi, mettez cette carte dans votre main au moment où elle se résout.)

Mettez en jeu un jeton de créature X/X verte Guivre.

— Jeff Easley

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Cachés sous les herbes folles



Rituel

Pour chaque forêt dégagée qu'il contrôle, chaque joueur met en jeu sous son contrôle un jeton Chat. Traitez ces jetons comme des créatures vertes 1/1.

Les arbres ont des oreilles, des yeux, et des dents.

Illus. Susan Van Camp

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Balance naturelle



Rituel

Chaque joueur qui contrôle six terrains ou plus sacrifie assez de terrains pour réduire son total de terrains à cinq.

Chaque joueur qui contrôle quatre terrains ou moins peut décider de chercher dans sa bibliothèque assez de terrains de base pour amener son total de terrains à cinq, et met ces terrains en jeu. S'il n'a pas assez de terrains pour arriver à cinq, il doit en chercher le maximum. Ces joueurs mélangent leurs bibliothèques après cela.

Illus. John Malloy

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Bénédiction selon Gaïa



Rituel

Le joueur ciblé mélange jusqu'à trois cartes ciblées de son cimetière dans sa bibliothèque.

Piochez une carte.

Quand la Bénédiction selon Gaïa est mise dans votre cimetière depuis votre bibliothèque, mélangez votre cimetière dans votre bibliothèque.

Illus. Rebecca Guay

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Tranquillité



Rituel

Tous les enchantements en jeu sont détruits.

Illus. Douglas Shuler

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Putrid Imp 1



Creature — Zombie Imp

Discard a card from your hand: Putrid Imp gains flying until end of turn.

Threshold — Putrid Imp gets +1/+1 and can't block. (You have threshold as long as seven or more cards are in your graveyard.)

Illus. Wayne England 1/1

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Fledgling Djinn 1



Summon Djinn

Flying

During your upkeep, Fledgling Djinn deals 1 damage to you.

"The young can be quite dangerous. Trust me, I should know."

—Ertai, wizard adept

Illus. Thomas Gianni 2/2

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Rats des cryptes 2



Invoker: rats

X: Ces Rats des cryptes infligent X blessures à chaque créature et à chaque joueur. Ne dépensez que du mana noir de cette manière.

« Longtemps j'ai rêvé de la mort, mais maintenant elle rêve de moi. Et seuls les rats et la chair putride peuvent entendre ma silencieuse supplique. »

— Chant mundungu.

Illus. Paul Lee 1/1

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Broyeur d'os 2



Invoker: mignon

Vol, écho. (Pendant votre premier entretien après que ce permanent est arrivé sous votre contrôle, payez son coût de lancement ou sacrifiez-le.)

Quand le Broyeur d'os arrive en jeu, détruisez une créature non-artefact et non-noire ciblée.

Illus. Ron Spencer 1/1

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Mânes infernaux 2



Invoker: mânes

Si ces Mânes sont au cimetière, recouverts de cartes parmi lesquelles se trouvent au moins trois créatures, vous pouvez retirer ces Mânes du cimetière et les poser en jeu durant la phase d'entretien. Les Mânes peuvent attaquer pendant le tour où ils sont posés en jeu.

Illus. Christopher Rush 1/1

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Scrige familial 4



Invoker: diabolotin

Vol

Choisissez une carte et défaussez-vous en: Ajoutez ♠ à votre réserve. Jouez cette capacité comme une source de mana.

Le premier prêtre de Yaugzebul qui parvint à les maîtriser en fut récompensé par d'insolites mutilations.

Illus. Ron Spencer 3/2

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Apprentice Necromancer 1



Creature — Wizard

♠, ♠, Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. (The creature may attack and ♠ the turn it comes under your control.)

Illus. Pete Venters 1/1

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Khabal Ghoul 1



Summon Ghoul

At the end of each turn, put a +1/+1 counter on Khabal Ghoul for each other creature that died during the turn and was not regenerated.

Illus. © Douglas Shuler 1/T

Carnophage 2



Summon Zombie

During your upkeep, pay 1 life or tap Carnophage.

Eating is all it knows.

Illus. Pete Venters 2/2

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Fallen Askari 1



Summon Knight V

Flanking (Whenever a creature without flanking is assigned to block this creature, the blocking creature gets -1/-1 until end of turn.)
Fallen Askari cannot block.

In troubled times, there are few greater sorrows than a wayward savior.

Illus. Adrian Smith
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2/2

Pillards de l'erg 1



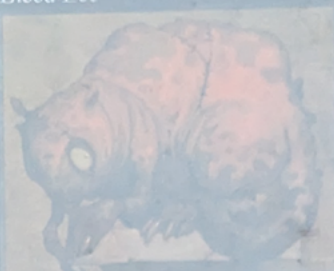
Invoker : pillards

Si vous n'attaquez pas avec les Pillards, ils vous infligent 2 points de dégâts à la fin de votre tour. Ces dégâts ne vous sont pas infligés durant le tour où les Pillards sont posés en jeu.

Illus. Dameron Wällich
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2/3

Blood Pet



Summon Thrull

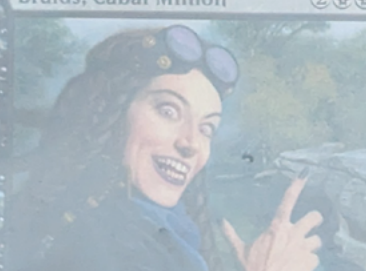
Sacrifice Blood Pet: Add to your mana pool. Play this ability as a mana source.

"You are wrong," Volrath said. "I do not hate the living. They often prove quite useful to me." And then he laughed.

Illus. Brom
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1/1

Braids, Cabal Minion 2



Legendary Creature — Human Minion

At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land.

"Home is where you can find a decent graveyard and strangers can disappear without awkward questions."

Illus. Mike Kimble
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2/2

Ghildmage des Ombres



Invoker: sorcier

• Mettez la créature ciblée que vous contrôlez au-dessus de la bibliothèque de son propriétaire.
• Le Ghildmage des Ombres inflige 1 blessure à une cible, créature ou joueur et vous inflige 1 blessure.

*Garder les morts afin que d'autres puissent vivre.
— Maxime de la guilde des Ombres.*

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1/1

Hasran Ogress



Summon Ogre

If you declare Hasran Ogress as an attacker, pay 2 or Hasran Ogress deals 3 damage to you.

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3/2

Assassin de la Forteresse 1



Invoker: assassin

• sacrifiez une créature: Détruisez la créature non-noire ciblée.

L'assassin ne voit que des gorges et n'entend que des battements de cœur.

Illus. Matthew Wilson
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2/1

Guardian Beast



Summon Guardian

As long as Guardian Beast is untapped, your non-creature artifacts cannot be further enchanted, destroyed, or taken under someone else's control. If something occurs that would destroy the Guardian Beast and artifacts simultaneously, the Guardian Beast is destroyed but your artifacts are not. If an artifact is enchanted or stolen while Guardian Beast is tapped, it remains so when Guardian Beast becomes untapped.

Illus. Ken Meyer Jr.
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2/1

Ravenous Rats 1



Creature — Rat

When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

*Nothing is sacred to the rats.
Everything is simply another meal.*

Illus. Tom Wänerstrand
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1/1

Autocrate sengien

3



Créature : humain

2/2

Quand l'Autocrate sengien arrive en jeu, mettez en jeu trois jetons de créature 0/1 noire Serf.

Quand l'Autocrate sengien quitte le jeu, retirez de la partie tous les jetons Serf.

« Un travail ingrat, récompensé par la mort. »
—Ehron l'Implacable

Illus. David A. Cherry

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2/2

Cuombaff Witches

2



Summon Witches

Tap to do 1 damage to any target; opponent may also do 1 damage to any target. You choose your target before opponent does, but damage is inflicted simultaneously.

Illus. ©Kaja Foglio

1/3

Phyrexian Plaguelord

3



Summon Carrier

♦, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn.

Sacrifice a creature: Target creature gets -1/-1 until end of turn.

"The final stage of the illness: delirium, convulsions, and death."

—Phyrexian progress notes

Illus. Key Walker

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4/4

Swamp Mosquito

1



Summon Mosquito

Flying

If Swamp Mosquito attacks and is not blocked, defending player gets a poison counter. If a player has ten or more poison counters, he or she loses the game.

Illus. Nicola Leonard

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0/1

Interrogateur de la Coterie

1



Créature: zombie et sorcier

X♦♦, ♦♦: Le joueur ciblé révèle X cartes de sa main et vous choisissez l'une d'elles. Ce joueur se défausse de cette carte. Ne jouez cette capacité que lorsque vous pourriez jouer un rituel.

Illus. Tony Szezdlo

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1/1

Diablotin provocateur

2



Invoquer : diablotin

♦: Obligez une des créatures de votre adversaire à attaquer. Vous pouvez cibler n'importe laquelle, excepté un mur. Si la créature ne peut pas attaquer, elle est détruite à la fin du tour. Cet effet ne peut être utilisé que pendant le tour de votre adversaire, avant sa phase d'attaque. On ne peut choisir une créature qui a été posée en jeu ce tour-ci.

Illus. Quinton Hoover

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1/1

Thrull Surgeon

1



Summon Thrull

1♦♦, Sacrifice Thrull Surgeon: Look at target player's hand and choose one of those cards. That player discards that card. Play this ability as a sorcery.

