

MAGIC
The Gathering®

Old School



**OVERVIEW
OF CREATURE TRIBES
FOR TRIBAL DECK
BUILDING**

INTRODUCTION

Following document is a list of tribal decks you can build for the format "Old School Tribal Wars" which has been created by Timmy the Sorcerer. In addition to the normal Old School sets the format also allows Falling Empires, Homelands and creatures from Ice Age set that match your tribe – other cards from Ice age are not allowed in you deck

In the normal MTG old school format and if playing without Fallen Empires, Homelands and Ice Age expansion sets, only a limited card pool is available for tribal decks. Actually, the word "Tribal" does not belong in Old school and was first introduced much later. But in Old school a "tribal deck" just means when a player builds a deck around a lot of creatures that share the same sub-type. This could for example be Creature – Goblin. Several creatures has two subtypes e.g., Human Soldier, Elf Druid etc. These can be part of both tribal deck builds.

Originally there where fewer creatures sharing the same subtype in old School magic. The reason for this was that originally, in the early sets, creature types were largely used for flavor-related reasons. This was continued until Fallen Empires when creatures' types started having in-game mechanical implications.

But this changed when the *The Grand Creature Type Update* was made by WoTC. This was a mass update of creature types, as part of the regular Oracle update for *Lorwyn expansion set* in October 2007. The update ranks as one of the biggest changes to the Oracle database.

A lot of creature subtypes where dropped and creatures without creature types got creature types. Prior to the *Champions of Kamigawa set*, Legend was a creature type. Most legendary creatures were printed as "Summon Legend" or "Creature — Legend," and had no further creature types. In addition, many artifact creatures did not have subtypes.

The main implication for Old School and for this format was that a lot more creatures got changed to share the same subtype.

This document will support players of the Tribal Wars format for easy overview of creatures within same tribe. This covers most tribes but not all – several more exists.

KNIGHT TRIBAL

Sir Shandlar of Eberyn 4



Summon Legend

“Remember Sir Shandlar! Remember and stand firm!” —rallying cry of the Eberyn militia

Illus. © 1994 Andi Rusu

4/7

Jerrard of the Closed Fist 3



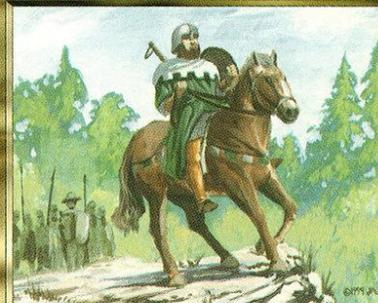
Summon Legend

Once, the order of the Closed Fist reached throughout the Kb’Briann Highlands. Now, Jerrard alone remains to uphold their standard.

Illus. © 1994 Andi Rusu

6/5

Adun Oakenshield



Summon Legend

♣♣♣♣: Select one creature from your graveyard and place it in your hand.
“... And at his passing, the bodies of the world’s great warriors shall rise from their graves and follow him to battle.” —The Anvilonian Grimoire

Illus. © 1994 Jeff A. Menges

1/2

Strong Support Cards

Bad Moon

1



Enchantment

All black creatures in play gain +1/+1.

Illus. © Jesper Myrfors

Crusade

2



Enchantment

All white creatures gain +1/+1.

Illus. © Mark Poole

Kjeldoran Knight

**



Summon Knight

Banding

1*: +1/+0 until end of turn

***: +0/+2 until end of turn

"Those who do not ride the wind on Aesthir still command loyalty and respect."

—Arna Kennerüd, Skyknight

Illus. Ron Spencer

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1/1

Aysen Crusader

2**



Summon Crusader

Aysen Crusader has power and toughness each equal to 2 plus the number of Heroes you control.

"A renegade rallying the rabble does not a true Crusader make."

—Irimi Sengir

Illus. NENE Thomas

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2+*/2+*

Kjeldoran Skyknight

2*



Summon Soldier

Banding, flying, first strike

"My Aesthir is my most trusted ally. We fight as one and live as one, and we will die as one."

—Arna Kennerüd, Skyknight

Illus. Mark Poole

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1/1

Lost Order of Jarkeld

2**



Summon Knights

Lost Order of Jarkeld has power and toughness each equal to 1 plus the number of creatures target opponent controls.

"Let us remember brave Jarkeld and his troops, who perished in the Adarkar Wastes so long ago."

—Halvor Arenson, Kjeldoran Priest

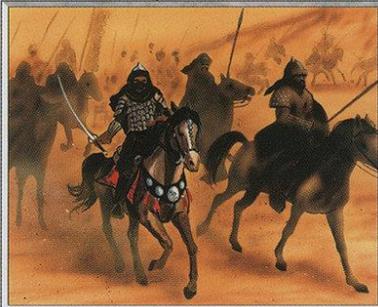
Illus. Andi Ruan

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1+*/1+*

Moorish Cavalry

2**



Summon Cavalry

Trample

Members of the elite Moorish Cavalry are very particular about their mounts, choosing only those whose bloodlines have been pure for generations.

Illus. © Darnon Willich

3/3

Northern Paladin

2**



Summon Paladin

** and tap: Destroys a black card in play. Cannot be used to cancel a black spell as it is being cast.

"Look to the north; there you will find aid and comfort."

—The Book of Tal

Illus. © Douglas Schuler

3/3

Order of the White Shield

**



Summon Knights

Protection from black

*: First strike until end of turn

***: +1/+0 until end of turn

"Shall we turn away a worthy soul because his parents were peasants? I think not."

—Lucilde Fiksdotter, Leader of the Order of the White Shield

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2/1

Serra Paladin

2**



Summon Paladin

☞: Prevent 1 damage to any creature or player.

1**, ☞: Attacking does not cause target creature to tap this turn.

"Would that I could be a Paladin again, but the dead hold no place among their ranks."

—Ihsan's Shade

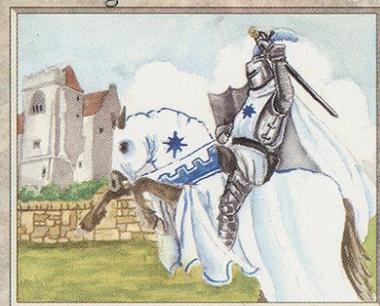
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2/2

White Knight

**



Summon Knight

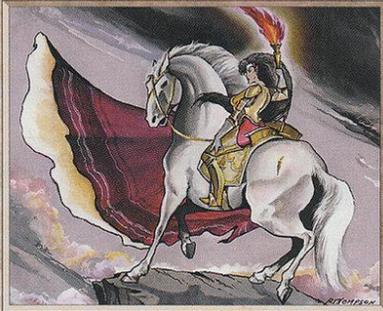
Protection from black, first strike

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 Gelon

2/2

Order of the Sacred Torch 1 * *



Summon Paladin

☞: Pay 1 life to destroy target black spell. Effects that prevent or redirect damage cannot be used to counter this loss of life. Play this ability as an interrupt.

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Knights of Thorn 3 *



Summon Knights

Protection from red, banding
"With a great cry, the Goblin host broke and ran as the first wave of Knights penetrated its ranks."
 —*Trvadar of Thorn, History of the Goblin Wars*

Illus. © 1994 Christopher Push 2/2

Order of Leitbur * *



Summon Clerics

Protection from black
 * *: +1/+0 until end of turn
 * *: First strike until end of turn
Followers of Tourach regarded all other religions equally: with open contempt. Not so the followers of Leitbur, who made it their mission to eradicate the Order of the Ebon Hand.

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Ihsan's Shade 3 * * *



Summon Legend

Protection from white
"Ihsan, the weak. Ihsan, the fallen. Ihsan, the betrayer. He has brought shame to the Serra Paladins where none existed before. May his suffering equal his betrayal."
 —*Baris, Serra Inquisitor*

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Knight of Stromgald * *



Summon Knight

Protection from white
 * *: +1/+0 until end of turn
 * *: First strike until end of turn
"Kjeldorans should rule supreme, and to the rest, death!"
 —*Avram Garrison, Leader of the Knights of Stromgald*

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Stromgald Cabal 1 * * *



Summon Knights

☞: Pay 1 life to counter target white spell. Effects that prevent or redirect damage cannot be used to counter this loss of life. Play this ability as an interrupt.
"Kjeldor must be supreme at any cost." —*Avram Garrison, Leader of the Knights of Stromgald*

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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.

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headless horseman 2 * *



Summon Horseman

"... [T]he ghost rides forth to the scene of battle in nightly quest of his head... he sometimes passes along the Hollow, like a midnight blast..."
 —*Washington Irving, The Legend of Sleepy Hollow*

Illus. © 1994 Quinton Hoover 2/2

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.

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Vodalian Knights 1  



Summon Merfolk 

First strike
 : Flying until end of turn
 Vodalian Knights may not attack unless opponent controls at least one island. Bury Vodalian Knights if you control no islands.
Fear the Knight leaping from the water into the air, weapon ready.

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Márton Stromgald 2  



Summon Legend 

If Márton Stromgald attacks, all other attacking creatures get +*/+* until end of turn, where * is equal to the number of other attacking creatures.
 If Márton blocks, all other blocking creatures get +*/+* until end of turn, where * is equal to the number of other blocking creatures.

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BIRD TRIBAL



Strong Support Cards



Bird creatures get +1/+1.

{1}{W}: Target Bird creature gains banding until end of turn.

Giant Albatross 1

Summon Albatross

Flying
 1 ♦: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Giant Albatross is put into the graveyard from play.

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Silver Erne 3

Summon Erne

Flying, trample
"I've seen a larger Erne knock a Giant to the ground and stay airborne. They move not with the wind, but as the wind."
 —Arna Kennerüd, Skyknight

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Zephyr Falcon 1

Summon Falcon

Flying
 Attacking does not cause Zephyr Falcon to tap.
Although greatly prized among falconers, the Zephyr Falcon is capricious and not easily tamed.

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Bird Maiden 2

Summon Bird Maiden

Flying
"Four things that never meet do here unite To shed my blood and to ravage my heart, A radiant brow and tresses that beguile And rosy cheeks and a glittering smile." —The Arabian Nights, trans. Haddawy

Illus. © Kaja Foglio 1/2

Roc of Kher Ridges 3

Summon Roc

Flying
We encountered a valley topped with immense boulders and eerie rock formations. Suddenly one of these boulders toppled from its perch and sprouted gargantuan wings, casting a shadow of darkness and sending us fleeing in terror.

Illus. © Andi Rusu 3/3

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.

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Mesa Falcon 1

Summon Falcon

Flying
 1 ♦: +0/+1 until end of turn
"The faith of Serra is borne on wings of hope."
 —Gulsen, Abbey Matron

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Osaí Vultures 1

Summon Vultures

Flying
 At the end of any turn in which a creature is placed in the graveyard from play, put a counter on the Vultures. Remove two counters to give Vultures +1/+1 until end of turn.
A sign of battle, the Vultures circle and wait for the victorious to depart.

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FAERIE TRIBAL



Scrib 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 Scrib were very funny anymore.

Illus. © Amy Weber

1/1

Aisling Leprechaun



Summon Faerie

All creatures that block or are blocked by Leprechaun become green creatures. Use counters to indicate changed creatures. Cost to tap, maintain, or use a special ability of target creature remains entirely unchanged.

Illus. © 1994 Quinton Hoover

1/1

Argothian Pixies



Summon Faeries

Cannot be blocked by artifact creatures. Any damage Argothian Pixies take from 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

2/1

Willow Faerie



Summon Faerie

Flying

"The Autumn Willow cannot be everywhere at once—that's what her grandchildren are for."
—Gulsen, Abbey Matron

Illus. Susan Van Camp

1/2

Fire Sprites



Summon Faeries

Flying

: Add to your mana pool. This ability is played as an interrupt.

