

Atinlay Igpay

5\*

Creature — Boar

Double strike

*Isthay iecepay ofay avorflay exttay  
oesn'tday eallyray aysay anythingay.*

3/3

1/94

AWOL

2\*

Instant

Exile target attacking creature. This creature cannot be returned to the game for any reason.

2/94

Double Dip

4\*

Instant

Choose another player and gain 5 life. At the beginning of the next game with that player, gain 5 life.  
*(Do this after each player has kept their opening hand.)*

*In a duel and taking a lickin'...*

4/94

Emcee

2\*

Creature — Human Rogue

Whenever another creature enters the battlefield, you may put a +1/+1 counter on that creature.

*The ogre appealed the match loss and got it downgraded to a warning.*

0/1

5/94

I'm Rubber, You're Glue

\*\*

Enchantment

0: Change the target of target spell or ability that targets only you. The new target must be a player.

6/94

Knight of the Hokey Pokey

\*\*

Creature — Human Knight

First strike

1\*: The next time a source of your choice would deal damage to Knight of the Hokey Pokey this turn, prevent that damage.

*That's what it's all about.*

2/2

7/94

Look at Me, I'm the DCI

5\*\*

Sorcery

Name a card other than a basic land card. Exile all cards with that name. Search each player's graveyard, hand, and library for any number of cards with that name and exile them. Then that player shuffles his or her library.

*Few understand the DCI's rigorous decision-making process.*

8/94

Mesa Chicken

\*\*

Creature — Bird

0: Mesa Chicken gains flying until end of turn.

*"Lo! lord of layers proudly comb-crested  
Hero to hens father to feathers  
Crowing sun-caller weaver of wattle  
Elder to eggs."  
—Rooster Saga*

2/2

9/94

# Miss Demeanor

3

Creature — Angel

Flying, first strike  
*Even war can be civil.*

3/1

10/94

# Once More with Feeling

4

Sorcery

Exile all nontoken permanents and all cards from each player's graveyard. Restart the game. Each player's life total becomes 10. Exile Once More with Feeling. *(Token permanents stay on the battlefield. Each player shuffles his or her current hand into their deck. Players draw a new hand of seven cards. Players may take mulligans. You start the game.)*

11/94

# Sex Appeal

1

Instant

Prevent the next 3 damage that would be dealt this turn to any number of target creatures and/or players, divided as you choose.

12/94

# Staying Power

2

Enchantment

Change the text of each spell or ability by removing all instances of "until end of turn" and "this turn" from them. *(These effects end at end of turn if Staying Power leaves the battlefield.)*

13/94

# The Cheese Stands Alone

4

Enchantment

If you control no nontoken permanents other than The Cheese Stands Alone and have no cards in hand, you win the game.  
*The meat, on the other hand, has frequent visitors.*

3/94

# Carnivorous Death-Parrot

1

Creature — Bird

Flying  
*Save a kill spell to deal with this guy.*

2/2

14/94

# Checks and Balances

2

Enchantment

Whenever a player casts a spell, each of that player's opponents may discard a card. If each opponent does, counter that spell.  
You can't cast Checks and Balances unless there are three or more players in the game.

15/94

# Chicken à la King

1

Creature — Bird

Whenever a 6 is rolled on a six-sided die, put a +1/+1 counter on each Bird creature. Tap a Bird you control: Roll a six-sided die.  
*During the Chicken Revolution, the king managed to keep his head while the others—well, just ran around.*

16/94

2/2



Clam-I-Am

2

Creature — Clamfolk

Whenever you would roll a 3 on a six-sided die, you may reroll that die instead.

*The Clams down in Clamville  
All scootered and skittled—  
“The three is no more!”  
The Clam fiddler fiddled.*

2/2

17/94

Clambassadors

3

Creature — Clamfolk

If Clambassadors damages a player, choose an artifact, creature, or land you control. That player gains control of that artifact, creature, or land you control.

*“Sorry we shelled your village—here’s some gold.”*

4/4

18/94

Common Courtesy

2

Enchantment

Sacrifice Common Courtesy: Counter target spell.

19/94

Denied!

Instant

Name a card. Target player reveals his or her hand. If the named card is in the player’s hand, counter target spell controlled by that player.

