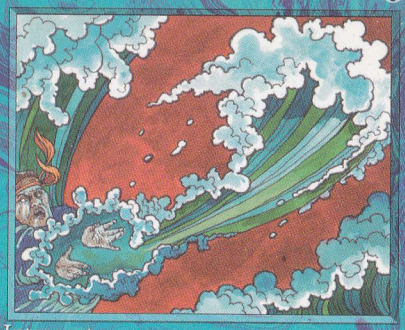
Blue Elemental Blast



Interrupt

Counter target red spell or destroy target red permanent.

Illus. Richard Thomas

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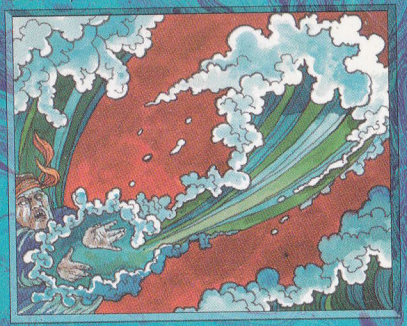
Blue Elemental Blast



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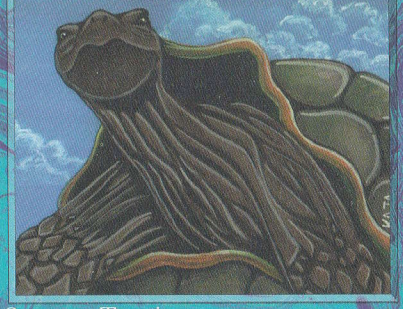
Giant Tortoise



Summon Tortoise

Giant Tortoise gets +0/+3 while untapped.

Illus. Kaja Foglio

1/1

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Giant Tortoise



Summon Tortoise

Giant Tortoise gets +0/+3 while untapped.

Illus. Kaja Foglio

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Samite healer



Summon Cleric

: Prevent 1 damage to any creature or player.
Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.

Illus. Tom Wänerstrand

1/1

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Living Armor



Artifact

: Sacrifice Living Armor to put a +0/+X counter on target creature, where X is target creature's casting cost.
Though it affords excellent protection, few don this armor. The process is uncomfortable and not easily reversed.

Illus. © 1994 Anson Maddocks

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Artifact

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Though it affords excellent protection, few don this armor. The process is uncomfortable and not easily reversed.

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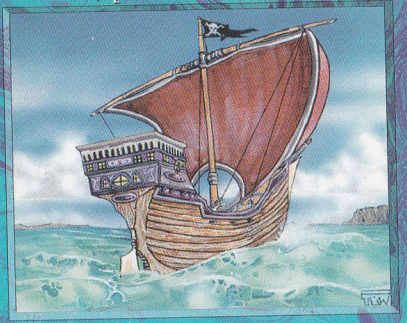
Pirate Ship 4



Summon Ship

Cannot attack if defending player controls no islands. If at any time you control no islands, bury Pirate Ship.
: Pirate Ship deals 1 damage to target creature or player.

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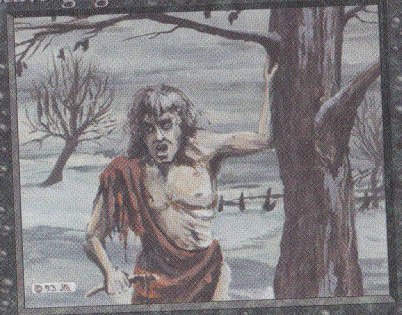
4/3

Scavenging Ghoul 3



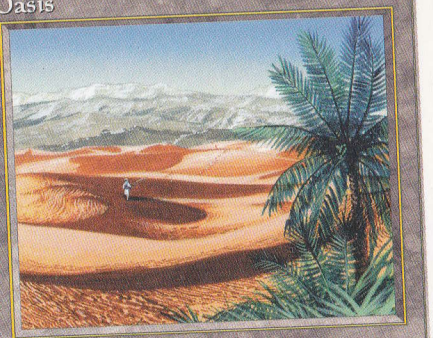
Summon Ghoul

At the end of each turn, put one counter on the Ghoul for each other creature that was destroyed without regenerating during the turn. If Ghoul dies you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges

2/2

Oasis



Land

: Prevent 1 damage to any creature.

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Karma 2



Enchantment

During each player's upkeep, Karma deals 1 damage to that player for each swamp he or she controls.

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Unstable Mutation



Enchant Creature

Target creature gets +3/+3. During each of its controller's upkeeps, put a -1/-1 counter on the creature. These counters remain even if Unstable Mutation is removed.

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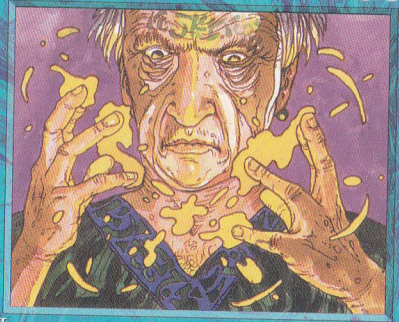
Power Sink X



Interrupt

Counter a target spell if its caster does not pay X. Target spell's caster must draw and pay all available mana from lands and mana pool until X is paid; he or she may also pay mana from other sources if desired.

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Channel



Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per one mana. Play these additions as interrupts. Effects that prevent or redirect damage cannot be used to counter this loss of life.

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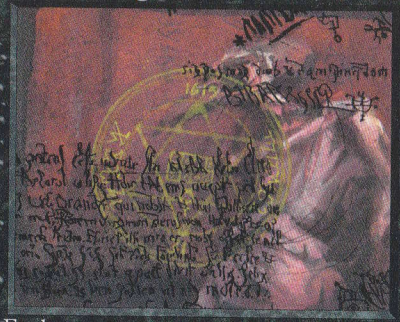
Leshrac's Sigil



Enchantment

: When any opponent successfully casts a green spell, look at that player's hand and choose a card; he or she then discards that card. Use this ability only once each time a green spell is cast.
: Return Leshrac's Sigil to owner's hand.

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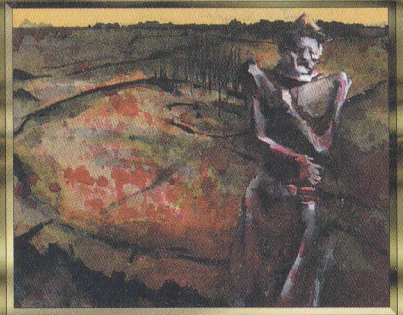
Fumarole



Sorcery

Pay 3 life to destroy target creature and target land. Effects that prevent or redirect damage cannot be used to counter this loss of life.
"Too many of us have died in the explosions that wrack these hills."
—Klazina Jansdotter, Leader of the Order of the Sacred Torch

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Morale



Instant

All attacking creatures get +1/+1 until end of turn.
"After Lacjsi's speech, the Knights grew determined to crush their ancient enemies clan by clan."
—Tivadar of Thorn, History of the Goblin Wars

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Hydroblast



Interrupt

Counter target spell if it is red or destroy target permanent if it is red.
"Heed the lessons of our time: the forms of water may move the land itself and hold captive the fires within."
—Gustha Ebbasdotter, Kjeldoran Royal Mage

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Maddening Wind



Enchant Creature

Cumulative Upkeep:
During target creature's controller's upkeep, Maddening Wind deals 2 damage to that player.
"It is Freyalise, walking on the world."
—Kolbjörn, Elder Druid of the Juniper Order

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Woolly Spider



Summon Spider

Can block creatures with flying.
If Woolly Spider is assigned to block a creature with flying, Woolly Spider gets +0/+2 until end of turn.
"We need not fear the forces of the air; I've yet to see a Spider without an appetite."
—Taaveti of Kelsinko, Elvish Hunter

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2/3

Norritt



Summon Imp

: Untap target blue creature.
: Force target non-wall creature to attack. If creature cannot attack, destroy it at end of turn. Use this ability only during target creature's controller's turn, before the attack. Cannot target creatures brought under their controller's control this turn.

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1/1


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Zephyr Falcon 1U



Summon Falcon

Flying
Attacking does not cause Zephyr Falcon to tap.
Although greatly prized among falconers, the Zephyr Falcon is capricious and not easily tamed.

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1/1

Zephyr Falcon 1U



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Although greatly prized among falconers, the Zephyr Falcon is capricious and not easily tamed.

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1/1

Power Sink XU



Interrupt

Counter a target spell if its caster does not pay X. Target spell's caster must draw and pay all available mana from lands and mana pool until X is paid; he or she may also pay mana from other sources if desired.

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Red Elemental Blast R

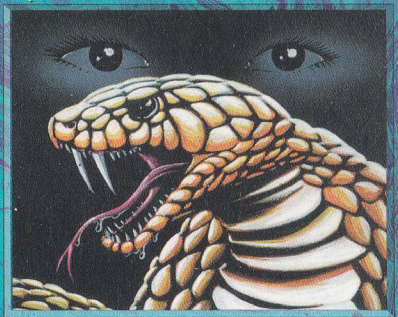


Interrupt

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

Illus. © Richard Thomas

Psychic Venom 1U



Enchant Land

Whenever target land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

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Flight U



Enchant Creature

Target creature gains flying.

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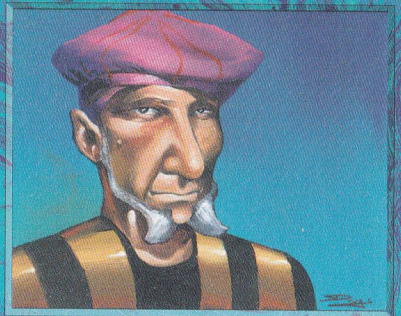
Prodigal Sorcerer 2U



Summon Wizard

T: Prodigal Sorcerer deals 1 damage to target creature or player.
Occasionally a member of the Institute of Arcane Study acquires a taste for worldly pleasures. Seldom do they have trouble finding employment.

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1/1

Volcanic Eruption XUUU



Sorcery

Destroy X target mountains. Volcanic Eruption deals 1 damage to each creature and player for each mountain put into the graveyard in this way.

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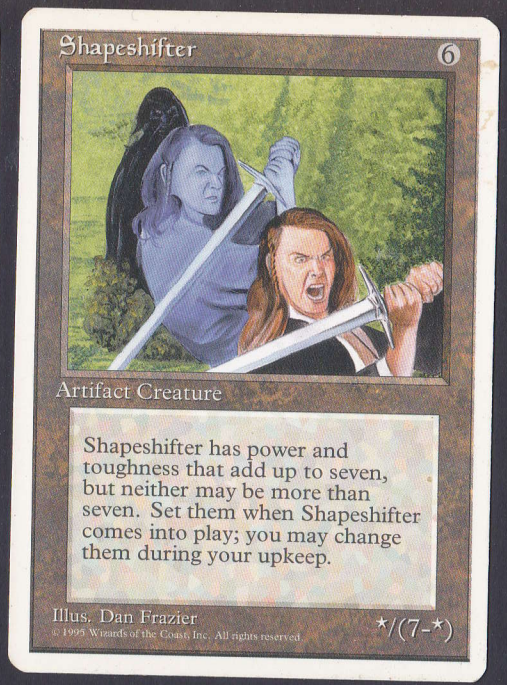
Terror
1
Instant
Buries target creature. Cannot target black creatures or artifact creatures.
Illus. © Ron Spencer


Terror
1
Instant
Buries target creature. Cannot target black creatures or artifact creatures.
Illus. © Ron Spencer


Shapeshifter
6
Artifact Creature
Shapeshifter has power and toughness that add up to seven, but neither may be more than seven. Set them when Shapeshifter comes into play; you may change them during your upkeep.
Illus. Dan Frazier
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/(7-)


Millstone
2
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


Leviathan
5
Summon Leviathan
Trample
Comes into play tapped and does not untap during your untap phase.
During your upkeep, you may sacrifice two islands to untap Leviathan.
Leviathan cannot attack unless you sacrifice two islands during your attack.
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10/10


Ebony Horse
3
Artifact
2, ↷: Remove one of your attacking creatures from combat. Treat this as if the creature never attacked, except that defenders assigned to block it cannot choose to block another creature.
Illus. © Dameon Willich


Jandor's Saddlebags
2
Artifact
3, ↷: Untap a creature.
Each day of their journey, Jandor opened the saddlebags and found them full of mutton, quinces, cheese, date rolls, wine, and all manner of delicious and satisfying foods.
Illus. © Dameon Willich


Flying Carpet
4
Artifact
2, ↷: Gives one creature flying ability until end of turn. If that creature is destroyed before end of turn, so is Flying Carpet.
Illus. © Mark Tedin


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Segovian Leviathan
4
Summon Leviathan
Islandwalk
"Leviathan, too! Can you catch him with a fish-hook or run a line round his tongue?"
—Job 40:25
Illus. Melissa Benson
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3/3
Mons's Goblin Raiders
Summon Goblins
The intricate dynamics of Rundvelt Goblin affairs are often confused with anarchy. The chaos, however, is the chaos of a thundercloud, and direction will sporadically and violently appear. Pashalik Mons and his raiders are the thunderhead that leads in the storm.
Illus. © Jeff A. Menges
1/1
Sunken City
Enchantment
All blue creatures get +1/+1.
During your upkeep, pay
or destroy Sunken City.
Illus. Jesper Myrfors
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Sunken City
Enchantment
All blue creatures gain +1/+1.
If you do not pay
during your upkeep, Sunken City is destroyed.
Illus. © 1994 Jesper Myrfors
Necropolis
5
Artifact Creature
Counts as a wall.
0: Take a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X is the removed creature's casting cost.
Illus. © 1994 NéNé Thomas
0/1
Deep Water
Enchantment
: All mana-producing lands you control provide
instead of their normal mana until end of turn.
Illus. © 1994 Jeff A. Menges
Scarwood Goblins
Summon Goblins
Counts as both a green card and a red card.
Larger and more cunning than most Goblins, Scarwood Goblins are thankfully found only in isolated pockets.
Illus. © 1994 Ron Spencer
2/2
Untamed Wilds
2
Sorcery
Search your deck for a plains, island, swamp, mountain, or forest and put that card into play. Shuffle your deck afterwards.
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Pit Scorpion



Summon Scorpion

If Pit Scorpion damages a player, he or she gets a poison counter. If a player has ten or more poison counters, he or she loses the game.
Sometimes the smallest nuisance can be the greatest pain.

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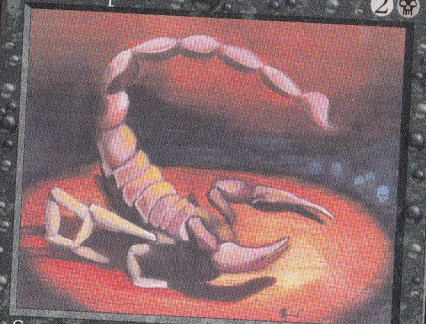
1/1

Pit Scorpion



Summon Scorpion

If Scorpion damages opponent, opponent gets a poison counter. If opponent ever has ten or more poison counters, opponent loses game.
Sometimes the smallest nuisance can be the greatest pain.

