

MAGIC The Gathering® Old School



BUILDING YOUR FIRST OLD SCHOOL START COLLECTION

*By
Allan Linderup Smed*

“MUST HAVES” AND GOOD BASIC CARDS TO START YOUR MAGIC CARD COLLECTION

Published September 2020

This document can be used as a guide for new players on what card to focus on prioritizing and buying, when starting up playing Old School magic. If you focus on only playing one or two colors a typical starting price for building your starting card collection is 3.000-5.000 DKK without dual lands. If buying the full starting card collection in this list (excluding dual lands the cards listed under the section “moving into more expensive cards”) the total price is 10.000-15.000 DKK

The document also contains sample budget starting decks as well as a gallery of the recommended starting cards.

In the end of the document there is a indicative price list for each card taken from magic card market.

Lands

20 Basic Lands of each Color (Forest, Mountains, Swamp, Island and Plains)

4 x City of Brass (Chronicles)

2-4 x Maze of Ith (The Dark)

4 x Mishra’s Factory (4th Edition)

2-3 x Pendelhaven (If you play Green)

1 x Strip Mine (4th Edition) – RESTRICTED



White

2-3 x Armageddon

1-2 x Army of Allah

1 x Balance – RESTRICTED

4 x Benalish Hero

2 x Circle of Protection: Black

2 x Circle of Protection: Red

4 x Clergy of the Holy Nimbus

4 x Crusade

4 x Disenchant

4 x Divine Offering (Chronicles)

2 x Dust to Dust

1-2 x Karma

1-2 x Land tax (4th edition)

4 x Pikemen

2 x Preacher

4 x Savannah Lions

4 x Serra Angel

4 x Spirit Link

4 x Swords to Plowshares

4 x Tundra Wolves

4 x White Knight

2 x Wrath of God

**Blue**

- 4 x Azure Drake (Chronicles)
- 2-3 x Air elemental
- 4 x Blue Elemental Blast
- 1-4 x Boomerang (Chronicles)
- 1 x Braingeyser - RESTRICTED
- 1-4 x Clone
- 2 x Control Magic
- 4 x Copy artifact
- 4 x Counterspell
- 2 x Dance of Many (Chronicles)
- 2-3 x Energy Flux
- 4 x Flying Men
- 4 x Flash counter
- 1-2 x Mana Short
- 4 x Merfolk of Pearl Trident
- 4 x Lord of Atlantis
- 4 x Power Sink
- 1-2 x Prodigal Sorcerer
- 4 x Psionic Blast
- 4 x Psychic Venom
- 1-2 x Recall (Chronicles)
- 4 x Serendib Efreet (Revised)
- 1-2 x Mahamoti Djinn
- 4 x Unstable Mutation
- 2-3 x Unsummon
- 3-4 x Stasis



Black

4 x Animate Dead

4 x Bad Moon

4 x Black Knight

4 x Dark Ritual

1 x Demonic Tutor – RESTRICTED

2 x Demonic Hordes

4 x Drain Life

2 x Fallen Angel (Chronicles)

4 x Gloom

2 x Greed

1-2 x Howl from Beyond

4 x Hypnotic Specter

1 x Mind Twist - RESTRICTED

1 x Nightmare

4 x Paralyze

2 x Pestilence

1-2 x Royal Assassin

3-4 x Sengir Vampire

4 x Sinkhole

4 x Terror

4 x Underworld dreams



Red

4 x Atog

4 x Ball Lightning

3-4 x Blood Moons (Chronicles)