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1/1

Pixie Queen



Summon Pixie Queen

Flying

: Target creature gains flying until end of turn.

Illus. © 1994 Quinton Hoover

1/1

Sea Sprite



Summon Faerie

Flying, protection from red
"No one can catch what won't be caught."
—Kakra, Sea Troll

Illus. Susan Van Camp

1/1

GIANT TRIBAL

Craw Giant 3   



Summon Giant

Trample
Rampage: 2
Harthag gave a jolly laugh as he surveyed the army before him. "Ho ho ho! Midgets! You think you can stand in my way?"

Illus. © 1994 Christopher Rush 6/4

Axelrod Gunnarson 4    



Summon Legend

Trample
Each time a creature is placed in the graveyard during a turn in which Axelrod damaged it, you gain 1 life and Axelrod does 1 damage to target player.

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Bartel Runeaxe 3   

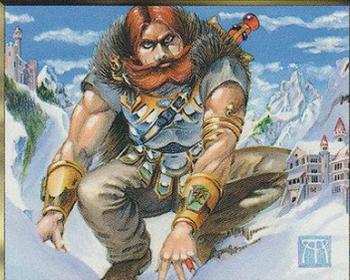


Summon Legend

Bartel Runeaxe cannot be the target of enchant creature spells. Attacking does not cause Bartel Runeaxe to tap.
Thundering down from Hammerheim, no foe could slow Bartel's charge.

Illus. © 1994 Andi Rusu 6/5

Mountain Titan 2  



Summon Titan

1  : For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell.
*"The Titans claimed to draw strength from the rocks, but I suspect them of some darker allegiance."
—Disa the Restless, journal entry*

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The Lady of the Mountain 4    



Summon Legend

Her given name has been lost in the mists of time. Legend says that her silent vigil will one day be ended by the one who, pure of heart and spirit, calls out that name again.

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Bone Shaman 2 2 2

Summon Giant

⚔: Any creature damaged by Bone Shaman this turn cannot regenerate until end of turn. *Rattle me bones as I cross the floor And the bones in your grave will rattle no more.*

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Frost Giant 3 2 2 2

Summon Giant

Rampage: 2
The Frost Giants have been out in the cold a long, long time, but they have their rage to keep them warm.

Illus. © 1994 Daniel Gelon 4/4

Hill Giant 3 2

Summon Giant

Fortunately, Hill Giants have large blind spots in which a human can easily hide. Unfortunately, these blind spots are beneath the bottoms of their feet.

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Karplusan Giant 6 2

Summon Giant

0: Tap target snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. *"They aren't the brightest or the quickest of Giants. For that matter, the same holds true if you compare them to rocks."*
—Disa the Restless, journal entry

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Stone Giant 2 2 2

Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn. *What goes up, must come down.*

Illus. © Dameron Willich 3/4

Tor Giant 3 2

Summon Giant

"What do you do then? Run. Run very fast. Don't stop until you see the camp—or a bigger Giant."
—Toothlicker Harj, Orcish Captain

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Two-headed Giant of Fortys 4 2

Summon Giant

Trample
May block two attacking creatures; divide damage between them however controller likes. *None know if this Giant is the result of aberrant magics, Siamese twins, or a mentalist's schizophrenia.*

Illus. © Anson Maddocks 4/4

Ivory Guardians 4 2 2

Summon Guardians

Protection from red
All guardians gain +1/+1 if an opponent controls any red cards. *The elite guard of the Mesa High Priests, the Ivory Guardians, were created to protect the innocent and faithful. Some say their actions are above the law.*

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Akron Legionnaire 6 2 2

Summon Legionnaire

None of your non-artifact creatures may attack except Akron Legionnaire.

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ELF TRIBAL

Marhault Elsdragon 3

Summon Legend

Rampage: 1
Marhault follows a strict philosophy, never letting emotions cloud his thoughts. No chance observer could imagine the rage in his heart.

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Lady Caleria 3

Summon Legend

⤵: Lady Caleria does 3 damage to target attacking or blocking creature.

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Llanowar Elves

Summon Elves

Tap to add 1 green mana to your mana pool. This tap can be played as an interrupt.
Whenever the Llanowar Elves gather the fruits of their forest, they leave one plant of each type untouched, considering that nature's portion.

Illus. © Anson Maddocks 1/1

Fyndhorn Elder 2

Summon Elf

⤵: Add to your mana pool. Play this ability as an interrupt.
*"Do we know what we're doing? Yes—the will of Freyalise."
 —Laina of the Elvish Council*

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Fyndhorn Elves

Summon Elves

⤵: Add to your mana pool. Play this ability as an interrupt.
*"Living side by side with the Elves for so long leaves me with no doubt that we serve the same goddess."
 —Kolbjörn, Elder Druid of the Juniper Order*

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Elvish healer 2

Summon Cleric

☞: Prevent 1 damage to any non-green creature or any player or up to 2 damage to any green creature.
"The Kjeldorans keep the Orcs at bay and we train their healers. Most human bargains aren't as fair."
 —Laina of the Elvish Council

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Savaen Elves

Summon Elves

♣♣, ♠: Target enchant land is destroyed.
"Purity of magic can only come from purity of the land. How can a meal nourish if the ingredients are spoiled?" —Sidaine of Savaen

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Elder Druid 3

Summon Cleric

3♣, ☞: Tap or untap target artifact, creature, or land.
"I am older than any Elder Druid before me, and still no child has been born with the Mark to take my place. When will the wheel turn?"
 —Kolbjörn, Elder Druid of the Juniper Order

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Elven Riders 3

Summon Riders

Cannot be blocked by any creatures except walls and flying creatures.
"Sometimes it is better to be swift of foot than strong of swordarm."
 —Elven proverb

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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." —Ailheen, Speaker of the Council

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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!"

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Elvish hunter 1

Summon Elf

1♣, ☞: Target creature does not untap as normal during its controller's next untap phase.
"Elves often tipped their arrows with a drug that caused a deep but harmless sleep."
 —Sarpadian Empires, vol. III

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Elvish Scout

Summon Elf

♣, ☞: Untap a target attacking creature you control. That creature neither receives nor deals damage during combat this turn.
Even one whose ears were closely tuned to the sounds of Havemwood could miss hearing a Scout move past.

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Elvish Farmer 1

Summon Elf

During your upkeep, put a spore counter on Elvish Farmer.
 ☞: Remove three spore counters from Elvish Farmer to put a Saproling token into play. Treat this token as a 1/1 green creature.
 ☞: Sacrifice a Saproling to gain 2 life.

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DRUID TRIBAL

Lord Magnus 3



Summon Legend

First strike
Creatures with plainswalk or forestwalk may be blocked as if they did not have either ability.

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Citanul Druid 1



Summon Druid

Druid gains a +1/+1 counter each time opponent casts an artifact.
Driven mad by the fall of Argoth, the Citanul Druids found peace only in battle.

Illus. © Jeff A. Menges 1/1

Elder Druid 3



Summon Cleric

3: Tap or untap target artifact, creature, or land.
"I am older than any Elder Druid before me, and still no child has been born with the Mark to take my place. When will the wheel turn?"
—Kolbjörn, Elder Druid of the Jumper Order

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Thelonite Druid 2



Summon Cleric

1: Sacrifice a creature to turn all your forests into 2/3 creatures until end of turn. The forests still count as lands but may not be tapped for mana if they were brought into play this turn.
"The magic at the heart of all living things can bear awe-inspiring fruit."
—Kolevi of Havenwood, Elder Druid

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Fyndhorn Elder 2

Summon Elf

☞: Add to your mana pool. Play this ability as an interrupt.
"Do we know what we're doing? Yes—the will of Freyalise."
—Laina of the Elvish Council

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Fyndhorn Elves

Summon Elves

☞: Add to your mana pool. Play this ability as an interrupt.
"Living side by side with the Elves for so long leaves me with no doubt that we serve the same goddess."
—Kolbjörn, Elder Druid of the Juniper Order

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Ichneumon Druid 1

Summon Druid

Ichneumon Druid does 4 damage to any opponent casting an instant. This does not apply to the first instant cast by that opponent in each turn.

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Juniper Order Druid 2

Summon Cleric

☞: Untap target land. Play this ability as an interrupt.
"The filthy towns of Kjeldor are no place for anyone to live. Fyndhorn is our home now."
—Kolbjörn, Elder Druid of the Juniper Order

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Ley Druid 2

Summon Cleric

Tap Druid to untap a land of your choice. This action can be played as an interrupt.
After years of training, the Druid becomes one with nature, drawing power from the land and returning it when needed.

Illus. © Sandra Everingham 1/1

Llanowar Elves

Summon Elves

Tap to add 1 green mana to your mana pool. This tap can be played as an interrupt.
Whenever the Llanowar Elves gather the fruits of their forest, they leave one plant of each type untouched, considering that nature's portion.

Illus. © Anson Maddocks 1/1

Verduran Enchantress 1

Summon Enchantress

While Enchantress is in play, you may immediately draw a card from your library each time you cast an enchantment.
Some say magic was first practiced by women, who have always felt strong ties to the land.

Illus. © Key Brockschmidt 0/2

Willow Priestess 2

Summon Faerie

☞: Take a Faerie from your hand and put it directly into play as though it were just summoned.
 2 \spadesuit : Target green creature gains protection from black until end of turn.
"Those of faith are those of strength."
—Autumn Willow

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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."
—Ailheen, Speaker of the Council

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MERFOLK TRIBAL



Strong Support Cards



Merfolk Assassin

Summon Merfolk

☞: Destroy target creature that has islandwalk.

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Vodalian Soldiers

Summon Merfolk

"Vodalian Soldiers had some unique advantages. Often they would ride into battle on war machines rumored to have come from the far northern oceans."
—Sarpadian Empires, vol. V

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Merfolk of the Pearl Trident

Summon Merfolk

Most human scholars believe that Merfolk are the survivors of sunken Atlantis, humans adapted to the water. Merfolk, however, believe that humans sprang forth from Merfolk who adapted themselves in order to explore their last frontier.

Illus. © Jeff A. Menges 1/1

River Merfolk

Summon Merfolk

♠: Mountainwalk until end of turn "Dwelling in icy mountain streams near their Goblin and Orcish foes, the River Merfolk were known for their stoicism."
—Sarpadian Empires, vol. V

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Seasinger

Summon Merfolk

Bury Seasinger if you control no islands.
☞: Gain control of a target creature if its controller controls at least one island. You lose control of target creature if Seasinger leaves play, if you lose control of Seasinger, or if Seasinger becomes untapped. You may choose not to untap Seasinger as normal during your untap phase.

Illus. Amy Weber 0/1
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Vodalian Mage

Summon Merfolk

♠, ☞: Counters a target spell if caster of target spell does not pay an additional 1. Play this ability as an interrupt.
"Vodalian Mages are remarkable. Their merchants bring them arcane lore and devices from across the seas."
—Lydia Wynforth, Mayor of Trokair

Illus. Susan Van Camp 1/1
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Vodalian Knights

Summon Merfolk

First strike
♠: Flying until end of turn
Vodalian Knights may not attack unless opponent controls at least one island. Bury Vodalian Knights if you control no islands.
Fear the Knight leaping from the water into the air, weapon ready.