"Just take a little off the top."

Illus. Rick Post

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1/1

Royal Assassin

1



Creature — Human Assassin

♦: Destroy target tapped creature.

An assassin is a king's most trusted courier, ensuring his messages are heard by even the most unwilling recipients.

Mark Zug

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1/1

Ihsan's Shade

3



Summon Legend

Protection from white

"Ihsan, the weak. Ihsan, the fallen. Ihsan, the betrayer. He has brought shame to the Serra Paladins where none existed before. May his suffering equal his betrayal."

—Baris, Serra Inquisitor

Illus. Christopher Rush

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5/5

Order of the Ebon Hand

Summon Clerics

Protection from white
 ☹☹: +1/+0 until end of turn
 ☹: First strike until end of turn
 Dedicated to the principles of Tourach, members of the Order of the Ebon Hand demonstrated their devotion with grisly rituals.

Illus. Ron Spencer
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2/1

Chevalier noir



Invoquer : chevalier

Protection contre le blanc,
 initiative.
 La bataille n'a pas besoin d'une raison d'être; elle est sa propre raison d'être. Vous ne demandez pas pourquoi la peste se répand ou pourquoi le champ brûle. Ne me demandez pas pourquoi je me bats!

Illus. Jeff A. Menges
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2/2

Juzam Djinn



Summon Djinn

Juzam Djinn does 1 damage to you during your upkeep.
 "Expect my visit when the darkness comes. The night I think is best for hiding all." —Ouallada

Illus. © Mark Tedin

5/5

Mage du Miroir



Créature : humain et sorcier

☹, sacrifiez le Mage du Miroir : Échangez votre total de points de vie contre celui de l'adversaire ciblé. Ne jouez cette capacité que pendant votre entretien.

« Admirez ! L'image de l'ennemi et de tout ce qu'il a. Confiez-vous à votre entée, et prenez-le. »

Christopher Moeller
 © 1993-2006 Wizards of the Coast, Inc. 111-101

4/2

Rats of Rath



Summon Rats

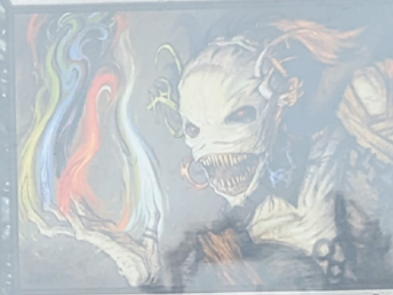
☹: Destroy target artifact, creature, or land you control.

"These creatures offer new challenges in the scrutiny of entrails."
 —Oracle en-Véc

Illus. John Matson
 © 1997 Wizards of the Coast, Inc.

2/1

Goule des vèpres



Créature : zombie et druide

☹, payez 1 point de vie : Ajoutez un mana de la couleur de votre choix à votre réserve.

« Les exceptions de la nature nous rappellent qu'il ne faut jamais penser de manière absolue. Tout comme l'orchidée fleurit sur la pierre noirce, le don de mana se manifeste de temps à autre chez les morts-vivants. »
 —Bougrat, druidesse du culte d'Antan

Thomas M. Baxa
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1/1

Fielleux mesmérien



Créature : cauchemar et horreur

Quand le Fielleux mesmérien arrive en jeu, l'adversaire ciblé révèle sa main et vous y choisissez une carte non-terrain. Retirez cette carte de la partie.

Quand le Fielleux mesmérien quitte le jeu, renvoyez la carte retirée dans la main de son propriétaire.

Illus. Dana Knutson
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1/1

Hypnotic Specter



Summon Specter

Flying
 An opponent damaged by Specter must discard a card at random from his or her hand. Ignore this effect if opponent has no cards left in hand.
 "...There was no trace! Of aught on that illumined face..."
 —Samuel Coleridge, "Phantom"

Illus. © Douglas Schuler

2/2

Fallen Angel



Summon Angel

Flying
 Sacrifice a creature to give Fallen Angel +2/+1 until end of turn.

Illus. © 1994 Anson Maddocks

3/3

Gravedigger

3



Summon Zombie

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

A full coffin is like a full coffer—both are attractive to thieves.

Illus. Dermot Power

2/2

Nekrataal

2



Invoker: nekrrataal

Initiative

Quand le Nekrataal arrive en jeu, enterrez une créature non-artefact et non-noire ciblée.

« J'ai vu les horreurs que Kærvek a libérées. Ma trahison est certaine — mais de Kærvek ou de Djimiraa, je ne saurais dire. »

— Jolrael.

Illus. Adrian Smith

2/1

Chevalier de Stromgald

2



Invoker: chevalier

Protection contre le blanc

☞☞: +1/+0 jusqu'à la fin du tour

☞: Initiative jusqu'à la fin du tour

« Les hjeldoriens devraient diriger le monde, et offrir le repos éternel aux autres. »

— Auram Garrison, capitaine des chevaliers de Stromgald.

Illus. Mark Pooley

2/1

Phyrexian Negator

2



Creature — Horror

Trample

Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.

They exist to cease.

Illus. John Zeleznik

5/5

Plague Dogs

4



Creature — Hound

When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn.

2, Sacrifice Plague Dogs: Draw a card.

They're not just retrievers, they're carriers.

Illus. Chippy & Matthew Wilson

3/3

Dilueur de peau

1



Créature: zombie

Mue 3 ☞☞ (Vous pouvez jouer cette carte face cachée comme une créature 2/2 pour 3. Retournez-la quand vous le désirez pour son coût de mue.)

Quand le Dilueur de peau est retourné face visible, détruisez la créature non noire ciblée. Elle ne peut pas être régénérée.

Illus. Dany Orizio

2/1

Ashen Ghoul

3



Summon Ghoul

Ashen Ghoul can attack the turn it comes into play.

☞: Return Ashen Ghoul to play under your control. Use this ability only at the end of your upkeep and only if Ashen Ghoul is in your graveyard with at least three creature cards above it.

Illus. Ron Spencer

3/1

hollow Specter

1



Creature — Specter

Flying

Whenever Hollow Specter deals combat damage to a player, you may pay ☞. If you do, that player reveals X cards from his or her hand and you choose one of them. That player discards that card.

Illus. Rick Post

2/2

Prêtre de Gix

2



Invoker: mignon

Quand le Prêtre de Gix arrive en jeu, ajoutez ☞☞☞ à votre réserve.

« Gix ne veut pas un peuple à diriger, mais des poupées pour distraire sa folie. »

Illus. Brian Despain

2/1

Body Snatcher

2/2



Creature — Minion

When Body Snatcher comes into play, you may choose and discard a creature card from your hand. If you don't, remove Body Snatcher from the game.

When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play.

Illus. Mark Zug

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2/2

Commandant Grèven il-Vec

3/15



Invoquer: légende

Quand le Commandant Grèven il-Vec arrive en jeu, sacrifiez une créature. Grèven ne peut être bloqué excepté par des créatures-artefacts ou des créatures noires.

« La rage est la seule liberté qui me reste. » — Grèven il-Vec.

Illus. Kev Walker

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7/5

Esprit infernal

1/2



Créature: esprit

Au début de votre entretien, si l'Esprit infernal est la seule carte de créature dans votre cimetière, vous pouvez renvoyer en jeu l'Esprit infernal.

Il rôde dans le monde des vivants comme dans celui des morts, mais n'appartient à aucun.

Illus. Alan Pollack

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2/2

Krovikan horror

3/2



Summon Horror

At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand.

1: Sacrifice a creature to have Krovikan Horror deal 1 damage to target creature or player.

Illus. Christopher Rush

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2/2

Soul Collector

3/4



Creature — Vampire

Flying

Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control.

Morph (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Illus. Matthew D. Wilson

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3/4

Sengir Vampire

3/4



Summon Vampire

Flying Vampire gets a +1/+1 counter each time a creature dies during a turn in which Vampire damaged it, unless the dead creature is regenerated.

Illus. © Wilson Maddocks

4/4

Avatar of Woe

6/5



Creature — Avatar

If there are ten or more creature cards total in all graveyards, Avatar of Woe costs 6 less to play.

Avatar of Woe can't be blocked except by artifact creatures and/or black creatures.

☠: Destroy target creature. It can't be regenerated.

Illus. rk post

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6/5

Nosferatu sengien

3/4



Créature : vampire

Vol

1 ☠, retirez le Nosferatu sengien de la partie : Mettez en jeu un jeton de créature 1/2 noire Chauve-souris avec le vol. Il a 1 ☠, sacrifiez cette créature : Renvoyez en jeu sous le contrôle de son propriétaire une carte appelée Nosferatu sengien qui est retirée de la partie.

Scott M. Fischer

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4/4

Sorceress Queen

1/1



Summon Sorceress

Tap to make another creature 0/2 until end of turn. Treat this exactly as if the numbers in the lower right of the target card were 0/2. All special characteristics and enchantments on the creature are unaffected.

Illus. ©Kaja Foglio

1/1

Nécromancie

2



Enchantement

Vous pouvez choisir de jouer la Nécromancie comme un éphémère; si vous le faites, enterrez-la à la fin du tour.
Quand vous jouez la Nécromancie, choisissez une créature ciblée dans n'importe quel cimetière. Quand la Nécromancie arrive en jeu, mettez cette créature en jeu comme si elle venait d'être jouée et la Nécromancie devient un enchantement de créature qui cible la créature. Si la Nécromancie quitte le jeu, enterrez la créature.