4 x Blood Lust

4 x Chain Lightning

4 x Disintegrate

2-3 x Earthquake

4 x Fireball

1-2 x Fork

2 x Granite Gargoyle

4 x Kird Ape

4 x Lightning Bolt

2-3 x Mana flare

4 x Red Elemental Blast

4 x Sedge Troll

4 x Shatter

2 x Shatterstorm

1-2 x Shivan Dragon

4 x Stone Rain

4 x Uthden Troll

4 x Winds of Change

1 x Wheel of Fortune - RESTRICTED



Green

- 4 x Erhnam Djinn (Chronicles)
- 4 x Birds of Paradise
- 1 x Regrowth - RESTRICTED
- 4 x Whirling Dervish
- 4 x Crumble
- 2-3 x Tranquility
- 4 x Giant Growth
- 4 x Llanowar Elves
- 4 x Argothian Pixies (Chronicles)
- 4 x Scryb Sprites
- 4 x Scavenger Folk
- 1-4 x Avoid Fate
- 2-3 Sylvan Library (4th edition)
- 1-2 x Berserk
- 4 x Elvish archers
- 2 x Hurricane
- 4 x Ice Storm
- 1 x Channel – RESTRICTED
- 1 x Desert Twister
- 4 x Elves of Deep Shadow
- 1-2 x Fastbond

1

Artifacts

4 x Ankh of Mishra

1 x Sol Ring (Revised) - RESTRICTED

4 x Juggernaut

4 x Black Vise

1-4 x Clay Statue

1-3 x Icy Manipulator

4 x Triskelion (Chronicles)

4 x Tetravus (Chronicles)

2-3 x Jayemdae Tome

4 x Nevinyrral's Disk

2-3 x Relic Barrier

4 x Su-Chi

4 x Fellwar Stone (4th edition)

1 x Feldon's cane

1-2 x Mana Vault (4th edition)

4 x Howling Mine

2-3 x Ivory Tower

2-3 x Winter Orb

MOVING INTO THE EXPENSIVE CARDS – BEST BUY'S

Expensive lands to prioritize first

4 x Dual Lands (Revised) – in the two colors you have selected to focus on as a start

1 x Library of Alexandria – RESTRICTED

Expensive artifacts to prioritize first

1 x Chaos Orb (CE/IE edition) – RESTRICTED

1 X Mox (in one of the two colors you have started to focus on) – RESTRICTED

1 X Mox (in the other one of the two colors you have started to focus on) – RESTRICTED

Mono Black – artifact aggro



Mono Green berserk



Mono red Goblins



Green Red Zoo



Mono White Weenie



Red-Green Erhnam Burn them



The starter cards on the list

Without dual lands



The Rack 1

Artifact

At the end of target opponent's upkeep, The Rack deals that player 1 damage for each card in his or her hand fewer than three.
Invented in Mishra's earlier days, the Rack was once his most feared creation.

Illus. Richard Thomas
© 1995 Wizards of the Coast Inc. All rights reserved.

Icy Manipulator 4

Mono Artifact

1: You may tap any land, creature, or artifact in play on either side. No effects are generated by the target card.

Illus. © Douglas Shuler

Warning: This card is not tournament legal

Triskelion 6

Artifact Creature

When Triskelion comes into play, put three +1/+1 counters on it.
0: Remove one of these counters from Triskelion to have Triskelion deal 1 damage to target creature or player.
A brainchild of Tavnos, the Triskelion later proved both versatile and useful.

Illus. Douglas Shuler
© 1995 Wizards of the Coast Inc. All rights reserved.

1/1

Tetravus 6

Artifact Creature

Flying
When Tetravus comes into play, put three +1/+1 counters on it.
During your upkeep, you may move each of these counters on or off of Tetravus, regardless of who controls them. Counters that are removed become Tetravite tokens. Treat these tokens as 1/1 artifact creatures with flying. These creatures cannot have enchantments played on them and do not share any enchantments on Tetravus.

Illus. Mark Tedin
© 1995 Wizards of the Coast Inc. All rights reserved.

1/1

Disrupting Scepter 3

Artifact

3, ⚡: Target player chooses and discards one card from his or her hand. Use this ability only during your turn.

Illus. Dan Frazier
© 1995 Wizards of the Coast Inc. All rights reserved.

