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Black Knight

Summon Knight

Protection from white, first strike
Battle doesn't need a purpose; the battle is its own purpose. You don't ask why a plague spreads or a field burns. Don't ask why I fight.

Illus. © Jeff A. Menges 2/2

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Illus. © Jeff A. Menges 2/2

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

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.

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Illus. © Mark Tedin

Dark Ritual

Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

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Interrupt

Add 3 black mana to your mana pool.

Illus. © Sandra Everingham

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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

Disenchant 1

Instant

Target enchantment or artifact must be discarded.

Illus. © Amy Weber

Disenchant 1

Instant

Target enchantment or artifact must be discarded.

Illus. © Amy Weber

Disrupting Scepter 3

Mono Artifact

3: Opponent must discard one card of his or her choice. Can only be used during your turn.

Illus. © Dan Frazier

Drain Life 1

Sorcery

Drain Life does 1 damage to a single target for each spent in addition to the casting cost. Caster gains 1 life for each damage inflicted. If you drain life from a creature, you cannot gain more life than the creature's toughness.

Illus. © Douglas Schuler

Hymn to Tourach

Sorcery

Target player discards two cards at random from his or her hand. If target player does not have enough cards, his or her entire hand is discarded.
"The eerie, wailing Hymn caused insanity even in hardened warriors."
—Sarpadian Empires, vol. II

Illus. Susan Van Camp
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Hypnotic Specter

Playtest Card

Summon Specter

Flying
An opponent damaged by Specter must discard a card at random from his or her hand. Ignore this effect if opponent has no cards left in hand.
"...There was no trace/ Of aught on that illumined face..."
—Samuel Coleridge, "Phantom"

Illus. © Douglas Schuler 2/2

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Illus. © Douglas Schuler 2/2

Juzam Djinn

Playtest Card

Summon Djinn

Juzám Djinn does 1 damage to you during your upkeep.
"Expect my visit when the darkness comes. The night I think is best for hiding all." —Ouallada

Illus. © Mark Tedin 5/5

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Illus. © Mark Tedin 5/5

Maze of Ith

Playtest Card

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

Playtest Card

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

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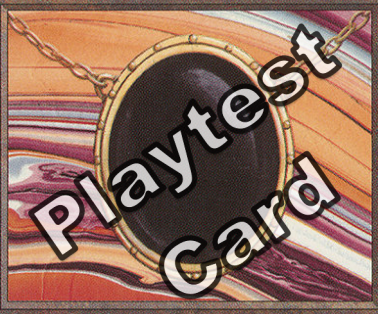
Mox Jet 0



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

Order of the Ebon hand

Summon Clerics

Protection from white
: +1/+0 until end of turn
: First strike until end of turn
A true follower of Tourach took pride in achievement to the exclusion of other concerns.

Illus. Melissa Benson 2/1

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Plains

Land

Tap to add to your mana pool.

Illus. © Jesper Myrfors

Plains

Land

Tap to add to your mana pool.

Illus. © Jesper Myrfors

Scrubland

Land

Counts as both plains and swamp and is affected by spells that affect either. Tap to add either or to your mana pool.

Illus. © Jesper Myrfors

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Counts as both plains and swamp and is affected by spells that affect either. Tap to add either or to your mana pool.

Illus. © Jesper Myrfors

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Scrubland

Playtest Card

Land

Counts as both plains and swamp and is affected by spells that affect either. Tap to add either ✸ or ✾ to your mana pool.

Illus. © Jesper Myrfors

Scrubland

Playtest Card

Land

Counts as both plains and swamp and is affected by spells that affect either. Tap to add either ✸ or ✾ to your mana pool.

Illus. © Jesper Myrfors

Sengir Vampire 3✾✾

Playtest Card

Summon Vampire

Flying
Vampire gets a +1/+1 counter each time a creature dies during a turn in which Vampire damaged it, unless the dead creature is regenerated.

Illus. © Anson Maddocks 4/4

Sengir Vampire 3✾✾

Playtest Card

Summon Vampire

Flying
Vampire gets a +1/+1 counter each time a creature dies during a turn in which Vampire damaged it, unless the dead creature is regenerated.

Illus. © Anson Maddocks 4/4

Sinkhole ✾✾

Playtest Card

Sorcery

Destroys any one land.

Illus. © Sandra Everingham

Sol Ring 1

Playtest Card

Mono Artifact

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

Illus. © Mark Tedin

Spirit Link ☼

Playtest Card

Enchant Creature

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

Illus. © 1994 Kaja Foglio

Spirit Link ☼

Playtest Card

Enchant Creature

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

Illus. © 1994 Kaja Foglio

Strip Mine

Playtest Card

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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Swamp

Playtest Card

Land

Tap to add 🌑 to your mana pool.

Illus. © Dan Frazier

Swamp

Playtest Card

Land

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