Illus. Pete Venters

Recurring Nightmare

2



Enchantment

Sacrifice a creature, Return Recurring Nightmare to owner's hand: Put target creature card from your graveyard into play. Play this ability as a sorcery.

"I am confined by sleep and defined by nightmare."

—Crovax

Illus. Jeff Laubenstein

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Underworld Dreams

3



Enchantment

Underworld Dreams does one damage to opponent for each card he or she draws.

"In the drowsy dark cave of the mind dreams build their nest with fragments dropped from day's caravan."

—Rabindranath Tagore

Illus. © 1994 Julie Baroh

Nether Void

3



Enchant World

All spells cast are countered unless their casters pay an additional 3. These days, some wizards are finding that they have a little too much spell left at the end of their mana.

Illus. © 1994 Harold McNeill

Animate Dead

1



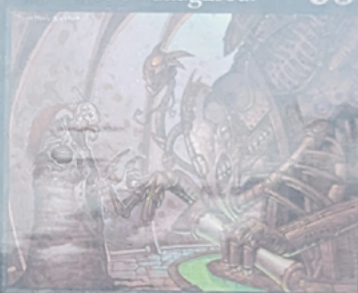
Enchant Dead Creature

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. © Anson Maddocks

Marché selon Yaugzebul

4



Enchantement

Passez votre étape de pioche.

Payez 1 point de vie: Piochez une carte.

«Je t'offre la puissance contre la nécrose.»

—Yaugzebul.

Illus. Michael Sutfin

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Force impie

3



Enchanter : créature

La créature ciblée gagne +2/+1.

Illus. Douglas Shuler

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Megrim

2



Enchantment

Whenever any opponent discards a card, Megrim deals 2 damage to him or her.

"You can run from your pain," explained Gerrard to Crovax, "but take it from experience: you will tire before it does."

Illus. Donato Giancola

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Chains of Mephistopheles

1



Enchantment

Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Illus. © 1994 Heather Hudson

The Abyss 3



Enchant World

All players bury one target non-artifact creature under their control, if they have any, during their upkeep.

"An immense river of oblivion is sweeping us away into a nameless abyss." —Ernest Renan, Souvenirs d'Enfance et de Jeunesse

Illus. © 1994 Pete Venters

Pestilence 2



Enchantment

Do 1 damage to each creature and to both players. If there are no creatures in play at the end of any turn, Pestilence must be discarded.

Illus. © Jesper Myrtofs

Zombie Infestation 1



Enchantment

Discard two cards from your hand: Put a 2/2 black Zombie creature token into play.

The nomads' funeral pyres are more practical than ceremonial.

Illus. Thomas M. Baxa
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Desolation 1



Enchantment

At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.

"Kill a creature, destroy the present. Kill the land, destroy the future." —Kaevek

Illus. George Pratt
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Sarcomancie



Enchantement

Quand la Sarcomancie arrive en jeu, mettez en jeu un jeton Zombie. Traitez ce jeton comme une créature noire 2/2.

Pendant votre entretien, s'il n'y a pas de zombie en jeu, la Sarcomancie vous inflige 1 blessure.

Illus. Daren Bader
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Lich



Enchantment

You lose all life. If you gain life later in the game, instead draw one card from your library for each life. For each point of damage you suffer, you must destroy one of your cards in play. Creatures destroyed in this way cannot be regenerated. You lose if this enchantment is destroyed or if you suffer a point of damage without sending a card to the graveyard.

Illus. Daniel Gelon

Oubliette



Enchantment

Select a creature in play when Oubliette is cast. That creature is considered out of play as long as Oubliette is in play. Hence the creature cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments on the creature remain but are also out of play. If Oubliette is removed, creature returns to play tapped.

Illus. © Douglas Shuler

Peste krovoise 2



Enchanter: créature

À jouer sur une créature non-mur que vous contrôlez.

Piochez une carte au début de l'entretien du tour qui suit celui où la Peste krovoise arrive en jeu.

0: Engagez la créature enchantée pour faire infliger 1 blessure par la Peste krovoise à une cible, créature ou joueur. Mettez un marqueur -0/-1 sur la créature enchantée.

Illus. Liz Danforth
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Necropotence



Enchantment

Skip your draw phase. If you discard a card from your hand, remove that card from the game.

0: Pay 1 life to set aside the top card of your library. At the beginning of your next discard phase, put that card into your hand. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Mark Tedin
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Bitterblossom 1



Tribal Enchantment — Faerie

At the beginning of your upkeep, you lose 1 life and put a 1/1 black Faerie Rogue creature token with flying into play.

In Lorrain's brief evenings, the sun pauses at the horizon long enough for a certain species of violet to bloom with the fragrance of mischief.

—Rebecca Guay

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Messe noire



Interruption

Ajoutez    à votre réserve de mana.

Illus. Sandra Everingham

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Diabolic Edict 1



Instant

Target player sacrifices a creature.

Greven il-Véc lifted Vhati off his feet. "The fall will give you time to think on your failure."

Illus. Ron Spencer

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Word of Command



Instant

You may look at opponent's hand and choose any card opponent can legally play using mana from his or her mana pool or lands. Opponent must play this card immediately; you make all the decisions it calls for. This spell may not be countered after you have looked at opponent's hand.

Illus. Jesper Myrfors

hatred 3



Instant

Pay X life: Target creature gets +X/+0 until end of turn.

"I will flay the skin from your flesh and the flesh from your bones and scrape your bones dry. And still you will not have suffered enough."

—Greven il-Véc, to Gerrard

Illus. Brom

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Ad Nauseam 3



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.

—Jeremy Jarvis

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Dark Banishing 2



Instant

Bury target non-black creature.

"Will not the mountains quake and hills melt at the coming of the darkness? Share this vision with your enemies, Lim-Dûl, and they shall wither."

—Leshrac, Walker of Night

Illus. Drew Tucker

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Vampiric Tutor



Instant

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

"I write upon clean white parchment with a sharp quill and the blood of my students, divining their secrets."

—Shauku, Endbringer

Illus. Gary Leach

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Demonic Consultation



Instant

Name a card. Remove the top six cards of your library from the game and reveal the next card to all players. If it is the card named, put it into your hand. If not, remove that card from the game and continue revealing the top card of your library and removing it from the game until the named card appears.

Illus. Rob Alexander

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Sinkhole



Sorcery

Destroys any one land.

Illus. © Sandra Everingham

Living Death



Sorcery

Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.

Illus. Charles Gillespie
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Yawgmoth's Will



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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Mind Twist



Sorcery

Opponent must discard X cards at random from hand. If opponent doesn't have enough cards in hand, entire hand is discarded.

Illus. © John E. Kim

Hymn to Tourach



Sorcery

Target player discards two cards at random from his or her hand. If target player does not have enough cards, his or her entire hand is discarded.
"Tourach's power was such that his followers defied him after his death."
—Sarpadian Empires, vol. II

Illus. Liz Danforth
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Duress



Sorcery

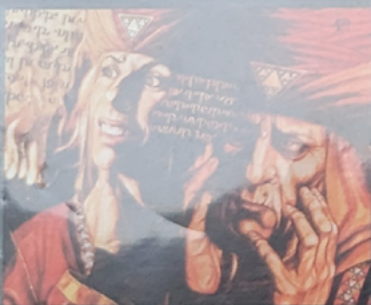
Target opponent reveals his or her hand. You choose a noncreature, nonland card from it. That player discards that card.

Solitude and starvation are brutal punishments, but even worse is all that time to think.

105/279 C
XLN • EN • LUCAS GRACIANO

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Infernal Contract



Sorcery

Pay half your life, rounded up: Draw four cards.

"But I signed nothing!"
—Taraneh, Suq'Ata mage

Illus. Roger Raupp

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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."

006/008 P. Judge
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Buried Alive



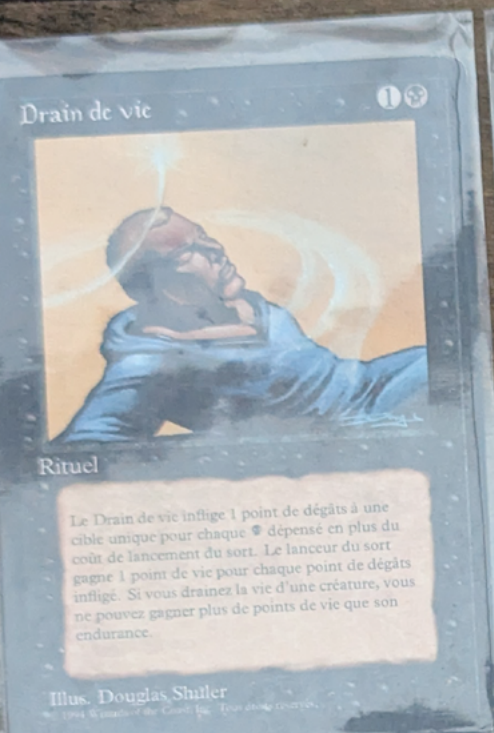
Sorcery

Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

"Is it worse to walk while dead, or to be buried alive? I have witnessed both."
—Crovax

Illus. Brian Horton

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Phyrexian War Beast

3



Artifact Creature

If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals 1 damage to you.
"Deal with the spawn of Phyrexia cautiously; only with time may we control them."
 —Arcum Dagsson, Soldevi Machinist

Illus. Bill Sienkiewicz
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3/4

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

Illus. Don Hazeltine
 1993-1999 Wizards of the Coast, Inc. 135/143

1/2

Steel Golem

3



Artifact Creature

You cannot play summon or artifact creature spells.

