Argothian Pixies — 1 G

Summon Faeries

Playtest Card

Cannot be blocked by artifact creatures. Any damage Argothian Pixies take from artifact creatures is reduced to 0.

After the rape of Argoth Forest during the rule of the artificers, the Pixies of Argoth bent their magic to more practical ends.

Illus. © Amy Weber — 2/1

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Illus. © Amy Weber — 2/1

Avoid Fate — G

Interrupt

Playtest Card

Counters target interrupt or enchantment. Can only counter spells that target a permanent under your control.

Illus. © 1994 Phil Foglio

Berserk — G

Instant

Playtest Card

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Black Lotus — 0

Mono Artifact

Playtest Card

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

Erhnam Djinn — 3 G

Summon Djinn

Playtest Card

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

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Illus. © Ken Meyer Jr. — 4/5

Force of Nature | 2 GGGG

Summon Force

Trample
You must pay GGGG 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 Schuler | 8/8

Forest

Land

Tap to add G to your mana pool.

Illus. © Christopher Rush

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Illus. © Christopher Rush

Giant Growth

Instant

Target creature gains +3/+3 until end of turn.

Illus. © Sandra Everingham

Giant Growth

Instant

Target creature gains +3/+3 until end of turn.

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Illus. © Sandra Everingham

Ifh-Biff Efreet

2 🌲🌲

Summon Efreet

Flying
While Ifh-Biff Efreet is in play, any player can pay 🌲 to have Ifh-Biff Efreet do 1 damage to each player and each flying creature in play. This ability does not tap the Ifh-Biff Efreet, and can be used as soon as it is successfully summoned.

Illus. © Jesper Myrfors

3/3

Llanowar Elves

🌲

Summon Elves

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

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Illus. © Anson Maddocks

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Illus. © Anson Maddocks

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Illus. © Anson Maddocks

1/1

Maze of Ith

Land

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

Illus. © 1994 Anson Maddocks

Mishra's Factory

Land

Tap to add 1 colorless mana to your mana pool or give any Assembly Worker +1/+1 until end of turn.
1: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact creature, until end of turn. Assembly Worker is still considered a land as well.

Illus. © Kaja & Phil Foglio

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

Night Soil

G G

Enchantment

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. *Some said killing the Thallids only encouraged them.*

Illus. Sandra Everingham
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Pendelhaven

Legendary Land

⊤: Add 🌳 to your mana pool
⊤: Target 1/1 creature gains +1/+2 until end of turn.
"This is the forest primeval. The murmuring pines and the hemlocks . . . / Stand like Druids of old." —Henry Wadsworth Longfellow, "Evangeline"

Illus. © 1994 Bryon Wackwitz

Regrowth

1 G

Sorcery

Return any card from your graveyard to your hand.

Illus. © Dameon Willich

Scavenger Folk

G

Summon Scavenger Folk

🌳, ⊤: Sacrifice Scavenger Folk to destroy target artifact. *String, weapons, wax, or jewels—it makes no difference. Leave nothing unguarded in Scarwood.*

Illus. © 1994 Denise Detwiler
1/1

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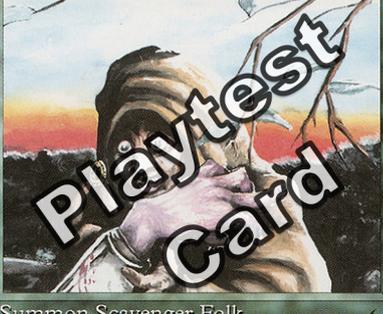Illus. © 1994 Denise Detwiler
1/1

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Illus. © 1994 Denise Detwiler
1/1

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Illus. © 1994 Denise Detwiler
1/1

Scryb Sprites

G

Summon Faeries

Flying
The only sound was the gentle clicking of the Faeries' wings. Then those intruders who were still standing turned and fled. One thing was certain: they didn't think the Scryb were very funny anymore.

Illus. © Amy Weber
1/1

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Scryb Sprites
Summon Faeries

Playtest Card

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Illus. © Amy Weber 1/1

Sol Ring
1

Mono Artifact

Playtest Card

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

Illus. © Mark Tedin

Spitting Slug
1 🝆🝆

Summon Slug

Playtest Card

1🝆: Spitting Slug gains first strike until end of turn. If this ability is not activated, all creatures blocking or blocked by Spitting Slug gain first strike until end of turn.

Illus. © 1994 Anson Maddocks 2/4

Spitting Slug
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Summon Slug

Playtest Card

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Illus. © 1994 Anson Maddocks 2/4

Strip Mine
Land

Playtest Card

Tap to add 1 colorless mana to your mana pool *or* place Strip Mine in your graveyard and destroy one land of your choice. *Unlike previous conflicts, the war between Urza and Mishra made Dominia itself a casualty of war.*

Illus. © Daniel Gelon

Sylvan Library
1 🌲

Enchantment

Playtest Card

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

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1 🌲

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Illus. © 1994 Harold McNeill

Tranquility
2 🌲

Sorcery

Playtest Card

All enchantments in play must be discarded.

Illus. © Douglas Schuler

Whirling Dervish

GG

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

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Illus. © 1994 Susan Van Camp

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Illus. © 1994 Susan Van Camp

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at the end of each
turn in which it does
damage to opponent.

Illus. © 1994 Susan Van Camp

1/1

Wyluli Wolf

1 G

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

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Illus. © Susan Van Camp

1/1