





Wooded Foothills



Land

☞, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Illus. Rob Alexander
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Anger



3

Creature — Incarnation

Haste

As long as Anger is in your graveyard and you control a mountain, creatures you control have haste.

"For its time as a mortal, Anger chose a shell of boiling rock."
—Scroll of Beginnings

Illus. John Avon
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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

Crucible of Worlds



3

Artifact

You may play land cards from your graveyard as though they were in your hand.

Amidst the darkest ashes grow the strongest seeds.

—Ron Spencer
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Duplicant



6

Artifact Creature — Shapeshifter

Imprint — When Duplicant comes into play, you may remove target nontoken creature from the game. (The removed card is imprinted on this artifact.)

As long as a creature card is imprinted on Duplicant, Duplicant has that card's power, toughness, and creature types. It's still a Shapeshifter.

Thomas M. Baxa
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Flametongue Kavu



3

Creature — Kavu

When Flametongue Kavu comes into play, it deals 4 damage to target creature.

"For dim-witted, thick-skulled genetic mutants, they have pretty good aim."
—Sisay

Illus. Pete Venters
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Goblin Welder



2

Summon Goblin

☞: Exchange target artifact a player controls for target artifact card in that player's graveyard.

"I wrecked your metal guy, boss. But look! I made you an ashtray."

Illus. Scott M. Fischer
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<p>Juggernaut 4</p>  <p>Artifact Creature</p> <p>Must attack each turn if possible. Can't be blocked by walls. <i>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.</i></p> <p>Illus. © Dan Frazier</p> <p>5/3</p>	<p>Juggernaut 4</p>  <p>Artifact Creature</p> <p>Must attack each turn if possible. Can't be blocked by walls. <i>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.</i></p> <p>Illus. © Dan Frazier</p> <p>5/3</p>	<p>Juggernaut 4</p>  <p>Artifact Creature</p> <p>Must attack each turn if possible. Can't be blocked by walls. <i>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.</i></p> <p>Illus. © Dan Frazier</p> <p>5/3</p>
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<p>Mana Vault 1</p>  <p>Mono Artifact</p> <p>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.</p> <p>Illus. © Mark Tedin</p>	<p>Masticore 4</p>  <p>Artifact Creature</p> <p>At the beginning of your upkeep, you may choose and discard a card from your hand. If you don't, sacrifice Masticore.</p> <p>2: Masticore deals 1 damage to target creature.</p> <p>2: Regenerate Masticore.</p> <p>Illus. Paolo Parente © 1993-1999 Wizards of the Coast, Inc. 134/143</p> <p>4/4</p>	<p>Memory Jar 5</p>  <p>Artifact</p> <p>⚔, Sacrifice Memory Jar: Each player sets aside his or her hand, face down, and draws seven cards. At end of turn, each player discards his or her hand and returns to his or her hand each card he or she set aside this way.</p> <p>Illus. Donato Giancola © 1993-1999 Wizards of the Coast, Inc. 128/143</p>
<p>Sol Ring 1</p>  <p>Mono Artifact</p> <p>Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.</p> <p>Illus. © Mark Tedin</p>	<p>Squee, Goblin Nabob 2</p>  <p>Creature — Goblin Legend</p> <p>At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.</p> <p>"General?!" Tahmgarth roared. "General nuisance, maybe."</p> <p>Illus. David Monette © 1993-1999 Wizards of the Coast, Inc. 214/350</p> <p>1/1</p>	<p>Su-Chi 4</p>  <p>Artifact Creature</p> <p>If Su-Chi goes to the graveyard, its controller gains 4 colorless mana. <i>Flawed copies of relics from the Thran Empire, the Su-Chi were inherently unstable but provided useful knowledge for Tocasia's students.</i></p> <p>Illus. © Christopher Rush</p> <p>4/4</p>
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Sundering Titan 8



Artifact Creature

When Sundering Titan comes into play, choose a land of each basic land type, then destroy those lands.
When Sundering Titan leaves play, choose a land of each basic land type, then destroy those lands.

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7/10

Survival of the Fittest 1



Enchantment

♣, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

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Trinisphere 3



Artifact

As long as Trinisphere is untapped, each spell that would cost less than three mana to play costs three mana to play. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost 1♣ to play costs 2♣ to play instead.)

Tim Hildebrandt
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Triskelion 6



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

Uktabi Orangutan 2



Summon Ape

When Uktabi Orangutan comes into play, destroy target artifact.

"Is it true that the apes wear furs of gold when they marry?"
—Rana, Suq'Ata market fool

Illus. Una Fricker 2/2

Artifact Mutation



Instant

Destroy target artifact. It can't be regenerated. Put X 1/1 green Saproling creature tokens into play, where X is its converted mana cost.

"From shards and splinters I call forth my living horde."
—Molimo, maro-sorcerer

Illus. Greg Staples
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Blood Moon 2



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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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Chalice of the Void X



Artifact

Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

Mark Zug
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Mark Zug
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Artifact Creature — Shapeshifter

Imprint — When Duplicant comes into play, you may remove target nontoken creature from the game. *(The removed card is imprinted on this artifact.)*

As long as a creature card is imprinted on Duplicant, Duplicant has that card's power, toughness, and creature types. It's still a Shapeshifter.

Thomas M. Baxa
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Genesis 4



Creature — Incarnation

At the beginning of your upkeep, if Genesis is in your graveyard, you may pay 2 ♣. If you do, return target creature card from your graveyard to your hand.

"First through the Riftstone was Genesis—and the world was lifeless no more."
—Scroll of Beginnings

Illus. Mark Zug 4/4

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Naturalize 1



Instant

Destroy target artifact or enchantment.

"From here, let the world be reborn."

Illus. Ron Spears

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Instant

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"From here, let the world be reborn."

Illus. Ron Spears

™ & © 1993–2002 Wizards of the Coast, Inc. 275/350

Platinum Angel 7



Artifact Creature — Angel

Flying

You can't lose the game and your opponents can't win the game.

In its heart lies the secret of immortality.

Brom 4/4

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Tormod's Crypt 0



Artifact

⚡: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. © 1994 Christopher Rush

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Illus. © 1994 Christopher Rush

Viashino Heretic 2



Summon Viashino

1 ⚡, ⚡: Destroy target artifact. Viashino Heretic deals to that artifact's controller damage equal to the artifact's total casting cost.

"The past is buried for good reason."

Illus. Douglas Shuler 1/3

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