"Although I would give my life to protect Gerrard, my conscience will not let me take another's. There are many who would not hesitate."
 —Karn, silver golem

Illus. Donato Giancola
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3/4

Serrated Biskelion

3



Artifact Creature

☞: Put a -1/-1 counter on Serrated Biskelion and a -1/-1 counter on target creature.

"Whereas I was created to protect, the biskelion was created to destroy."
 —Karn, silver golem

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2/2

Automate abruti

4



Créature-artefact

L'Automate abruti arrive en jeu avec deux marqueurs +1/+1 sur lui.

1, choisissez une carte et défaussez-vous en: Mettez un marqueur +1/+1 sur l'Automate abruti.

Retirez deux marqueurs +1/+1 de l'Automate abruti: Piochez une carte.

Illus. Brian Snoddy
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0/0

Masticore

4



Créature-artefact

Au début de votre entretien, vous pouvez choisir une carte de votre main et vous en défausser. Si vous ne le faites pas, sacrifiez la Masticore.

2: La Masticore inflige 1 blessure à la créature ciblée.

2: Régénérez la Masticore.

Illus. Paolo Parente
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4/4

Triskelion

6



Artifact Creature

Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.
A brainchild of Tawnos, the Triskelion proved its versatility and usefulness in many of the later battles between the brothers.

Illus. © Douglas Shuler

1/1

Jazephran

4



Artifact Creature

Must attack each turn if possible. Can't be blocked by walls.
We had taken refuge in a small cave, thinking the entrance was too narrow for it to follow. To our horror, its gigantic head smashed into the mountainside, ripping itself a new entrance.

Illus. © Dan Frazier

5/3

Su-Chi

4



Artifact Creature

If Su-Chi goes to the graveyard, its controller gains 4 colorless mana.
Flawed copies of relics from the Thran Empire, the Su-Chi were inherently unstable but provided useful knowledge for Tocasia's students.

Illus. © Christopher Rush

4/4

Scroll Rack

2



Artifact

1, ♠: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

Illus. Heather Hudson
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Totem grimaçant

4



Artefact

2, ♠, sacrifiez le Totem grimaçant : Cherchez une carte dans la bibliothèque de l'adversaire ciblée et retirez-la de la partie. Ce joueur mélange ensuite sa bibliothèque. Jusqu'au début de votre prochain entretien, vous pouvez jouer cette carte. Au début de votre prochain entretien, si vous ne l'avez pas jouée, mettez-la dans le cimetière de son propriétaire.

Illus. Donato Giancola
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Feldon's Cane

1



Artifact

♠, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Feldon found the first of these canes frozen in the Ronom Glacier.

Illus. Mark Tedin
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Wand of Denial

2



Artifact

♠: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.

You'll never miss what you never had.

Illus. Steve Luke
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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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Aeolipile

2



Artifact

1, ♠: Sacrifice Aeolipile to have it deal 2 damage to any target.
"Although fragile, the Aeolipile could be quite destructive."
—Sarpadian Empires, vol. I

Illus. Heather Hudson
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Panier de serpents

4



Artefact

♠, sacrifiez le Panier de serpents: Mettez en jeu X jetons Cobra. Traitez ces jetons comme des créatures 1/1 vertes. Jouez cette capacité comme un rituel.

*"Oh, quelqu'un aurait-il une flûte?"
—Rana, bateleur souk'ata.*

Illus. Roger Raupp
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Time Vault

2



Artefact

Tap to gain an additional turn after the current one. Time Vault doesn't untap normally during untap phase; to untap it, you must skip a turn. Time Vault begins tapped.

Illus. © Mark Tedin

Icy Manipulator

4



Artifact

1, ♠: Tap target artifact, creature, or land.
"The scavengers who first found it called it the 'Bone Crank.' Not a bad name, I'd say."
—Arcum Dagsson, Soldevi Machinist

Illus. Amy Weber
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Jade Statue 4



Artéfact

2: Jade Statue becomes a creature for the duration of the current attack exchange. Can be a creature only during an attack or defense.

"Some of the other guys dared me to touch it, but I knew it weren't no ordinary hunk o' rock." —Norin the Wary

Illus. © Dan Frazier 3/6

Ornithoptère 0



Créature-artéfact

Volant.

Beaucoup de savants pensent que ces créatures sont le résultat des premières tentatives qu'Urza ait faites dans le domaine de la vie mécanique. Elles furent probablement créées dans sa jeunesse, pendant son apprentissage chez Tocasia.

Illus. Amy Weber
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Sphère-bouclier 0



Créature-artéfact

Considérée comme un mur
Si la Sphère-bouclier est désignée comme bloqueuse, mettez un marqueur -0/-1 sur elle.

«Mes soldats savent qu'ils n'ont pas à avoir peur pour leur protection.»
— Darien, roi du Kjeldor.

Illus. Alan Rabinowitz
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Fabriqueur de jouets 2



Créature-artéfact: sortisan

1, ☉, défaussez-vous d'une carte de votre main: L'artéfact non-créature ciblé devient, jusqu'à la fin du tour, une créature-artéfact avec une force et une endurance chacune égale à son coût converti de mana. (Il garde ses capacités.)

Illus. Frank Kelly Freas
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Tetravus 6



Créature-artéfact

Vol.

Quand le Tetravus est posé en jeu, mettez trois marqueurs +1/+1 sur lui.

Pendant votre phase d'entretien, vous pouvez bouger chacun de ces marqueurs, les remettant ou les retirant du Tetravus, qu'il importe qui les contrôle. Les marqueurs qui sont retirés deviennent des jetons Tetravites. Traitez ces jetons comme des créatures-artéfacts 1/1 possédant le vol. Ces créatures ne peuvent avoir des enchantements joués sur elles, et elles ne partagent aucun enchantement sur le Tetravus.

Illus. Mark Tedin
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Gnomes tic-tac 3



Créature-artéfact

Écho (Pendant votre premier entretien après que ce permanent est arrivé sous votre contrôle, payez son coût de lancement ou sacrifiez-le.)

Sacrifiez ces Gnomes tic-tac: Ces Gnomes tic-tac infligent 1 blessure à une cible, créature ou joueur.

Illus. Henry Van Der Linde
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Mox Sapphire

0



Mono Artifact

Add 1 blue mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Mox Pearl

0



Mono Artifact

Add 1 white mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Mox Emerald

0



Mono Artifact

Add 1 green mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Mox Ruby

0



Mono Artifact

Add 1 red mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Mox Jet

0



Mono Artifact

Add 1 black mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Dan Frazier

Black Lotus

0



Mono Artifact

Adds 3 mana of any single color of your choice to your mana pool, then is discarded. Tapping this artifact can be played as an interrupt.

Illus. © Christopher Rush

Jayemdae Tome

4



Artifact

4, ♠: Draw one extra card.

Illus. © Mark Tedin

Mana Vault

1



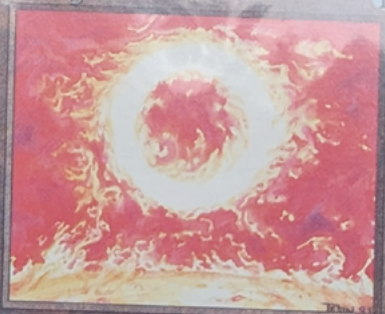
Mono Artifact

Tap to add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep it does 1 damage to you. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin

Sol Ring

1



Mono Artifact

Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.

Illus. © Mark Tedin

Skull Catapult

4



Artifact

1, ☉: Sacrifice a creature to have Skull Catapult deal 2 damage to target creature or player.
"Let any who doubt the evil of using the ancient devices look at this infernal machine. What manner of fiend would design such a sadistic device?"
 —Sorine Relicbane, Soldevi Heretic

Illus. Bryon Wackwitz

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Null Rod

2



Artifact

Players cannot play any artifact abilities requiring an activation cost.

Gerrard: "But it doesn't do anything!"
Hanna: "No—it does nothing."

Illus. Anson Maddocks

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Serrated Arrows

4



Artifact

When Serrated Arrows comes into play, put three arrowhead counters on it.
 During your upkeep, bury Serrated Arrows if there are no arrowhead counters on it.
 ☉: Remove an arrowhead counter from Serrated Arrows to put a -1/-1 counter on target creature.

Illus. David A. Cherry

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Temporal Aperture

2



Artifact

5, ☉: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card as though it were in your hand without paying its casting cost. (If the spell has X in its casting cost, X is 0.)

Illus. Michael Sutfin

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Mind Stone

2



Artifact

☉: Add one colorless mana to your mana pool. Play this ability as a mana source.

1, ☉, Sacrifice Mind Stone: Draw a card.

Illus. Adam Rex

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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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Crucible of Worlds

3



Artifact

You may play land cards from your graveyard.

Amidst the darkest ashes grow the strongest seeds.