Relic Barrier 2

Artifact

⚡: Target artifact becomes tapped.

Illus. © 1994 Harold McNeill

Jayemdae Tome 4

Artifact

4, ☉: Draw one card.

Illus. Mark Tedin
© 1995 Wizards of the Coast Inc. All rights reserved.

Su-Chi 4

Artifact Creature

If Su-Chi goes to the graveyard, its controller gains 4 colorless mana. *Flawed copies of relics from the Thran Empire, the Su-Chi were inherently unstable but provided useful knowledge for Tocasia's students.*

Illus. © Christopher Rush 4/4

Fellwar Stone 2

Artifact

☉: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt. *"What do you have that I cannot obtain?"*
—Mairsil, called the Pretender

Illus. Quinton Hoover
© 1995 Wizards of the Coast Inc. All rights reserved.

Mana Vault 1

Artifact

Mana Vault does not untap during your untap phase. If it remains tapped during your upkeep, Mana Vault deals 1 damage to you.
4-Untap Mana Vault. Use this ability only during your upkeep.
☉: Add three colorless mana to your mana pool. Play these additions as interrupts.

Illus. Mark Tedin
© 1995 Wizards of the Coast Inc. All rights reserved.

Howling Mine 2

Artifact

Each player draws one extra card during his or her draw phase.

Illus. Mark Poole
© 1995 Wizards of the Coast Inc. All rights reserved.

Winter Orb 2

Artifact

No player may untap more than one land during his or her untap phase.

Illus. Mark Tedin
© 1995 Wizards of the Coast Inc. All rights reserved.

Ivory Tower 1

Artifact

At the beginning of your upkeep, gain 1 life for each card in your hand in excess of four.
Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illus. Margaret Organ-Kean
© 1995 Wizards of the Coast, Inc. All rights reserved.

Jalum Tome 3

Artifact

2, ♠: Draw a card; then, choose and discard a card from your hand.
This time-worn relic was responsible for many of Urza's victories, though he never fully comprehended its mystic runes.

Illus. Tom Wänerstrand
© 1995 Wizards of the Coast, Inc. All rights reserved.

Titania's Song 3 ♠

Enchantment

All non-creature artifacts lose all their usual abilities and become artifact creatures with toughness and power each equal to their casting costs. If Titania's Song leaves play, artifacts return to normal just before the untap phase of the next turn.

Illus. Kerstin Kaman
© 1995 Wizards of the Coast, Inc. All rights reserved.

Elvish Archers 1 ♠

Summon Elves

First strike
I tell you, there was so many arrows flying about you couldn't hardly see the sun. So I says to young Angus, "Well, at least now we're fighting in the shade!"

Illus. Anson Maddocks
© 1995 Wizards of the Coast, Inc. All rights reserved. 2/1

Erhnam Djinn 3 ♠

Summon Djinn

During your upkeep, target non-wall creature an opponent controls gains forestwalk until your next turn. Ignore this effect if there are no legal targets.

Illus. Ken Meyer, Jr.
© 1995 Wizards of the Coast, Inc. All rights reserved. 4/5

Birds of Paradise

Summon Mana Birds

Flying
 ⚡: Add one mana of any color to your mana pool. Play this ability as an interrupt.

Illus. Mark Poole
 © 1995 Wizards of the Coast, Inc. All rights reserved. 0/1

Regrowth

Sorcery

Bring any card from your graveyard to your hand.

Illus. © Dameron Willich

Whirling Dervish

Summon Dervish

Protection from black
 Put a +1/+1 counter on Whirling Dervish at the end of each turn in which it damages opponent.

Illus. Susan Van Camp
 © 1995 Wizards of the Coast, Inc. All rights reserved. 1/1

Crumble

Instant

Bury target artifact. Artifact's controller gains life equal to the artifact's casting cost.
The spirits of Argoth grant new life to those who repent the folly of enslaving their labors to devices.