Illus. © 1994 Scott Kirschner
1/1

Backdraft



Instant

Backdraft does half of the damage (rounded down) done by one sorcery cast this turn to the caster of the sorcery.

Illus. © 1994 Brian Snõddy

Mountain Stronghold



Land

All your red legends may band with other legends.

Illus. © 1994 Tom Wänerstrand

Adventurers' Guildhouse



Land

All your green legends gain bands with other legends.

Illus. © 1994 Tom Wänerstrand

Radjan Spirit



Summon Spirit

: Target creature loses flying ability until end of turn.

Illus. © 1994 Christopher Rush
3/2

Syphon Soul

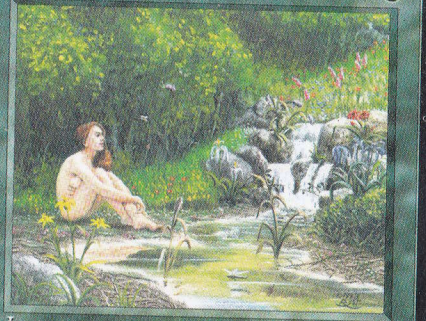


Sorcery

Syphon Soul does 2 damage to all players except caster. Caster gains life points equal to the amount of damage done by Syphon Soul.
"Her lips suck forth; see, where it flies!" —Christopher Marlowe, The Tragical History of Doctor Faustus

Illus. © 1994 Melissa Benson

Sylvan Paradise



Instant

Changes the color of one or more target creatures to green until end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

Illus. © 1994 Randy Asplund-Faith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Zelyon Sword



Artifact

3, ↷: Target creature gets +2/+0 as long as Zelyon Sword remains tapped.
You may choose not to untap Zelyon Sword as normal during your untap phase.
No sheath shall hold what finds its home in flesh.

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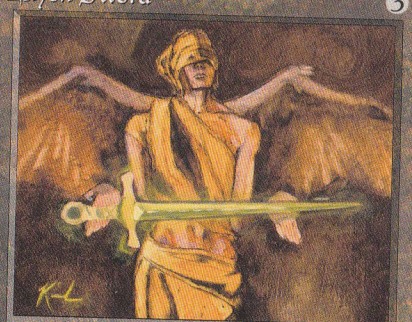
Zelyon Sword



Artifact

3, ↷: Target creature gets +2/+0 as long as Zelyon Sword remains tapped.
You may choose not to untap Zelyon Sword as normal during your untap phase.
No sheath shall hold what finds its home in flesh.

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Soul Exchange



Sorcery

Sacrifice a creature, but remove it from the game instead of putting it in your graveyard. Take a creature from your graveyard and put it directly into play as though it were just summoned. Put a +2/+2 counter on this creature if the creature sacrificed was a Thrull.

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Quagmire



Enchantment

Creatures with swampwalk may be blocked as if they did not have this ability.

Illus. © 1994 Dan Frazier

Glyph of Destruction



Instant

Target wall you control gains +10/+0 when blocking. Any damage dealt to target wall is reduced to zero. Target wall is destroyed at end of turn.

Illus. © 1994 Susan Van Camp

Eron the Relentless



Summon Legend

Eron the Relentless can attack the turn it comes into play on your side.
: Regenerate
"Eron would be much less of a hassle if only he were mortal."
—Reyhan, Samite Alchemist

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5/2

Joven



Summon Legend

, : Destroy target non-creature artifact.
"Joven, you're almost as good a thief as I. But Eron hates you even more."
—Chandler

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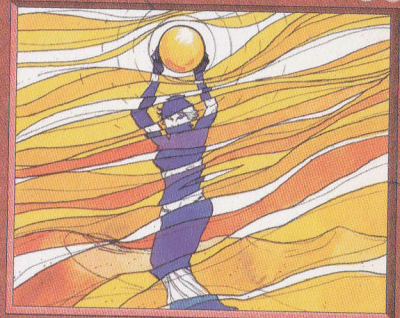
3/3

Wall of heat



Summon Wall

At a distance, we mistook the sound for a waterfall. . . .

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2/6


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Dark Sphere 0



Artifact

: Sacrifice Dark Sphere to prevent half of the damage done to you by a single source, rounded down.
"I was struck senseless for a moment, but revived when the strange curiosity I carried fell to the ground, screaming like a dying animal." —Barl, Lord Ith

Illus. © 1994 Mark Tedin

Tawnos's Weaponry 2



Mono Artifact

2: Target creature gains +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.
When Urza's war machines became too costly, Tawnos's weaponry replaced them.

Illus. © Dan Frazier

Dwarven Song



Instant

Changes the color of one or more target creatures to red until end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

Illus. © 1994 Dan Frazier

Wall of Tombstones 1



Summon Wall

At the end of your upkeep, the * below is set to the number of creatures in your graveyard.

Illus. © 1994 Dan Frazier 0/1+*

Uncle Istvan 1

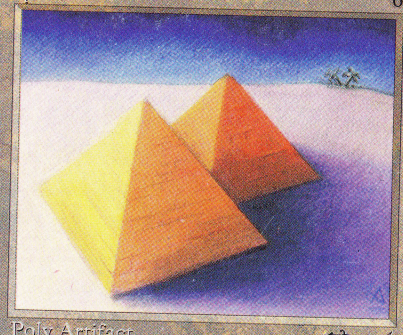


Summon Uncle Istvan

All damage done to Uncle Istvan by creatures is reduced to 0.
Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. © 1994 Daniel Gelon 1/3

Pyramids 6



Poly Artifact

2: Prevents a land from being destroyed, or removes an enchantment from any land.

Illus. © Amy Weber

Sunastian Falconer 3



Summon Legend

: Add 2 to your mana pool. This ability is played as an interrupt.
Sunastian has roots in both sorcery and swordplay; he has learned never to depend too heavily on the latter.

Illus. © 1994 Christopher Rush 4/4

Craw Giant 3



Summon Giant

Trample, rampage: 2
Harthag gave a jolly laugh as he surveyed the army before him. "Ho ho ho! Midgets! You think you can stand in my way?"

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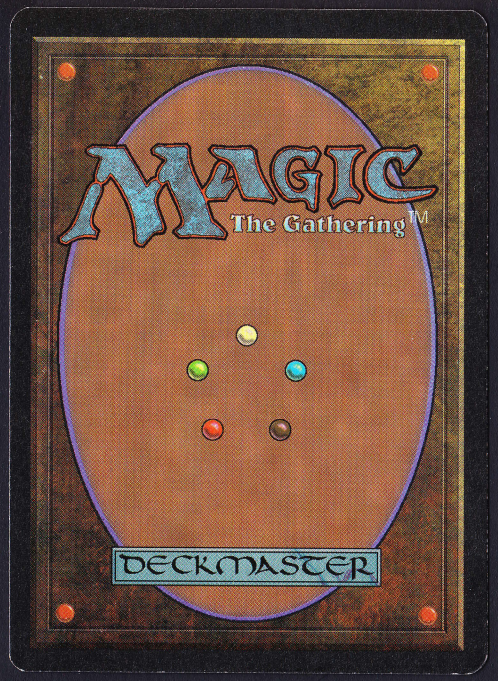
6/4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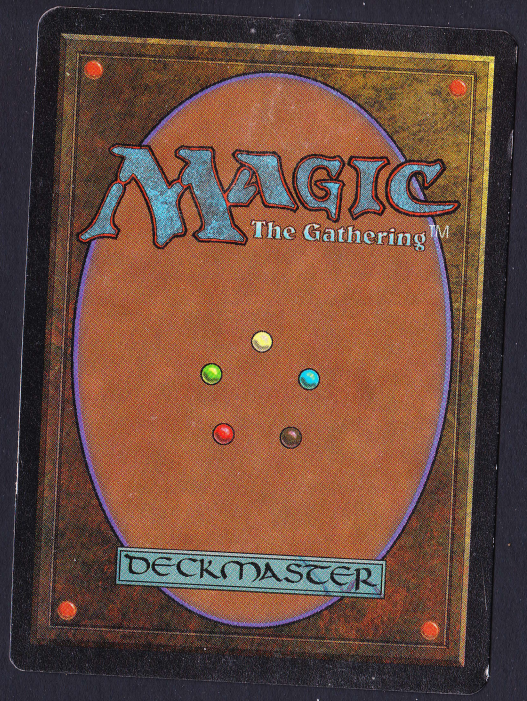
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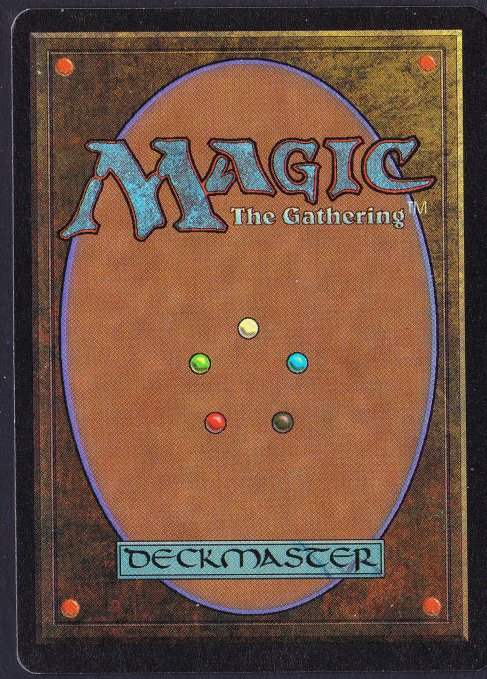
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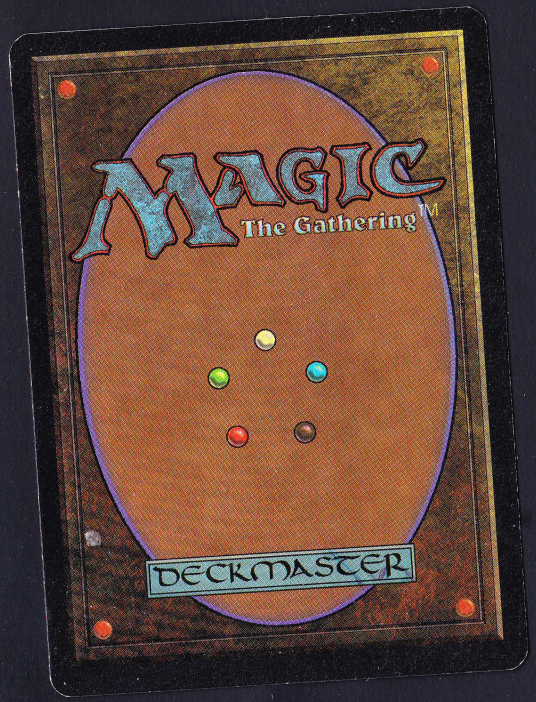
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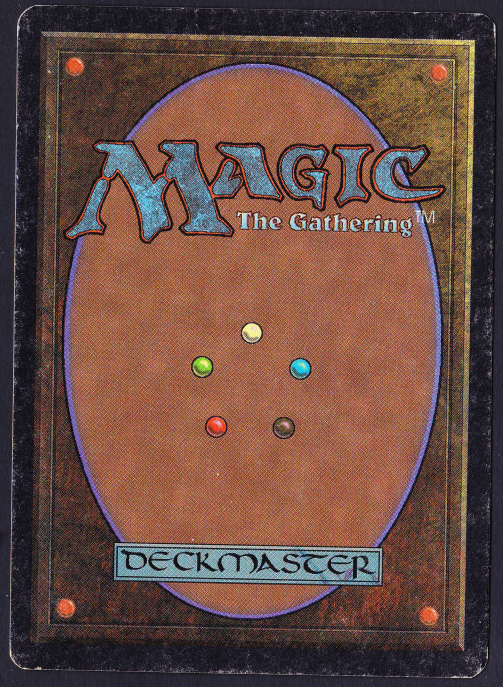
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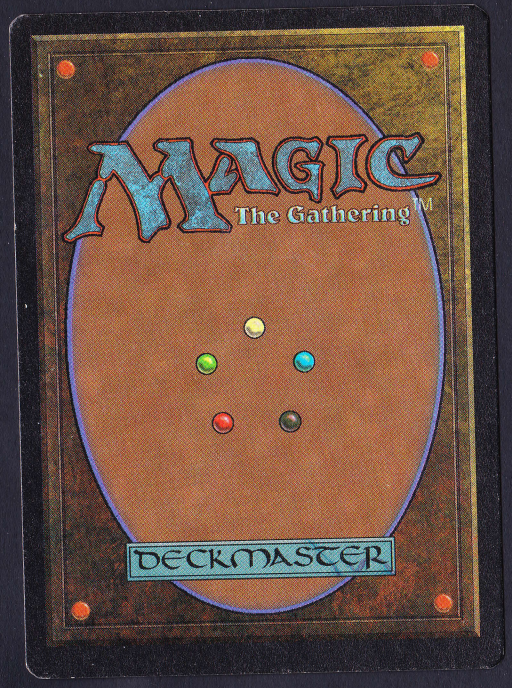
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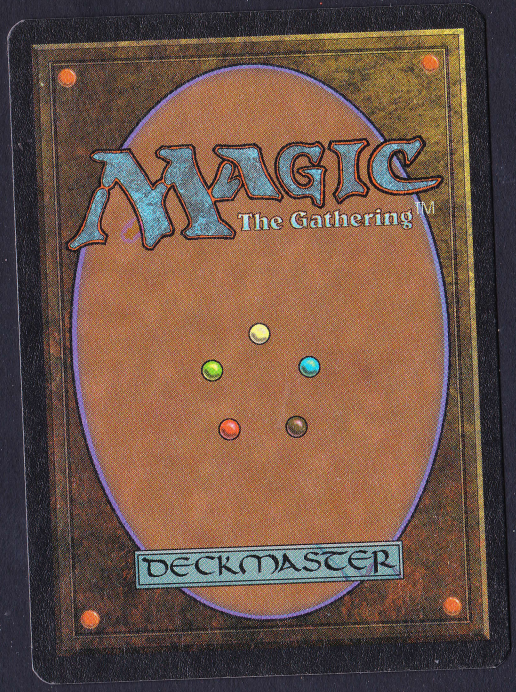
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Urza's Mine

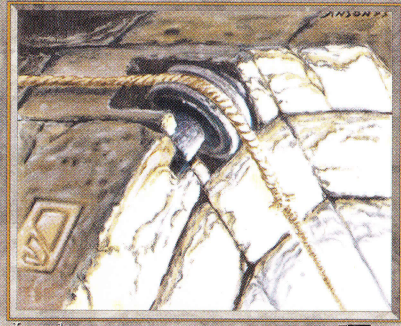


Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.
Mines became common as cities during the days of the artificers.