Illus. Ron Spencer

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Cylix d'Ashnod

2



Artefact

3, ☉: Le joueur ciblé regarde les trois cartes du dessus de sa bibliothèque et met l'une d'entre elles au-dessus de sa bibliothèque. Retirez de la partie les deux autres cartes.

Bien peu se rappellent que la profanation des ressources de Terisiare par Ashnod surpassa même celle de ses pairs.

Illus. Nicola Leonard

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Fountain of Youth

0



Artifact

2, ☉: Gain 1 life.

The Fountain had stood in the town square for centuries, but only the pigeons knew its secret.

Illus. Daniel Gelon

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Demonic Tutor

1



Sorcery

You may search your library for one card and take it into your hand. Reshuffle your library afterwards.

Illus. © Douglas Schuler

Mana Crypt

0



Artifact

During your upkeep, flip a coin. Opponent calls heads or tails while coin is in the air. If flip ends up in opponent's favor, Mana Crypt deals 3 damage to you.
 ⚡: Add two colorless mana to your mana pool. Play this ability as an interrupt.

Illus. Mark Tedin
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Ivory Tower

1



Artifact

During your upkeep phase, gain 1 life for each card in your hand above four.
Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illus. © Margaret Organ-Keen

Disrupting Scepter

3



Monoc Artifact

⚡: Opponent must discard one card of his or her choice. Can only be used during your turn.

Illus. © Dan Frazier

Howling Mine

2



Continuous Artifact

Each player draws one extra card each turn during his or her draw phase.

Illus. © Mark Poole

Pierre de Guermont

2



Artefact

⚡: Ajoutez 1 mana à votre réserve de mana. Ce mana peut être de n'importe quel type qu'un terrain contrôlé par l'adversaire peut produire. Jouez cette capacité comme une interruption.

Illus. Quinton Hoover
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The Hive

5



Monoc Artifact

⚡: Creates one Giant Wasp, a 1/1 flying creature. Represent Wasps with tokens, making sure to indicate when each Wasp is tapped. Wasps can't attack during the turn created. Treat Wasps like artifact creatures in every way, except that they are removed from the game entirely if they ever leave play. If the Hive is destroyed, the Wasps must still be killed individually.

Illus. © Sandra Iyerlingham

Mirror Universe

6



Artifact

⚡: Sacrifice Mirror Universe during your upkeep, and trade your number of life points with opponent. For example, if you had 2 life points and your opponent had 10, you would now have 10 life points and your opponent would have 2. Effects that prevent or redirect damage may not be used to counter this change of life.

Illus. © 1994 Phil Foglio

Nevinyrral's Disk

4



Monoc Artifact

⚡: Destroys all creatures, enchantments, and artifacts in play. Disk begins tapped but can be untapped as usual. Disk destroys itself when used.

Illus. © Mark Tedin

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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Candelabra of Tawnos

1



Mono Artifact

X: Untap X separate lands.
Tawnos learned quickly from Urza that utter simplicity often led to wondrous, yet subtle utility.

Illus. © Douglas Shuler

Memory Jar

5



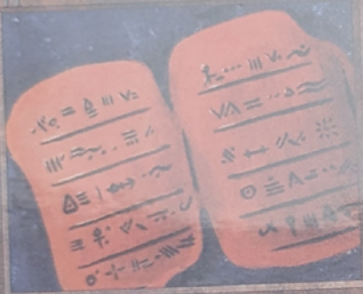
Artifact

☞, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.

Illus. Donato Giancola
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Copper Tablet

2



Continuous Artifact

Copper Tablet does 1 damage to each player during his or her upkeep.

Illus. © Amy Weber

Forcefield

3



Poly Artifact

1: Lose only 1 life to an unblocked creature.

Illus. © Dan Frazier

Black Vise

1



Continuous Artifact

If opponent has more than four cards in hand during upkeep, black vise does 1 damage to opponent for each card in excess of four.

Illus. © Richard Thomas

Broche de cassation

4



Artefact

2, ☞, défaussez-vous de votre main: Contrecarrez le sort non-créature ciblé. Jouez cette capacité comme une interruption.

Donne tout ce que tu possèdes afin que les autres n'aient plus rien.

— Inscription de la broche.

Illus. DiTerlizzi

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Pétale de lotus

0



Artefact

☞, sacrifiez le Pétale de lotus: Ajoutez un mana d'une couleur quelconque à votre réserve. Jouez cette capacité comme une source de mana.

«Il est difficile de réaliser», songeait Hama en effleurant le pétale, «qu'une si belle fleur inspire une telle avidité.»

Illus. April Lee
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Bullwhip

4



Artifact

2, ☞: Bullwhip deals 1 damage to target creature. That creature attacks this turn if able.

"Pain is a crude way to enforce obedience, but it is cheap and plentiful."
—Volrath

Illus. Brom

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Tonnelet de poudre

2



Artefact

Au début de votre entretien, vous pouvez mettre un marqueur «mèche» sur le Tonnelet de poudre.

☉, sacrifiez le Tonnelet de poudre: Détruisez chaque artefact et chaque créature dont le coût converti de mana est égal au nombre de marqueurs «mèche» sur le Tonnelet de poudre.

Illus. Dan Frazier

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Grim Monolith

2



Artifart

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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Winter Orb

2



Artifart

A player may not untap more than one land during the untap phase of each of his or her turns.

Illus. © Mark Tedin

Chaos Orb

2



Mono Artefact

1: Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Illus. © Mark Tedin

Baguette de ruine

4



Artefact

3, ☉: La Baguette de ruine inflige 1 point de dégâts à une cible quelconque.

Illus. Christopher Rush

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Ruban de Bœsium

3



Artefact

3, ☉: Jusqu'à la fin du tour, à tout moment, si la carte du dessus de votre cimetière est une carte d'éphémère, d'interruption ou de rituel, vous pouvez la jouer comme si elle était dans votre main. Si vous faites ainsi, retirez la carte de la partie.

Illus. Steve Luke

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Cursed Scroll

1



Artifart

3, ☉: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

Illus. D. Alexander Gregory

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Zuran Orb

0



Artifart

0: Sacrifice a land to gain 2 life.
"I will go to any length to achieve my goal. Eternal life is worth any sacrifice."
—Zur the Enchanter

Illus. Sandra Everingham

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Ankh of Mishra

2



Artifart

Ankh does 2 damage to anyone who puts a new land into play.

Illus. © Amy Weber

Ouf de dingus

4



Artefact

Chaque fois qu'un joueur mets un terrain au cimetière depuis le jeu, l'Ouf de dingus inflige 2 points de dégâts au contrôleur de ce terrain.

Illus. Dan Frazier

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Clé voltaïque

1



Artefact

1, ⚡: Dégagez l'artefact ciblé.

La clé n'entraîne dans aucune serrure, mais ouvre de nombreuses portes.

Illus. Henry G. Higgenbotham

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Phyrexian Furnace

1



Artefact

⚡: Remove the bottom card of target player's graveyard from the game.

1, Sacrifice Phyrexian Furnace: Remove target card in any graveyard from the game and draw a card.

Illus. George Pratt

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Jester's Cap

4



Artefact

2, ⚡: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.

"Know your foes' strengths as well as their weaknesses."

—Arcum Dagsson, Soldevi Machinist

Illus. Dan Frazier

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Chambre de genèse

2



Artefact

À chaque fois qu'une créature non-jeton arrive en jeu, si la Chambre de genèse est dégagée, le contrôleur de cette créature met en jeu un jeton de créature-artefact 1/1 Myr.

« Le nombre de mes myrs augmente au même rythme que celui de la population. C'est un équilibre parfait. »

—Memnarch

Mark Tedin

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Phyrexian Altar

3



Artefact

Sacrifice a creature: Add one mana of any color to your mana pool.

"Your life was meaningless, but your death will glorify Yawgmoth."

—Tsabo Tavoc

Illus. Ron Spears

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Anneau de Gix

3



Artefact

Écho (Pendant votre premier entretien après que ce permanent est arrivé sous votre contrôle, payez son coût de lancement ou sacrifiez-le.)

1, ⚡: Engagez la cible, artefact, créature ou terrain.

Il est des cages sans barreaux.

Illus. Mark Tedin

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Sensei's Divining Top

1



Artefact

1: Look at the top three cards of your library, then put them back in any order.

⚡: Draw a card, then put Sensei's Divining Top on top of its owner's library.

232/249 R
EMA • EN • BOB ALEXANDER

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1. Émerveillement



Créature : incarnation

Vol

Tant que L'Émerveillement est dans votre cimetière et que vous contrôlez une île, les créatures que vous contrôlez ont le vol.

« Les oiseaux interloqués regardèrent l'Émerveillement. Lentement, timidement, ils s'élevèrent dans les airs. »
— Le Parchemin des Commencements

Illus. Rebecca Guay

2/2

Peregrine Drake



Summon Drake

Flying

When Peregrine Drake comes into play, untap up to five lands.

That the Tolarian mists parted for the drakes was tearing enough to stay away.

Illus. Bob Eggleton

2/3

Grande baleine



Invoquer : baleine

Quand la Grande baleine arrive en jeu, dégagez jusqu'à sept terrains.

« Quand une grande baleine meurt, elle se retourne sur le dos. Ainsi naît une nouvelle île. »

— Légende des marins.

