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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

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

Blood Lust 1

Instant

Target creatures gain +4/-4 until end of turn. If this reduces creature's toughness below 1, creature's toughness is 1.

Illus. © 1994 Anson Maddocks

Blood Moon 2

Enchantment

All non-basic lands are now basic mountains. *Heavy light flooded across the landscape, cloaking everything in deep crimson.*

Illus. © 1994 Tom Wänerstrand

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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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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

Disharmony 2

Instant

Target attacking creature comes under your control untapped. Return to former controller at end of turn. This creature is no longer considered to have attacked. Play before defense is chosen.

Illus. © 1994 Phil Foglio

Disintegrate X

Sorcery

Disintegrate does X damage to one target. If target dies this turn, it is removed from game entirely and cannot be regenerated. Return target to its owner's deck only when game is over.

Illus. © Anson Maddocks

Fireball X

Sorcery

Fireball does X damage total, divided evenly (round down) among any number of targets. Pay 1 extra mana for each target beyond the first.

Illus. © Mark Tedin

Fork

Interrupt

Any sorcery or instant spell just cast is doubled. Treat Fork as an exact copy of target spell except that Fork remains red. Copy and original may have different targets.

Illus. © Amy Weber

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Interrupt

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Illus. © Amy Weber

Gauntlet of Might 4

Continuous Artifact

All red creatures gain +1/+1 and all mountains provide an extra red mana when tapped.

Illus. © Christopher Rush

Goblin Balloon Brigade

Summon Goblins

: Goblins gain flying ability until end of turn. Controller may not choose to make Goblins fly after they have been blocked.
"From up here we can drop rocks and arrows and more rocks!" "Uh, yeah boss, but how do we get down?"

Illus. © Andi Rusu 1/1

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Goblin Digging Team

Summon Goblins

: Sacrifice Goblin Digging Team to destroy target wall.
"From down here we can make the whole wall collapse!" "Uh, yeah, boss, but how do we get out?"

Illus. © 1994 Ron Spencer 1/1

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Illus. © 1994 Ron Spencer 1/1

Goblin Grenade

Sorcery

Sacrifice a Goblin to have Goblin Grenade deal 5 damage to one target.
"I don't suppose we could teach them to throw the cursed things?"
—Ivra Jursdotter

Illus. Dan Frazier
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Goblin King

Summon Goblin King

Goblins in play gain mountainwalk and +1/+1 while this card remains in play.
To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Illus. © Jesper Myrfors 2/2

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Illus. © Jesper Myrfors 2/2

Goblins of the Flarg

Summon Goblins

Mountainwalk
Goblins of the Flarg are buried if controller controls any Dwarves.

Illus. © 1994 Tom Wänerstrand 1/1

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Summon Goblins

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Illus. © 1994 Tom Wänerstrand 1/1

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Mountainwalk
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Illus. © 1994 Tom Wänerstrand 1/1

Granite Gargoyle

Summon Gargoyle

Flying; : +0/+1 until end of turn.
"While most overworlders fortunately don't realize this, Gargoyles can be most delicious, providing you have the appropriate tools to carve them." — The Underworld Cookbook, by Asmoranomardicadaistinaculdacar

Illus. © Christopher Rush 2/2

Land's Edge

Enchant World

Any player may discard a card from hand at any time. If that player discards a land, Land's Edge does 2 damage to target player of the discarding player's choice.

Illus. © 1994 Brian Snōddy

Lightning Bolt

Instant

Lightning Bolt does 3 damage to one target.

Illus. © Christopher Rush

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Mountain

Land

Tap to add ⊙ to your mana pool.

Illus. © Douglas Schuler

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Mountain

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Tap to add ⓑ to your mana pool.

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Illus. © Douglas Schuler

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Mountain

Land

Tap to add ⊛ to your mana pool.

Illus. © Douglas Schuler

Mountain

Land

Tap to add ⊛ to your mana pool.

Illus. © Douglas Schuler

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

Shatter 1⊛

Instant

Shatter destroys target artifact.

Illus. © Amy Weber

Shivan Dragon 4⊛⊛

Summon Dragon

Flying, ⊛: +1/+0 until end of turn.
While it's true most Dragons are cruel, the Shivan Dragon seems to take particular glee in the misery of others, often tormenting its victims much like a cat plays with a mouse before delivering the final blow.

Illus. © Melissa Benson 5/5

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

Uthden Troll 2⊛

Summon Troll

⊛: Regenerates
"Oi oi oi, me gotta hurt in 'ere, Oi oi oi, me smell a ting is near, Gonna bosh 'n gonna nosh 'n da hurt'll disappear."
—Traditional

Illus. © Douglas Schuler 2/2

Wheel of Fortune 2⊛

Sorcery

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

Illus. © Daniel Gelon