Illus. © Anson Maddocks

Urza's Mine



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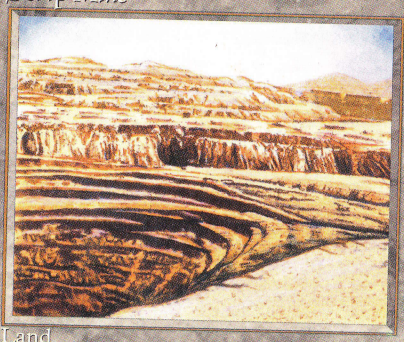
Mines became common as cities during the days of the artificers.

Illus. © Anson Maddocks

Strip Mine



Land

{T}: Add one colorless mana to your mana pool.
{T}: Sacrifice Strip Mine to destroy target land.
Unlike previous conflicts, the war between Urza and Mishra made Dominia itself a casualty of war.

Illus. Daniel Gelon
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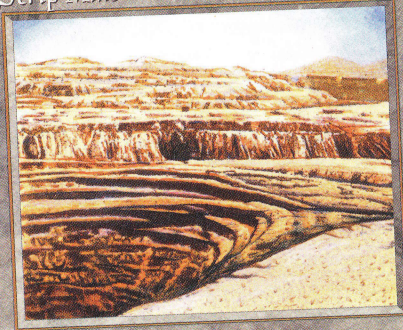
Strip Mine



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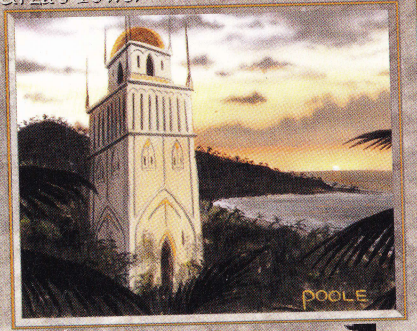
Urza's Tower



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 3 colorless mana to your mana pool.
Urza always put Tocasia's lessons on resource-gathering to effective use.

Illus. © Mark Poole

Urza's Tower



Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 3 colorless mana to your mana pool.
Urza always put Tocasia's lessons on resource-gathering to effective use.

Illus. © Mark Poole

Urza's Power Plant

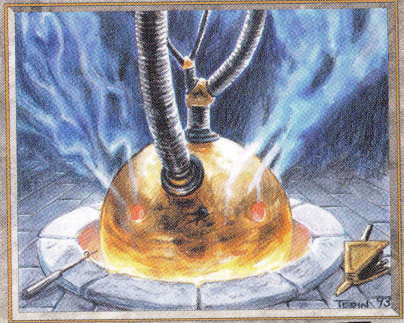


Land

Tap to add 1 colorless mana to your mana pool. If you have Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the same time, tap to add 2 colorless mana to your mana pool.
Artifact construction required immense resources.

Illus. © Mark Tedin

Urza's Power Plant



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Artifact construction required immense resources.

Illus. © Mark Tedin


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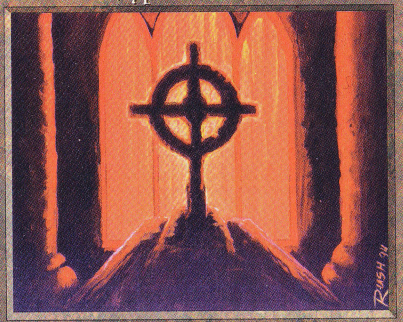
Tormod's Crypt 0



Artifact

: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.
The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush
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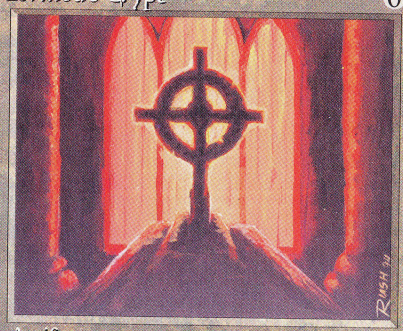
Tormod's Crypt 0



Artifact

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The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. © 1994 Christopher Rush

Aladdin 2

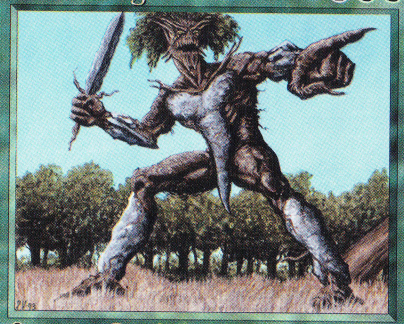


Summon Aladdin

and tap to take control of an artifact from opponent. Artifact is returned when Aladdin is removed from play or when game ends.

Illus. © Julie Baroh 1/1

Gaea's Avenger 1



Summon Gaea's Avenger

The *s below are the number of artifacts opponent has in play.
After the destruction of Argoth, Gaea was willing to instill a portion of her own powers into some of her more vengeful followers.

Illus. © Pete Venters *+1/*+1

Lord of the Pit 4



Summon Demon

Flying, trample
You must sacrifice one of your own creatures during your upkeep or Lord of the Pit does 7 damage to you. You may still attack with Lord of the Pit even if you failed to sacrifice a creature. Lord of the Pit may not be sacrificed to itself.

Illus. © Mark Tedin 7/7

Force of Nature 2

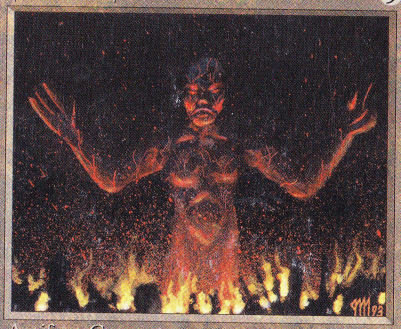


Summon Force

Trample
You must pay during your 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 Shuler 8/8

Colossus of Sardia 9

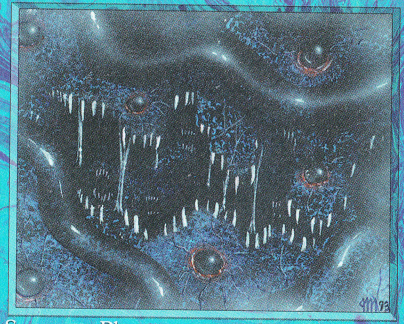


Artifact Creature

Trample
Colossus does not untap normally during untap phase; you may spend 9 during your upkeep phase to untap Colossus.
From the Sardian mountains wakes ancient doom:
Warrior born from a rocky womb.

Illus. © Jesper Myrfors 9/9

Phantom Monster 3



Summon Phantasm

Flying
"While, like a ghastly rapid river,
Through the pale door,
A hideous throng rush out forever,
And laugh—but smile no more."
—Edgar Allan Poe, "The Haunted Palace"

Illus. Jesper Myrfors 3/3
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The Lady of the Mountain

4



Summon Legend

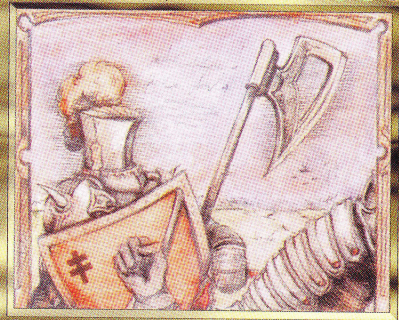
Her given name has been lost in the mists of time. Legend says that her silent vigil will one day be ended by the one who, pure of heart and spirit, calls out that name again.

Illus. © 1994 Richard Kane-Ferguson

5/5

Jerrard of the Closed Fist

3



Summon Legend

Once, the order of the Closed Fist reached throughout the Kb'Briann Highlands. Now, Jerrard alone remains to uphold their standard.

Illus. © 1994 Andi Rusu

6/5

Marhault Elsdragon

3



Summon Legend

Rampage: 1
Marhault follows a strict philosophy, never letting emotions cloud his thoughts. No chance observer could imagine the rage in his heart.

Illus. © 1994 Mark Poole

4/6

Livonya Silone

2



Summon Legend

First strike, Legendary Land-walk.
Livonya's own nature is a matter of mystery. Nothing is known for sure, merely rumors of unearthly stealth, and unholy alliances.

Illus. © 1994 Richard Kane-Ferguson

4/4

Tor Wauki

2



Summon Legend

: Tor Wauki deals 2 damage to target attacking or blocking creature.

Illus. Randy Asplund-Faith

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3/3

Xira Arien



Summon Legend

Flying
, : Target player draws a card.
A regular guest at the Royal Masquerade, Arien is the envy of the Court. She appears in a new costume every hour.

Illus. Melissa Benson

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1/2

Vaevictis Asmadi

2



Summon Elder Dragon Legend

Flying
During your upkeep, pay or bury Vaevictis Asmadi.
: +1/+0 until end of turn
: +1/+0 until end of turn
: +1/+0 until end of turn

Illus. Andi Rusu

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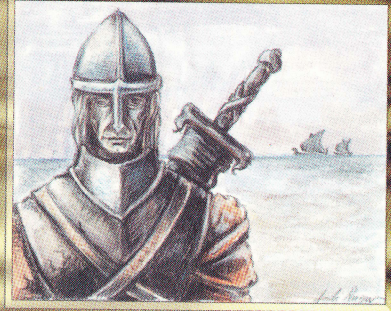
7/7

Jacques le Vert

1



Summon Legend

All your green creatures gain +0/+2.
Abandoning his sword to return to the lush forest of Pendelhaven, Jacques le Vert devoted his life to protecting the creatures of his homeland.

Illus. © 1994 Andi Rusu

3/2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Safe Haven



Land

2, : Remove target creature you control from game. This ability is played as an interrupt.
During your upkeep, sacrifice Safe Haven to return all creatures it has removed from game directly into play. Treat this as if they were just summoned.

Illus. © 1994 Christopher Rush

Drain Life



Sorcery

Drain Life deals 1 damage to a target creature or player for each you pay in addition to the casting cost. You then gain 1 life for each 1 damage dealt. You cannot gain more life than the toughness of the creature or the total life of the player Drain Life damages.

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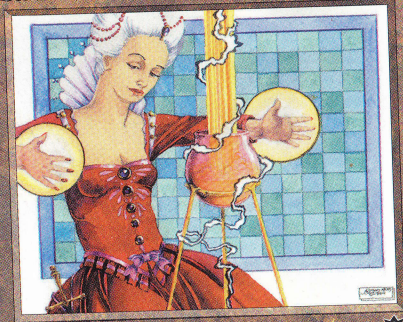
Balm of Restoration



Artifact

1, : Sacrifice Balm of Restoration to gain 2 life or prevent up to 2 damage to any player or creature.
"Not all armies enjoyed the services of a medic. For them, Balm of Restoration was that much more valuable."
—Sarpadian Empires, vol. I

Illus. Margaret Organ-Kean
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Headless Horseman



Summon Horseman

". . . [T]he ghost rides forth to the scene of battle in nightly quest of his head . . . he sometimes passes along the Hollow, like a midnight blast . . ."
—Washington Irving, The Legend of Sleepy Hollow

Illus. © 1994 Quinton Hoover

2/2

Safe Haven



Land

2, : Remove target creature you control from game. This ability is played as an interrupt.
During your upkeep, sacrifice Safe Haven to return all creatures it has removed from game directly into play. Treat this as if they were just summoned.

Illus. © 1994 Christopher Rush

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During your upkeep, sacrifice Safe Haven to return all creatures it has removed from game directly into play. Treat this as if they were just summoned.

Illus. © 1994 Christopher Rush

Savaen Elves



Summon Elves

, : Target enchant land is destroyed.
"Purity of magic can only come from purity of the land. How can a meal nourish if the ingredients are spoiled?" —Sidaine of Savaen