Illus. Bob Eggleton

5/5

Clone



Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Birch

2/2

Fleeting Image



Summon Illusion

Flying

1 ♣: Return Fleeting Image to owner's hand.

Horas swore off drinking, but after meeting the creature a second time he decided he'd better start again.

Illus. Scott M. Fischer

2/1

Vesuvan Doppelganger



Summon Doppelganger

Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side; any creature enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Illus. © Quinton Hoover

2/2

Experte en temporalité



Créature : sorcier

♣♣♣, ♠: Renvoiez le permanent ciblé dans la main de son propriétaire.

« Bien sûr, elle est la première de la classe. Tous ses camarades ont disparu. »
— Un renégat tolarian.

Illus. Roger Raupp

1/1

Flying Men



Summon Flying Men

Flying

Saffiyah clapped her hands and twenty flying men appeared at her side, each well trained in the art of combat.

Illus. © Christopher Rush

1/1

Prodigal Sorcerer



Créature — Human Wizard

♣: Prodigal Sorcerer deals 1 damage to target creature or player.

Occasionally, members of the Institute of Arcane Study acquire a taste for worldly pleasures. Seldom do they have trouble finding employment.

Illus. Douglas Shuler

1/1

Maître de la guilde du corbeau 1 0 0



Créature: sorcier et mutant

À chaque fois que le Maître de la guilde du corbeau inflige des blessures de combat à un joueur, ce joueur retire de la partie les dix cartes du dessus de sa bibliothèque.

Mue 2 4 4 (Vous pouvez jouer cette carte face cachée comme une créature 2/2 pour 3. Retournez-la quand vous le désirez pour son coût de mue.)

Illus. Key Walker 1/1

Shinobi brumelame 2 6



Créature: humain et ninja

Ninjutsu 4 (4, Renvoyez en main un attaquant non-bloqué que vous contrôlez: Mettez en jeu cette carte, engagée et attaquante, depuis votre main.)

À chaque fois que le Shinobi brumelame inflige des blessures de combat à un joueur, vous pouvez renvoyer la créature ciblée contrôlée par ce joueur dans la main de son propriétaire.

Key Walker 1/1

Serendib Djinn 2 6 6



Serendib Djinn

Flying

During your upkeep, you must choose one of your own lands and destroy it. If you destroy an island in this manner, Serendib Djinn does 3 damage to you. Serendib Djinn is destroyed immediately if at any time you have no land in play.

Illus. © Anson Maddocks 5/6

Crabe à carapace de chrome 4 6



Créature: bête

Mue 3 4 (Vous pouvez jouer cette carte face cachée comme une créature 2/2 pour 3. Retournez-la quand vous le désirez pour son coût de mue.)

Quand le Crabe à carapace de chrome est retourné face visible, vous pouvez échanger le contrôle de la créature ciblée que vous contrôlez contre celui de la créature ciblée contrôlée par un adversaire.

Illus. Robt Spencer 3/3

Mischievous Quanar 4 6



Créature: Beast

3 4 6: Turn Mischievous Quanar face down.

Morph 1 4 4 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

When Mischievous Quanar is turned face up, copy target instant or sorcery spell. You may choose new targets for that copy.

Illus. Lars Grant-West 3/3

Rainbow Efreet 3 6



Summon Efreet

Flying

4 4: Phase out

"A beauty made more so by its fleeting visitations."

—Teferi

Illus. Nathalie Hertz 3/1

Morphling 3 0 0



Summon Shapeshifter

- 4: Untap Morphling.
- 4: Morphling gains flying until end of turn.
- 4: Morphling cannot be the target of spells or abilities until end of turn.
- 1: Morphling gets +1/+1 until end of turn.
- 1: Morphling gets -1/-1 until end of turn.

Illus. rk post 3/3

Sindbad 1 6



Créature: humain

4: Piochez une carte et révélez-la. Si ce n'est pas une carte de terrain, défaussez-vous en.

Illus. Julie Burth 1/1

Élémental du temps 2 0



Invoker: élémental

2 4 4, 5: Renvoyez le permanent ciblé dans la main de son propriétaire. Vous ne pouvez utiliser cette capacité sur des permanents avec des enchantements joués sur eux.

Si l'Élémental du temps bloque ou attaque, détruisez-le à la fin du combat. Dans ce cas, l'Élémental du temps inflige également 5 points de dégâts à son contrôleur.

Illus. Amy Weber 0/2

Meloku the Clouded Mirror



Legendary Creature — Moonfolk Wizard

Flying

1, Return a land you control to its owner's hand: Put a 1/1 blue Illusion creature token with flying into play.

He loved his cities in the clouds. When he traveled to the lands below, he brought many reminders of his home.

— Scott M. Fischer

2/4

Rescapé du projet Jusant



Créature: sorcier

Mue 1 (Vous pouvez jouer cette carte face cachée comme une créature 2/2 pour 1. Retournez-la quand vous le désirez pour son coût de mue.)

Quand le Rescapé du projet Jusant est retourné face visible, défaussez-vous de deux cartes de votre main, et piochez ensuite trois cartes.

Illus. Thomas M. Baxa

2/1

Merfolk Looter



Creature — Merfolk Rogue

☞: Draw a card, then discard a card.

Merfolk don't always know what they're looking for, but they're certain once they find it.

06/249 U

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1/1

Tortue astircroc



Créature: cauchemar et bête

Quand la Tortue astircroc arrive en jeu, retirez un terrain que vous contrôlez de la partie.

Quand la Tortue astircroc quitte le jeu, renvoyez en jeu sous le contrôle de son propriétaire la carte retirée.

Les émules de Chânes gardèrent ses rêves vivants.

Illus. John Avon

2/4

Teferi, Mage of Zhalfir



Legendary Creature — Human Wizard

Flash (You may play this spell any time you could play an instant.)

Creature cards you own that aren't in play have flash.

Each opponent can play spells only any time he or she could play a sorcery.

To save this plane, he must forsake all others.

— D. Alexander Gregory & Jeremy Jarvis

3/4

Apprentie videmage



Créature: sorcier

Mue 2 (Vous pouvez jouer cette carte face cachée comme une créature 2/2 pour 2. Retournez-la quand vous le désirez pour son coût de mue.)

Quand l'Apprentie videmage est retournée face visible, contre le sort ciblé.

Illus. Jan Nelson

1/1

Palinchron



Summon Illusion

Flying

When Palinchron comes into play, untap up to seven lands.

2: Return Palinchron to owner's hand.

Illus. Matthew Wilson

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4/5

Roil Elemental



Creature — Elemental

Flying

Landfall — Whenever a land enters the battlefield under your control, you may gain control of target creature for as long as you control Roil Elemental.

A vortex that devours everything—even the souls of the living.

— Raymond Swanland

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3/2

Overtaker



Creature — Spellshaper

3: Discard a card from your hand: Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn. (It may attack and ☞ the turn it comes under your control.)

"It's no challenge to master a Mercadian."

Illus. Clyde Caldwell

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1/1

1. Émerveillement



Créature : incarnation

Vol

Tant que L'Émerveillement est dans votre cimetière et que vous contrôlez une île, les créatures que vous contrôlez ont le vol.

« Les oiseaux interloqués regardèrent l'Émerveillement. Lentement, timidement, ils s'élevèrent dans les airs. »
— Le Parchemin des Commencements

Illus. Rebecca Guay

2/2

Peregrine Drake



Summon Drake

Flying

When Peregrine Drake comes into play, untap up to five lands.

That the Tolarian mists parted for the drakes was tearing enough to stay away.

Illus. Bob Eggleton

2/3

Grande baleine



Invoquer : baleine

Quand la Grande baleine arrive en jeu, dégagez jusqu'à sept terrains.

« Quand une grande baleine meurt, elle se retourne sur le dos. Ainsi naît une nouvelle île. »

— Légende des marins.

Illus. Bob Eggleton

5/5

Clone



Summon Clone

Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Illus. © Julie Birch

2/2

Fleeting Image



Summon Illusion

Flying

1 ♣: Return Fleeting Image to owner's hand.

Horas swore off drinking, but after meeting the creature a second time he decided he'd better start again.

Illus. Scott M. Fischer

2/1

Vesuvan Doppelganger



Summon Doppelganger

Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side; any creature enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Illus. © Quinton Hoover

2/2

Experte en temporalité



Créature : sorcier

♣♣♣, ♣: Renvoiez le permanent ciblé dans la main de son propriétaire.

« Bien sûr, elle est la première de la classe. Tous ses camarades ont disparu. »
— Un renégat tolarian.

Illus. Roger Raupp

1/1

Flying Men



Summon Flying Men

Flying

Saffiyah clapped her hands and twenty flying men appeared at her side, each well trained in the art of combat.

Illus. © Christopher Rush

1/1

Prodigal Sorcerer



Créature — Human Wizard

♣: Prodigal Sorcerer deals 1 damage to target creature or player.

Occasionally, members of the Institute of Arcane Study acquire a taste for worldly pleasures. Seldom do they have trouble finding employment.

Illus. Douglas Shuler

1/1

Old Man of the Sea 00



Summon Marid

Tap to gain control of a creature with power no greater than Old Man's power. If Old Man becomes untapped, you lose control of this creature. You may choose not to untap Old Man as normal. You also lose control of the creature if Old Man dies or if the creature's power becomes greater than Old Man's.