Illus. Susan Van Camp 2/2
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Syvelunite Priest

Summon Merfolk

♠, ☞, ☞: Target creature may not be the target of spells or effects until end of turn. Use this ability only during your upkeep.
"Early Vodalians worshipped Syvelun, goddess of the Pearl Moon. Later she became a more abstract figure."
—Sarpadian Empires, vol. V

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THRULL TRIBAL



Strong Support Cards



Basal Thrull ♠♠



Summon Thrull ♠

▷: Sacrifice Basal Thrull to add ♠♠ to your mana pool. Play this ability as an interrupt.
Initially bred for sacrifice, the Thrulls eventually turned on their masters, the Order of the Ebon Hand, with gruesome results.
 —Sarpadian Empires, vol. II

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Armor Thrull 2♠



Summon Thrull ♠

▷: Sacrifice Armor Thrull to put a +1/+2 counter on a target creature.
"The worst thing about being a mercenary for the Ebon Hand is having to wear a dead Thrull."
 —Iora Jursdotter

Illus: Pete Venters 1/3
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Derelor 3♠



Summon Thrull ♠

Your black spells cost an additional ♠ to cast.
"Strength it has, but at the cost of a continuous supply of energy. Such failure can bear only one result."
 —From the execution order for Endrek Sahr, Master Breeder

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Mindstab Thrull 1♠♠



Summon Thrull ♠

If Mindstab Thrull attacks and is not blocked, you may sacrifice it to force the player it attacked to discard three cards. If you do so, it deals no damage during combat this turn. If that player does not have enough cards, his or her entire hand is discarded.

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Necrite 1♠♠



Summon Thrull ♠

If Necrite attacks and is not blocked, you may sacrifice it to bury a target creature controlled by the player Necrite attacked this turn. If you do so, Necrite deals no damage during combat this turn.
Necrites killed Jherana Rure, ending the counter-insurgency.

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Thrull Wizard 2♠



Summon Thrull ♠

1♠: Counters a target black spell if caster of target spell does not pay an additional ♠ or 3. Play this ability as an interrupt.
"In crafting intelligent Thrulls to assist in sacrifices, Sahr inadvertently set the stage for the Thrull Rebellion."
 —Sarpadian Empires, vol. II

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FUNGUS TRIBAL



Strong Support Cards



Thallid Devourer

1 ♣



Summon Fungus

During your upkeep, put a spore counter on Thallid Devourer.
0: Remove three spore counters from Thallid Devourer to put a Saproling token into play. Treat this token as a 1/1 green creature.
0: Sacrifice a Saproling to give Thallid Devourer +1/+2 until end of turn.

Illus. Ron Spencer

2/2

Thallid

♣



Summon Fungus

During your upkeep, put a spore counter on Thallid.
0: Remove three spore counters from Thallid to put a Saproling token into play. Treat this token as a 1/1 green creature.

Illus. Edward Beard, Jr.

1/1

Thorn Thallid

1 ♣



Summon Fungus

During your upkeep, put a spore counter on Thorn Thallid.
0: Remove three spore counters from Thorn Thallid to have it deal 1 damage to any target.
*"The danger in cultivating massive plants caught the Elves by surprise."
—Sarpadian Empires, vol. III*

Illus. Daniel Gelon

2/2

Fungusaur

3 ♣



Summon Fungusaur

Each time Fungusaur is damaged but not destroyed, put a +1/+1 counter on it.
Rather than sheltering her young, the female Fungusaur often injures her own offspring, thereby ensuring their rapid growth.

Illus. © Daniel Gelon

2/2

Feral Thallid

3 ♣



Summon Fungus

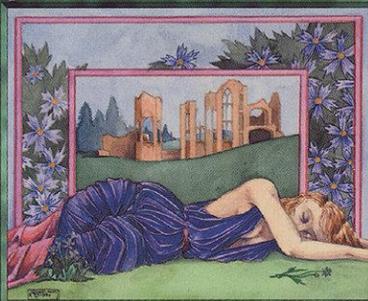
During your upkeep, put a spore counter on Feral Thallid.
0: Remove three spore counters from Feral Thallid to regenerate it.
*"Born and bred of fungus, Thallids were nearly impossible to kill."
—Sarpadian Empires, vol. I*

Illus. Rob Alexander

6/3

Spore Flower

♣



Summon Fungus

During your upkeep, put a spore counter on Spore Flower.
0: Remove three spore counters from Spore Flower. No creatures deal damage in combat this turn.

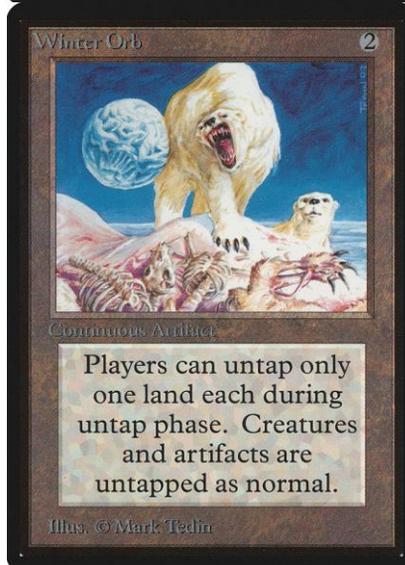
Illus. Margaret Organ-Kean

0/1

KOBOLD TRIBAL



Strong Support Cards



Crimson Kobolds 0

Summon Kobolds

This card is a red spell when cast and Kobolds are a red creature.

"Kobolds are harmless."
—Bearand the Bold, epitaph

Illus. © 1994 Anson Maddocks 0/1

Crookshank Kobolds 0

Summon Kobolds

This card is a red spell when cast and Kobolds are a red creature.

The Crookshank military boasts a standing army of nearly twenty-four million, give or take twenty-two million.

Illus. © 1994 Christopher Rush 0/1

Kobold Drill Sergeant 1 2

Summon Drill Sergeant

All your Kobolds gain +0/+1 and Trample.

"Joining this army is easy, boy. Just survive your first battle."

Illus. © 1994 Julie Baroh 1/2

Kobold Overlord 1 2

Summon Lord

First strike
All your Kobolds gain first strike.

"One for all, all for one; we strike first, and then you're done!" —Oath of the Kobold Musketeers

Illus. © 1994 Julie Baroh 1/2

Kobold Taskmaster 1 2

Summon Taskmaster

All your Kobolds gain +1/+0.

The Taskmaster knows that there is no cure for the common Kobold.

Illus. © 1994 Randy Asplund-Faith 1/2

Kobolds of Kher Keep 0

Summon Kobolds

This card is a red spell when cast and Kobolds are a red creature.

Kher Keep is unique among fortresses: impervious to aerial assault but defenseless from the ground.

Illus. © 1994 Julie Baroh 0/1

GOBLIN TRIBAL



Strong Support Cards



Goblin Flotilla

2



Summon Goblins

Islandwalk
At the beginning of the attack, pay 2 or any creatures blocking or blocked by Goblin Flotilla gain first strike until end of turn.
Exceptionally poor sailors, Goblins usually arrived at their destination retching and in no condition to fight.

Illus. Tom Wänerstrand
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2/2

Goblin Chirurgeon

2



Summon Goblin

0: Sacrifice a Goblin to regenerate a target creature.
The Chirurgeons patched up their fallen comrades with a gruesome mix of twisted limbs and mangled flesh.

Illus. Daniel Gelon

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0/2

Goblins of the Flarg

2



Summon Goblins

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

Illus. © 1994 Tom Wänerstrand

1/1

Goblin hero

2



Summon Goblin

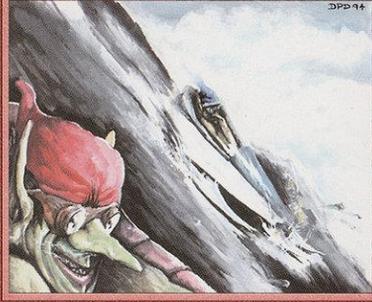
They attacked in an orgy of rage and madness, but only one seemed as focused on killing us as on the sheer joy of battle.

Illus. © 1994 Mark Tedin

2/2

Goblin Rock Sled

1



Summon Rock Sled

Trample
Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap as normal during your untap phase if it attacked during your last turn.

Illus. © 1994 Denise Detwiler

3/1

Goblin Wizard

2



Summon Goblin

0: Take a Goblin from your hand and put it directly into play. Treat this goblin as if it were just summoned.
0: Target Goblin gains protection from white until end of turn.

Illus. © 1994 Daniel Gelon

1/1

Goblin Mutant

2



Summon Goblin

Trample
Cannot attack if defending player controls an untapped creature with power greater than 2.
Cannot be assigned to block any creature with power greater than 2.
If only it had three brains, too.

Illus. Daniel Gelon

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5/3

Goblin Artisans

2



Summon Goblins

You may tap Goblin Artisans as you cast an artifact. Then flip a coin; opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, your artifact is countered. Otherwise, draw another card from your library. You can only use this ability once for each time you cast an artifact.

Illus. © Julie Baroh

1/1

Goblin Digging Team

2



Summon Goblins

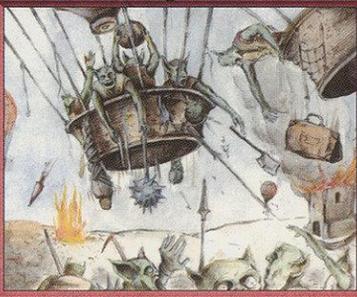
0: Sacrifice Goblin Digging Team to destroy target wall.
"From down here we can make the whole wall collapse!" "Uh, yeah, boss, but how do we get out?"

Illus. © 1994 Ron Spencer

1/1

Goblin Balloon Brigade

2



Summon Goblins

2: 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

Goblin Sappers

1 2



Summon Goblins

22, 2: Target creature you control cannot be blocked this turn. At end of combat, destroy that creature and Goblin Sappers.

2222, 2: Target creature you control cannot be blocked this turn. At end of combat, destroy that creature.

Illus. Jeff A. Menges

1/1

Mons's Goblin Raiders

2



Summon Goblins

The intricate dynamics of Rundvelt Goblin affairs are often confused with anarchy. The chaos, however, is the chaos of a thundercloud, and direction will sporadically and violently appear. Pashalik Mons and his raiders are the thunderhead that leads in the storm.

Illus. © Jeff A. Menges

1/1

Goblin Ski Patrol

1 2



Summon Goblins

1 2: Flying and +2/+0. At end of turn, bury Goblin Ski Patrol. Use this ability only once and only if you control any snow-covered mountains.

"AIIIEEEE!"
—Ib Halfheart, Goblin Tactician

Illus. Mark Poole

1/1

Goblin Snowman

3 2



Summon Goblins

When blocking, Goblin Snowman neither deals nor receives damage in combat.

2: Goblin Snowman deals 1 damage to target creature it blocks.
"Strength in numbers? Right."
—Ib Halfheart, Goblin Tactician

Illus. Daniel Gelon

1/1

Marsh Goblins

2



Summon Goblins

Swampwalk
Counts as both a black card and a red card.

Even the other Goblin races shun the Marsh Goblins, thanks to certain unwholesome customs they practice.

Illus. © 1994 Quinton Hoover

1/1

Scarwood Goblins

2



Summon Goblins

Counts as both a green card and a red card.

Larger and more cunning than most Goblins, Scarwood Goblins are thankfully found only in isolated pockets.

Illus. © 1994 Ron Spencer

2/2

ZOMBIE TRIBAL



Strong Support Cards



Dread Wight

3



Summon Wight

At end of combat, put a paralyzation counter on any creature blocking or blocked by Dread Wight and tap that creature. As long as the creature has a paralyzation counter on it, it does not untap during its controller's untap phase. As a non-interrupt fast effect, the creature's controller may pay 4 to remove a paralyzation counter.

Illus. Daniel Gelon

3/4

Frankenstein's Monster

X



Summon Monster

When Frankenstein's Monster is brought into play, if you do not take X creatures from your graveyard and remove them from the game, Frankenstein's Monster is countered. For each creature removed from your graveyard in this way, you may choose to give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2.

Illus. © 1994 Anson Maddocks

0/T

Khabal Ghoul

2



Summon Ghoul

At the end of each turn, put a +1/+1 counter on Khabal Ghoul for each other creature that died during the turn and was not regenerated.

Illus. © Douglas Shuler

1/T

Murk Dwellers

3



Summon Murk Dwellers

When attacking, Murk Dwellers gain +2/+0 if not blocked. When Raganorn unsealed the catacombs, he found more than the dead and their treasures.