Quinton Hoover

20/94

Double Take

3

Instant

Choose another player and draw two cards. At the beginning of the next game with that player, draw two cards. (*Do this after each player has kept their opening hand.*)

*“But next time we meet...”*

21/94

Fowl Play

2

Enchantment — Aura

Enchant creature

Enchanted creature loses all abilities and becomes a 1/1 Bird. (*Its color does not change.*)

*“I feel like chicken tonight!”*

22/94

Free-for-All

3

Enchantment

When Free-for-All enters the battlefield, exile all creatures face down.

For as long as any of those cards remain exiled, at the beginning of each player’s upkeep, that player chooses a card exiled by Free-for-All at random and reveals it. If it is a creature card, that player puts it onto the battlefield.

If Free-for-All leaves play, each player puts all creature cards he or she exiled this way into its owner’s graveyard. (*Noncreature cards remain exiled face down.*)

23/94

Johnny, Combo Player

2

Legendary Creature — Human

4: Search your library for a card and put that card into your hand. Then shuffle your library.

*“Just wait till I get my Krark-Clan Ironworks, Genesis Chamber, and Grinding Station. Oh yeah, and a second Myr Retriever.”*

24/94

1/1

Mise



Instant



Name a nonland card, then reveal the top card of your library. If that card is the named card, draw three cards.

*mise 'miz v alter. of might as well (1997) 1: to win when you don't deserve to 2: to top-deck the "tings" you need 3: to be rewarded by an opponent's bad luck 4: to coin a phrase that spreads through the tournament scene like wildfire 5: to fling a monkey 6: to split firewood using a sharp instrument 7: To burn*

25/94

Moniker Mage



Creature — Human Wizard



☵ : Moniker Mage gains flying until end of turn.

☵ : Moniker Mage gains shroud until end of turn.

2/2

26/94

Psychic Network



Enchantment



Any player may look at the top card of an opponent's library at any time.

27/94

Smart Ass



Creature — Donkey Wizard



Whenever Smart Ass attacks, defending player may reveal his or her hand. If that player doesn't, Smart Ass can't be blocked this turn.

*"I don't get it. Why doesn't anybody like me?"*

2/1

28/94

Topsy Turvy



Enchantment



The phases of each player's turn are reversed. *(The phases in reverse order are ending, postcombat main, combat, precombat main, and beginning.)*

If there are more than two players in the game, the turn order is reversed.

*"Here on going is heck the what?"*

29/94

Bad Ass



Creature — Donkey Zombie



1 ☠ : Regenerate Bad Ass. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

3/1

31/94

B.F.M. (Big Furry Monster)

Creature — Beast



If B.F.M. (Big Furry Monster) would enter the battlefield, you must have both halves in the same zone. If you do, put B.F.M. (Big Furry Monster) onto the battlefield. If you don't, put it into its owner's graveyard. B.F.M. (Big Furry Monster) can't be blocked except by three or more creatures.

*(While B.F.M. (Big Furry Monster) is on the battlefield, it is single creature. If either half of B.F.M. (Big Furry Monster) leaves the battlefield, sacrifice the other half.)*

*"It was big. Really, really big. No, bigger than that. Even bigger. Keep going. More. No, more. Look, we're talking krakens and dreadnoughts for jewelry. It was big!"*

*-Arna Kennerud, skyknigh*

99/99

30/94

Deadhead



Creature — Zombie



0 : Put Deadhead onto the battlefield. Use this ability only if Deadhead is in your graveyard and an opponent has no cards in hand.

*"I'm back from the Dead," the zombie moaned. "And they were far out, man."*

3/3

32/94



## Double Cross

3

### Sorcery

Look at another target player's hand and choose a card from it. That player discards that card. At the beginning of the next game with that player, look at that player's hand and choose a card from it. That player discards that card. *(Do this after each player has kept their opening hand.)*

"You're in for a nasty butt-kickin'."

33/94

## Infernal Spawn of Evil

6

### Creature — Beast

Flying, first strike

Forecast — 1, Reveal Infernal Spawn of Evil from your hand: Infernal Spawn of Evil deals 1 damage to target opponent. *(Activate this ability only during your upkeep and only once each turn.)*

Ron Spencer

7/7

35/94

## Infernal Spawn of Infernal Spawn of Evil

8

### Creature — Demon

Flying, first strike, trample

While you're searching your library, you may pay 1 and reveal Infernal Spawn of Infernal Spawn of Evil. If you do, Infernal Spawn of Infernal Spawn of Evil deals 2 damage to target player. Use this ability only once each turn.

36/94

8/8

## Jumbo Imp

2

### Creature — Imp

Flying

When you cast Jumbo Imp, roll a six-sided die. Jumbo Imp enters the battlefield with that many +1/+1 counters.