Illus. © 1994 Ron Spencer

1/1

Savaen Elves



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Illus. © 1994 Ron Spencer

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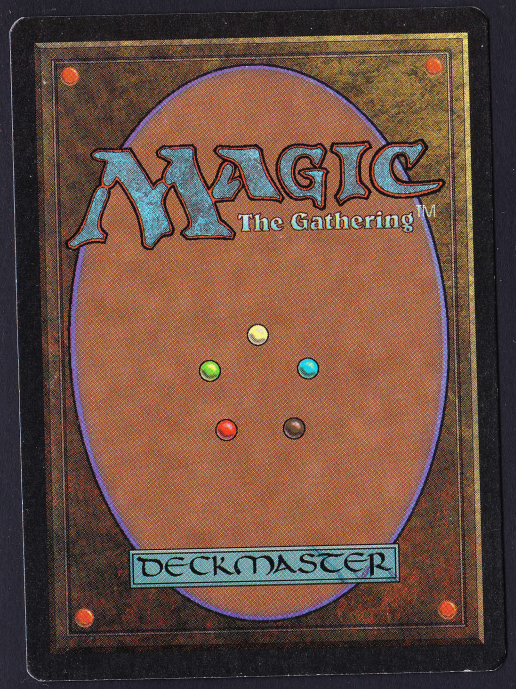
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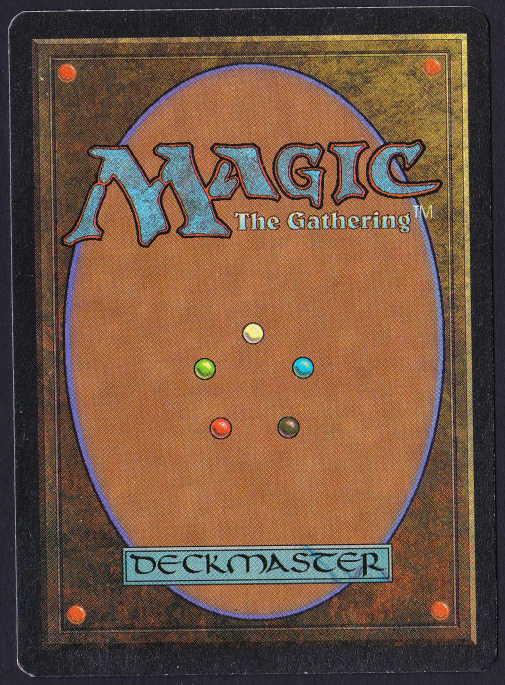
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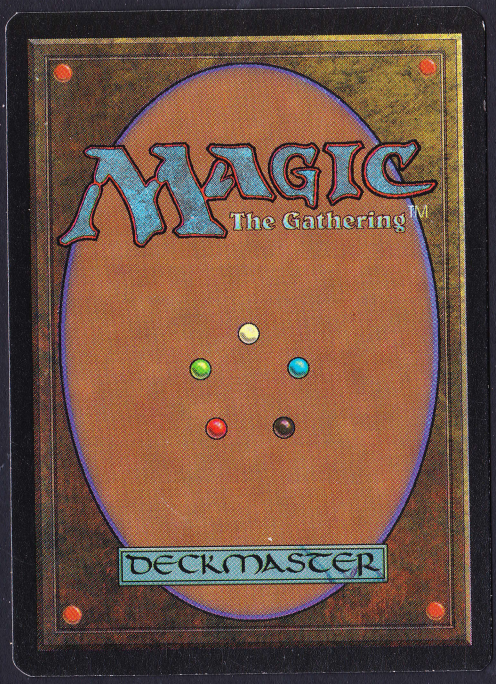
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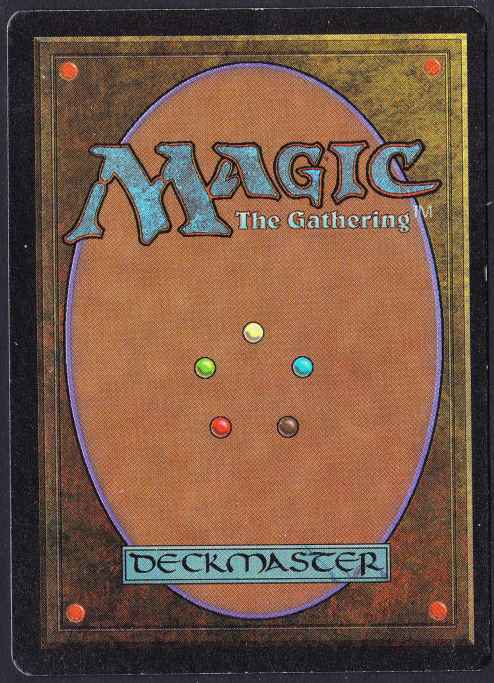
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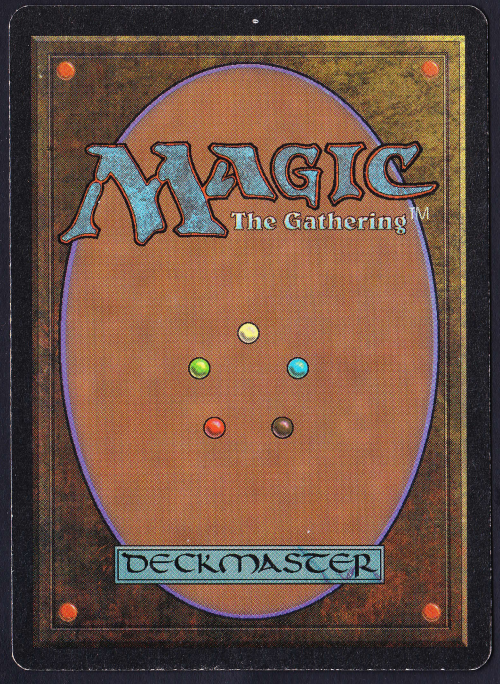
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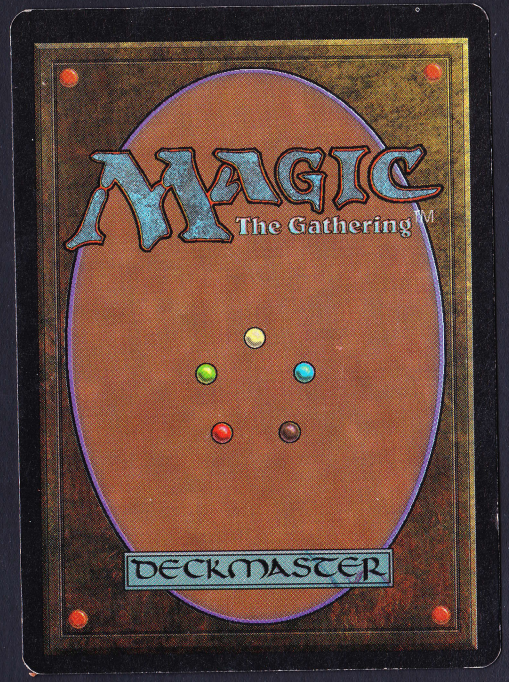
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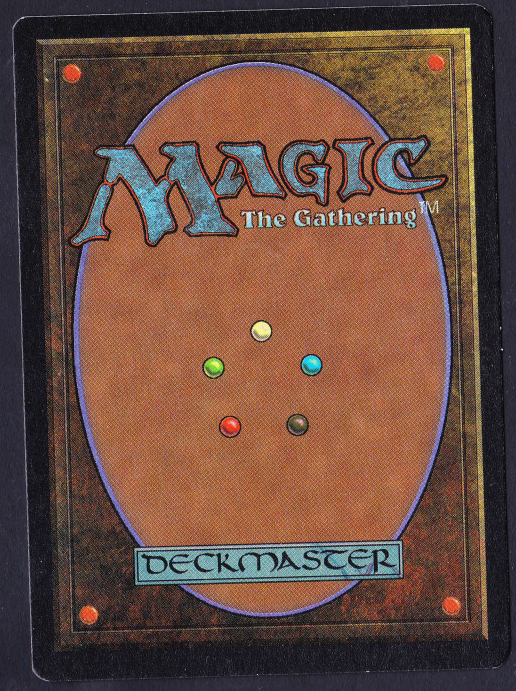
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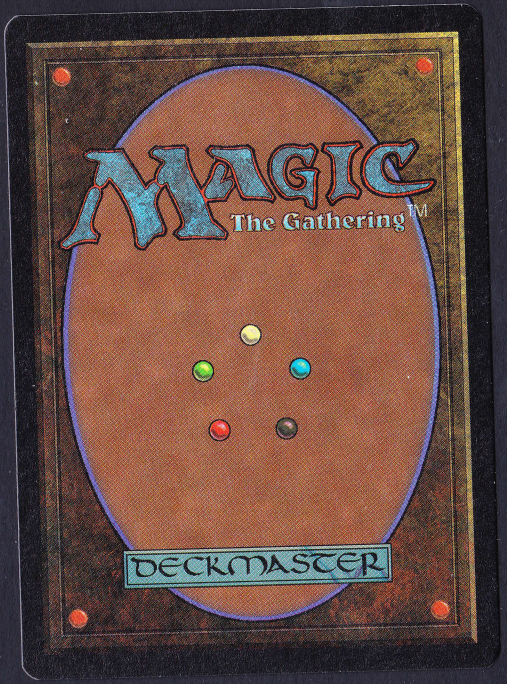
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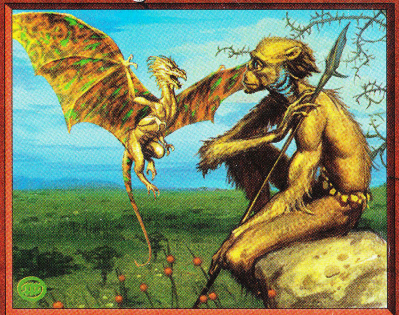
Nalathni Dragon



Summon Dragon

Flying, bands

: +1/+0 until end of turn. If more than is spent in this manner during one turn, bury Nalathni Dragon at end of turn.

These small but intelligent Dragons and their Olesian allies held back the tide of Pashalik Mons's hordes of Goblin Raiders.

DragonCon 1994

Illus. Michael Whelan

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1/1

Rakalite

6



Poly Artifact

2: Prevent 1 damage to any target. If Rakalite is used, it returns to its owner's hand at end of turn; all enchantments on Rakalite are then discarded.

Urza was the first to understand that the war would not be lost for lack of power, but for lack of troops.

Illus. © Christopher Rush

Urza's Chalice

1



Poly Artifact

1: Any artifact cast by any player gives you 1 life. Can only give 1 life each time an artifact is cast.

When sorely wounded or tired, Urza would often retreat to the workshops of his apprentices. They were greatly amazed at how much better he looked each time he took a sip of water.

Illus. © Jeff A. Menges

Throne of Bone

1



Artifact

1: Any black spell cast gives you 1 life. Can only give 1 life each time a black spell is cast.

Illus. © Anson Maddocks

Seizures

1



Enchant Creature

Whenever target creature becomes tapped, that creature's controller pays 3 or Seizures deals 3 damage to him or her.

"Sheathe your sword, warrior, lest ye fall on it when stricken."
—Lim-Dûl, the Necromancer

Illus. Julie Baroh

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Merfolk Assassin



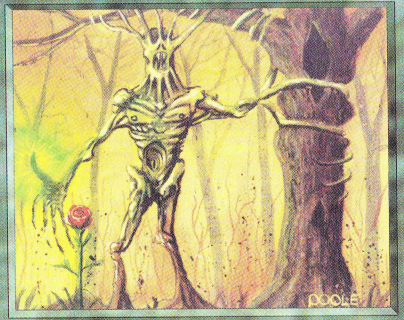
Summon Merfolk

: Destroy target creature that has islandwalk.

Illus. © 1994 Denise Detwiler

1/2

Gaea's Touch



Enchantment

You may put one additional land in play during each of your turns, but that land must be a basic forest. You may sacrifice Gaea's Touch to add to your mana pool. This ability is played as an interrupt.

Illus. © 1994 Mark Poole

Ball Lightning



Summon Ball Lightning

Trample
Ball Lightning may attack on the turn during which it is summoned. Ball Lightning is buried at the end of the turn during which it is summoned.

Illus. © 1994 Quinton Hoover

6/1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Drowned 1



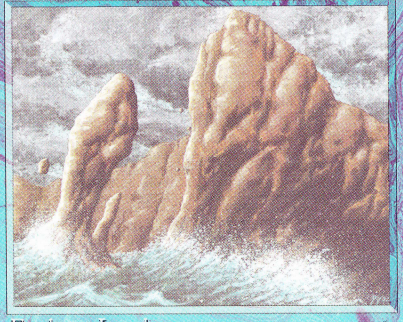
Summon Zombies

: Regenerates

We asked Captain Soll what became of the Serafina, but all he said was, "Ships that go down shouldn't come back up."

Illus. © 1994 Quinton Hoover 1/1

Erosion

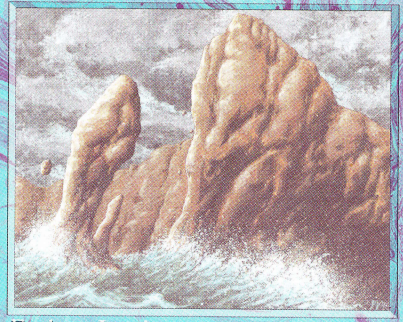


Enchant Land

Target land is destroyed unless its controller pays 1 or pays 1 life during his or her upkeep. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © 1994 Pete Venters

Erosion



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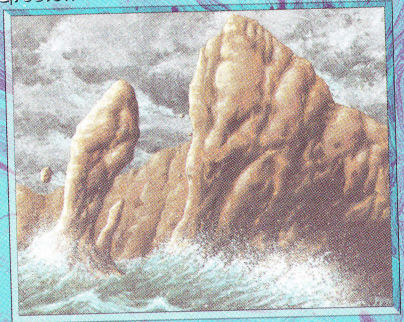
Illus. © 1994 Pete Venters

Erosion



Enchant Land

Target land is destroyed unless its controller pays 1 or pays 1 life during his or her upkeep. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © 1994 Pete Venters

Black Knight



Summon Knight

Protection from white, first strike

Battle doesn't need a purpose; the battle is its own purpose. You don't ask why a plague spreads or a field burns. Don't ask why I fight.

Illus. Jeff A. Menges 2/2

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Protection from white, first strike

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Illus. © Jeff A. Menges 2/2

Marsh Viper 3



Summon Viper

If Marsh Viper damages opponent, opponent gets two poison counters. If opponent ever has ten or more poison counters, opponent loses game.

"All we had left were their black and bloated bodies." —Maeveen O'Donagh, Memoirs of a Soldier

Illus. © 1994 Ron Spencer 1/2

Marsh Viper 3



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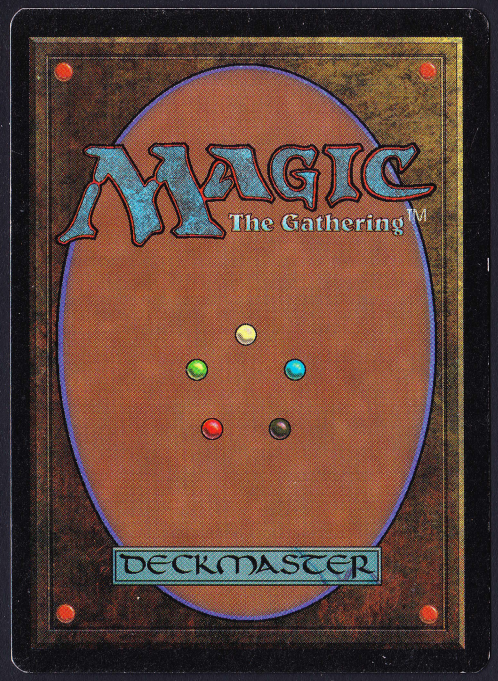
If Marsh Viper damages opponent, opponent gets two poison counters. If opponent ever has ten or more poison counters, opponent loses game.