Illus. © 1994 Drew Tucker

2/2

The Fallen

1



Summon Fallen

During its controller's upkeep, The Fallen does 1 damage to each opponent it has previously damaged. Magic often masters those who cannot master it.

Illus. © 1994 Jesper Myrfors

2/3

Ashen Ghoul

3



Summon Ghoul

Ashen Ghoul can attack the turn it comes into play. ♣: Return Ashen Ghoul to play under your control. Use this ability only at the end of your upkeep and only if Ashen Ghoul is in your graveyard with at least three creature cards above it.

Illus. Ron Spencer

3/1

Gangrenous Zombies

1



Summon Zombies

♣: Sacrifice Gangrenous Zombies to have it deal 1 damage to each creature and player. If you control any snow-covered swamps, Gangrenous Zombies instead deals 2 damage to each creature and player.

Illus. Brian Snoddy

2/2

Legions of Lim-Dûl

1



Summon Zombies

Snow-covered swampwalk
"I have seen the faces of my dead friends among that grim band, and I can bear no more."
—Lucilde Fiksdotter, Leader of the Order of the White Shield

Illus. Anson Maddocks

2/3

Lim-Dûl's Cohort

1



Summon Zombies

Creatures blocking or blocked by Lim-Dûl's Cohort cannot regenerate this turn.
"Join me in the place of power, you risen dead. Join me where the waters weep and the trees have no hearts."
—Lim-Dûl, the Necromancer

Illus. Douglas Shuler

2/3

Scathe Zombies. 2 ♣

Summon Zombies

"They groaned, they stirred, they all awoke, Nor spake, nor moved their eyes; It had been strange, even in a dream, To have seen those dead men rise." —Samuel Coleridge, "The Rime of the Ancient Mariner"

Illus. © Jesper Myrfors 2/2

Walking Dead 1 ♣

Summon Walking Dead

♣: Regenerates
The Walking Dead are the remains of freakish experiments by the Necromantic Lords.

Illus. © 1994 Dan Frazier 1/1

Cyclopean Mummy 1 ♣

Summon Mummy

If Mummy is placed in the graveyard from play, remove it from the game.
The ritual of plucking out an eye to gain future sight is but a curse that enables the living to see their own deaths.

Illus. © 1994 Edward Beard, Jr. 2/1

Headless Horseman 2 ♣

Summon Horseman

"... [T]he ghost rides forth to the scene of battle in mighty quest of his head... he sometimes passes along the Hollow, like a midnight blast..." —Washington Irving, The Legend of Sleepy Hollow

Illus. © 1994 Quinton Hoover 2/2

Scavenging Ghoul 3 ♣

Summon Ghoul

At the end of each turn, put one counter on the Ghoul for each other creature that was destroyed without regenerating during the turn. If Ghoul dies you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Boris Devilboon 3 ♣

Summon Legend

2 ♣ ♣ ♣: Put a minor demon token into play. Treat this token as a 1/1 red and black creature.

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Reef Pirates 1 ♣

Summon Ships

Whenever Reef Pirates damages any opponent, take the top card of his or her library and put it into his or her graveyard.
"Corpses for crew don't sit well with me. Zeki and his dead ship had best keep their distance."
—Joskum, An-Havva Constable

Illus. Tom Wänerstrand 2/2

Drowned 1 ♣

Summon Zombies

♣: Regenerates
We asked Captain Soll what became of the Serafina, but all he said was, "Ships that go down shouldn't come back up."

Illus. © 1994 Quinton Hoover 1/1

CLERIC TRIBAL

Marble Priest 5



Artifact Creature

All walls able to block Marble Priest must do so. Walls able to block more than one creature can still do so. If blocking wall is compelled to block more creatures than it is legally able to, defender chooses which of these attacking creatures to block, but must block as many creatures as it legally can. Damage dealt to Marble Priest from walls during combat is reduced to 0.

Illus. © 1994 Melissa Benson 3/3

Ragnar



Summon Legend

☠☠☠☠☠: Regenerate target creature.

"On the field of honor, a soldier need have no fear."

Illus. © 1994 Melissa Benson 2/2

Angus Mackenzie



Summon Legend

☠☠☠☠☠: Creatures attack and block as normal, but none deal any damage during combat. All attacking creatures are still tapped. Use this ability any time before attack damage is dealt.

"Battles no longer served a purpose in Karakas."
—Angus Mackenzie, Diary

Illus. © 1994 Bryon Wackwitz 2/2

Lady Evangela



Summon Legend

☠☠☠☠☠: Target creature does no damage during combat this turn.

"When milady was young, the sight of a rainbow would fill her soul with peace. As she grew, she learned to share her rapture with others."
—Lady Gabriella

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Kei Takahashi



Summon Legend

☠: Prevent up to 2 damage to one creature.

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Syvelunite Priest



Summon Merfolk

☠☠☠☠☠: Target creature may not be the target of spells or effects until end of turn. Use this ability only during your upkeep.

"Early Vodhians worshipped Syvelun, goddess of the Pearl Moon. Later she became a more abstract figure."
—Sarpadian Empires, vol. V

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Balduvian Shaman



Summon Cleric

☠: Permanently change the text of target white enchantment you control that does not have cumulative upkeep by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Balduvian Shaman cannot change mana symbols. That enchantment now has Cumulative Upkeep: 1.

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Miracle Worker 1

Summon Miracle Worker

▷: Destroy target enchantment card on a creature you control. *"Those blessed hands could bring surcease to even the most tainted soul." —Sister Betje, Miracles of the Saints*

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Keepers of the faith 1

Summon Keepers

And then the Archangel Anthius spoke to them, saying, "Fear shall be vanquished by the Sword of Faith."

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Ivory Guardians 4

Summon Guardians

Protection from red
All guardians gain +1/+1 if an opponent controls any red cards. *The elite guard of the Mesa High Priests, the Ivory Guardians, were created to protect the innocent and faithful. Some say their actions are above the law.*

Illus. © 1994 Melissa Benson 3/3

Serite Alchemist 3

Summon Alchemist

***, ♠: Prevent up to 4 damage to a creature you control. Tap that creature. The creature does not untap during your next untap phase. *"Powders and potions are nothing compared to faith." —Baris, Serra Inquisitor*

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Preacher 1

Summon Preacher

▷: Gain control of one of opponent's creatures. Opponent chooses which target creature you control. If Preacher becomes untapped, you lose control of this creature; you may choose not to untap Preacher as normal during your untap phase. You also lose control of the creature if Preacher leaves play or at end of game.

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Order of Leitbur

Summon Clerics

Protection from black
♦♦: +1/+0 until end of turn
♦: First strike until end of turn
Followers of Tourcard regarded all other religions equally: with open contempt. Not so the followers of Leitbur, who made it their mission to eradicate the Order of the Ebon Hand.

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Serra Inquisitors 4

Summon Inquisitors

If assigned to block any black creatures or any black creatures are assigned to block it, Serra Inquisitors gets +2/+0 until end of turn.

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Witch Hunter 2

Summon Hunter

▷: Witch Hunter does 1 damage to target player.
1♦♦: ▷: Return target creature opponent controls from play to owner's hand. Enchantments on target creature are destroyed.

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Serite Healer 1

Summon Cleric

Tap to prevent 1 damage to any target. *Healers ultimately acquire the divine gifts of spiritual and physical wholeness. The most devout are also granted the ability to pass physical wholeness on to others.*

Illus. © Tom Wänerstrand 1/1

Combat Medic 2

Summon Soldier

1: Prevent 1 damage to any player or creature.
"Although Icatia's Combat Medics borrowed much of their knowledge from other societies, their skills were their own."
 —Sarpadian Empires, vol. VI

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Death Speakers 2

Summon Speakers

Protection from black
"Such innocent little birds. They sing a sweet song, sitting on their fragile branch."
 —Grandmother Sengir

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Clergy of the Holy I Simbus 2

Summon Priest

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

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Abbey Matron 2

Summon Cleric

*, : +0/+3 until end of turn
"The Matrons are kindly souls, but don't ask one for an ale."
 —Halina, Dwarfen Trader

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Elvish healer 2

Summon Cleric

: Prevent 1 damage to any non-green creature or any player or up to 2 damage to any green creature.
"The Kjeldorans keep the Orcs at bay and we train their healers. Most human bargains aren't as fair."
 —Lama of the Elvish Council

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Hazduhr the Abbot 3

Summon Legend

X, : Redirect to Hazduhr the Abbot X damage dealt to any white creature you control.
"Soon, Serra will return and choose the Abbot's successor, else we are lost."
 —Gulsen, Abbey Matron

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Farrelite Priest 1

Summon Cleric

1: Add to your mana pool. Play this ability as an interrupt. If more than 3 is spent in this way during one turn, bury Farrelite Priest at end of turn.
Although their methods were often brutal, Farrel's followers believed in the preservation of justice and virtue.

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Icatian Priest 2

Summon Cleric

1: Target creature gets +1/+1 until end of turn.
"May you be strong and valiant, to defeat the enemies of the pure."
 —Leitbur's Prayer

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Exorcist 2

Summon Exorcist

1, : Target black creature is destroyed.
Though they often bore little greater charm than the demons they battled, exorcists were always welcome in Scarwood.

Illus. © 1994 Drew Tucker 1/1

Initiates of the Ebon Hand

Summon Cleric

1: Add \spadesuit to your mana pool. Play this ability as an interrupt. If more than 3 is spent in this way during one turn, bury Initiates of the Ebon Hand at end of turn.
"We are no longer Nature's children, but her masters . . ."
 —Oath of the Ebon Hand

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Brine Shaman

Summon Cleric

\spadesuit : Sacrifice a creature to give target creature +2/+2 until end of turn.
 1 \clubsuit : Sacrifice a creature to counter target summon spell.
"The Shamans of Marit Lage do her bidding in secret, but they do it gladly."
 —Halvor Arenson, Kjeldoran Priest

Illus. Cornelius Brudi 1/1
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Order of the Ebon Hand

Summon Cleric

Protection from white
 \spadesuit : +1/+0 until end of turn
 \spadesuit : 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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Priest of Yawgmoth

Summon Cleric

Tap to add an amount of black mana equal to target artifact's casting cost to your mana pool. This effect is played as an interrupt. Target artifact, which must belong to you, is discarded. This artifact cannot be one that is already on its way to the graveyard, and artifact creatures killed this way may not be regenerated.

Illus. © Mark Tedin 1/2

Orcish healer

Summon Cleric

\heartsuit \heartsuit \spadesuit : Target creature cannot regenerate this turn.
 \heartsuit \heartsuit \spadesuit \spadesuit : Regenerate target black or green creature.
 \heartsuit \heartsuit \clubsuit \clubsuit : Regenerate target black or green creature.