Illus. Jesper Myrfors
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Tranquility

Sorcery

Destroy all enchantments.

Illus. Douglas Shuler
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Giant Growth

Instant

Target creature gets +3/+3 until end of turn.

Illus. Sandra Everingham
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Llanowar Elves 



Summon Elves

☞: Add  to your mana pool. Play this ability as an interrupt.
Hardened by their life in the haunted Llanowar Forest, these fierce beings are outcasts among elvenkind.

Illus. Anson Maddocks
 © 1995 Wizards of the Coast, Inc. All rights reserved. 1/1

Argothian Pixies 



Summon Faeries

Cannot be blocked by artifact creatures. Any damage dealt to Argothian Pixies by artifact creatures is reduced to 0.
After the rape of Argoth Forest during the rule of the artificers, the Pixies of Argoth bent their magic to more practical ends.

Illus. Amy Weber
 © 1995 Wizards of the Coast, Inc. All rights reserved. 2/1

Scryb Sprites 



Summon Faeries

Flying
The only sound was the gentle clicking of the Faeries' wings. Then those intruders who were still standing turned and fled. One thing was certain: they didn't think the Scryb were very funny anymore.

Illus. Amy Weber
 © 1995 Wizards of the Coast, Inc. All rights reserved. 1/1

Scavenger Folk 



Summon Scavenger Folk

 ☞: Sacrifice Scavenger Folk to destroy target artifact.
String, weapons, wax, or jewels—it makes no difference. Leave nothing unguarded in Scarwood.

Illus. Dennis Detwiler
 © 1995 Wizards of the Coast, Inc. All rights reserved. 1/1

Avoid Fate 



Interrupt

Counters target interrupt or enchantment. Can only counter spells that target a permanent under your control.

Illus. © 1994 Pini Fodjo

Sylvan Library 



Enchantment

You may draw two extra cards during your draw phase. If you do so, put two of the cards drawn this turn back on top of your library (in any order) or pay 4 life per card not replaced. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Harold McNeill
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Berserk 



Enchant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be countered after current turn's attack is completed.

Warning: This card is not tournament legal

Illus. © Dan Frazier

Hurricane  



Sorcery

Hurricane deals X damage to each player and each creature with flying.

Illus. Dameon Willich
© 1995 Wizards of the Coast, Inc. All rights reserved.

Instill Energy 



Enchant Creature

Target creature can attack the turn it comes into play on your side.
0: During your turn, untap target creature Instill Energy enchants. Use this ability only once each turn.

Illus. Dameon Willich
© 1995 Wizards of the Coast, Inc. All rights reserved.

Wild Growth 



Enchant Land

Wild Growth adds  to your mana pool each time target land is tapped for mana.

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.

Wyluli Wolf 



Summon Wolf

Tap to give any creature in play +1/+1 until end of turn.
"When one wolf calls, others follow. Who wants to fight creatures that eat scorpions?" —Maimun al-Wyluli, Diary

Illus. © Susan Van Camp 1/1

Ice Storm  



Sorcery

Destroys any one land.

Warning: This card is not tournament legal

Illus. © Dan Frazier

Stream of Life X ♣

Sorcery

Target player gains X life.

Illus. Mark Poole
© 1995 Wizards of the Coast, Inc. All rights reserved.

Channel ♣♣

Sorcery

Until end of turn, you may add colorless mana to your mana pool at a cost of 1 life per one mana. Play these additions as interrupts. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Richard Thomas
© 1995 Wizards of the Coast, Inc. All rights reserved.

Desert Twister 4 ♣♣

Sorcery

Destroy target permanent.

Illus. Susan Van Camp
© 1995 Wizards of the Coast, Inc. All rights reserved.

