

Skull of Orm

3



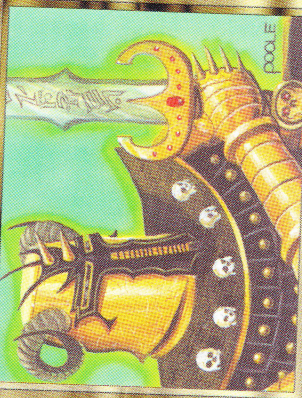
Artifact

5, ♠: Bring one enchantment card from your graveyard to your hand. *Though lifeless, the Skull still possessed a strange power over the flow of magic.*

Illus. © 1994 Tom Wintersstrand

Stangg

4



Summon Legend

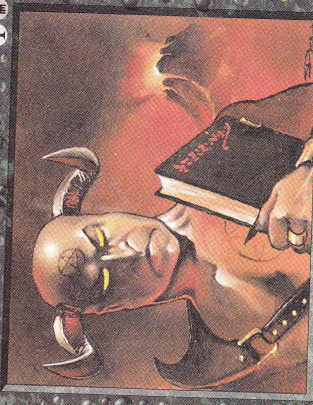
When Stangg is brought into play, also put a Stangg Twin token into play. Stangg Twin token is a 3/4 green and red legend. If Stangg leaves play, remove Stangg Twin token from game. If Stangg Twin leaves play, bury Stangg.

Illus. © 1994 Mark Poole

3/4

Demonic Tutor

1



Sorcery

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

Illus. © Douglas Shuler

Frankenstein's Monster

0/1



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

0/1

Taiga



Land

♠: Add either ♠ or ♣ to your mana pool. Counts as both forest and mountains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

Badlands



Land

♣: Add either ♣ or ♠ to your mana pool. Counts as both mountains and swamp and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander

Bayou



Land

♣: Add either ♣ or ♠ to your mana pool. Counts as both swamp and forest and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Jesper Myrftors

Taiga



Land

♠: Add either ♠ or ♣ to your mana pool. Counts as both forest and mountains and is affected by spells that affect either. If a spell destroys one of these land types, this card is destroyed; if a spell alters one of these land types, the other land type is unaffected.

Illus. © Rob Alexander