Illus. © Susan Van Camp 2/3

Triton astiroc 10



Créature — amarré au lieu

Quand le Triton astiroc arrive en jeu, retirez de la partie un terrain que vous contrôlez.

Quand le Triton astiroc quitte le jeu, renvoyez en jeu sous le contrôle de son propriétaire la carte retirée.

Créé par des mages imitant la folie.

Illus. Doug Chaffee 2/2

Arcanis l'Onnipotente 3000



Créature — Légenda Mago

☞: Pesca tre carte.

2 4 4: Il proprietario riprende in mano Arcanis l'Onnipotente.

Ha viaggiato dove nessuno era mai giunto prima. Ora è tornato per assicurarsi che nessuno segua il suo esempio.

Illus. Justin Sweet 3/4

Mahamoti Djinn 4



Summon Djinn

Flying

Of royal blood among the spirits of the air, the Mahamoti Djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Illus. © Dan Frazier 5/6

Saprazzan heir 10



Créature — Merfolk

Whenever Saprazzan Heir becomes blocked, you may draw three cards.

Within the walls of the floating city, Saprazzan wealth is like Saprazzan water: abundant, free-flowing, and accessible to all.

Illus. Terese Nielsen 1/1

Zuran Spellcaster 20



Summon Wizard

☞: Zuran Spellcaster deals 1 damage to target creature or player.

"A mage must be precise as well as potent; cautious, as well as clever."

—Zur the Enchanter

Illus. Edward Bredt, Jr. 1/1

Sea Sprite 10



Summon Faerie

Flying, protection from red

"No one can catch what won't be caught."

—Kakra, Sea Troll

Illus. Susan Van Camp 1/1

Pirate Ship 40



Summon Ship

☞: Do 1 damage to any target.

Cannot attack unless opponent has islands in play, though controller may still use special ability. Pirate Ship is destroyed immediately if at any time controller has no islands in play.

Illus. © Tom Whinerstrand 4/3

Phantasmal Mount 10



Summon Phantasm

Flying

☞: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. Other effects may later be used to increase that creature's toughness beyond 3. If Phantasmal Mount leaves play before end of turn, bury the creature. If the creature leaves play before end of turn, bury Phantasmal Mount.

Illus. Melissa Benson 1/1

Zuran Enchanter 1 1



Summon Wizard

2♣, ♠: Target player chooses and discards one card from his or her hand. Ignore this ability if that player has no cards in his or her hand. Use this ability only during your turn.

"We are Kjeldorans no more."
—Zur the Enchanter

Illus. Douglas Shuler
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Serendib Efreet 2 1



Summon Efreet

Flying

Serendib Efreet does 1 damage to you during your upkeep.

Illus. © Anson Macdocks 3/4

Man-o'-War 2 4



Summon Jellyfish

When Man-o'-War comes into play, return target creature to owner's hand.

"Beauty to the eye does not always translate to the touch."
—Naimah, Femeref philosopher

Illus. Jon J. Muth
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Pie voleuse 2 1 1



Creature: oiseau

Vol

À chaque fois que la Pie voleuse blesse l'un de vos adversaires, vous piochez une carte.

Rayne fit plusieurs méchantes comparaisons entre le caractère d'Urza et le comportement de cet oiseau.

Illus. Cria Frickler
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Raven Familiar 2 4



Summon Bird

Flying; echo (During your next upkeep after this permanent comes under your control, pay its casting cost or sacrifice it.)

When Raven Familiar comes into play, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

Illus. Edward P. Beard, Jr.
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Chronatog 3 4 1 1



Summon Atog

Skip your next turn: Chronatog gets +3/+3 until end of turn. Use this ability only once each turn.

For the chronatog, there is no meal like the present.

Illus. Christopher Rush
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Ophidian 2 0



Summon Snake

0: Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and unblocked and only once each turn.

Illus. Cliff Nielsen
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Tradewind Rider 3 1



Summon Spirit

Flying

♠, Tap two creatures you control: Return target permanent to owner's hand.

It is said that the wind will blow the world past if you wait long enough.

Illus. John Matson
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Aphetto Alchemist 1 4



Creature — Wizard

♠: Untap target artifact or creature.

Morph 4 (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

He brews trouble.

Illus. Ron Spears
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Voleur de Souchemer

1



Créature: ondin

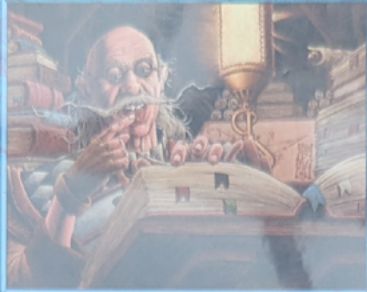
♦ : Le Voleur de Souchemer acquiert le vol jusqu'à la fin du tour.
À chaque fois que le Voleur de Souchemer inflige des blessures de combat à un joueur, vous pouvez payer 2. Si vous faites ainsi, cherchez une carte dans la bibliothèque de ce joueur et retirez cette carte de la partie; le joueur mélange ensuite sa bibliothèque.

Illus. Ron Spears

1/2

Archiviste

2



Invoquer: sorcier

☞: Piochez une carte.

«Fouiller dans les archives de l'antiquité pour en retirer des choses échappées aux esprits les plus curieux.»
— La Bruyère.

Illus. Peter Venters

1/1

Ertai, expert sorcier

2



Invoquer: légende

Ertai, expert sorcier, est considéré comme un sorcier.

2 ♦ ♦, ☞: Contrecarrez le sort ciblé. Jouez cette capacité comme une interruption.

«N'était-ce donc que cela?»

— Ertai, expert sorcier.

Illus. Torsten Nielsen

1/1

Rayne, Academy Chancellor

2



Créature — Wizard Legend

Whenever you or a permanent you control is the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.

Illus. Matthew Wilson

1/1

Scrivener

4



Summon Townsfolk

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

«History is a potent weapon.»

—Karn, silver golem

Illus. Heather Hudson

2/2

Bombe cérébrale



Rituel

La Bombe cérébrale inflige 3 points de dégâts à chaque joueur. Tous les joueurs peuvent se défausser, en les choisissant, de une à trois cartes de leur main. Chaque carte qu'un joueur défausse de cette manière prévient 1 point de dégâts en provenance de la Bombe cérébrale sur lui-même.

Illus. Mark Tedin

Bricolage



Rituel

Au moment où vous jouez le Bricolage, sacrifiez un artefact. Cherchez dans votre bibliothèque une carte d'artefact et mettez cet artefact en jeu. Mélangez ensuite votre bibliothèque.

« Je me demande ce que cela fait d'être blasée. »
— Djoira, artificière.

Illus. Mike Raabe

Chaîne de vapeur



Ephémère

Renvoyez le permanent non-terrain ciblé dans la main de son propriétaire. Le contrôleur de ce permanent peut ensuite sacrifier un terrain. S'il fait ainsi, il peut copier ce sort et peut choisir une nouvelle cible pour cette copie.

Illus. Carl Critchlow

Rappel selon Hurkyl



Ephémère

Tous les artefacts en jeu dont le joueur ciblé est propriétaire sont remis dans sa main. Tous les enchantements posés sur ces artefacts sont détruits.

Ce sort, comme beaucoup de ceux qui ont été attribués à Drafna, est plutôt l'apanage de sa femme, Hurkyl.

Illus. Mike Thomas

Impulsion



Ephémère

Regardez les quatre cartes du dessus de votre bibliothèque. Mettez l'une d'entre elles dans votre main et le reste au-dessous de votre bibliothèque.

« Contrôler le temps vous évite à jamais d'avoir l'air impétueux. »

— Tefeiri.

Illus. Bryan Talbot

Clepsydre



Ephémère

Rappel 3 (Vous pouvez payer 3 supplémentaires au moment où vous jouez ce sort. Si vous faites ainsi, mettez cette carte dans votre main au moment où elle se résout.)

Choisissez un marqueur sur le permanent ciblé ou la carte en suspension ciblée. Retirez ce marqueur de ce permanent ou de cette carte ou mettez un autre de ces marqueurs sur lui.

Illus. Zoltan Boros & Gabor Siki

Bascule



Ephémère

Engagez ou dégagez le terrain ciblé, l'artefact ciblé ou la créature ciblée.

Illus. Rob Alexander

Mana Drain



Interrupt

Counters target spell. At the beginning of your next main phase, add $\times$ to your mana pool, where X is the casting cost of target spell.

Illus. © 1994 Mark Tedin

Blue Elemental Blast



Interrupt

Counters a red spell being cast or destroys a red card in play.

Illus. © Richard Thomas

Counterspell



Interrupt

Counters target spell as it is being cast.

Illus. © Mark Poole

Memory Lapse



Interrupt

Counter target spell. Put that spell on top of its owner's library.

"Um... oh... what was I saying?"
—Reveka, Wizard Savant

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Deflexion



Interruption

Le sort ciblé, qui doit avoir une cible unique, cible une nouvelle cible légale de votre choix.

Haut et bas, au-dessus et à travers, derrière et autour, que la farce soit avec toi!