Elves of Deep Shadow ♣

Summon Elves

♣: Add ♣ to your mana pool, and Elves of Deep Shadow do 1 damage to you. This ability is played as an interrupt.
"They are aberrations who have turned on everything we hold sacred. Let them be cast out." —Ailheon, Speaker of the Council

Illus. © 1994 Jesper Myrtoft 1/1

Fastbond ♣

Enchantment

You may put as many lands into play as you want each turn. Fastbond does 1 damage to you for every land beyond the first that you play in a single turn.

Illus. © Mark Poole

Will-O'-The-Wisp ♣

Summon Will-O'-The-Wisp

Flying
♣: Regenerate
"About, about in reel and rout
The death-fires danced at night;
The water, like a witch's oils,
Burnt green, and blue and white."
—Samuel Coleridge, "The Rime of the Ancient Mariner"

Illus. Jesper Myrtoft 0/1
© 1995 Wizards of the Coast, Inc. All rights reserved.









Backfire 1

Enchant Creature

Backfire deals 1 damage to target creature's controller for each 1 damage dealt to you by that creature.

Illus. Brian Snoddy

Blue Elemental Blast 1

Interrupt

Counter target red spell or destroy target red permanent.

Illus. Richard Thomas

Boomerang 1 1

Instant

Return target permanent to owner's hand.
"O! call back yesterday, bid time return." — William Shakespeare, King Richard the Second

Illus. Brian Snoddy

Clone 3 1

Summon Clone

Upon summoning, Clone acquires all characteristics, including color, of any one creature in play on either side; any creature enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be summoned if there are no creatures in play.

Illus. © Julie Buron

Control Magic 2 1 1

Enchant Creature

Gain control of target creature.

Illus. Doreen Wilsch

Copy Artifact 1 1

Enchantment

Select any artifact in play. This enchantment acts as a duplicate of that artifact; it is affected by cards that affect either enchantments or artifacts. The copy remains even if the original artifact is destroyed. Enchantments on the original artifact are not copied.

Illus. © Amy Weber



Lord of Atlantis 00

Summon Lord

All Merfolk gain islandwalk and get +1/+1.
A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Illus. Melissa Benson 2/2

Power Sink X0

Interrupt

Counter a target spell if its caster does not pay ∞ . Target spell's caster must draw and pay all available mana from lands and mana pool until ∞ is paid; he or she may also pay mana from other sources if desired.

Illus. Richard Thomas

Prodigal Sorcerer 20

Summon Wizard

\ominus Prodigal Sorcerer deals 1 damage to target creature or player.
Occasionally a member of the Institute of Arcane Study acquires a taste for worldly pleasures. Seldom do they have trouble finding employment.

Illus. Douglas Sauter 1/1

Psionic Blast 20

Instant

Psionic Blast does 4 damage to any target, but it does 2 damage to you.

Illus. © Douglas Schuler

Warning: This card is not tournament legal

Psychic Venom 10

Enchant Land

Whenever target land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Illus. Brian Snoddy

Remove Soul 10

Interrupt

Counter target summon spell.
Nethya stiffened suddenly, head cocked as if straining to hear some distant sound, then fell lifeless to the ground.

Illus. Brian Snoddy



Animate Dead 1

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control with -1/-0. Treat this creature as though it were just summoned. If Animate Dead is removed, bury the creature in its owner's graveyard.

Illus. Anson Maddocks
© 1995 Wizards of the Coast Inc. All rights reserved.

Bad Moon 1

Enchantment

All black creatures get +1/+1.

Illus. Jesper Myrtoft
© 1995 Wizards of the Coast Inc. All rights reserved.

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
© 1995 Wizards of the Coast Inc. All rights reserved. 2/2

Dark Ritual

Interrupt

Add to your mana pool.

Illus. Sandra Everingham
© 1995 Wizards of the Coast Inc. All rights reserved.

Demonic Tutor 1

Sorcery

Search your library for one card and take it into your hand. Reshuffle your library afterwards.