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Thelonite Druid

Summon Cleric

1 \clubsuit , \spadesuit : Sacrifice a creature to turn all your forests into 2/3 creatures until end of turn. The forests still count as lands but may not be tapped for mana if they were brought into play this turn.
"The magic at the heart of all living things can bear awe-inspiring fruit."
 —Koleiv of Havenwood, Elder Druid

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Juniper Order Druid

Summon Cleric

\spadesuit : Untap target land. Play this ability as an interrupt.
"The filthy towns of Kjeldor are no place for anyone to live. Fyndhorn is our home now."
 —Kolbjörn, Elder Druid of the Juniper Order

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Freyalise Supplicant

Summon Cleric

\spadesuit : Sacrifice a red or white creature to have Freyalise Supplicant deal an amount of damage equal to half the creature's power, rounded down, to target creature or player.
"We have joined with the Druids of the Juniper Order. Our faith is one."
 —Lana of the Elvish Council

Illus. Liz Danforth & Douglas Shuler 1/1
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Elder Druid

Summon Cleric

\heartsuit \spadesuit \spadesuit : Tap or untap target artifact, creature, or land.
"I am older than any Elder Druid before me, and still no child has been born with the Mark to take my place. When will the wheel turn?"
 —Kolbjörn, Elder Druid of the Juniper Order

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VAMPIRE TRIBAL

Baron Sengir 5   



Summon Legend 

Flying
Whenever a creature is put into the graveyard the same turn Baron Sengir damaged it, put a +2/+2 counter on Baron Sengir.
☠: Regenerate target Vampire.
"Beast. Defiler. The source of all my pain." —Ihsan's Shade

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Irini Sengir 2  



Summon Legend 

White enchantments and green enchantments each cost an additional 2 to cast.
*"That cruel being brings shame to all her fellow Dwarves and misery to all the land. She is Sengir's daughter in spirit if not in blood."
—Reveka, Wizard Savant*

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Krovikan Vampire 3  

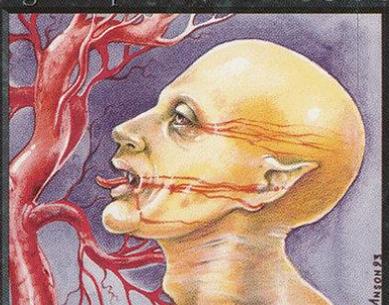


Summon Vampire 

At the end of a turn in which any creature is damaged by Krovikan Vampire and put into any graveyard, put that creature directly into play under your control. Treat the creature as though it were just summoned. If you lose control of Krovikan Vampire or Krovikan Vampire leaves play, bury the creature.

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Sengir Vampire 3  



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

ANGEL TRIBAL

Gabriel Angelfire 3 



Summon Legend 

During your upkeep, Gabriel gains one of the following abilities until your next upkeep: flying, first strike, trample, or rampage: 3.

Illus. © 1994 Daniel Gelon 4/4

Fallen Angel 3 



Summon Angel 

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

Illus. © 1994 Anson Maddocks 3/3

Seraph 6 * 



Summon Angel 

Flying
At the end of a turn in which any creature is damaged by Seraph and put into the graveyard, put that creature directly into play under your control as though it were just summoned. If you lose control of Seraph or if Seraph leaves play, bury the creature.

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Serra Angel 3 



Summon Angel 

Flying
Does not tap when attacking.
Born with wings of light and a sword of faith, this heavenly incarnation embodies both fury and purity.

Illus. © Douglas Schuler 4/4

ORC TRIBAL

Orc General 2



Summon General

▷: Sacrifice one Orc or Goblin to give all Orcs +1/+1 until end of turn.
"Your army must fear you more than the enemy. Only then will you triumph." —Malga Phlegmtooth

Illus. © 1994 Jesper Myrfors 2/2

Orcish Cannoneers 1

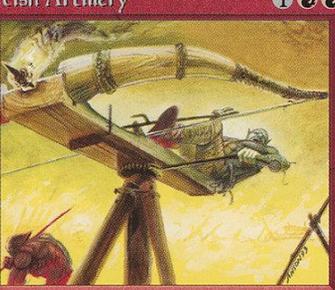


Summon Orcs

⊕: Orcish Cannoneers deals 2 damage to target creature or player and 3 damage to you.
*"It's a thankless job, and you'll probably die in an explosion. But the pay is pretty good."
 —Toothlicker Harj, Orcish Captain*

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Orcish Artillery 1



Summon Orcs

Tap to do 2 damage to any target, but you suffer 3 damage as well.
In a rare display of ingenuity, the Orcs invented an incredibly destructive weapon. Most Orcish artilleryists are those who dared criticize its effectiveness.

Illus. © Anson Maddocks 1/3

Ironclaw Orcs 1



Summon Orcs

Cannot be used to block any creature of power more than 1. Generations of genetic weeding have given rise to the deviously cowardly Ironclaw clan. To say that Orcs in general are vicious, depraved, and ignoble does not do justice to the Ironclaw.

Illus. © Anson Maddocks 2/2

Brassclaw Orcs 2



Summon Orcs

Cannot be assigned to block any creature of power greater than 1.
*"The Brassclaws delighted in lightning raids on Icatian and Dwarven towns; an unprepared enemy is easier to defeat."
 —Sarpadian Empires, vol. IV*

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Orcish Captain 1



Summon Orc

1: Choose a target Orc. Flip a coin; opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn.
There's a chance to win every battle.

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Orcish Conscripts



Summon Orcs

Cannot be declared as attacking unless at least two other creatures are also declared as attacking. Cannot be assigned to block unless at least two other creatures are also assigned to block.

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2/2

Orcish Lumberjack



Summon Orc

⚡: Sacrifice a forest to add three mana in any combination of red and/or green to your mana pool. Play this ability as an interrupt. *"How did I ever let myself get talked into this project?"*
—Toothlicker Harj, Orcish Captain

Illus. Dan Frazier

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1/1

Orcish Mechanics



Summon Orcs

Tap to do 2 points of damage to any target. Each time you use this ability, you must choose one of your artifacts in play and place it in the graveyard. This artifact cannot be one already on its way to the graveyard, and artifact creatures killed this way may not be regenerated.

Illus. © Pete Venters

1/1

Orcish Farmer



Summon Orc

⚡: Target land becomes a swamp until its controller's next untap phase. *"Yes, the Farmers keep our soldiers fed. But why do they have to make every battlefield a pigpen?"*
—Toothlicker Harj, Orcish Captain

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2/2

Orcish healer



Summon Cleric

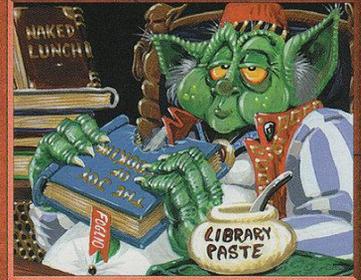
⚡, ⚡: Target creature cannot regenerate this turn.
⚡, ⚡, ⚡: Regenerate target black or green creature.
⚡, ⚡, ⚡: Regenerate target black or green creature.

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1/1

Orcish Librarian



Summon Orc

⚡, ⚡: Take the top eight cards of your library; remove four of them at random from the game. Put the remaining four on top of your library in any order. *Us hungry, need food . . . Lots of books . . . Hmm . . .*

Illus. Phil Foglio

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1/1

Orcish Spy



Summon Orc

⚡: Look at the top three cards of target player's library and return them in the same order. *"Yeah, they're ugly, they desert in droves, and their personal habits are enough to make you sick. But I'll say this for Orcs: they make great spies."*
—Iera Jursdotter

Illus. Susan Van Camp

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1/1

Orcish Squatters



Summon Orcs

If Orcish Squatters attacks and is not blocked, you may gain control of target land controlled by defending player. If you do so, Orcish Squatters deals no damage in combat this turn. Lose control of that land if Orcish Squatters leaves play or if you lose control of Orcish Squatters.

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2/3

Orcish Veteran



Summon Orc

Cannot be assigned to block any white creature of power greater than 1.
⚡: First strike until end of turn. *Orcs are not exactly known for their valor—although most Orcs have seen countless battles, only a handful have actually fought in them.*

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2/2

DWARF TRIBAL



Dwarven Sea Clan

2



Summon Dwarves

☉: At end of combat, Dwarven Sea Clan deals 2 damage to target attacking or blocking creature. Use this ability only if that creature's controller controls any islands.
"No Dwarf alive can best one of my crew dead."
—Zeki, Reef Pirate

Illus. Amy Weber

1/1

Dwarven Soldier

1



Summon Dwarf

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
"Let no one say we did not fight until the last . . ."
—Headstone fragment from a mass grave found in the Crimson Peaks

Illus. Rob Alexander

2/1

Dwarven Trader

2



Summon Dwarf

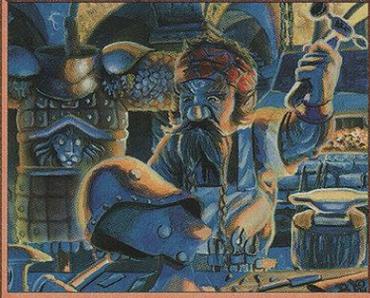
"Their definition of 'fair profit' is certainly novel."
—Reveka, Wizard Savant

Illus. Margaret Organ-Kean

1/1

Dwarven Armorer

2



Summon Dwarf

☉, ☽: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz

0/2

Dwarven Lieutenant

2



Summon Dwarf

☉☽: Target Dwarf gets +1/+0 until end of turn.
"Dwarven officers were tireless in battle, moving up and down the lines to rally their troops and boost morale."
—Sarpadian Empires, vol. IV

Illus. Jeff A. Menges

1/2

Reveka, Wizard Savant

2



Summon Legend

☉: Reveka deals 2 damage to target creature or player and does not untap during your next untap phase.
"It's nice to see a sister Dwarf in a position of such power, but why'd it have to be one of those seafaring muleheads?"
—Halina, Dwarven Trader

Illus. Susan Van Camp

0/1

Irini Sengir

2



Summon Legend

White enchantments and green enchantments each cost an additional 2 to cast.
"That cruel being brings shame to all her fellow Dwarves and misery to all the land. She is Sengir's daughter in spirit if not in blood."
—Reveka, Wizard Savant

Illus. Pete Venters

2/2

DRAGON/DRAKE TRIBAL

Nicol Bolas 2 ♠ ♣ ♠ ♣ ♠ ♣



Summon Elder Dragon Legend

Flying
An opponent damaged by Nicol Bolas must discard entire hand. Ignore this effect if opponent has no cards left in hand.
Pay ♠ ♣ ♠ during your upkeep or Nicol Bolas is buried.

Illus. © 1994 Edward Beard, Jr. 7/7

Chromium 2 ♠ ♣ ♠ ♣ ♠ ♣



Summon Elder Dragon Legend

Flying, Rampage: 2
Pay ♠ ♣ ♠ during your upkeep or Chromium is buried.

Illus. © 1994 Edward Beard, Jr. 7/7

Vaevictis Asmadi 2 ♠ ♣ ♠ ♣ ♠ ♣



Summon Elder Dragon Legend

Flying
♠: Gain +1/+0 until end of turn.
♣: Gain +1/+0 until end of turn.
♠: Gain +1/+0 until end of turn.
Pay ♠ ♣ ♠ during your upkeep or Vaevictis Asmadi is buried.

Illus. © 1994 Andi Rusu 7/7

Palladia-Mors 2 ♠ ♣ ♠ ♣ ♠ ♣



Summon Elder Dragon Legend

Flying, Trample
Pay ♠ ♣ ♠ during your upkeep or Palladia-Mors is buried.

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Arcades Sabboth 2 ♠ ♣ ♠ ♣ ♠ ♣



Summon Elder Dragon Legend

Flying
♠: +0/+1 until end of turn.
Your untapped creatures gain +0/+2. Attacking creatures do not get this bonus. Pay ♠ ♣ ♠ during your upkeep or Arcades Sabboth is buried.

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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

Dragon Whelp 2 ♂♂



Summon Dragon

Flying
 ♂: +1/+0 until end of turn; if more than ♂♂♂ is spent in this way, Dragon Whelp is destroyed 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

Fire Drake 1 ♂♂



Summon Drake

Flying
 ♂: +1/+0 until end of turn.
 No more than ♂ may be spent in this way each turn.

Illus. © 1994 Christopher Rush 1/2

Elder Land Wurm 4 ☼☼☼



Summon Wurm

Trample
 Wurm cannot attack until it has been assigned as a blocker.
Sometimes it's best to let sleeping dragons lie.

Illus. © 1994 Quinton Hoover 5/5

Azure Drake 3 ♠



Summon Drake

Flying
The Azure Drake would be more powerful were it not so easily distracted.