Illus. Mike Raabe
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Siphon d'énergie



Interruption

Contrecarre le sort ciblé à moins que son contrôleur ne paye X manas de plus. Le lanceur du sort ciblé est obligé de tirer et dépenser tout le mana disponible de ses terrains et de sa réserve de mana, jusqu'à ce qu'il ait payé X, même s'il n'a pas assez. Il peut également dépenser le mana provenant d'autres sources s'il le désire. S'il n'a toujours pas assez de mana, le sort ciblé restera contrecarré.

Illus. Richard Thomas
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Arcane Denial



Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep. Draw a card at the beginning of the next turn's upkeep.

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Force of Will



Interrupt

You may pay 1 life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.

Illus. Terese Nielsen
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Force Spike



Interrupt

Target spell is countered unless its caster spends an additional 1.

Illus. © 1994 Bryan Wickwitz

Amnesia 3



Sorcery

Look at target player's hand. Target player discards all non-land cards in his or her hand.
"When one has witnessed the unspeakable, 'tis sometimes better to forget." —Veroamon the Elder

Illus. © 1994 Mark Poole

Timetwister 2



Sorcery

Set Timetwister aside in a new graveyard pile. Shuffle your hand, library, and graveyard together into a new library and draw a new hand of seven cards, leaving all cards in play where they are; opponent must do the same.

Illus. © Mark Tedin

Windfall 2



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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Prosperity X



Sorcery

Each player draws X cards.
"Wealth is a good thing, compared to poverty—your food is better, your robes are softer, and your companions have bathed more recently." —Kipkemboi, Kukemssa pirate

Illus. Dan Frazier
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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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Brainstealer X



Sorcery

Draw X cards or force opponent to draw X cards.

Illus. © Mark Tedin

Time Walk 1



Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

Psychic Purge



Sorcery

Psychic Purge does 1 damage to any target. If a spell cast by opponent or a permanent under opponent's control causes you to discard this card, opponent loses 5 life. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © 1994 Susan Van Camp

Time Spiral 4



Sorcery

Remove Time Spiral from the game. Each player shuffles his or her graveyard and hand into his or her library, then draws seven cards. You untap up to six lands.

Illus. Michael Surfin
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Recall XX



Sorcery

Choose and discard X cards from your hand to take X target cards from your graveyard and put them into your hand. Remove Recall from the game.

Illus. Brian Snoddy
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Vol d'artefact 2



Enchanter : artefact

Acquérez le contrôle de l'artefact enchanté.

Illus. John Coulthart
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Copy Artifact 1



Enchantment

Select any artifact in play. This enchantment acts as a duplicate of that artifact; enchantment copy is affected by cards that affect either enchantments or artifacts. Enchantment copy remains even if original artifact is destroyed.

Illus. © Amy Weber

Illusions of Grandeur 3



Enchantment

Cumulative Upkeep: 2
When Illusions of Grandeur comes into play, gain 20 life. When Illusions of Grandeur leaves play, lose 20 life. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Quinton Hoover
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Genju des cascades 1



Enchanter : île

2 : L'île enchantée devient une créature 3/2 bleue Esprit avec le vol jusqu'à la fin du tour. C'est toujours un terrain.
Quand l'île enchantée est mise dans un cimetière, vous pouvez renvoyer le Genju des cascades depuis votre cimetière dans votre main.

Glen Angus
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Stasis 1



Enchantment

Players do not get an untap phase. Pay ♦ during upkeep or Stasis is destroyed.

Illus. © Fay Jones

Mutation instable 1



Enchanter : créature

La créature ciblée gagne +3/+3. Pendant la phase d'entretien de son contrôleur, mettez à la créature un marqueur -1/-1. Les marqueurs restent en place même si cet enchantement est retiré avant la destruction de la créature.

Illus. Douglas Sauter
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Serment des érudits 3



Enchantement

Pendant l'entretien de chaque joueur, si ce joueur a moins de cartes en main que l'adversaire ciblé, ce joueur peut se défausser de sa main et piocher trois cartes.

Illus. Michael Surlin
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Psionic Blast

2



Instant

Psionic Blast does 4 damage to any target, but it does 2 damage to you as well.

Illus. © Douglas Schiller

Whispers of the Muse

1



Instant

Buyback 5 (You may pay an additional 5 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.) Draw a card.

"I followed her song only to find it was a dirge."
—Crovax

Illus. Quinton Hoover
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Archive Trap

3

Instant — Trap

If an opponent searched his or her library this turn, you may pay 1 rather than pay Archive Trap's mana cost. Target opponent puts the top thirteen cards of his or her library into his or her graveyard.

Jason Felix

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Ancestral Recall



Instant

Draw 3 cards or force opponent to draw 3 cards.

Illus. © Mark Poole

Brainstorm

1



Instant

Draw three cards; then, take two cards from your hand and put them on top of your library in any order. "I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine." —Gustha Ebbasdotter, Kjeldoran Royal Mage

Illus. Christopher Rush

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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 Watters and

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Golpe de ingenio

X 2



Hechizo instantáneo

El jugador objetivo roba X cartas.

Después de cien experimentos fallidos, Urza quedó pasmado al descubrir que la plata común pasaba a través del portal sin sufrir daño. Inmediatamente, diseñó un golem hecho de ese metal.

Illus. Stephen Damielo

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Boomerang

1



Instant

Return target permanent to owner's hand; enchantments on target permanent are destroyed. "O! call back yesterday, bid time return." —William Shakespeare, King Richard the Second

Illus. © 1994 Brian Snoddy

Misdirection

3



Instant

You may exile a blue card from your hand rather than pay Misdirection's mana cost.

Change the target of target spell with a single target.

015/063 R

DDT • EN • Mathias Koller

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Frantic Search

2



Instant

Draw two cards, then choose and discard two cards. Untap up to three lands.

Motivation was high in the academy once students realized flunking their exams could kill them.

Illus. Jeff Miracola

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Mystical Tutor

1



Instant

Search your library for an instant, interrupt, mana source, or sorcery card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

"To the tutors, a 'poem of sand' was of little account, a 'poem of ivory,' priceless." —Afari, Tales

Illus. David O'Connor

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Land Equilibrium

2



Enchantment

If your opponent controls at least as much land as you do, he or she must sacrifice a land for each land he or she puts into play.

Illus. © 1994 Jesper Myrfors

Treachery

3



Enchant Creature

When Treachery comes into play, untap up to five lands. You control enchanted creature.

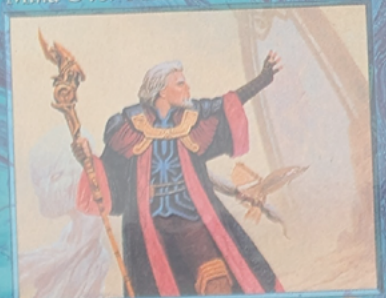
"The academy educates; I employ. It's a perfect arrangement."
—Gatha, Tolarian renegade

Illus. Matthew Wilson

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Mind Over Matter

2



Enchantment

Choose and discard a card: Tap or untap target artifact, creature, or land.

Lyna turned to the figure beside her. "They're gone. What now?" "As ever," said Urza, "we wait."

Illus. Keith Parkinson

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Copy Enchantment

2



Enchantment

As Copy Enchantment comes into play, you may choose an enchantment in play. If you do, Copy Enchantment comes into play as a copy of that enchantment.

Simic mages create redundant backups of their experiments to reduce the consequences of catastrophe.

—Joel Thomas

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Attunement

2



Enchantment

Return Attunement to owner's hand: Draw three cards, then choose and discard four cards.

"The solution can hide for only so long."
—Urza

Illus. Randy Gallegos

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Routes marchandes

1



Enchantment

1 : Renvoyez le terrain ciblé que vous contrôlez dans la main de son propriétaire.

1, défaussez-vous d'une carte de terrain de votre main : Piochez une carte.

Sage, juste, puissant — qui que vous soyez, le marchand vous nourrit.

—Matt Cavotta

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Opposition

2



Enchantment

Engagez une créature dégagée que vous contrôlez: Engagez l'artefact ciblé, la créature ciblée ou le terrain ciblé.

«Urza dit qu'il est sain d'esprit. C'est possible, mais les techniques pour mesurer la santé mentale des implorateurs semblent faire défaut.»

—Barrin.

Illus. Todd Lockwood

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Propaganda

2



Enchantment

Each turn, each creature cannot attack you unless its controller pays an additional 2 for that creature.

"You've failed Gerrard. You've failed the Legacy. You've failed yourself. I can do no more."

—Volrath, to Karn

Illus. Jeff Miracola

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Zur's Weiriding

3



Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

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Basalt Monolith

3



Artifact

2: Add 3 colorless mana to your mana pool. Does not untap as normal during untap phase; you may spend 3 at any other time to untap. Drawing mana from this artifact is played as an interrupt.

Illus. © Jesper Myrfors

Millstone

2



Mono Artifact

2: Take the top two cards from target player's library and put them in target player's graveyard. *More than one mage was driven insane by the sound of the Millstone relentlessly grinding away.*

Illus. © Kaja Foglio

Relic Barrier

2



Artifact

2: Target artifact becomes tapped.

Illus. © 1994 Harold McNeill

Transmute Artifact

2



Sorcery

Search through your library for one artifact and immediately place it into play; also, choose any artifact in play that you control and place it in its owner's graveyard. If the new artifact has a casting cost greater than that of the discarded one, you must pay the difference or Transmute Artifact fails and both artifacts are discarded. Shuffle your library after playing this card.

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