Illus. © Douglas Shuler

Demonic Hordes

Summon Demons

: Destroy 1 land.
Pay during your upkeep or the Hordes become tapped and you lose a land of opponent's choice.
Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

Illus. © Jesper Myrtoft 5/5

Drain Life 1

Sorcery

Drain Life deals 1 damage to a target creature or player for each $\{$ you pay in addition to the casting cost. You then gain 1 life for each 1 damage dealt. You cannot gain more life than the toughness of the creature or the total life of the player Drain Life damages.

Illus. Douglas Shuler
© 1995 Wizards of the Coast Inc. All rights reserved.

Fear

Enchant Creature

Target creature cannot be blocked except by black creatures and artifact creatures.

Illus. Mark Poole
© 1995 Wizards of the Coast Inc. All rights reserved.

Fallen Angel

Summon Angel

Flying
0: Sacrifice a creature to give Fallen Angel +2/+1 until end of turn.

Illus. Anson Maddocks
© 1995 Wizards of the Coast Inc. All rights reserved. 3/3

Gloom

Enchantment

White spells cost an additional 3 to cast. White enchantments with activation costs require an additional 3 to use.

Illus. Dan Frazier
© 1995 Wizards of the Coast Inc. All rights reserved.

Greed

Enchantment

$\{$: Pay 2 life to draw a card. Effects that prevent or redirect damage cannot be used to counter this loss of life.
"There is no calamity greater than lavish desires. . . And there is no greater disaster than greed."
Tao Tè Ching 46

Illus. Phil Foglio
© 1995 Wizards of the Coast Inc. All rights reserved.

Howl from Beyond

Instant

Target creature gets +X/+0 until end of turn.

Illus. Mark Poole
© 1995 Wizards of the Coast Inc. All rights reserved.

Hypnotic Specter 1

Summon Specter

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

Illus. Douglas Shuler
2/2

Mind Twist X

Sorcery

Target player discards X cards at random from his or her hand. If that player does not have enough cards, his or her entire hand is discarded.

Illus. Julie Baroh
1/1

Nerthing Imp 2

Summon Imp

Force a particular one of opponent's non-wall creatures to attack. If target creature cannot attack, it is killed at end of turn. This ability can only be used during opponent's turn, before the attack. May not be used on creatures summoned this turn.

Illus. © Quintron Hoover
1/1

Nightmare 6

Summon Nightmare

Flying
Nightmare has power and toughness each equal to the number of swamps its controller controls.
The Nightmare arises from its lair in the swamps. As the poisoned land spreads, so does the Nightmare's rage and terrifying strength.

Illus. Melissa Benton
★ ★

Paralyze

Enchant Creature

Target creature does not untap during its controller's untap phase. That player may pay an additional 4 during his or her upkeep to untap it. Tap target creature when Paralyze comes into play.

Illus. Anson Maddocks

Pestilence 2

Enchantment

At the end of any turn, if there are no creatures in play, bury Pestilence.
Pestilence deals 1 damage to all creatures and players.

Illus. Jesper Myrskog

Royal Assassin 1

Summon Assassin

☞: Destroy target tapped creature.
Trained in the arts of stealth, the Royal Assassins choose their victims carefully, relying on timing and precision rather than brute force.

Illus. Tom Winerstrand 1/1

Sengir Vampire 3

Summon Vampire

Flying
Put a +1/+1 counter on Sengir Vampire each time a creature is put into the graveyard the same turn Sengir Vampire damaged it.

Illus. Anson Maddocks 4/4

Sinkhole 1

Sorcery

Destroys any one land.

Illus. Sandra Everingham

Sorceress Queen 1

Summon Sorceress

☞: Target creature other than Sorceress Queen becomes 0/2 until end of turn.

Illus. Kaja Foglio 1/1

Raise Dead

Sorcery

Take target creature from your graveyard and put it into your hand.