Illus. © 1994 Dan Frazier 2/4

SOLDIER TRIBAL



Strong Support Cards



Icatian Lieutenant 2



Summon Soldier

1: Target Soldier gets +1/+0 until end of turn.
To become an officer, an Icatian Soldier had to pass a series of tests. These evaluated not only fighting and leadership skills, but also integrity, honor, and moral strength.

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Icatian Javelineers 1



Summon Soldiers

When Icatian Javelineers is brought into play, put a javelin counter on it.
 >: Remove the javelin counter to have Icatian Javelineers deal 1 damage to any target.

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Icatian Infantry 1



Summon Soldiers

1: Bands until end of turn.
 1: First strike until end of turn.
The Icatian army easily repelled early surprise attacks by the Orcs on border towns like Montford.

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Icatian Skirmishers 3



Summon Soldiers

Bands, first strike
 All creatures that band with Skirmishers to attack gain first strike until end of turn.
Skirmishers engaged raiders before they could reach the towns. Although these units typically suffered huge losses, they never lacked volunteers.

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Icatian Scout 1



Summon Soldier

1, >: Target creature gains first strike until end of turn.
*"Because the Orc hordes attacked along the entire border, Scouts were essential to Icatia's defense."
 —Sarpadian Empires, vol. VI*

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Icatian Phalanx 4



Summon Soldiers

Bands
Even after the wall was breached in half a dozen places, the Phalanxes fought on, standing solidly against the onrushing raiders. Disciplined and dedicated, they held their ranks to the end, even in the face of tremendous losses.

Illus. Faja Foglio 2/4
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Kjeldoran Phalanx 5



Summon Soldiers

Banding, first strike
*"There's nothing I like better than watching a street full of soldiers kicking down the doors of the guilty and the impure."
 —Avram Garrison, Leader of the Knights of Stromgald*

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Kjeldoran Guard 1



Summon Soldier

⊙: Target creature gets +1/+1 until end of turn. If that creature leaves play this turn, bury Kjeldoran Guard. Use this ability only when attack or defense is announced and only if defending player controls no snow-covered lands.

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Kjeldoran Elite Guard 3



Summon Soldier

⊙: Target creature gets +2/+2 until end of turn. If that creature leaves play this turn, bury Kjeldoran Elite Guard. Use this ability only when attack or defense is announced.
The winged helms of the Guard are put on for pageants—but taken off for war.

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Shield Bearer 1 *

Summon Soldier

Banding
"You have almost completed your four years, my son. Soon you shall be a Skyknight."
 —Arna Kemmerüd, Skyknight

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Righteous Avengers 4 *

Summon Avengers

Plainswalk
Few can withstand the wrath of the righteous.

Illus. © 1994 Heather Hudson 3/1

Squire 1 *

Summon Squire

"Of twenty year of age he was, I gesse. Of his stature he was of even lengthe, And wonderly deliver, and greette of strengthe."
 —Geoffrey Chaucer, The Canterbury Tales

Illus. © 1994 Denise Detwiler 1/2

D'Avenant Archer 2 *

Summon Archer

▷: Archer does 1 damage to target attacking or blocking creature.

Illus. © 1994 Douglas Shuler 1/2

General Jarkeld 3 *

Summon Legend

◊: Switch the blocking creatures of two target attacking creatures; all defense must remain legal. Use this ability only during combat after defense is chosen and before damage is dealt.

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Combat Medic 2 *

Summon Soldier

1 ♦: Prevent 1 damage to any player or creature.
"Although Icatia's Combat Medics borrowed much of their knowledge from other societies, their skills were their own."
 —Sarpadian Empires, vol. VI

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Beast Walkers 1 **

Summon Heroes

♣: Banding until end of turn
"The Beast Walkers do a great service to Aysen. As humans or as beasts, their heart is yet to Serra true."
 —Bans, Serra Inquisitor

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Kjeldoran Skycaptain 4 *

Summon Soldier

Banding, flying, first strike
"If we do our duty and uphold our honor, Kjeldor shall stand for a thousand years."
 —Arna Kemmerüd, Skyknight

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Kjeldoran Royal Guard 3 **

Summon Soldiers

♦: Redirect to Kjeldoran Royal Guard all damage dealt to you from unblocked creatures this turn.
"Honorable in battle, generous in death."
 —Motto of the Kjeldoran Royal Guard

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Akron Legionnaire 6 



Summon Legionnaire 

None of your non-artifact creatures may attack except Akron Legionnaire.

Illus. © 1994 Mark Poole 3/4

Pikemen 1 



Summon Pikemen 

Banding, first strike
"As the cavalry bore down, we faced them with swords drawn and pikes hidden in the grass at our feet. 'Don't lift your pikes 'til I give the word,' I said." —Maeveen O'Donagh, Memoirs of a Soldier

Illus. © 1994 Denise Detwiler 1/1

Benalish Hero 



Summon Hero

Bands
Benalia has a complex caste system that changes with the lunar year. No matter what the season, the only caste that cannot be attained by either heredity or money is that of the hero.

Illus. © Douglas Schuler 1/1

Vodalisan Soldiers 1 



Summon Merfolk 

"Vodalisan Soldiers had some unique advantages. Often they would ride into battle on war machines rumored to have come from the far northern oceans."
 —Sarpadian Empires, vol. V

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Dwarven Lieutenant 2 



Summon Dwarf 

1 ☞: Target Dwarf gets +1/+0 until end of turn.
"Dwarven officers were tireless in battle, moving up and down the lines to rally their troops and boost morale."
 —Sarpadian Empires, vol. IV

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Dwarven Soldier 1 



Summon Dwarf 

If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.
"Let no one say we did not fight until the last..."
 —Headstone fragment from a mass grave found in the Crimson Peaks

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Kobold Drill Sergeant 1 



Summon Drill Sergeant 

All your Kobolds gain +0/+1 and Trample.
"Joining this army is easy, boy. Just survive your first battle."

Illus. © 1994 Julie Baroh 1/2

BEAR TRIBAL

Grizzly Bears 1



Summon Bears

Don't try to outrun one of Domina's Grizzlies; it'll catch you, knock you down, and eat you. Of course, you could run up a tree. In that case you'll get a nice view before it knocks the tree down and eats you.

Illus. © Jeff A. Menges 2/2

Pale Bears 2



Summon Bears

Islandwalk
*"Daughter, on the day you have killed your Pale Bear, then will I give you your true name."
 —Lovisa Coldeyes, Balduvian Chieftain*

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Spectral Bears 1



Summon Bears

If Spectral Bears is declared as an attacker and defending player controls no black cards, it does not untap during your next untap phase.
"I hear there are Bears—or spirits—that guard caravans passing through the forest." —Gulsen, Abbey Matron

Illus. Pat Morrissey
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Balduvian Bears 1



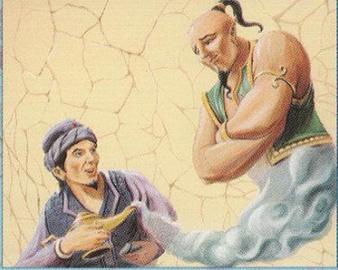
Summon Bears

*"They're a hardy bunch, but I'd still bet that they just slept through the worst of the cold times."
 —Disa the Restless, journal entry*

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DJINN TRIBAL

Mahamoti Djinn 4



Summon Djinn

Flying
Of royal blood among the spirits of the air, the Mahamoti Djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

Illus. © Dan Frazier 5/6

Old Man of the Sea 1



Summon Merid

Tap to gain control of a creature with power no greater than Old Man's power. If Old Man becomes untapped, you lose control of this creature; you may choose not to untap Old Man as normal. You also lose control of the creature if Old Man dies or if the creature's power becomes greater than Old Man's.

Illus. © Susan Van Camp 2/3

Serendib Djinn 2



Summon Djinn

Flying
During your upkeep, you must choose one of your own lands and destroy it. If you destroy an island in this manner, Serendib Djinn does 3 damage to you. Serendib Djinn is destroyed immediately if at any time you have no land in play.

Illus. © Anson Maddocks 5/6

Juzam Djinn 2

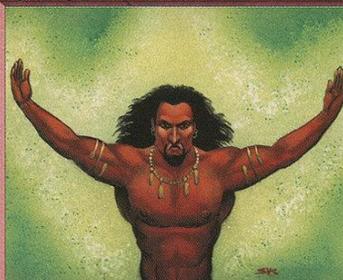


Summon Djinn

Juzam 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." —Ovallada

Illus. © Mark Tedin 5/5

Mijae Djinn



Summon Djinn

If you choose to attack with Mijae Djinn, flip a coin immediately after attack is announced; opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Mijae Djinn is tapped but does not attack.

Illus. © Susan Van Camp 6/3

Erhnam Djinn 3



Summon Djinn

During your upkeep, you must choose one of opponent's non-wall creatures in play. Until your next upkeep, that creature gains the forestwalk ability. If opponent has no creatures, ignore this effect.

Illus. © Ken Meyer Jr. 4/5

EFREET TRIBAL

Tempest Efreet 1 ♣ ♣ ♣



Summon Efreet

2: Pick a card at random from opponent's hand and place it in yours. Bury Tempest Efreet in opponent's graveyard. The change in ownership is permanent. Play as an interrupt, but opponent may prevent effect by paying 10 life points or conceding game before the card to be switched is chosen—if this is done, Tempest Efreet is buried. Effects that prevent or redirect damage may not be used to counter this loss of life. Remove this card from deck if not playing for ante.

Illus. © 1994 NéNé Thomas 3/3

Junún Efreet 1 ♣ ♣



Summon Efreet

Flying
You must pay ♣♣ during your upkeep or Junún Efreet is destroyed and may not regenerate.

Illus. © Christopher Rush 3/3

Serendib Efreet 2 ♣



Summon Efreet

Flying
Serendib Efreet does 1 damage to you during your upkeep.

Illus. © Anson Maddocks 3/4

Ydwen Efreet 2 ♣ ♣



Summon Efreet

If you choose to block with Ydwen Efreet, flip a coin immediately after defense is announced; opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, Ydwen Efreet cannot block this turn.

Illus. © Drew Tucker 3/6

Ifh-Biff Efreet 2 ♣ ♣

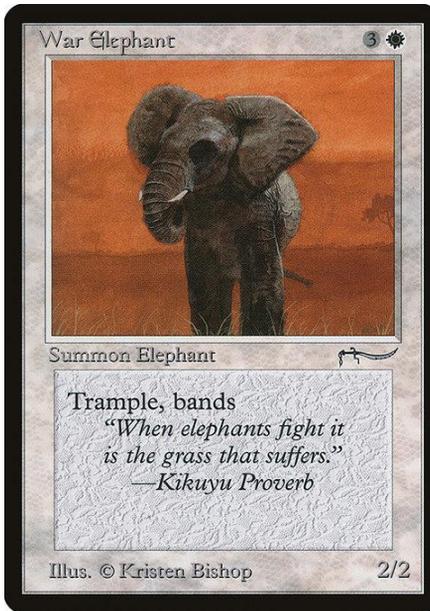


Summon Efreet

Flying
While Ifh-Biff Efreet is in play, any player can pay ♣ to have Ifh-Biff Efreet do 1 damage to each player and each flying creature in play. This ability does not tap the Ifh-Biff Efreet, and can be used as soon as it is successfully summoned.

Illus. © Jesper Myrfors 3/3

ELEPHANT TRIBAL



Strong Support Card



DEMON TRIBAL

Lord of the Pit 4

Summon Demon

Flying, trample
You must sacrifice one of your own creatures during upkeep or Lord of the Pit does 7 damage to you. You may still attack with Lord of the Pit even if you failed to sacrifice a creature.

