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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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Ancestral Recall

Instant

Draw 3 cards or force opponent to draw 3 cards.

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

Chain Lightning

Sorcery

Chain Lightning does 3 damage to one target. Each time Chain Lightning does damage, the target or target's controller may then pay ⓔⓔ to have Chain Lightning do 3 damage to any target of that player's choice.

Illus. © 1994 Sandra Everingham

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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

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City of Brass

Land

Tap to add 1 mana of any color to your mana pool. You suffer 1 damage whenever City of Brass becomes tapped.

Illus. © Mark Tedin

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Illus. © Mark Tedin

Counterspell

Interrupt

Counters target spell as it is being cast.

Illus. © Mark Poole

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Illus. © Mark Poole

Falling Star

Sorcery

Flip Star onto the playing area from a height of at least one foot. Star must turn at least 360 degrees or it has no effect. When Falling Star lands, Falling Star does 3 damage to each creature that it touches. Any creatures damaged by Falling Star that are not destroyed become tapped.

Illus. © 1994 Douglas Shuler

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

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Illus. © Christopher Rush 1/1

Flying Men

Playtest Card

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Illus. © Christopher Rush 1/1

Ironclaw Orcs 1

Summon Orcs

Cannot be used to block any creature of power more than 1.
Generations of genetic weeding have given rise to the deviously cowardly Ironclaw clan. To say that Orcs in general are vicious, depraved, and ignoble does not do justice to the Ironclaw.

Illus. © Anson Maddocks 2/2

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Illus. © Anson Maddocks 2/2

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Playtest Card

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Lightning Bolt
Playtest Card
Instant
Lightning Bolt does 3 damage to one target.
Illus. © Christopher Rush

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Illus. © Christopher Rush

Mana Drain
Playtest Card
Interrupt
Counters target spell. At the beginning of your next main phase, add X to your mana pool, where X is the casting cost of target spell.
Illus. © 1994 Mark Tedin

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Mountain

Land

Tap to add ⊘ to your mana pool.

Illus. © Douglas Shuler

Mountain

Land

Tap to add ⊘ to your mana pool.

Illus. © Douglas Shuler

Mountain

Land

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Land

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Illus. © Douglas Shuler

Mountain

Land

Tap to add ⊘ to your mana pool.

Illus. © Douglas Shuler

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 Sapphire 0

Mono Artifact

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

Illus. © Dan Frazier

Psionic Blast 2

Instant

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

Illus. © Douglas Schuler

Psionic Blast 2

Instant

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

Illus. © Douglas Schuler

POWERED BY CARDTRADER.COM

Psionic Blast 2

Instant

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

Illus. © Douglas Schuler

Serendib Efreet 2

Summon Efreet

Flying
Serendib Efreet does 1 damage to you during your upkeep.

Illus. © Anson Maddocks 3/4

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Summon Efreet

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Illus. © Anson Maddocks 3/4

Shatter 1

Instant

Shatter destroys target artifact.

Illus. © Amy Weber

Shatter 1

Instant

Shatter destroys target artifact.

Illus. © Amy Weber

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

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

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Time Walk 1 🜄

Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

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

Volcanic Island

Land

Counts as both islands and mountains and is affected by spells that affect either. Tap to add either 🜄 or 🜂 to your mana pool.

Illus. © Brian Snoddy

Volcanic Island

Land

Counts as both islands and mountains and is affected by spells that affect either. Tap to add either 🜄 or 🜂 to your mana pool.

Illus. © Brian Snoddy

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Counts as both islands and mountains and is affected by spells that affect either. Tap to add either 🜄 or 🜂 to your mana pool.

Illus. © Brian Snoddy

Volcanic Island

Land

Counts as both islands and mountains and is affected by spells that affect either. Tap to add either 🜄 or 🜂 to your mana pool.

Illus. © Brian Snoddy

Wheel of Fortune 2 🜂

Sorcery

Both players must discard their hands and draw seven new cards.

Illus. © Daniel Gelon