Illus. Jeff A. Menges

Terror 1

Instant

Bury target non-black, non-artifact creature.

Illus. Ron Spencer



Disintegrate X

Sorcery

Disintegrate deals X damage to target creature or player. The target cannot regenerate until end of turn. If the target receives lethal damage this turn, remove it from the game entirely.

Illus. Anson Maddocks

Dragon Whelp 2

Summon Dragon

Flying
 2: +1/+0 until end of turn. If you spend more than 2 in this way during one turn, destroy Dragon Whelp at end of turn.
"O to be a dragon . . . of silkworm size or immense . . ." —*Marianne Moore, "O to Be a Dragon"*

Illus. Amy Weber 2/3

Earthquake X

Sorcery

Earthquake deals X damage to each player and each creature without flying.

Illus. Dan Frazier

Fireball X

Sorcery

Fireball deals X damage, divided evenly (round down) among any number of target creatures and/or players. Pay an additional 1 for each target beyond the first.

Illus. Mark Tedin

Fork

Interrupt

Any one sorcery or instant spell just cast is duplicated. Treat Fork as an exact copy of target spell except that Fork remains red. Caster of Fork chooses the copy's target.

Illus. © Amy Weber

Giant Strength

Enchant Creature

Target creature gains +2/+2
"O! it is excellent! To have a giant's strength, but it is tyrannous! To use it like a giant." —*William Shakespeare, Measure for Measure*

Illus. Justin Hampton

Granite Gargoyle 2



Summon Gargoyle

Flying; 2: +0/+1
 "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

Kird Ape



Summon Ape

While controller has forests in play, Kird Ape gains +1/+2.

Illus. © Ken Meyer Jr. 1/1

Lightning Bolt



Instant

Lightning Bolt deals 3 damage to target creature or player.

Illus. Christopher Rush

Manabarbs 3



Enchantment

Each time any land is tapped for mana, Manabarbs deals 1 damage to that land's controller.

Illus. Christopher Rush

Red Elemental Blast



Interrupt

Counter target blue spell or destroy target blue permanent.

Illus. Richard Thomas

Rukh Egg 3



Summon Egg

If Rukh Egg goes to the graveyard, a Rukh—a 4/4 red flying creature—comes into play on your side at the end of that turn. Use a counter to represent Rukh. Rukh is treated exactly like a normal creature except that if it leaves play it is removed from the game entirely.

Illus. © Christopher Rush 0/3

Sedge Troll 2

Summon Troll

• Regenerates.
While controller has swamps in play, Sedge Troll gains +1/+1.
The stench in the hovel was overpowering; something loathsome was cooking. Occasionally something surfaced in the thick paste, but my host would casually push it down before I could make out what it was.

Illus. © Dan Frazier 2/2

Shatter 1

Instant

Destroy target artifact.

Illus. Amy Weber

Shatterstorm 2

Sorcery

All artifacts in play are buried.
Chains of leaping fire and sizzling lightning laid waste the artificers' handiwork, sparing not a single device.

Illus. © Mark Poole

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

Stone Rain 2

Sorcery

Destroy target land.

Illus. Daniel Gelon

Uthden Troll 2

Summon Troll

• Regenerate
*"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."
—Troll chant*

Illus. Douglas Shuler 2/2

Winds of Change 2

Sorcery

All players shuffle their hands into their libraries and then draw the same number of cards they originally held.
*" 'Tis the set of sails, and not the gales,
 Which tells us the way to go."
 —Ella Wheeler Wilcox*

Illus. Justin Hampton
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Wheel of Fortune 2

Sorcery

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

Illus. © Daniel Gelon

Armageddon 3

Sorcery

Destroy all lands.

Illus. Jasper Myrhor
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Army of Allah 1

Instant

All attacking creatures gain +2/+0 until end of turn.
On the day of victory no one is tired. —Arab proverb

Illus. © Brian Snoddy

Balance 1

Sorcery

Each player sacrifices enough lands to equalize the number of lands all players control. The player who controls the fewest lands cannot sacrifice any in this way. All players then equalize cards in hand and then creatures in play in the same way.

