



















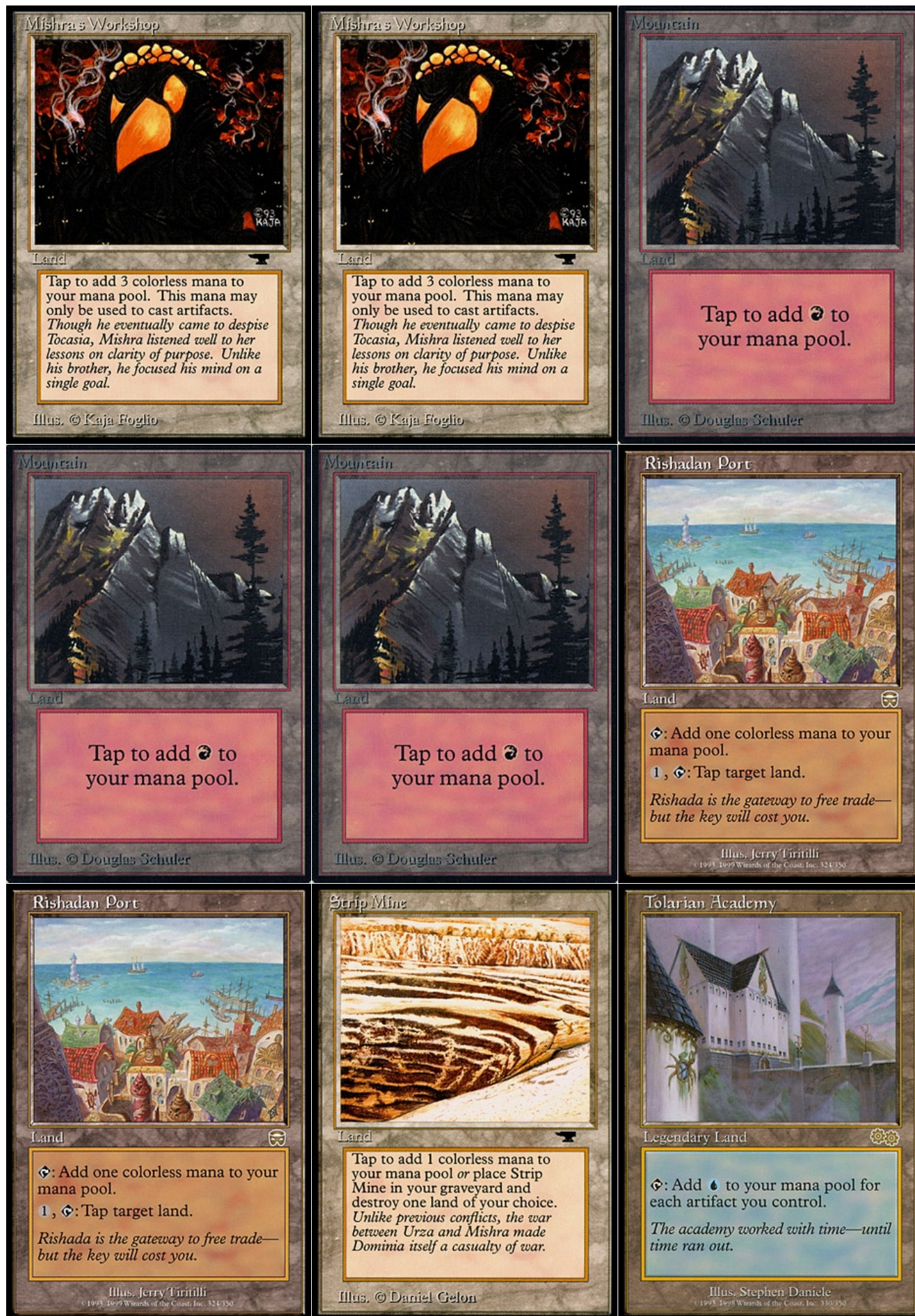


<p>Barbarian Ring</p>  <p>Land</p> <p>☞: Add  to your mana pool. Barbarian Ring deals 1 damage to you.</p> <p>Threshold —    Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. <i>(Play this ability only if seven or more cards are in your graveyard.)</i></p> <p>Illus. John Avon ™ & © 1993–2001 Wizards of the Coast, Inc. 313/350</p>	<p>Barbarian Ring</p>  <p>Land</p> <p>☞: Add  to your mana pool. Barbarian Ring deals 1 damage to you.</p> <p>Threshold —    Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. <i>(Play this ability only if seven or more cards are in your graveyard.)</i></p> <p>Illus. John Avon ™ & © 1993–2001 Wizards of the Coast, Inc. 313/350</p>	<p>Barbarian Ring</p>  <p>Land</p> <p>☞: Add  to your mana pool. Barbarian Ring deals 1 damage to you.</p> <p>Threshold —    Sacrifice Barbarian Ring: Barbarian Ring deals 2 damage to target creature or player. <i>(Play this ability only if seven or more cards are in your graveyard.)</i></p> <p>Illus. John Avon ™ & © 1993–2001 Wizards of the Coast, Inc. 313/350</p>
<p>Bazaar of Baghdad</p>  <p>Land</p> <p>Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.</p> <p>Illus. © Jeff A. Menges</p>	<p>Bazaar of Baghdad</p>  <p>Land</p> <p>Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.</p> <p>Illus. © Jeff A. Menges</p>	<p>Bazaar of Baghdad</p>  <p>Land</p> <p>Tap to take two cards from your library, after which you must immediately discard three from your hand to your graveyard. If you don't have three or more cards in your hand, discard your whole hand. No spells may be cast between drawing and discarding cards.</p> <p>Illus. © Jeff A. Menges</p>
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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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2/4