At the beginning of your upkeep, roll a six-sided die. Put that many +1/+1 counters on Jumbo Imp.

At the beginning of your end step, roll a six-sided die. Remove that many +1/+1 counters from Jumbo Imp.

37/94

0/0

## Necro-Impotence

2

### Enchantment

Skip your untap step.

At the beginning of your upkeep, you may pay X life. If you do, untap X permanents.

Pay 1 life: Exile the top two cards of your library face down. Put those cards into your hand at the beginning of your next end step.

38/94

## Organ Harvest

1

### Sorcery

As an additional cost to cast Organ Harvest, you and each of your teammates may sacrifice any number of creatures.

For each creature sacrificed this way, add 1 to your mana pool.

"Lucy, you've got some spleenin' to do."

Terese Nielsen

39/94

## Poultrygeist

2

### Creature — Bird Spirit

Flying

Whenever a creature dies, you may roll a six-sided die. If you roll a 1, sacrifice Poultrygeist. Otherwise, put a +1/+1 counter on Poultrygeist.

*Farmer Brown never ate eggs again.*

40/94

1/1

## Temp of the Damned

2

### Creature — Zombie

Fading 0

When you cast Temp of the Damned, roll a six-sided die. Temp of the Damned enters the battlefield with a number of fading counters equal to the die roll.

"Not the graveyard shift again!"

Adam Rex

41/94

3/3



## The Fallen Apart

2

### Creature — Zombie

The Fallen Apart enters the battlefield with two arm counters and two leg counters.

Whenever damage is dealt to The Fallen Apart, remove an arm or leg counter.

The Fallen Apart can't attack if it has no leg counters and can't block if it has no arm counters.

4/4

## Blast from the Past

2

### Instant

Madness 2, cycling 1, kicker 2, flashback 3, buyback 4

Blast from the Past deals 2 damage to target creature or player.

If Blast from the Past was kicked, put a 1/1 red Goblin creature token onto the battlefield.

## Burning Cinder Fury of Crimson Chaos Fire

3

### Enchantment

Whenever any player taps a nontoken permanent, target opponent gains control of that permanent at end of turn.

At end of each player's turn, if that player has not tapped any nonland nontoken permanents during his or her turn, Burning Cinder Fury of Crimson Chaos Fire deals 3 damage to that player.

Richard Kane Ferguson

## Chicken Egg

1

### Creature — Bird

At the beginning of your upkeep, roll a six-sided die. If you roll a 6, sacrifice Chicken Egg and put 4/4 red Bird creature token named Chicken onto the battlefield.

"That's a lotta nuggets."  
—Jaya Ballard, task mage

0/1

## Curse of the Fire Penguin

4

Enchant creature

When Curse of the Fire Penguin enters the battlefield, flip it and put the overlay on top of the text box of the creature it enchants.

### Enchantment — Aura

6/5

Creature — Bird

When this creature dies, return CARDNAME from your graveyard to the battlefield.

## Double Deal

4

### Sorcery

Double Deal deals 3 damage to another target player. At the beginning of the next game with that player, Double Deal deals 3 damage to that player. (Do this after each player has kept their opening hand.)

"I'm facing defeat,..."

## Goblin Bookie

2

### Creature — Goblin

2, 2: Reflip a coin or reroll a die.

"Glok loved bets! He'd sit in the bar all night an' laugh an' laugh. Hey—he still owes me."

—Squee, goblin casino hand

1/1

## Goblin Bowling Team

3

### Creature — Goblin

Whenever Goblin Bowling Team deals damage to a creature or player, roll a six-sided die. Goblin Bowling Team deals damage equal to the die roll to that creature or player.

Flog was out of his league—this game wasn't up his alley, but the team couldn't spare him if he split.

1/1



**Goblin Secret Agent**

2

**Creature — Goblin Rogue****First strike**

At the beginning of your upkeep, reveal a card from your hand at random.

2/2

**Goblin Tutor**

1

**Instant**

When you cast Goblin Tutor, roll a six-sided die. If you roll a 1, Goblin Tutor has no effect. Otherwise, search your library for the indicated card type, reveal that card, and put it into your hand. Then shuffle your library.

- 2 — Any Goblin Tutor
- 3 — Any artifact
- 4 — Any creature
- 5 — Any enchantment
- 6 — Any instant or sorcery

**Krazy Kow**

3

**Creature — Cow**

At the beginning of your upkeep, roll a six-sided die. If you roll a 1, sacrifice Krazy Kow and it deals 3 damage to each creature and player.