"All we had left were their black and bloated bodies." —Maeveen O'Donagh, Memoirs of a Soldier

Illus. © 1994 Ron Spencer 1/2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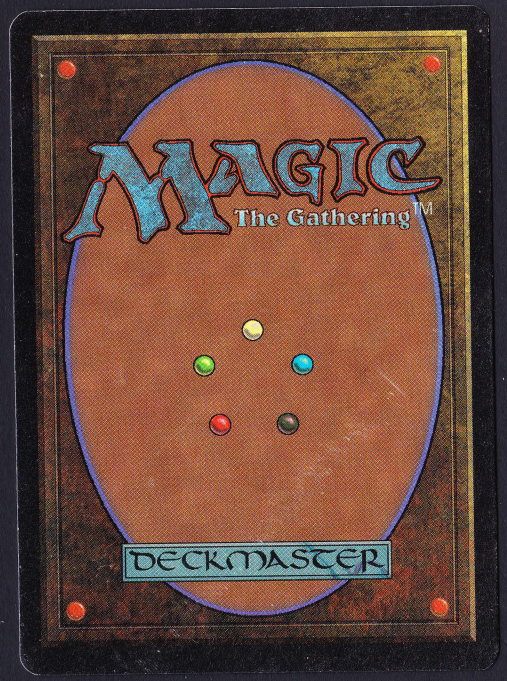
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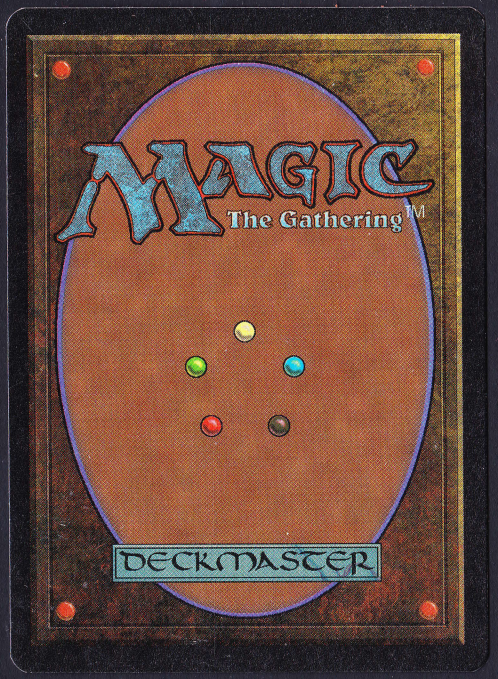
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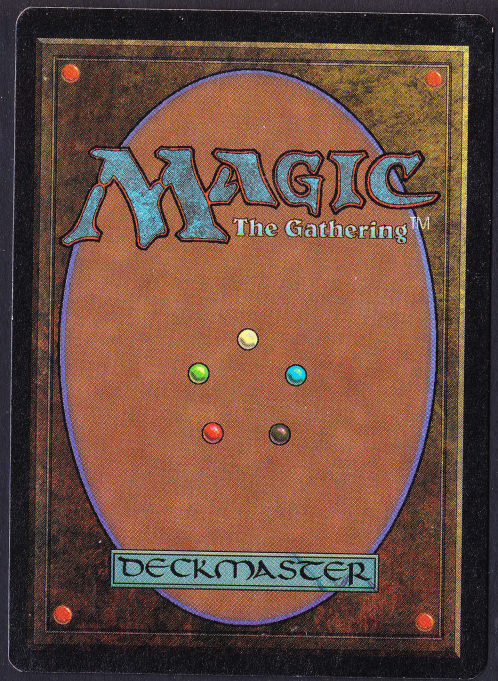
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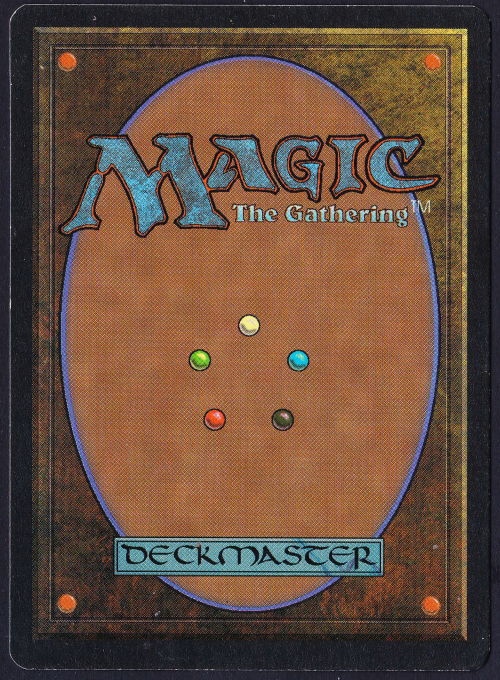
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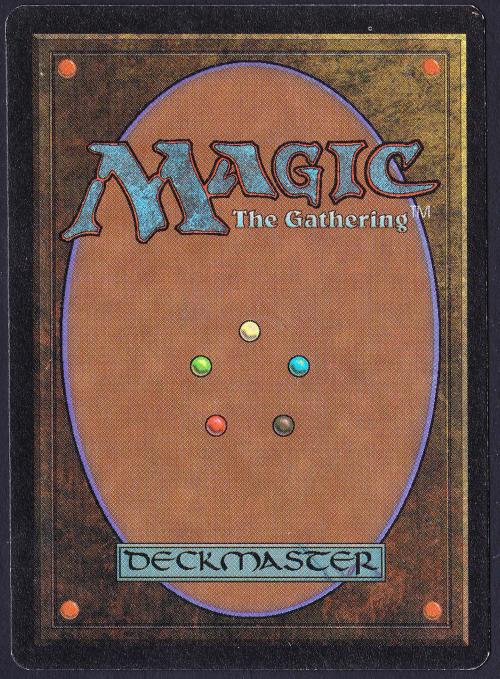
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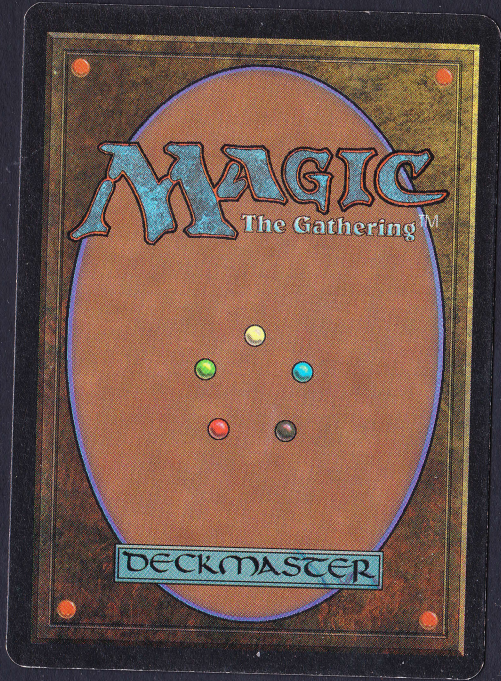
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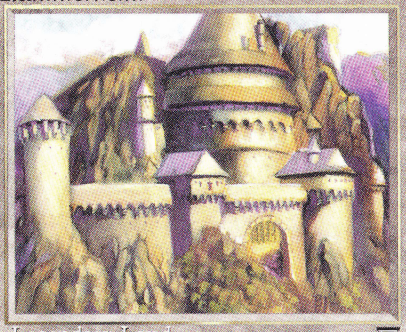
Hammerheim



Legendary Land

: Add to your mana pool
: Remove all landwalking ability from target creature until end of turn.
"'Tis distance lends enchantment to the view,/ And robes the mountain in its azure hue." —Thomas Campbell, "Pleasures of Hope"

Illus. © 1994 Bryon Wackwitz

Blight



Enchant Land

If target land becomes tapped, it is destroyed at the end of the turn.

Illus. © 1994 Pete Venters

Sengir Vampire



Summon Vampire

Flying
Vampire gets a +1/+1 counter each time a creature dies during a turn in which Vampire damaged it.

Illus. © Anson Maddocks 4/4

Raise Dead



Sorcery

Bring one creature from your graveyard to your hand.

Illus. © Jeff A. Menges

Fallen Angel



Summon Angel

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

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Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls." —Lim-Dûl, the Necromancer

Illus. Randy Gallegos
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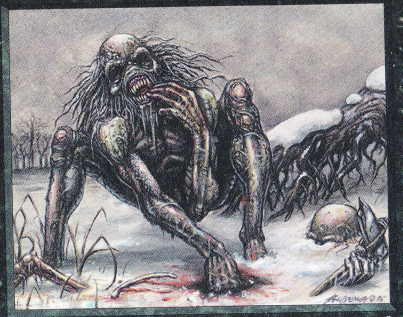
Ashen Ghoul



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.

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Word of Undoing



Instant

Return target creature to owner's hand. Return any white enchantments you own on that creature to your hand.
"It was in Urza's journals that I finally found the secret at the core of the summonings." —Journal, author unknown

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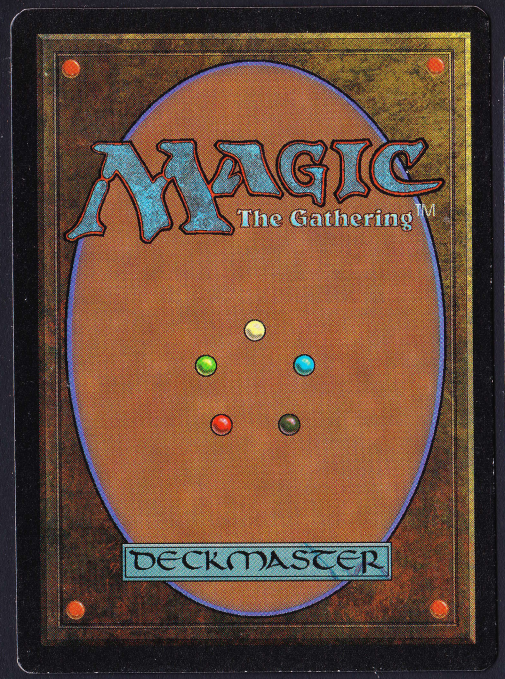
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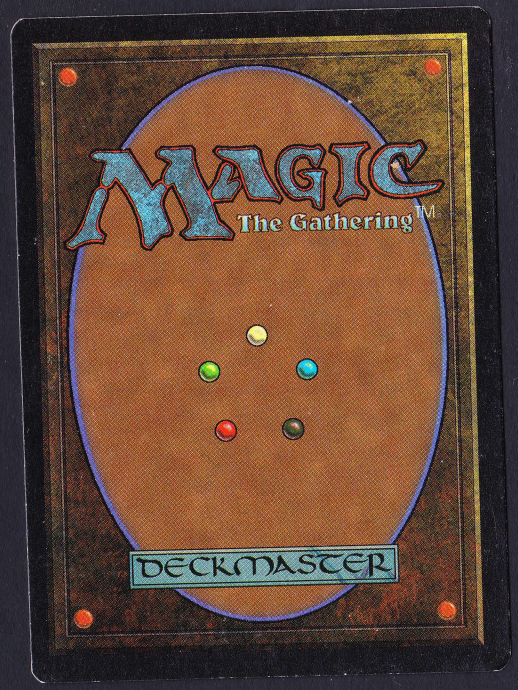
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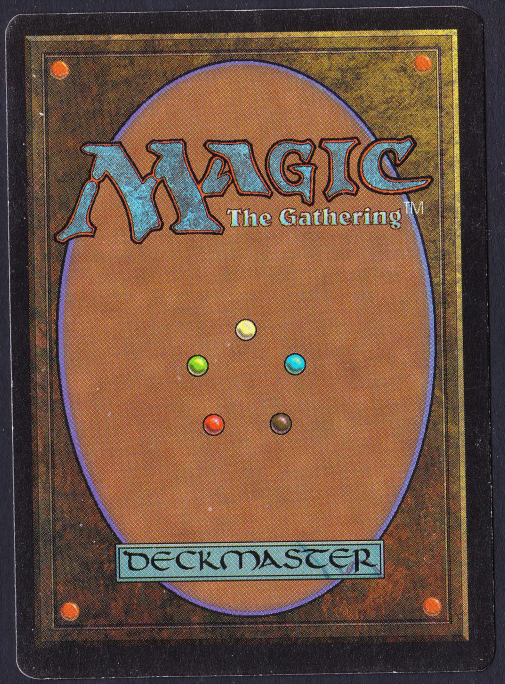
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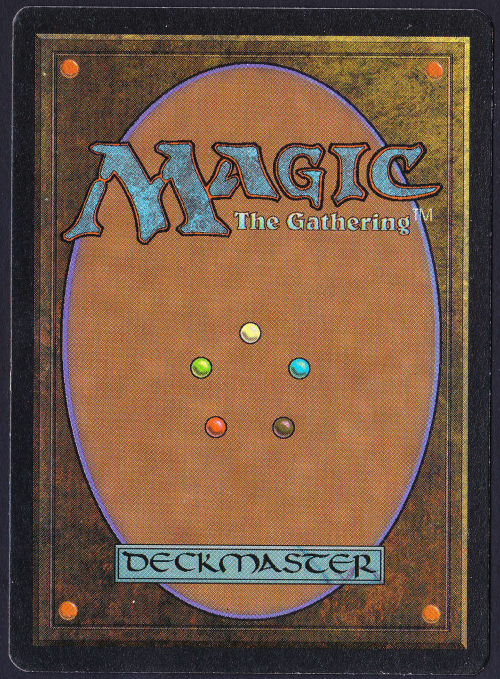
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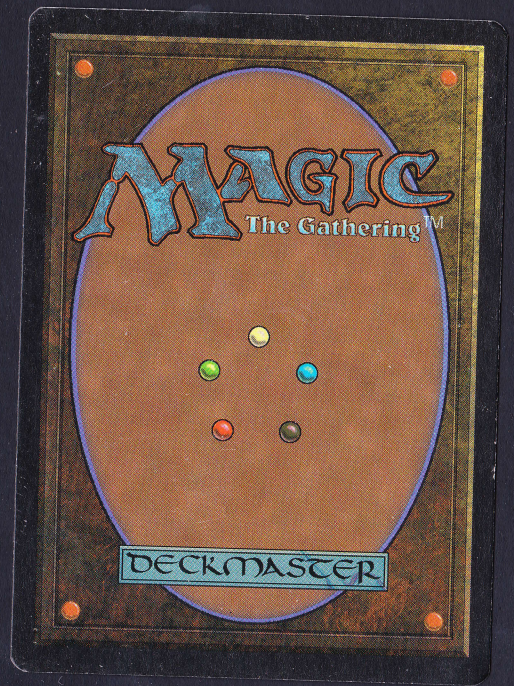
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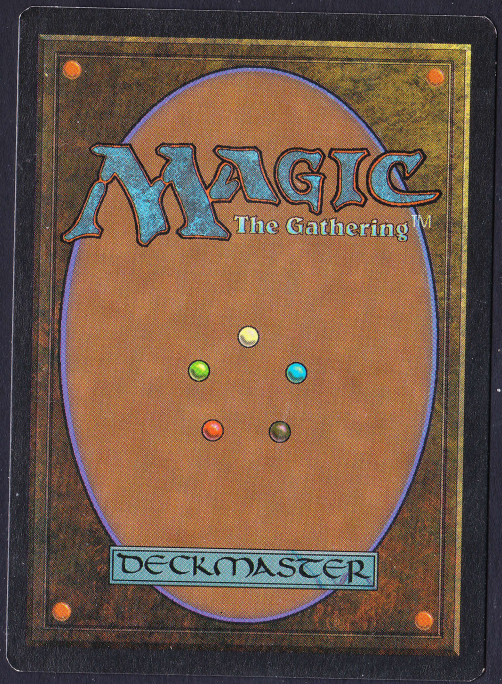
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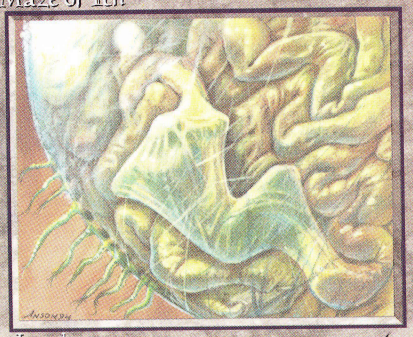
Maze of Ith



Land

: Target attacking creature becomes untapped. This creature neither deals nor receives damage as a result of combat.

