POWERED BY CARD TRADER .COM

POWERED BY CARD TRADER .COM

Clockwork Beast 6

Artifact Creature

Put seven +1/+0 counters on Beast. After Beast attacks or blocks a creature, discard a counter. During the untap phase, controller may buy back lost counters for 1 mana per counter instead of untapping Beast; this taps Beast if it wasn't tapped already.

Illus. © Drew Tucker 0/4

Clockwork Beast 6

Artifact Creature

Put seven +1/+0 counters on Beast. After Beast attacks or blocks a creature, discard a counter. During the untap phase, controller may buy back lost counters for 1 mana per counter instead of untapping Beast; this taps Beast if it wasn't tapped already.

Illus. © Drew Tucker 0/4

Copy Artifact 1 💧

Enchantment

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

Illus. © Amy Weber

Copy Artifact 1 💧

Enchantment

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

Illus. © Amy Weber

Copy Artifact 1 💧

Enchantment

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

Illus. © Amy Weber

Counterspell 💧💧

Interrupt

Counters target spell as it is being cast.

Illus. © Mark Poole

Demonic Tutor 1 ⚫

Sorcery

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

Illus. © Douglas Schuler

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

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

POWERED BY CARD TRADER .COM

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Island

Land

Tap to add 💧 to your mana pool.

Illus. © Mark Poole

Jade Statue 4

Artifact

2: Jade Statue becomes a creature for the duration of the current attack exchange. Can be a creature only during an attack or defense.
"Some of the other guys dared me to touch it, but I knew it weren't no ordinary hunk o' rock." —Norin the Wary

Illus. © Dan Frazier 3/6

POWERED BY CARD TRADER .COM

Juggernaut 4

Artifact Creature

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

Illus. © Dan Frazier 5/3

Juggernaut 4

Artifact Creature

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

Illus. © Dan Frazier 5/3

Juggernaut 4

Artifact Creature

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

Illus. © Dan Frazier 5/3

Mana Drain

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

Mana Vault 1

Mono Artifact

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

Illus. © Mark Tedin

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

Mishra's Workshop

Land

Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts.
Though he eventually came to despise Tocasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.

Illus. © Kaja Foglio

Mox Emerald 0

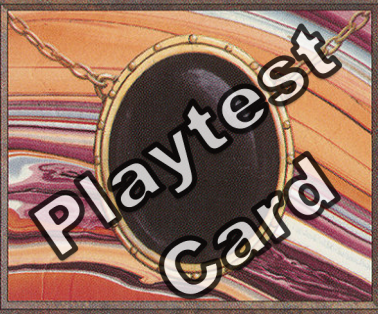
Mono Artifact

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

Illus. © Dan Frazier

POWERED BY CARDTRADER.COM

Mox Jet 0



Mono Artifact

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

Illus. © Dan Frazier

Mox Pearl 0

Mono Artifact

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

Illus. © Dan Frazier

Mox 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

Reconstruction

Sorcery

Bring one artifact from your graveyard to your hand.
Tedious research made the Sages of the College of Lat-Nam adept in repairing broken artifacts.

Illus. © Anson Maddocks

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

Swamp

Land

Tap to add 🌑 to your mana pool.

Illus. © Dan Frazier

POWERED BY CARDTRADER.COM

Swamp

Playtest Card

Land

Tap to add ⚫ to your mana pool.

Illus. © Dan Frazier

Swamp

Playtest Card

Land

Tap to add ⚫ to your mana pool.

Illus. © Dan Frazier

Tetravus 6

Playtest Card

Artifact Creature

Flying
Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1/1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

Illus. © Mark Tedin 1/1

Tetravus 6

Playtest Card

Artifact Creature

Flying
Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1/1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

Illus. © Mark Tedin 1/1

Tetravus 6

Playtest Card

Artifact Creature

Flying
Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1/1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

Illus. © Mark Tedin 1/1

The Abyss 3⚫

Playtest Card

Enchant World

All players bury one target non-artifact creature under their control, if they have any, during their upkeep.
"An immense river of oblivion is sweeping us away into a nameless abyss." —Ernest Renan, Souvenirs d'Enfance et de Jeunesse

Illus. © 1994 Pete Venters

Time Walk 1💧

Playtest Card

Sorcery

Take an extra turn after this one.

Illus. © Amy Weber

Transmute Artifact 💧💧

Playtest Card

Sorcery

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

Illus. © Anson Maddocks

Triskelion 6

Playtest Card

Artifact Creature

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

Illus. © Douglas Shuler 1/1

POWERED BY CARD TRADER .COM

POWERED BY CARD TRADER .COM

1 Ancestral Recall (LEB) 48
1 Animate Dead (LEB) 93
1 Black Lotus (LEB) 233
1 Chaos Orb (LEB) 236
1 City in a Bottle (ARN) 60
4 Clockwork Avian (ATQ) 45
2 Clockwork Beast (LEA) 236
3 Copy Artifact (LEB) 54
1 Counterspell (LEB) 55
1 Demonic Tutor (LEB) 105
1 Fellwar Stone (DRK) 102
9 Island (LEB) 292
1 Jade Statue (LEB) 254
3 Juggernaut (LEB) 256
1 Mana Drain (LEG) 65
1 Mana Vault (LEA) 259
1 Maze of Ith (DRK) 117
1 Mishra's Factory (ATQ) 80a
1 Mishra's Workshop (ATQ) 81
1 Mox Emerald (LEB) 262
1 Mox Jet (LEB) 263
1 Mox Pearl (LEB) 264
1 Mox Ruby (LEB) 265
1 Mox Sapphire (LEB) 266
1 Psionic Blast (LEB) 75
1 Reconstruction (ATQ) 12
1 Sol Ring (LEB) 270
1 Strip Mine (ATQ) 82a
3 Swamp (LEB) 294
3 Tetravus (ATQ) 71
1 The Abyss (LEG) 120
1 Time Walk (LEB) 84
1 Transmute Artifact (ATQ) 14
3 Triskelion (ATQ) 73
4 Underground Sea (LEB) 286