Illus. © Mark Tedin 7/7

Demonic hordes 3

Summon Demons

Tap to destroy 1 land. Pay during 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 Myrfors 5/5

Yawgmoth Demon 4

Summon Demon

Flying, first strike
During your upkeep, choose one of your artifacts in play and place it in the graveyard, or Yawgmoth Demon becomes tapped and deals 2 points of damage to you. Artifact creatures destroyed this way may not be regenerated.

Illus. © Sandra Everingham 6/6

The Wretched 3

Summon Wretched

At the end of combat take control of all creatures that blocked The Wretched. The Wretched does not tap or untap these creatures. You lose control of these creatures if The Wretched leaves play or if you lose control of The Wretched.

Illus. © 1994 Christopher Rush 2/5

Mold Demon 5

Summon Mold Demon

When Mold Demon is brought into play, controller must sacrifice two swamps or Mold Demon is buried.

Illus. © 1994 Jesper Myrfors 6/6

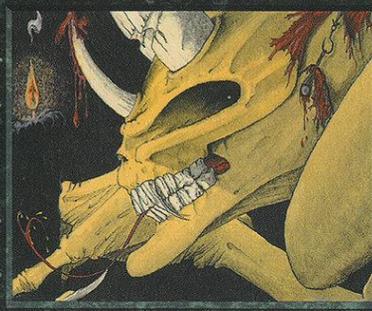
Minion of Leshrac 4

Summon Demon

Protection from black
During your upkeep, sacrifice a creature or Minion of Leshrac deals 5 damage to you. If Minion of Leshrac deals damage to you in this way, tap it. You cannot sacrifice Minion of Leshrac to itself.
☠: Destroy target creature or land.

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Minion of Tevesh Szat 4   



Summon Demon

During your upkeep, pay   or Minion of Tevesh Szat deals 2 damage to you.

: Target creature gets +3/-2 until end of turn.

"A minion given over to Tevesh Szat is a stronger minion gained."
—Lim-Dül, the Necromancer

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Infernal Denizen 7 



Summon Infernal Denizen

During your upkeep, sacrifice two swamps. If you cannot, tap Infernal Denizen, and target opponent may gain control of target creature of his or her choice you control. The opponent loses control of that creature if Infernal Denizen leaves play.

: Gain control of target creature. Lose control of that creature if Infernal Denizen leaves play.

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Lady Orca 5  



Summon Legend

"I do not remember what he said to her. I remember her fiery eyes, fixed upon him for an instant. I remember a flash, and the hot breath of sudden flames made me turn away. When I looked again, Angus was gone." —A Wayfarer, on meeting Lady Orca

Illus. © 1994 Sandra Everingham 7/4

Sol'kanar the Swamp King 2   



Summon Legend

Swampwalk
Sol'kanar's controller gains 1 life each time a black spell is cast.

Illus. © 1994 Richard Kane-Ferguson 5/5

ELEMENTAL TRIBAL



Wind Spirit 4 ♠

Summon Spirit

Flying
Cannot be blocked by only one creature.
"To visit the sky requires bravery, and thought, and little else. To master the sky requires the binding of its masters, and little else."
—Arnjlot Olsson, Sky Mage

Illus. Kaja Foglio
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Sea Spirit 4 ♠

Summon Spirit

♠: +1/+0 until end of turn
"It rose above our heads, above the ship, and still higher yet. No foggy, ice-laden sea in the world could frighten me more."
—General Jarkeld, the Arctic Fox

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Time Elemental 2 ♠

Summon Elemental

2 ♠ ♠ ♠: Return target permanent to owner's hand. Cannot target permanents with enchantment cards played on them.
If Time Elemental blocks or attacks it is destroyed and does 5 damage to controller.

Illus. © 1994 Amy Weber 0/2

Blazing Effigy 1 ♣

Summon Effigy

When placed in the graveyard from play, Effigy does 3 damage to target creature. If an Effigy is damaged by another Effigy in this manner and is placed in the graveyard that turn, it deals the amount of damage received from the other Effigy in addition to its normal 3.

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Ball Lightning 3 ♣

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

Stone Spirit 4 ♣

Summon Spirit

Cannot be blocked by creatures with flying.
"The spirit of the stone is the spirit of strength."
—Lovisa Coldeyes, Balduvian Chieftain

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Flame Spirit 4 ♣

Summon Spirit

♣: +1/+0 until end of turn
"The spirit of the flame is the spirit of change."
—Lovisa Coldeyes, Balduvian Chieftain

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Thunder Spirit 1 ⚡

Summon Spirit

First strike, flying.
"It was full of fire and smoke and light and . . . it drove between us and the Efracans like a thousand thunderstorms with lightning."
—Richard Adams, Watership Down

Illus. © 1994 Pandy Asplund-Faith 2/2

Force of Nature 2 ♣♣♣♣

Summon Force

Trample
You must pay ♣♣♣♣ during upkeep or Force of Nature does 8 damage to you. You may still attack with Force of Nature even if you failed to pay the upkeep.

Illus. © Douglas Schuler 8/8

Floral Spuzzem 3 ♣

Summon Spuzzem

If Floral Spuzzem attacks an opponent and is not blocked, then Floral Spuzzem may choose to destroy a target artifact under that opponent's control and deal no damage.

Illus. © 1994 Rob Alexander 2/2

hungry Mist 2 ♣♣

Summon Mist

During your upkeep, pay ♣♣ or bury Hungry Mist.
"All things must eat, after all. Even the air can hunger."
—Gemma, Willow Priestess

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Moss Monster 3 ♣♣♣

Summon Monster

After the battle, an eerie silence gripped the forest. The losers' remains were lightly dusted with green.

Illus. © 1994 Jesper Myrfors 3/6

Wood Elemental 3 ♣

Summon Elemental

*s in the lower right-hand corner are set to the number of untapped forests you sacrifice when Wood Elemental is brought into play.

Illus. © 1994 Brian Snoddy */*

Kjeldoran Frostbeast 3 ❄️♣♣

Summon Frostbeast

At end of combat, destroy all creatures blocking or blocked by Kjeldoran Frostbeast.
"Two of my Warriors found that the creature was dangerous not only in combat, but also in simple proximity."
—Disa the Restless, journal entry

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Storm Spirit 3 ❄️♣♣

Summon Spirit

Flying
⚡: Storm Spirit deals 2 damage to target creature.
"Come to us, with your lightning. Come to us, with your thunder. Serve us with your strength, and smite our foes with your power."
—Steinar Icefist, Balduvian Shaman

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Ur-Drago 3 ♣♣♣♣

Summon Legend

First strike
Creatures with swampwalk may be blocked as if they did not have this ability.

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MINOTAUR TRIBAL



Strong Support Cards



Anaba Ancestor

1



Summon Ghost

☞: Target Minotaur gets +1/+1 until end of turn.
"The Ancestors are the wisdom of the tribe and the soul of the Homelands. I am eternally in their debt."
—Taysir

Illus. Anson Maddocks

1/1

Anaba Bodyguard

3



Summon Bodyguard

First strike
"Not all Minotaurs are tribal. Some are freelance."
—Eron the Relentless

Illus. Anson Maddocks

2/3

Anaba Shaman

3



Summon Minotaur

☞: Anaba Shaman deals 1 damage to target creature or player.
"The Shamans? Ha! They are mere craven cows not capable of true magic."
—Irimi Sengir

Illus. Anson Maddocks

2/2

Hurloon Minotaur

1



Summon Minotaur

The Minotaurs of the Hurloon Mountains are known for their love of battle. They are also known for their hymns to the dead, sung for friend and foe alike. These hymns can last for days, filling the mountain valleys with their low, haunting sounds.

Illus. © Anson Maddocks

2/3

Labyrinth Minotaur

3



Summon Minotaur

Creatures Labyrinth Minotaur is assigned to block do not untap during their controller's next untap phase.
"I doubt any Labyrinth Minotaurs still live—but then again, we Minotaurs are stubborn beings."
—Onatah, Anaba Shaman

Illus. Anson Maddocks

1/4

BEAST TRIBAL

Guardian Beast 3

Summon Guardian

As long as Guardian Beast is untapped, your non-creature artifacts cannot be further enchanted, destroyed, or taken under someone else's control. If something occurs that would destroy the Guardian Beast and artifacts simultaneously, the Guardian Beast is destroyed but your artifacts are not. If an artifact is enchanted or stolen while Guardian Beast is tapped, it remains so when Guardian Beast becomes untapped.

Illus. © Ken Meyer Jr. 2/4

Beast Walkers 1

Summon Heroes

*: Banding until end of turn
"The Beast Walkers do a great service to Aysen. As humans or as beasts, their heart is yet to Serra true."
 —Baris, Serra Inquisitor

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Spinal Villain 2

Summon Villain

▷: Destroy target blue creature.
"Striking silent as a dream, / Cutting short the strangled scream . . ."
 —Tobrian, "Watchdragon"

Illus. © 1994 Anson Maddocks 1/2

Beasts of Bogardan 4

Summon Beasts

Protection from red
 Gains +1/+1 if an opponent controls any white cards.
Bogardan is a land as volatile as the creatures who live there.

Illus. © 1994 Daniel Gelon 3/3

Clockwork Beast 6

Artifact Creature

Put seven +1/+0 counters on Beast. After Beast attacks or blocks a creature, discard a counter. During the untap phase, controller may buy back lost counters for 1 mana per counter instead of untapping Beast; this taps Beast if it wasn't tapped already.

Illus. © Drew Tucker 0/4

Kjeldoran Frostbeast 3

Summon Frostbeast

At end of combat, destroy all creatures blocking or blocked by Kjeldoran Frostbeast.
"Two of my Warriors found that the creature was dangerous not only in combat, but also in simple proximity."
 —Disa the Restless, journal entry

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Lurker 2

Summon Lurker

Lurker may not be the target of any spell unless Lurker was declared as an attacker or blocker this turn.
"Each night we felt it watching us from the darkness beyond our fire. We only had one pack horse left."
 —Maerveen O'Donagh, Memoirs of a Soldier

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WALLS TRIBAL

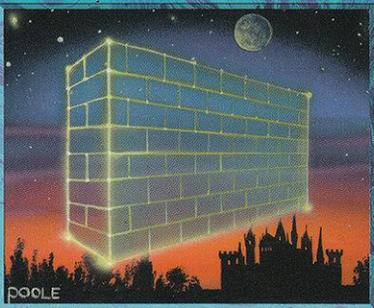


Strong Support Cards



Illusionary Wall

4



Summon Wall

Flying, first strike

Cumulative Upkeep: ♠

"Let them see what is not there and feel what does not touch them. When they no longer trust their senses, that is the time to strike."

—Gerda Aagesdottir, Archmage of the Unseen

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7/4

Dark Maze

4



Summon Wall

0: Dark Maze can attack this turn. At end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control.

"The path of faith is fortunately fraught with failure."

—Irimi Sengir

Illus. Rob Alexander

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4/5

Glacial Wall

2



Summon Wall

"We are farther west than any could have imagined possible, but I still wish to press on. Unfortunately, huge walls of ice block further travel. We can't believe they are natural."

—Disa the Restless, journal entry

Illus. Dameron Willich

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0/7

Wall of Kelp

2



Summon Wall

♠♠, ♠: Put a Kelp token into play. Treat this token as a 0/1 blue wall.

"Ya can eat it or ya can weave it, but ya can't fight in it."

—Zeki, Reef Pirate

Illus. Alan Rabinowitz

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0/3

Vodalian War Machine

1



Summon Wall

0: Tap target Merfolk you control to allow Vodalian War Machine to attack this turn or to give Vodalian War Machine +2/+1 until end of turn. If Vodalian War Machine is put in the graveyard, all Merfolk tapped in this manner this turn are destroyed.

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0/4

Thunder Wall

1



Summon Wall

Flying

♠: +1/+1 until end of turn

"The Lemures had barely taken wing when the sky roared with thunder. The swarm of little beasts wavered, divided, and fell, crashing to the earth."