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Maze of Ith



Land

: Target attacking creature becomes untapped. This creature neither deals nor receives damage as a result of combat.

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Spirit Shield 3



Artifact

2, : Target creature gets +0/+2 as long as Spirit Shield remains tapped.
You may choose not to untap Spirit Shield as normal during your untap phase.
At times, survival must outweigh all other considerations.

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Sisters of the Flame 1



Summon Sisters

: Add to your mana pool. This ability is played as an interrupt.
We are many wicks sharing a common tallow; we feed the skies with the ashes of our prey.

Illus. © 1994 Jesper Myrfors

2/2

Energy Tap



Sorcery

Tap target creature you control. Add an amount of colorless mana equal to that creature's casting cost to your mana pool.

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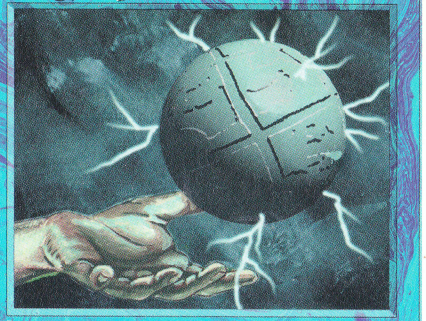
Energy Tap



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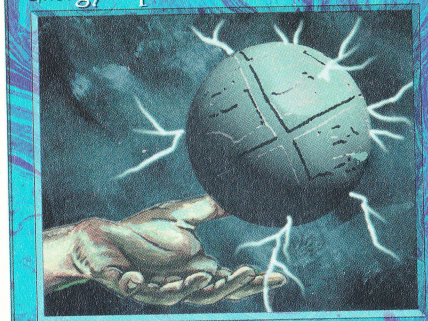

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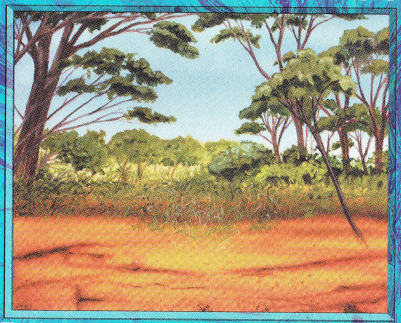
Phantasmal Terrain



Enchant Land

Target land becomes any basic land type of your choice.

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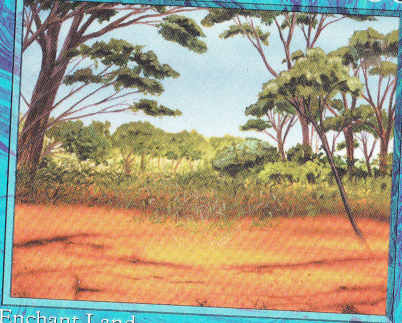
Phantasmal Terrain



Enchant Land

Target land becomes any basic land type of your choice.

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Necrite



Summon Thrull

If Necrite attacks and is not blocked, you may sacrifice it to bury a target creature controlled by the player Necrite attacked this turn. If you do so, Necrite deals no damage during combat this turn.
Necrites killed Jherana Rure, ending the counter-insurgency.

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2/2

Necrite



Summon Thrull

If Necrite attacks and is not blocked, you may sacrifice it to bury a target creature controlled by the player Necrite attacked this turn. If you do so, Necrite deals no damage during combat this turn.
"Ever see a wall drop dead of fright, kid? It ain't pretty."—Cpl. Dobbs

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Metamorphosis



Sorcery

Sacrifice a creature to add an amount of mana equal to its casting cost plus one to your mana pool. This mana may be of any one color. Use this mana only to cast summon spells.

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Reincarnation



Instant

If target creature is placed in graveyard this turn, bring a creature from that graveyard directly into play under the control of the owner of the target creature. Treat this creature as though it were just summoned.

Illus. © 1994 Edward Beard, Jr.

Breeding Pit



Enchantment

During your upkeep, pay ❀❀ or bury Breeding Pit. At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature.
The Thrulls bred at a terrifying pace. In the end, they overwhelmed the Order of the Ebon Hand.

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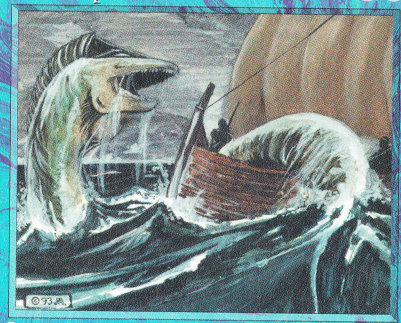
Sea Serpent



Summon Serpent

Cannot attack if defending player controls no islands. If at any time you control no islands, bury Sea Serpent.
Legend has it that Serpents used to be bigger, but how could that be?

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Avalanche
X 2
Sorcery
Destroy X target snow-covered lands.
"The pass was completely blocked by the avalanche; we're forced to turn back. Nevertheless, we've gone farther and seen more than any before us."
—Disa the Restless, journal entry
Illus. Brian Snōddy
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Clone
3
Summon Clone
Upon summoning, Clone acquires all characteristics, including color, of any one creature in play on either side; any creature enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be summoned if there are no creatures in play.
Illus. © Julie Baroh
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Control Magic
2
Enchant Creature
Gain control of target creature.
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Aladdin's Lamp
10
Artifact
X, ⤴: Instead of drawing a card from the top of your library, draw X cards but choose only one to put in your hand. You must shuffle the leftover cards and put them at the bottom of your library.
Illus. © Mark Tedin


Urza's Chalice
1
Poly Artifact
1: Any artifact cast by any player gives you 1 life. Can only give 1 life each time an artifact is cast.
When sorely wounded or tired, Urza would often retreat to the workshops of his apprentices. They were greatly amazed at how much better he looked each time he took a sip of water.
Illus. © Jeff A. Menges


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When sorely wounded or tired, Urza would often retreat to the workshops of his apprentices. They were greatly amazed at how much better he looked each time he took a sip of water.
Illus. © Jeff A. Menges


Ashnod's Transmogrant
1
Artifact
⤵: Sacrifice Ashnod's Transmogrant to put a +1/+1 counter on target non-artifact creature. That creature becomes an artifact creature, although it retains its color.
Ashnod found few willing to trade their humanity for the power she offered them.
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Red Mana Battery
4
Artifact
2⤴: Put one counter on Red Mana Battery.
⤴: Add ⚫ to your mana pool. Remove as many counters as you wish. For each counter removed add ⚫ to your mana pool. This ability is played as an interrupt.
Illus. © 1994 Mark Tedin


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Headstone



Instant

Remove from the game target card in any graveyard.
Draw a card at the beginning of the next turn's upkeep.
"Your headstone is the last page in the book of your life."
—Murat, Death Speaker

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An-havva Inn



Sorcery

Gain 1+* life, where * is equal to the total number of green creatures in play.
"The Inn was ever a steady source of good cheer and kindness. Greatly do I miss it, now that I am gone."
—Ihsan's Shade

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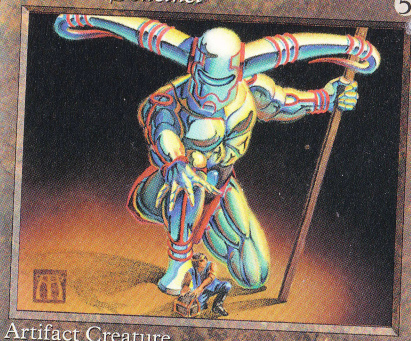
Adarkar Sentinel



Artifact Creature

1 : +0/+1 until end of turn
"We encountered the Sentinels in the wastes, near no living thing. Their purpose was inscrutable."
—Disa the Restless, journal entry

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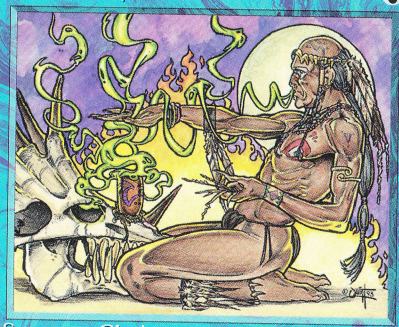
3/3

Balduvian Shaman



Summon Cleric

: Permanantly change the text of target white enchantment you control that does not have cumulative upkeep by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Balduvian Shaman cannot change mana symbols. That enchantment now has Cumulative Upkeep: 1 .

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1/1

White Scarab



Enchant Creature

Target creature gets +2/+2 as long as any opponent controls any white cards. That creature cannot be blocked by white creatures.

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Arnjlot's Ascent



Enchantment

Cumulative Upkeep:
1 : Target creature gains flying until end of turn.
"The dreams of a child fulfilled: the wind on my brow, the air 'neath my feet."
—Arnjlot Olasson, Sky Mage

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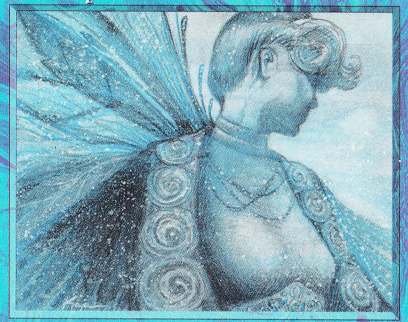
Wind Spirit



Summon Spirit

Flying
Cannot be blocked by only one creature.
"To visit the sky requires bravery, and thought, and little else. To master the sky requires the binding of its *masters, and little else."*
—Arnjlot Olasson, Sky Mage

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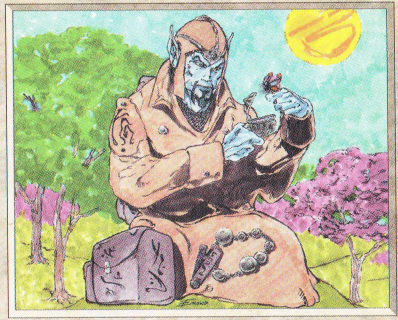
Elvish Healer



Summon Cleric

: Prevent 1 damage to any non-green creature or any player or up to 2 damage to any green creature.
"The Kjeldorans keep the Orcs at bay and we train their healers. Most human bargains aren't as fair."
—Laina of the Elvish Council

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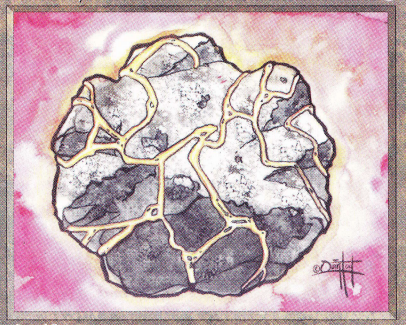
Fellwar Stone 2



Artifact

: Add 1 mana to your mana pool. This mana may be of any color that any of opponent's lands can produce. This ability is played as an interrupt.
"What do you have that I cannot obtain?" —Mairsil, called the Pretender

Illus. © 1994 Quinton Hoover

Ghost Ship 2



Summon Ship

Flying, : Regenerates
"That phantom prow split the storm as lightning cast its long shadow on the battlefield below." —Mireille Gaetane, The Valeriad

Illus. © 1994 Tom Wänerstrand 2/4

Ghost Ship 2



Summon Ship

Flying
: Regenerate
"That phantom prow split the storm as lightning cast its long shadow on the battlefield below."
—Mireille Gaetane, The Valeriad

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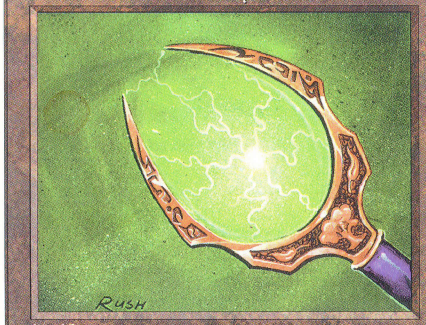
Green Mana Battery 4



Artifact

2, : Put one charge counter on Green Mana Battery.
: Add to your mana pool and remove as many charge counters as you wish. For each charge counter removed from Green Mana Battery, add to your mana pool. Play this ability as an interrupt.

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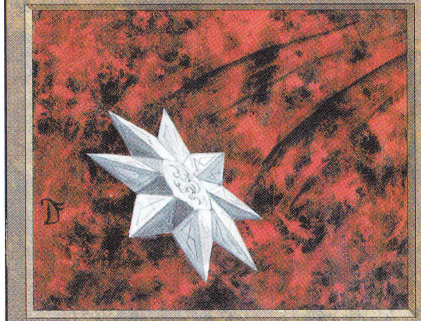
Iron Star 1



Artifact

1 : Any red spell cast gives you 1 life. Can only give 1 life each time a red spell is cast.

Illus. © Dan Frazier

Dancing Scimitar 4

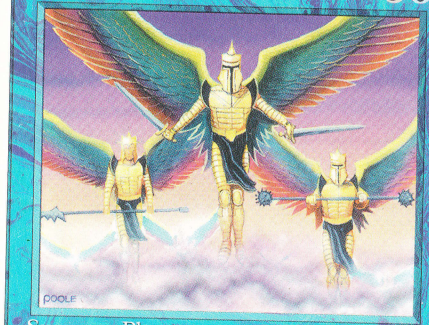


Artifact Creature

Flying
Bobbing merrily from opponent to opponent, the scimitar began adding playful little flourishes to its strokes; it even turned a couple of somersaults.

Illus. © Anson Maddocks 1/5

Phantasmal Forces 3



Summon Phantasm

Flying
During your upkeep, pay or destroy Phantasmal Forces.
These beings embody the essence of true heroes long dead. Summoned from the dreamrealms, they rise to meet their enemies.

Illus. Mark Poole 4/1
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Transmutation 1



Instant

Until end of turn, switch target creature's power and toughness. Effects that alter power alter toughness instead, and vice versa.
"You know what I was,/ You see what I am: change me, change me!"
—Randall Jarrell, The Woman at the Washington Zoo

Illus. Susan Van Camp
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Standing Stones 3



Artifact

1, ↷: Pay 1 life and add 1 mana of any color to your mana pool. This ability is played as an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Illus. © 1994 Sandra Everingham

Whippoorwill



Summon Whippoorwill

🌳🌳, ↷: Until end of turn, target creature may not regenerate and damage done to target creature may not be prevented or redirected. If target creature goes to the graveyard, remove it from game.
If the Whippoorwill remains silent, the soul has not reached its reward.

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Detonate X



Sorcery

Targets any artifact; X is the casting cost of target artifact. Target artifact is destroyed, and Detonate does X points of damage to artifact's controller. Artifact creatures destroyed in this manner may not be regenerated.