*"I got your milk right here!"*

3/3

**Mons's Goblin Waiters**

2

**Creature — Goblin Carrier**

Sacrifice any combination of two creatures and/or lands: Add 2 to your mana pool.

1/1

**Ricochet**

2

**Enchantment**

Whenever a spell is put onto the stack, if it targets a single player, reselect its target at random. *(Select from among all legal targets.)*

**Rocket-Powered Turbo Slug**

3

**Creature — Slug**

At the beginning of your declare attackers step, you may put Rocket-Powered Turbo Slug into play tapped and attacking. At the end of your next turn, pay 3. If you don't, you lose the game.

3/1

**Six-y Beast**

3

**Creature — Beast**

If Six-y Beast would enter the battlefield, secretly choose a number up to six. Six-y Beast enters the battlefield with that many counters. An opponent guesses the number of counters. If that player guesses correctly, sacrifice Six-y Beast.

*Is it six?*

0/0

**Strategy, Schmategy**

1

**Sorcery**

When you cast Strategy, Schmategy, roll a six-sided die. If you roll a 1, Strategy, Schmategy has no effect. Otherwise, Strategy, Schmategy one of the following effects:

- 2 — Destroy all artifacts.
- 3 — Destroy all lands.
- 4 — Each player discards his or her hand and draws seven cards.
- 5 — Strategy, Schmategy deals 3 damage to each creature and player.
- 6 — Roll six-sided dice twice and apply the effects based on the rolls. *(On a 1, Strategy, Schmategy has no effect and no further rolls.)*





# Gerrymandering



## Sorcery

Exile all lands and shuffle them together face down. Starting with you, randomly deal to each player one land for each land that player controlled. Each player puts those lands onto the battlefield. (Count the number of lands each player controls before exiling them.)

68/04

# Ghazbán Ogress



## Creature — Ogre

When Ghazbán Ogress enters the battlefield, the player who has won the most Magic games that day gains control of it. If more than one player has won the same number of games, you retain control of Ghazbán Ogress.

2/2

69/04

# Growth Spurt



## Instant

Roll a six-sided die. Target creature gets +X/+X until end of turn, where X is equal to the die roll.

*MORE TO LOVE: Friendly, nature-loving, Bunyonesque SEM seeks SEF looking for a huge commitment. . . . seeks atog prince*

70/04

# Gus



## Creature — Horror

Gus enters the battlefield with a +1/+1 counter for each game of Magic you've lost to target opponent since you last won a Magic game against him or her.

*"Now I lay me down to sleep — What are you starin' at?"*

2/2

71/04

# Hungry Hungry Heifer



## Creature — Cow

At the beginning of your upkeep, remove a counter from a nontoken permanent you control or sacrifice Hungry Hungry Heifer.

*Mooo.*

3/3

72/04

# Incoming!



## Sorcery

Each player searches his or her library for any number of artifacts, creatures, enchantments, and lands and puts those cards onto the battlefield. Then each player shuffles his or her library.

73/04

# Land Aid '04



## Sorcery

Search your library for a basic land card and put that card onto the battlefield tapped. Then shuffle your library and you may untap that land.

74/04

# Mine, Mine, Mine!



## Enchantment

When Mine, Mine, Mine! enters the battlefield, each player draws cards equal to the number of cards in his or her library.

Each player has no maximum hand size and can't lose as a result of being unable to draw a card.

Each player can't cast more than one spell each turn.

If Mine, Mine, Mine! leaves play, each player shuffles his or her hand and graveyard into his or her library.

75/04

# Team Spirit

2

## Instant

Creatures target player and his or her teammates control get +1/+1 until end of turn.

16/04

# Timmy, Power Gamer

2

## Legendary Creature — Human

4: You may put a creature card from your hand onto the battlefield.

*"Just wait till I get my Leviathan..."*

1/1

17/04

# Uktabi Kong

5

## Creature — Ape

### Trample

When Uktabi Kong enters the battlefield, destroy all artifacts.

Tap two untapped Apes you control: Put a 1/1 green Ape creature token onto the battlefield.