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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1/1

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1/1

Mana Crypt 0



Artifact

During your upkeep, flip a coin. Opponent calls heads or tails while coin is in the air. If flip ends up in opponent's favor, Mana Crypt deals 3 damage to you.

♦: Add two colorless mana to your mana pool. Play this ability as an interrupt.

Illus. Mark Tedin

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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

<p>Null Rod 2</p>  <p>Artifact</p> <p>Players cannot play any artifact abilities requiring an activation cost.</p> <p>Gerrard: "But it doesn't do anything!" Hanna: "No—it does nothing."</p> <p>Illus. Anson Maddocks ©1997 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Null Rod 2</p>  <p>Artifact</p> <p>Players cannot play any artifact abilities requiring an activation cost.</p> <p>Gerrard: "But it doesn't do anything!" Hanna: "No—it does nothing."</p> <p>Illus. Anson Maddocks ©1997 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Null Rod 2</p>  <p>Artifact</p> <p>Players cannot play any artifact abilities requiring an activation cost.</p> <p>Gerrard: "But it doesn't do anything!" Hanna: "No—it does nothing."</p> <p>Illus. Anson Maddocks ©1997 Wizards of the Coast, Inc. All rights reserved.</p>
<p>Smokestack 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack.</p> <p>During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner ©1993-1998 Wizards of the Coast, Inc. 309/350</p>	<p>Smokestack 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack.</p> <p>During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner ©1993-1998 Wizards of the Coast, Inc. 309/350</p>	<p>Smokestack 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack.</p> <p>During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner ©1993-1998 Wizards of the Coast, Inc. 309/350</p>
<p>Smokestack 4</p>  <p>Artifact</p> <p>During your upkeep, you may put a soot counter on Smokestack.</p> <p>During each player's upkeep, that player sacrifices a permanent for each soot counter on Smokestack.</p> <p>Illus. Scott Kirschner ©1993-1998 Wizards of the Coast, Inc. 309/350</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>Solemn Simulacrum 4</p>  <p>Artifact Creature</p> <p>When Solemn Simulacrum comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.</p> <p>When Solemn Simulacrum is put into a graveyard from play, you may draw a card.</p> <p>Greg Staples ©1993-2003 Wizards of the Coast, Inc. 245/506</p> <p>2/2</p>



<p>Duplicant 6</p>  <p>Artifact Creature — Shapeshifter</p> <p>Imprint — When Duplicant comes into play, you may remove target nontoken creature from the game. <i>(The removed card is imprinted on this artifact.)</i></p> <p>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.</p> <p>Thomas M. Baxa 2/4</p> <p>™ & © 1993–2003 Wizards of the Coast, Inc. 165/506</p>	<p>Duplicant 6</p>  <p>Artifact Creature — Shapeshifter</p> <p>Imprint — When Duplicant comes into play, you may remove target nontoken creature from the game. <i>(The removed card is imprinted on this artifact.)</i></p> <p>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.</p> <p>Thomas M. Baxa 2/4</p> <p>™ & © 1993–2003 Wizards of the Coast, Inc. 165/506</p>	<p>Granite Shard 3</p>  <p>Artifact</p> <p>3, ♣ or ♠, ♣: Granite Shard deals 1 damage to target creature or player.</p> <p><i>It's a piece of a world the goblins have never seen but would dearly like to blow up.</i></p> <p>Doug Chaffee</p> <p>™ & © 1993–2003 Wizards of the Coast, Inc. 182/506</p>
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<p>Jester's Cap 4</p>  <p>Artifact</p> <p>2, ♠: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.</p> <p><i>"Know your foes' strengths as well as their weaknesses."</i></p> <p>—Arcum Dagsson, Soldevi Machinist</p> <p>Illus. Dan Frazier</p> <p>© 1995 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Jester's Cap 4</p>  <p>Artifact</p> <p>2, ♠: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.</p> <p><i>"Know your foes' strengths as well as their weaknesses."</i></p> <p>—Arcum Dagsson, Soldevi Machinist</p> <p>Illus. Dan Frazier</p> <p>© 1995 Wizards of the Coast, Inc. All rights reserved.</p>	<p>Jester's Cap 4</p>  <p>Artifact</p> <p>2, ♠: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.</p> <p><i>"Know your foes' strengths as well as their weaknesses."</i></p> <p>—Arcum Dagsson, Soldevi Machinist</p> <p>Illus. Dan Frazier</p> <p>© 1995 Wizards of the Coast, Inc. All rights reserved.</p>