Illus. © Randy Apslund-Faith

Detonate X

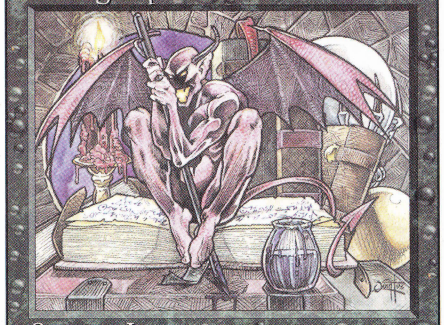


Sorcery

Targets any artifact; X is the casting cost of target artifact. Target artifact is destroyed, and Detonate does X points of damage to artifact's controller. Artifact creatures destroyed in this manner may not be regenerated.

Illus. © Randy Apslund-Faith

Nettling Imp 2



Summon Imp

↷: Force a particular one of opponent's non-wall creatures to attack. If target creature cannot attack, it is killed at end of turn. This ability can only be used during opponent's turn, before the attack. May not be used on creatures summoned this turn.

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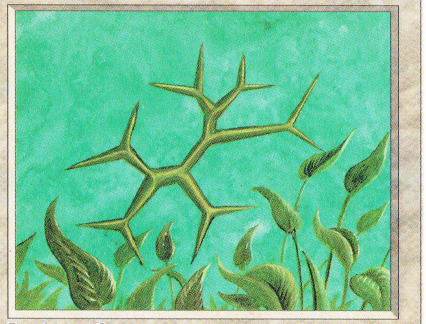
Green Ward



Enchant Creature

Target creature gains protection from green. The protection granted by Green Ward does not destroy Green Ward.

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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

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Lim-Dûl's Hex 1



Enchantment

During your upkeep, Lim-Dûl's Hex deals 1 damage to each player. Each player may pay 🖤 or 3 to prevent the damage to himself or herself.
"The weak shall fall. The strong shall remain."
—Lim-Dûl, the Necromancer

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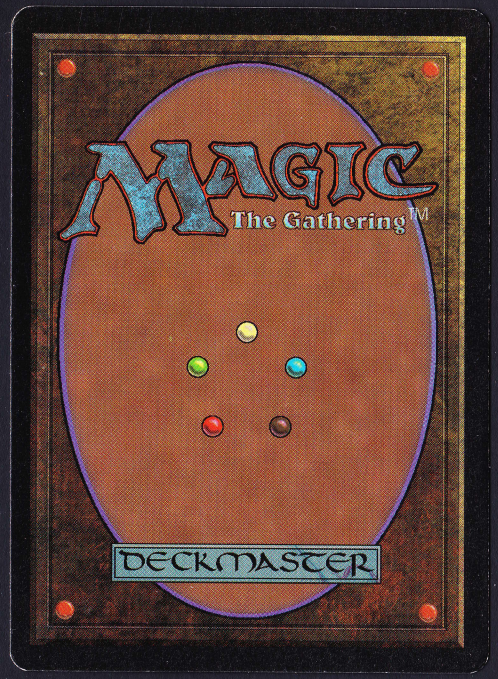
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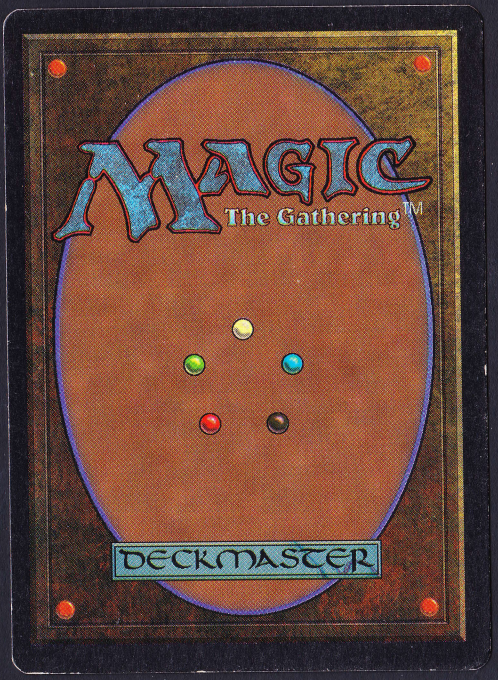
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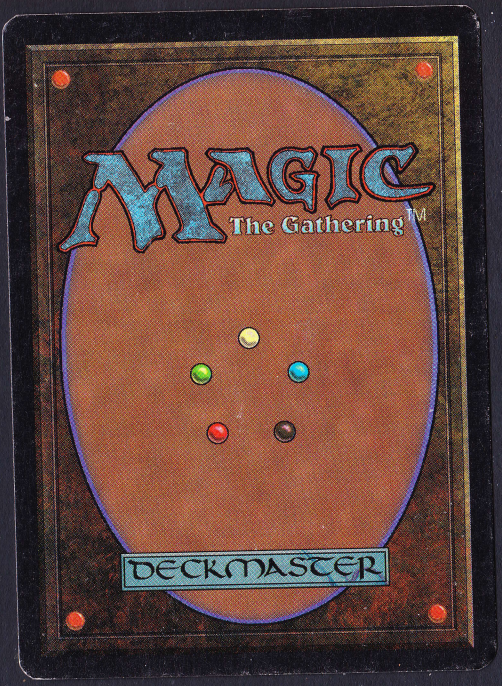
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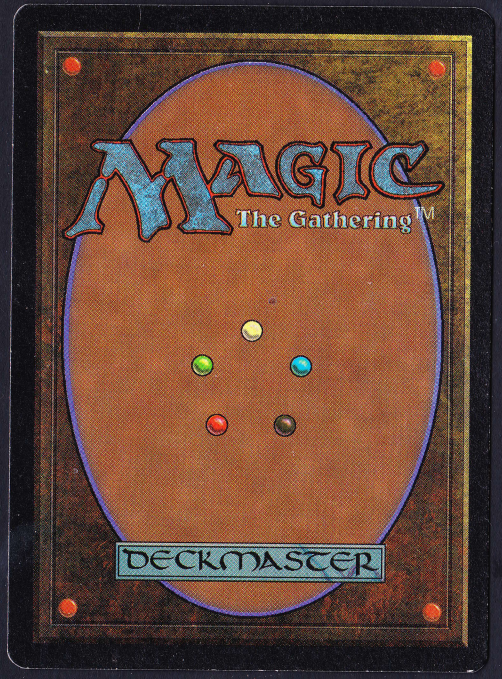
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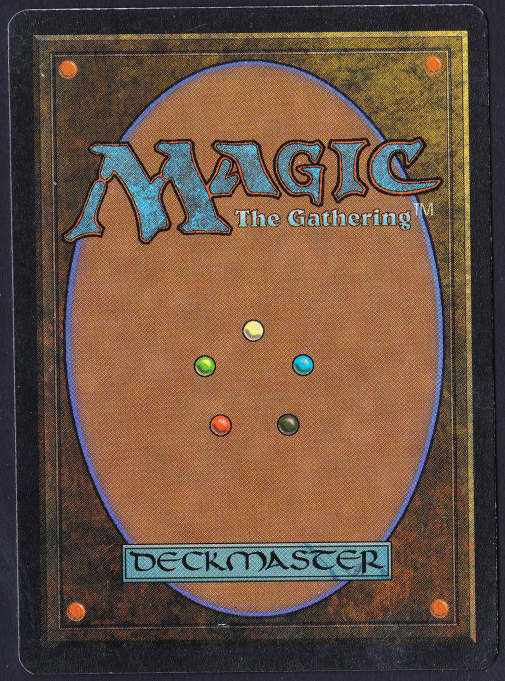
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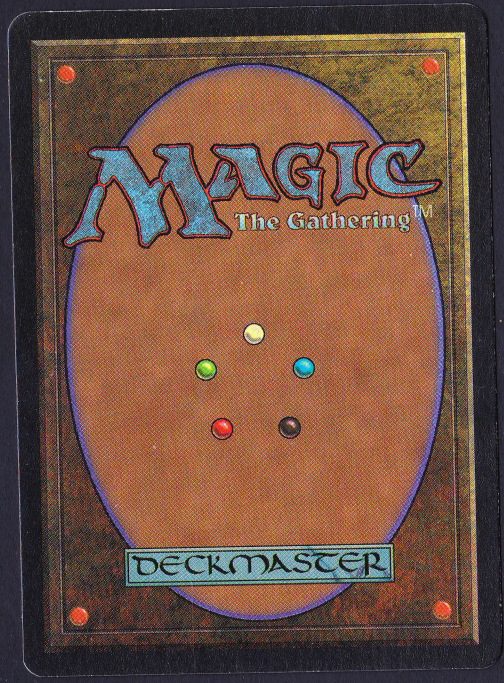
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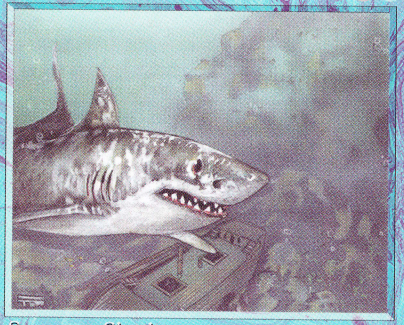
Giant Shark 5



Summon Shark

If Giant Shark blocks or is blocked by a creature that has taken damage this turn, Giant Shark gains +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls at least one island. Giant Shark is buried immediately if at any time controller controls no islands.

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Riptide



Instant

All blue creatures become tapped.

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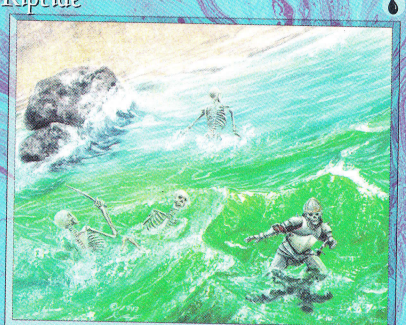
Riptide



Instant

All blue creatures become tapped.

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Sorceress Queen



Summon Sorceress

: 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.

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Tundra Wolves



Summon Wolves

First strike
I heard their eerie howling, the wolves calling their kindred across the frozen plains.

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Goblin Mutant



Summon Goblin

Trample
Cannot attack if defending player controls an untapped creature with power greater than 2.
Cannot be assigned to block any creature with power greater than 2.
If only it had three brains, too.

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Lim-Dûl's Cohort



Summon Zombies

Creatures blocking or blocked by Lim-Dûl's Cohort cannot regenerate this turn.
"Join me in the place of power, you risen dead. Join me where the waters weep and the trees have no hearts."
—Lim-Dûl, the Necromancer

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Illusionary Forces



Summon Illusion

Flying
Cumulative Upkeep:
"This school was founded in secret, operates in secret, and exists for the teaching of secrets. Those who would alter reality must first escape it."
—Gerda Äagesdotter, Archmage of the Unseen