*"I desire the acquisition of a potassium-rich fruit comestible of substantial magnitude."*

8/8

18/04

# "Ach! Hans, Run!"

2

## Enchantment

At the beginning of your upkeep, you may name a creature card, search your library for the named card, and reveal it. If you do, put that card onto the battlefield, then shuffle your library. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

19/04

# Giant Fan

4

## Artifact

2, ♣: Move a counter from one target nontoken permanent to another target nontoken permanent. If the second nontoken permanent's rules text refers to any type of counters, the moved counter becomes one of those counters. Otherwise, it becomes a +1/+1 counter.

*Only a villain would unleash a giant fan on anyone!*

80/04

# Jack-in-the-Mox

0

## Artifact

♣: Roll a six-sided die. If you roll a 1, sacrifice Jack-in-the-Mox and you lose 5 life. Otherwise, Jack-in-the-Mox one of the following effects:

- 2 — Add ♣ to your mana pool.
- 3 — Add ♠ to your mana pool.
- 4 — Add ♡ to your mana pool.
- 5 — Add ♢ to your mana pool.
- 6 — Add ♣ to your mana pool.

81/04

# Mana Screw

1

## Artifact

1: Flip a coin. If you win the flip, add 2 to your mana pool. Activate this ability only any time you could cast an instant.

82/04

# Paper Tiger

4

## Artifact Creature — Cat

Rock Lobsters can't attack or block.

*The tiger is always quick to fold.*

4/3

83/04



# Rock Lobster

4

Artifact Creature — Crab



Scissors Lizards can't attack or block.

*Many take the lobster for granite.*

4/3

84/93

# Rod of Spanking

1

Artifact



2, ♠: Rod of Spanking deals 1 damage to target player.

*Minutes before the campus watch busted pledge week at the Alpha Beta Unlimited house...*

85/93

# Scissors Lizard

4

Artifact Creature — Lizard



Paper Tigers can't attack or block.

*Nothing beats the lizard's shear power.*

4/3

86/93

# Spatula of the Ages

4

Artifact



4, ♠, Sacrifice Spatula of the Ages: Put an artifact, creature, enchantment, or land originally printed in the Unglued expansion from your hand onto the battlefield.

*At last Urza's powers were focused through the incredible artifact.*

*"Who wants pancakes?" he asked.*

87/93

# Time Machine

5

Artifact



♠: Exile Time Machine and target nontoken creature you own. At the beginning of your upkeep on your turn X of the next game you play with the same opponent where X is the exiled creature's converted mana cost, put all cards exiled this way onto the battlefield. (*Time Machine and the creature stay exiled between games with that same opponent.*)

88/93

# Togglodyte

3

Artifact Creature — Golem



Togglodyte enters the battlefield with an on counter. Whenever a player casts a spell, if Togglodyte has an on counter, remove that counter. Whenever a player casts a spell, if Togglodyte does not have an on counter, put an on counter on it. If Togglodyte does not have an on counter, it can't attack or block and prevent all damage it would deal.

4/4

89/93

# Urza's Contact Lenses

0

Artifact



Urza's Contact Lenses enters the battlefield tapped and does not untap during its controller's untap step.

As long as Urza's Contact Lenses is untapped, all players play with their hands revealed.

0: Tap or untap Urza's Contact Lenses.

90/93

# Urza's Hot Tub

2

Artifact



2, Discard a card: Search your library for a card that has the same name as the discarded card, reveal it, and put it into your hand. Then shuffle your library.

91/93

### Urza's Science Fair Project

6



#### Artifact Creature — Construct



2 : Roll a six-sided die. Urza's Science Fair Project has one of the following effects:

- 1 — Urza's Science Fair Project gets -2/-2 until end of turn.
- 2 — Urza's Science Fair Project deals no combat damage this turn.
- 3 — Urza's Science Fair Project gains vigilance until end of turn.
- 4 — Urza's Science Fair Project gains first strike until end of turn.
- 5 — Urza's Science Fair Project gains flying until end of turn.
- 6 — Urza's Science Fair Project gets +2/+2 until end of turn.

4/4

02/03

### Water Gun Balloon Game

2



#### Artifact



Whenever a player casts a spell, that player gets a pop! counter.

Whenever a player has five pop! counters, that player puts a 5/5 colorless Giant Teddy Bear creature token onto the battlefield and remove all pop! counters from all players.

03/03

### World-Bottling Kit

5



#### Artifact



5 , Sacrifice World-Bottling Kit: Choose a Magic expansion. Exile all permanents originally printed in that expansion, except for basic lands.  
*(Token creatures and counters created by that expansion's cards are not removed.)*

YOUR AD HERE

04/03