Illus. Mark Poole
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Black 1

Enchantment

1: Prevent all damage against you from one black source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Jasper Myrhor
 © 1995 Wizards of the Coast, Inc. All rights reserved.

Circle of Protection: Red 1*

Enchantment

1: Prevent all damage against you from one red source. If a source deals damage to you more than once in a turn, you may pay 1 each time to prevent the damage.

Illus. Mark Hedlin
©1995 Wizards of the Coast, Inc. All rights reserved.

Clergy of the Holy Limbus

Summon: Priest

When Clergy are destroyed or take lethal damage, unless opponent pays 1 Clergy are regenerated.

Illus. © 1994 Daniel Gelon 1/1

Conversion 2**

Enchantment

All mountains become basic plains. During your upkeep, pay ** or destroy Conversion.

Illus. Jester Myrbor
©1995 Wizards of the Coast, Inc. All rights reserved.

Crusade **

Enchantment

All white creatures get +1/+1.

Illus. Mark Poole
©1995 Wizards of the Coast, Inc. All rights reserved.

Disenchant 1*

Instant

Destroy target enchantment or artifact.

Illus. Amy Weber
©1995 Wizards of the Coast, Inc. All rights reserved.

Divine Offering 1*

Instant

Destroy target artifact. Gain life equal to the artifact's casting cost. *D'Haven stared at the twisted lump of metal that had been a prized artifact. The fight was getting ugly.*

Illus. Jeff A. Menges
©1995 Wizards of the Coast, Inc. All rights reserved.



Savannah Lions *

 Summon Lions
The traditional kings of the jungle command a healthy respect in other climates as well. Relying mainly on their stealth and speed, Savannah Lions can take a victim by surprise, even in the endless, flat plains of their homeland.
 illus. Daniel Orton
 ©1995 Wizards of the Coast, Inc. All rights reserved. 2/1

Serra Angel 3**

 Summon Angel
 Flying
 Attacking does not cause Serra Angel to tap.
Born with wings of light and a sword of faith, this heavenly incarnation embodies both fury and purity.
 illus. Douglas Sauter
 ©1995 Wizards of the Coast, Inc. All rights reserved. 4/4

Spirit Link *

 Enchant Creature
 Gain 1 life for every 1 damage target creature deals. You may gain more life than the toughness or the total life of the creature or player damaged by the creature Spirit Link enchants.
 illus. Kaja Foglio
 ©1995 Wizards of the Coast, Inc. All rights reserved.

Swords to Plowshares *

 Instant
 Remove target creature from the game. The creature's controller gains life equal to its power.
 illus. Jeff R. Menges
 ©1995 Wizards of the Coast, Inc. All rights reserved.

Reverse Damage 1**

 Instant
 All damage dealt to you so far this turn by one source is retroactively added to your life total instead of subtracted. Further damage this turn is treated normally.
 illus. Dainoff Willich
 ©1995 Wizards of the Coast, Inc. All rights reserved.

Righteousness *


 Instant
 Target blocking creature gets +7/+7 until end of turn.
 illus. Douglas Sauter
 ©1995 Wizards of the Coast, Inc. All rights reserved.

Tundra Wolves *

Summon Wolves
First strike
I heard their eerie howling, the wolves calling their kindred across the frozen plains.
Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved. 1/1

White Knight **

Summon Knight
Protection from black, first strike
Out of the blackness and stench of the engulfing swamp emerged a shimmering figure. Only the splattered armor and ichor-stained sword hinted at the unfathomable evil the Knight had just laid waste.
Illus. Daniel Orton
©1995 Wizards of the Coast, Inc. All rights reserved. 2/2

Wrath of God 2 **

Sorcery
Bury all creatures.
Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.