Illus. Justin Hampton 4/4
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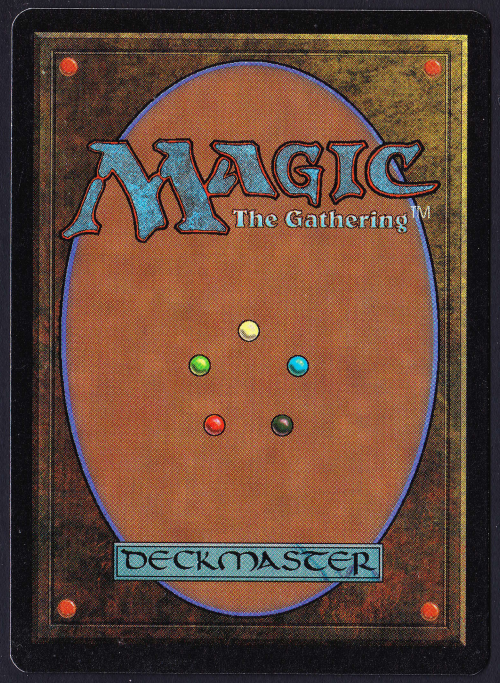
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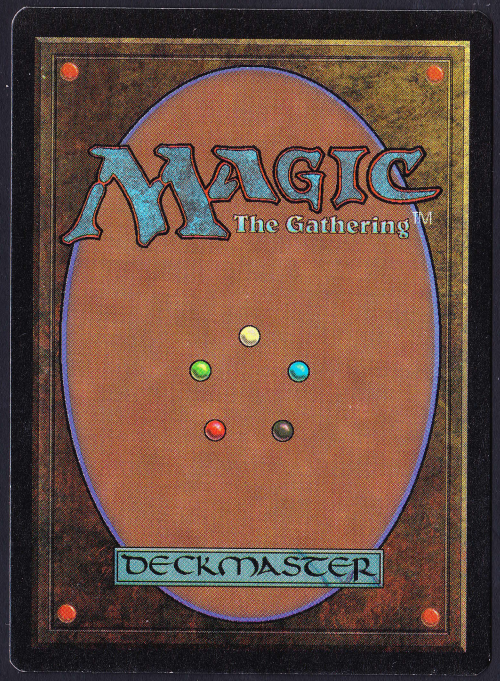
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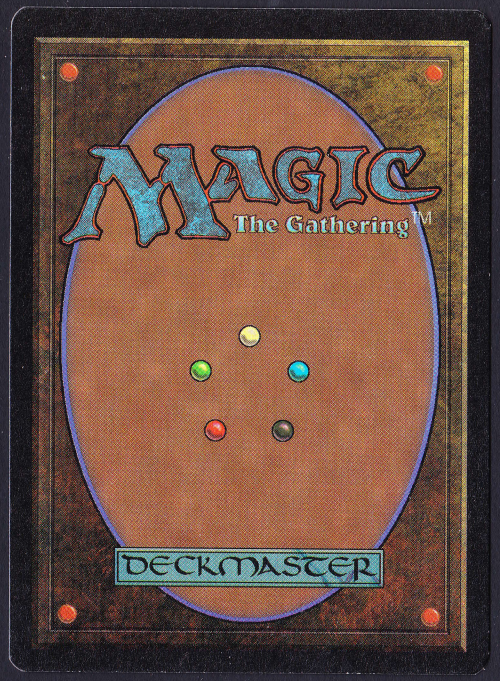
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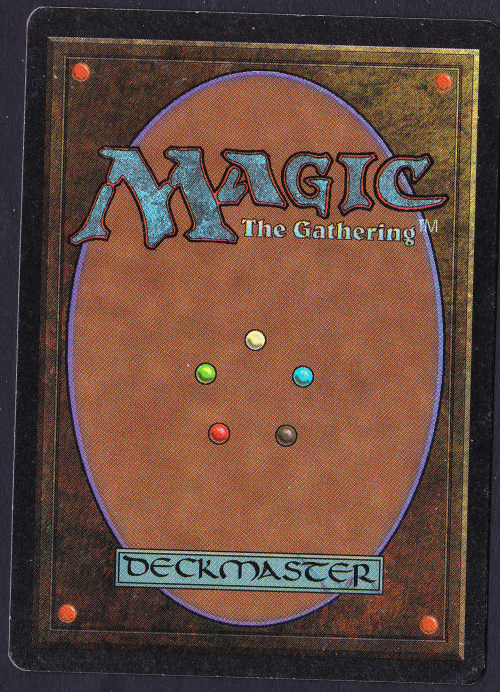
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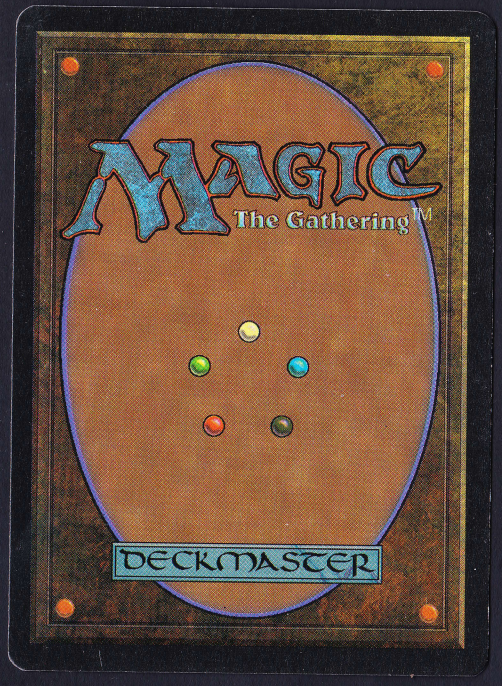
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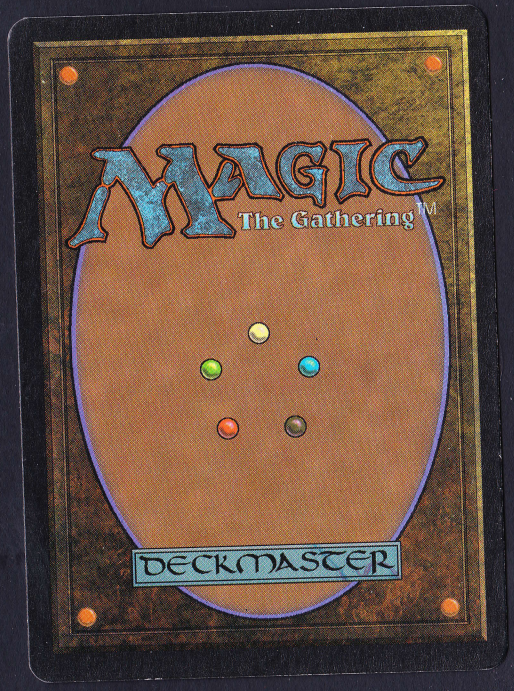
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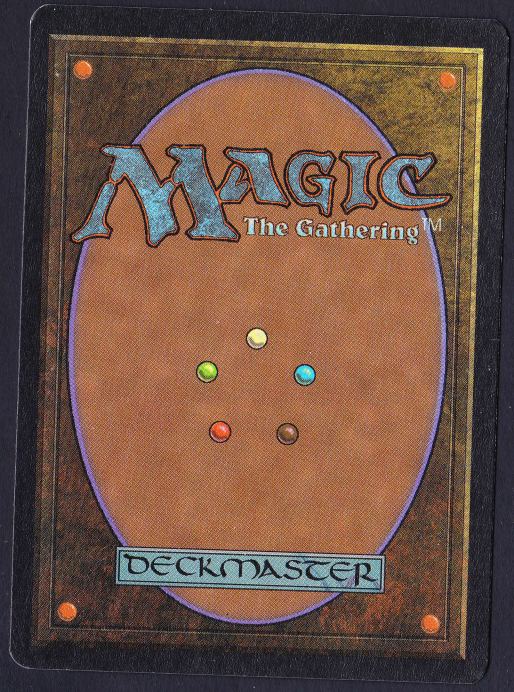
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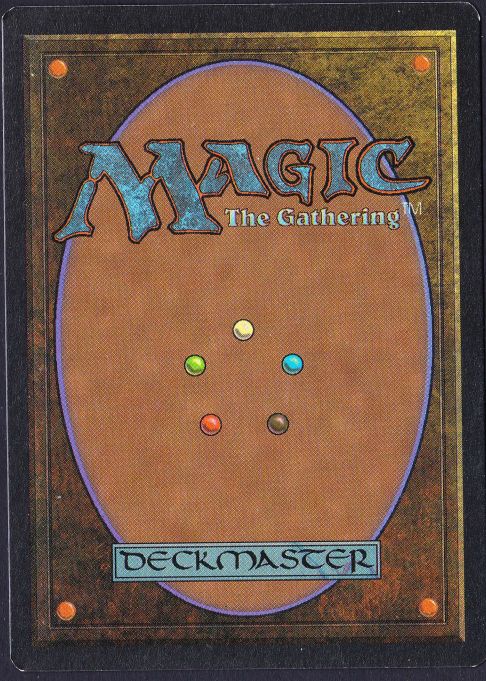
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Carnivorous Plant 3



Summon Wall

"It had a mouth like that of a great beast, and gnashed its teeth as it strained to reach us. I am thankful it possessed no means of locomotion."
—Vervamon the Elder

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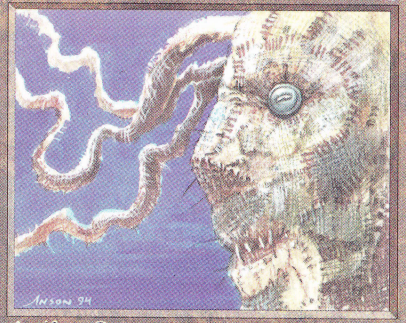
Scarecrow 5



Artifact Creature

6, : Until end of turn, all damage done to you by flying creatures is reduced to 0.
There was more malice in its button eyes than should have been possible in something that had never known life.

Illus. © 1994 Anson Maddocks 2/2

Venom 1



Enchant Creature

All non-wall creatures target creature blocks or is blocked by are destroyed at the end of combat.
"I told him it was just a flesh wound, a wee scratch, but the next time I looked at him, poor Tadhg was dead and gone." —Maeveen O'Donagh, Memoirs of a Soldier

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Soul Net 1



Artifact

1: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Illus. © Dameon Willich

Cuombajj Witches



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.

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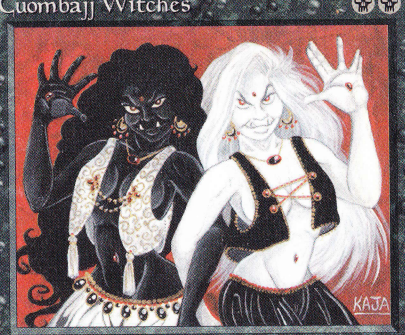
Cuombajj Witches



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

Unsummon



Instant

Return target creature to owner's hand.

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Soul Exchange



Sorcery

Sacrifice a creature, but remove it from the game instead of putting it in your graveyard. Take a creature from your graveyard and put it directly into play as though it were just summoned. Put a +2/+2 counter on this creature if the creature sacrificed was a Thrull.

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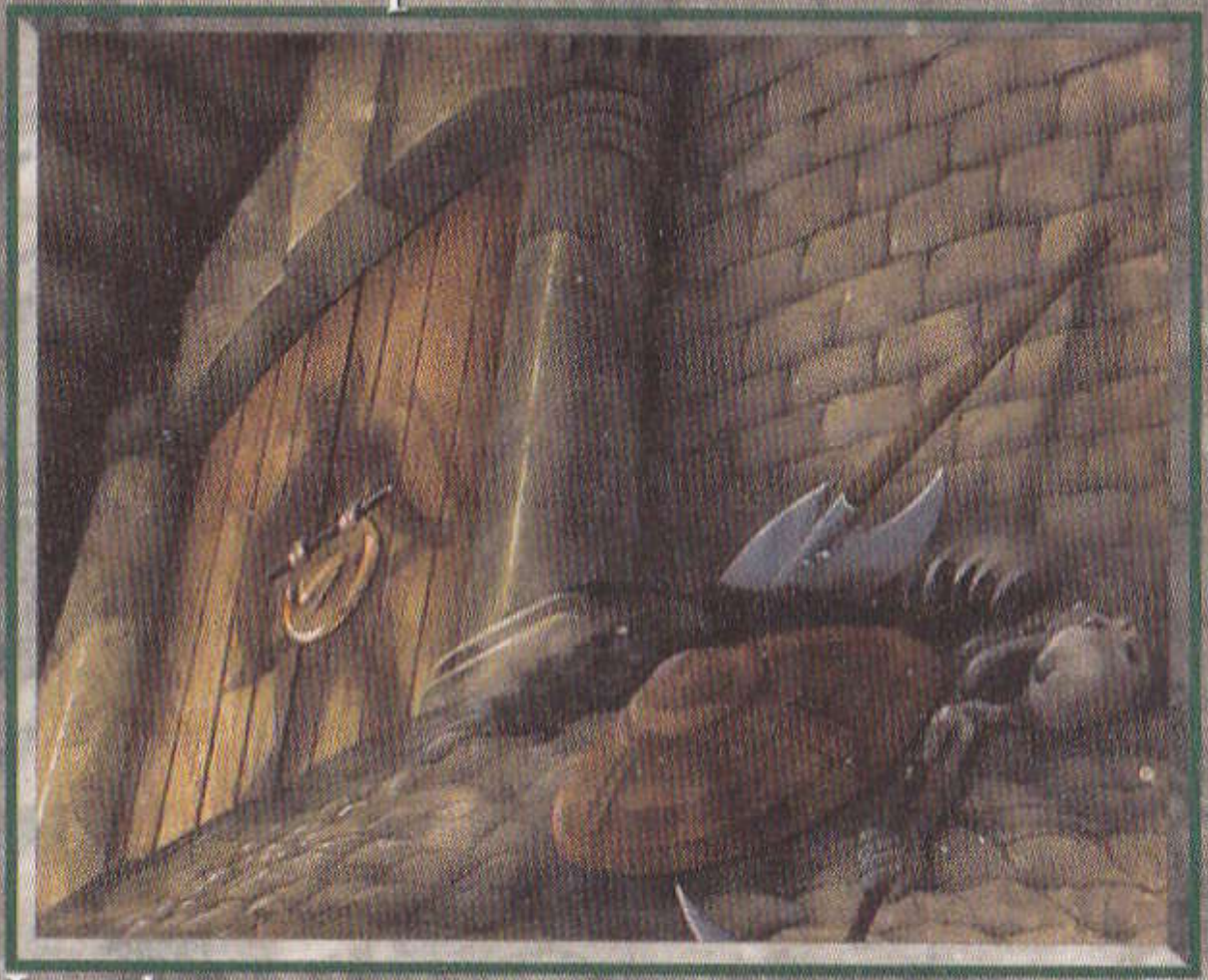
Koskun Keep



Land

{T}: Add one colorless mana to your mana pool.
1, {T}: Add {U} to your mana pool.
2, {T}: Add {B} to your mana pool.
2, {T}: Add {G} to your mana pool.
Treachery and anarchy make poor partners.

Illus. Pat Morrissey

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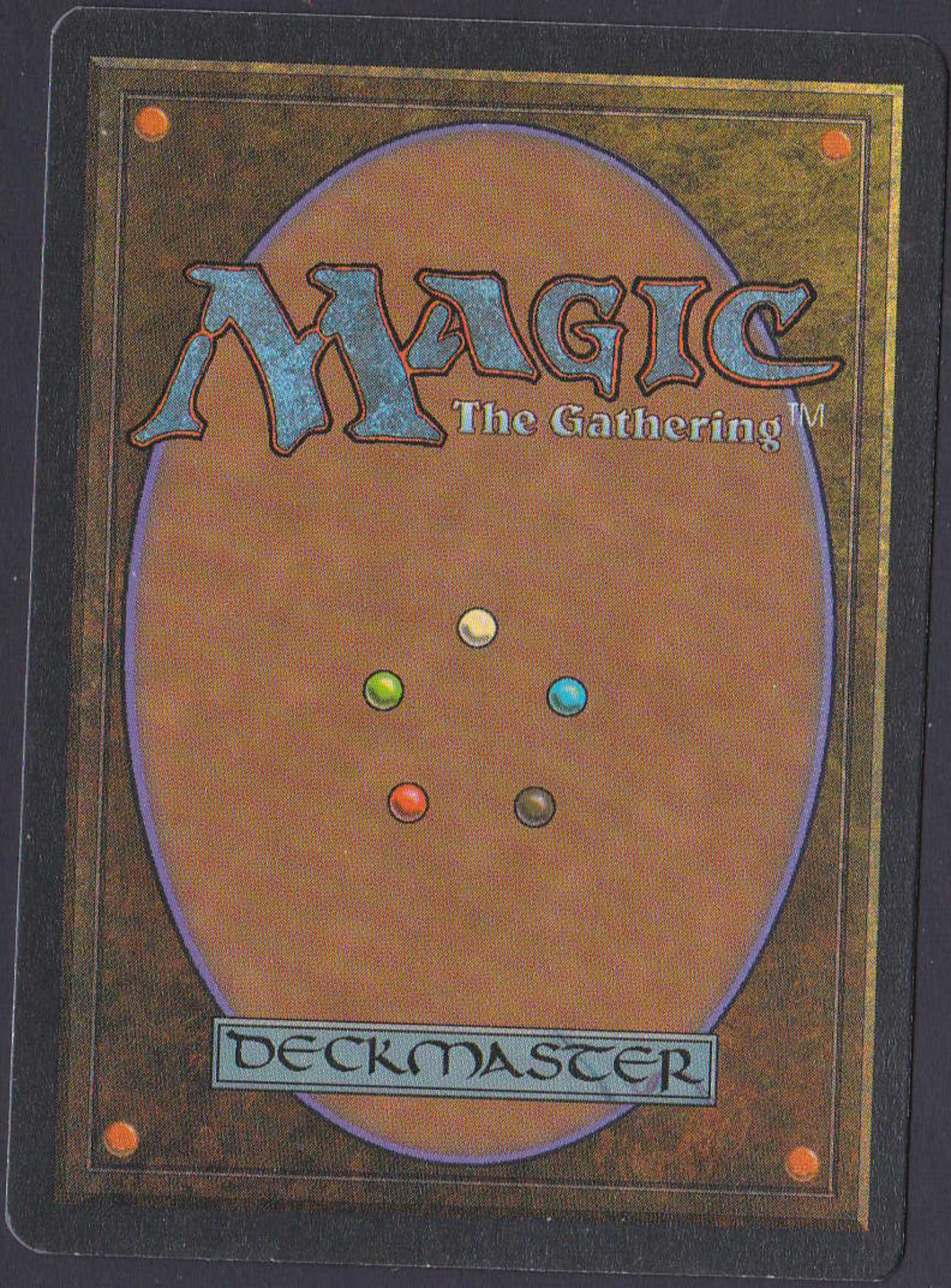
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