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Armageddon 3

Sorcery

All lands in play are destroyed.

Illus. © Jesper Myrfors

Armageddon 3

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All lands in play are destroyed.

Illus. © Jesper Myrfors

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 Snōddy

Balance 1

Sorcery

Whichever player has more lands in play must discard enough lands of his or her choice to equalize the number of lands both players have in play. Cards in hand and creatures in play must be equalized the same way. Creatures lost in this manner may not be regenerated.

Illus. © Mark Poole

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

Chaos Orb 2

Mono Artifact

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

Crusade

Enchantment

All white creatures gain +1/+1.

Illus. © Mark Poole

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Disenchant 1

Instant

Target enchantment or artifact must be discarded.

Illus. © Amy Weber

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Target enchantment or artifact must be discarded.

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Icatian Javelineers

Creature — Human Soldier

Icatian Javelineers comes into play with a javelin counter on it.

, Remove a javelin counter from Icatian Javelineers: Icatian Javelineers deals 1 damage to target creature or player.

Illus. Scott Kirschner
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1/1

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1/1

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 Pearl 0

Mono Artifact

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

Illus. © Dan Frazier

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
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2/1

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Plains

Land

Tap to add to your mana pool.

Illus. © Jesper Myrfors

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Tap to add ☀ to your mana pool.

Illus. © Jesper Myrfors

Preacher 1☀☀

Summon Preacher

☾: Gain control of one of opponent's creatures. Opponent chooses which target creature you control. If Preacher becomes untapped, you lose control of this creature; you may choose not to untap Preacher as normal during your untap phase. You also lose control of the creature if Preacher leaves play or at end of game.

Illus. © 1994 Quinton Hoover 1/1

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Illus. © 1994 Quinton Hoover 1/1

Savannah Lions ☀

Summon Lions

The traditional kings of the jungle command a healthy respect in other climates as well. Relying mainly on their stealth and speed, Savannah Lions can take a victim by surprise, even in the endless flat plains of their homeland.

Illus. © Daniel Gelon 2/1

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Illus. © Daniel Gelon 2/1

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

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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

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

Spirit Link

Enchant Creature

For every point of damage target creature does, you gain 1 life.

Illus. © 1994 Kaja Foglio

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For every point of damage target creature does, you gain 1 life.

Illus. © 1994 Kaja Foglio

Strip Mine

Land

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

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

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Illus. © Jeff A. Menges

Thunder Spirit 1

Summon Spirit

First strike, flying.
"It was full of fire and smoke and light and . . . it drove between us and the Efrafans like a thousand thunderstorms with lightning."
—Richard Adams, Watership Down

Illus. © 1994 Randy Asplund-Faith 2/2

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"It was full of fire and smoke and light and . . . it drove between us and the Efrafans like a thousand thunderstorms with lightning."
—Richard Adams, Watership Down

Illus. © 1994 Randy Asplund-Faith 2/2

Tundra Wolves

Summon Wolves

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

Illus. © 1994 Quinton Hoover 1/1

Tundra Wolves

Summon Wolves

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

Illus. © 1994 Quinton Hoover 1/1

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 ichor-stained sword hinted at the unfathomable evil the knight had just laid waste.

Illus. © Daniel Gelon 2/2

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Illus. © Daniel Gelon 2/2

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Illus. © Daniel Gelon 2/2