—General Jarkeld, the Arctic Fox

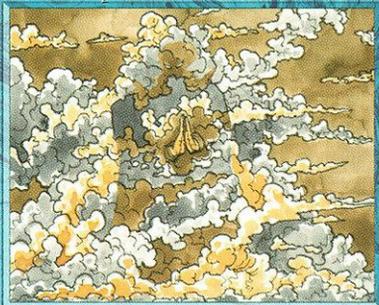
Illus. Richard Thomas

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0/2

Wall of Vapor

3



Summon Wall

Damage done to Wall of Vapor by creatures it blocks is reduced to 0.

"Walls of a castle are made out of stone, / Walls of a house out of bricks or of wood. / My walls are made out of magic alone, / Stronger than any that ever have stood." —Chrysoberyl Earthsdaughter, Incantations

Illus. © 1994 Richard Thomas

0/1

Wall of Water

1



Summon Wall

♠: +1/+0 until end of turn.

A deafening roar arose as the fury of an enormous vertical river supplanted our serenity. Eddies turned into whirling geysers, leveling everything in their path.

Illus. © Richard Thomas

0/5

Wall of Wonder

2



Summon Wall

2♠♠: Gain +4/-4 and allow Wall of Wonder to attack this turn. So confusing is the Wall's appearance that few of its victims even see it move.

Illus. © 1994 Richard Thomas

1/5

Wall of Earth 1

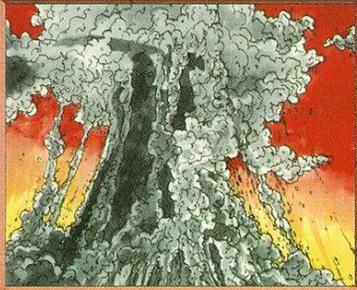


Summon Wall

The ground shuddered violently and the earth seemed to come to life. The elemental force contained in the vast wall of earth was trapped, bent to its controller's will.

Illus. © 1994 Richard Thomas 0/6

Wall of Dust 2



Summon Wall

Creatures blocked by Wall of Dust cannot attack during your opponent's next turn. Use counters to mark these creatures. An ever-moving swarm of dust engulfs and disorients anything that comes near.

Illus. © 1994 Richard Thomas 1/4

Wall of Opposition 3



Summon Wall

1: +1/+0 until end of turn. Like so many obstacles in life, the Wall of Opposition is but an illusion, held fast by the focus and belief of the one who creates it.

Illus. © 1994 Harold McNeill 0/6

Wall of Heat 2

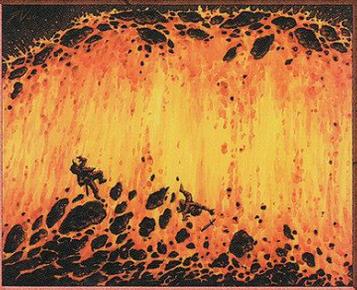


Summon Wall

At a distance, we mistook the sound for a waterfall . . .

Illus. © 1994 Richard Thomas 2/6

Wall of Lava 1



Summon Wall

2: +1/+1 until end of turn
*"Now there's something you don't see every day."
 —Jaya Ballard, Task Mage*

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Wall of Stone 1



Summon Wall

The Earth herself lends her strength to these walls of living stone, which possess the stability of ancient mounmains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

Illus. © Dan Frazier 0/8

Cemetery Gate

2



Summon Wall

Protection from black
"It keeps some out, yes. It also keeps others in!"
 —Grandmother Sengir

Illus. Melissa Benson

0/5

Drift of the Dead

3



Summon Wall

Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control.
"Take their dead, and entomb them in the snow. Risen, they shall serve a new purpose."
 —Lim-Dül, the Necromancer

Illus. Brian Snöddy

/

Wall of Bone

2



Summon Wall

R: Regenerates
The Wall of Bone is said to be an aspect of the Great Wall in Hel, where the bones of all sinners wait for Ragnarok, when Hela will call them forth for the final battle.

Illus. © Anson Maddocks

1/4

Wall of Tombstones

1



Summon Wall

At the end of your upkeep, the * below is set to the number of creatures in your graveyard.

Illus. © 1994 Dan Frazier

0/1+*

Wall of Shadows

1



Summon Wall

Damage Wall of Shadows receives from creatures it blocks is reduced to 0. Effects that target only walls may not target Wall of Shadows.

Illus. © 1994 Pete Venters

0/1

Wall of Putrid Flesh

2



Summon Wall

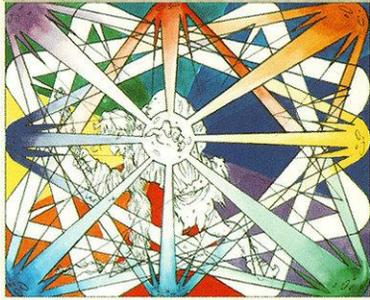
Protection from white
 Damage done to wall by creatures with enchantment cards played on them is reduced to 0.

Illus. © 1994 Richard Thomas

2/4

Wall of Light

2



Summon Wall

Protection from black
As many attackers were dazzled by the wall's beauty as were halted by its force.

Illus. © 1994 Richard Thomas

1/5

Wall of Caltrops

1



Summon Wall

If Wall of Caltrops and one or more other walls join to block an attacker and no other creatures besides walls block that attacker, Wall of Caltrops gains banding ability until end of turn. *"Ow! Ow ow ow! Oooh, ow, OW!"*

Illus. © 1994 Brian Snöddy

2/1

Carnivorous Plant

3 ♣



Summon Wall

*"It had a mouth like that of a great beast, and gnashed its teeth as it strained to reach us. I am thankful it possessed no means of locomotion."
—Vervamon the Elder*

Illus. © 1994 Quinton Hoover

4/5

Tinder Wall

♣



Summon Wall

0: Sacrifice Tinder Wall to add 2♣ to your mana pool. Play this ability as an interrupt.
2: Sacrifice Tinder Wall to have it deal 2 damage to target creature it blocks.

Illus. Rick Emond

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0/3

Wall of Wood

♣



Summon Wall

Everybody knows that to ward off trouble, you knock on wood. But usually it's better to make a wall out of the wood and let trouble do the knocking.

Illus. © Mark Tedin

0/3

Wall of Brambles

2 ♣



Summon Wall

♣: Regenerates
*"What else, when chaos draws all forces inward to shape a single leaf."
—Conrad Aiken*

Illus. © Anson Maddocks

2/3

Wall of Ice

2 ♣



Summon Wall

"And through the drifts the snowy cliffs! Did send a dismal sheen: / Nor shapes of men nor beasts we ken— / The ice was all between." —Samuel Coleridge, "The Rime of the Ancient Mariner"

Illus. © Richard Thomas

0/7

Wall of Pine Needles

3 ♣



Summon Wall

♣: Regenerate
The power of the forest takes a hundred forms. Some are more surprising than others.

Illus. Brian Snoddy

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3/3

Living Wall

4



Artifact Creature

Counts as a wall. **1**: Regenerates.
Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. © Anson Maddocks

0/6

Necropolis

5



Artifact Creature

Counts as a wall.
0: Take a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X is the removed creature's casting cost.

Illus. © 1994 Néné Thomas

0/1

Snow Fortress

5



Artifact Creature

Counts as a wall
1: +1/+0 until end of turn
1: +0/+1 until end of turn
3: Snow Fortress deals 1 damage to target creature without flying that is attacking you.

Illus. Jeff A. Menges

0/4

Walking Wall

4



Artifact Creature

Counts as a wall
3: Walking Wall gets +3/-1 until end of turn and can attack this turn. Walking Wall cannot attack the turn it comes under your control. Use this ability only once a turn.
*"The fortress is not what it seems."
—Arcum Dagsson, Soldevi Machimist*

Illus. Anthony Waters

0/6

Wall of Shields

3



Artifact Creature

Banding, counts as a wall
*"It's the pokey bits that hurt the most."
—Ib Halfheart, Goblin Tactician*

Illus. Randy Gallegos

0/4

Wall of Spears

3



Artifact Creature

First strike, counts as a wall.
Even the most conservative generals revised their tactics after the Battle of Sarinth, during which a handful of peasant-pikemen held off a trio of rampaging Craw Würms.

Illus. © Sandra Everingham

2/3

CONSTRUCT TRIBAL

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

Tetravus 6

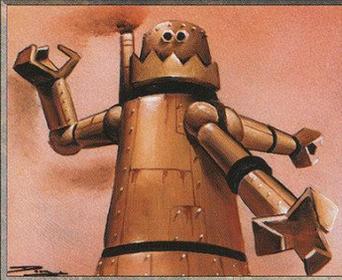


Artifact Creature

Flying
Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1/1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

Illus. © Mark Tedin 1/1

Triskelion 6



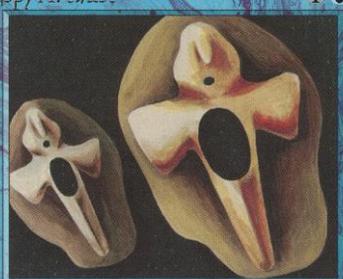
Artifact Creature

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

Strong Support Cards

Copy Artifact 1



Enchantment

Select any artifact in play. This enchantment acts as a duplicate of that artifact; enchantment copy is affected by cards that affect either enchantments or artifacts. Enchantment copy remains even if original artifact is destroyed.

Illus. © Amy Weber

Mishra's Workshop



Land

Tap to add 3 colorless mana to your mana pool. This mana may only be used to cast artifacts. *Though he eventually came to despise Tocasia, Mishra listened well to her lessons on clarity of purpose. Unlike his brother, he focused his mind on a single goal.*

Illus. © Kaja Foglio

Tawnos's Coffin 4



Mono Artifact

3: Select a creature in play; that creature is considered out of play as long as Coffin remains tapped. Hence the creature cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments on the creature remain but are also out of play. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to untap Coffin during the untap phase.

Illus. © Christopher Rush

Grapeshot Catapult 4



Artifact Creature

Tap to deal 1 damage to target flying creature.
For years scholars debated whether these were Urza's or Mishra's creations. Recent research suggests they were invented by the brothers' original master, Tocasia, and that both used these devices.

Illus. © Dan Frazier 2/3

Dragon Engine 3



Artifact Creature

2: +1/+0 until end of turn.
Those who believed the city of Kroog would never fall to Mishra's forces severely underestimated the might of his war machines.

Illus. © Anson Maddocks 1/3

Onulet 3

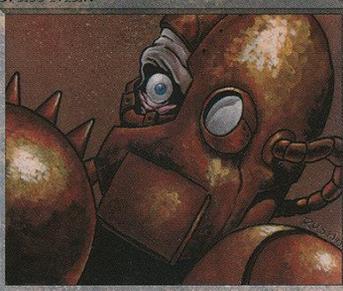


Artifact Creature

If Onulet goes to the graveyard, its controller gains 2 life.
An early inspiration for Urza, Tocasia's Onulets contained magical essences that could be cannibalized after they stopped functioning.

Illus. © Anson Maddocks 2/2

Brass Man 1



Artifact Creature

Brass Man does not untap as normal; you must pay 1 during your untap phase to untap it.

Illus. © Christopher Rush 1/3

Diabolic Machine 7



Artifact Creature

3: Regenerates
"The bolts of our ballistae smashed into the monstrous thing, but our hopes died in our chests as its gears continued turning." —Sevri Mukul, The Fall of Alsoor

Illus. © 1994 Anson Maddocks 4/4

Battering Ram 2



Artifact Creature

Bands, but only when attacking. Any wall blocking Battering Ram is destroyed. Walls destroyed this way deal their damage before dying.
By the time Mishra was defeated, no mage was foolish enough to rely heavily on walls.

Illus. © Jeff A. Menges 1/1

GOLEM TRIBAL



Strong Support Cards

