

WIZARD PRESENTS

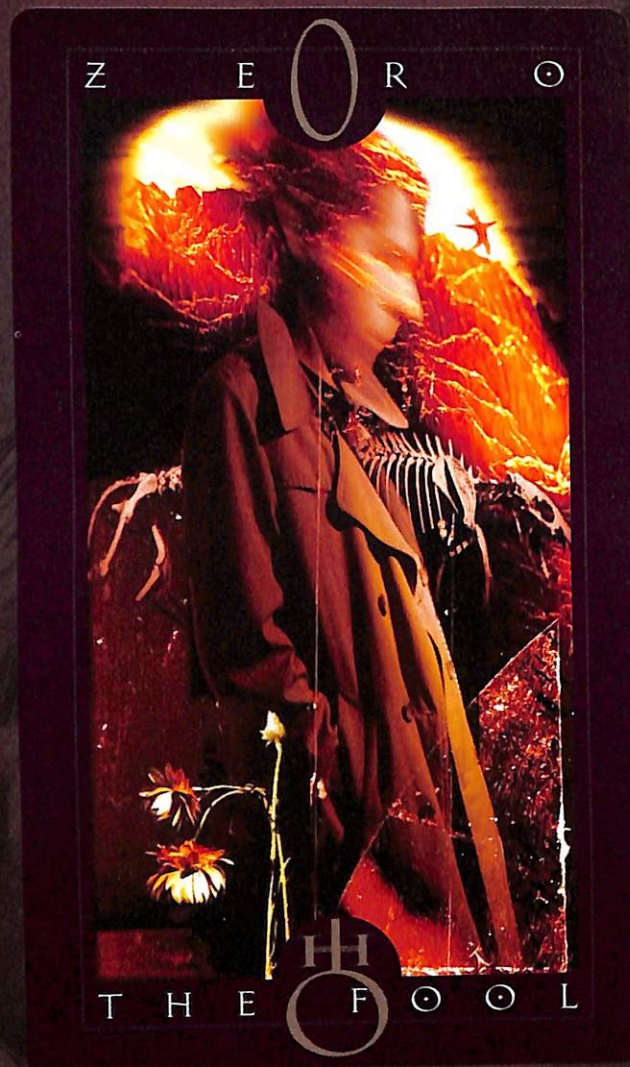
THE ULTIMATE GUIDE TO COLLECTIBLE CARD GAMES

INQUEST



USA \$2.50 CAN \$3.40
DISPLAY UNTIL APRIL 1995

THERE'S A LOT YOU CAN
LEARN FROM A FOOL.



THE VERTIGO TAROT

LET THE CHARACTERS OF VERTIGO LEAD YOU THROUGH
A DIFFERENT KIND OF STORY. 78 ORIGINAL ILLUSTRATIONS BY ACCLAIMED
SANDMAN™ COVER ARTIST DAVE MCKEAN. ACCOMPANYING HARDCOVER GUIDE
WRITTEN BY INTERNATIONALLY REPUTED TAROT EXPERT RACHEL POLLACK.

INTRODUCTION BY NEIL GAIMAN.

FIFTY U.S. DOLLARS / SEVENTY CANADIAN DOLLARS
AVAILABLE IN MARCH 1995.

VERTIGO
DC COMICS

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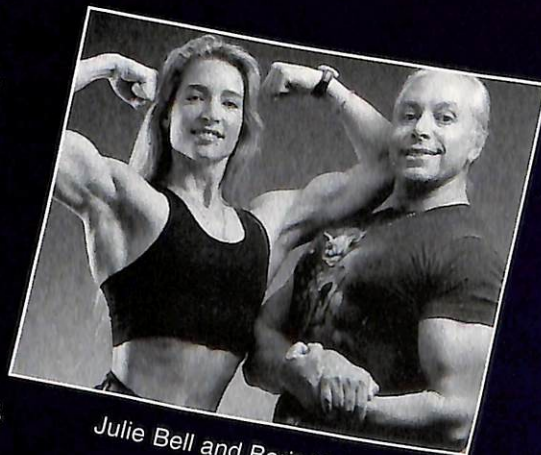
COMING IN 1995!

The game where magic and technology meet.

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.



Julie Bell and Boris Vallejo

A new generation of collectible card games. Coming soon from CARDZ!

STAR OF THE GUARDIANS™

COLLECTIBLE TRADING CARD GAME

Designed by Don Perin

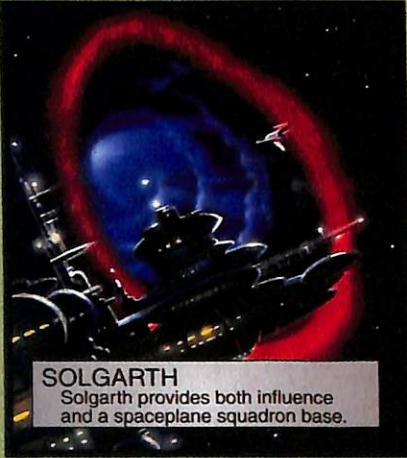
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by Margaret Weis

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COMING
FEBRUARY
1995

SPECIAL
SYSTEM

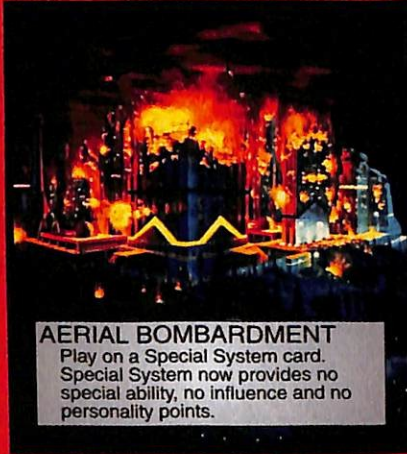


SOLGARTH
Solgarth provides both influence
and a spaceplane squadron base.



illus: © 1994 Alan Gutierrez

DAMAGE



AERIAL BOMBARDMENT
Play on a Special System card.
Special System now provides no
special ability, no influence and no
personality points.



illus: © 1994 Paul Youll

FATE



ARTIFACT HEIST
Target Artifact card is stolen by
thieves. Discard target Artifact card.

illus: © 1994 Pete Venters

PERSONALITY

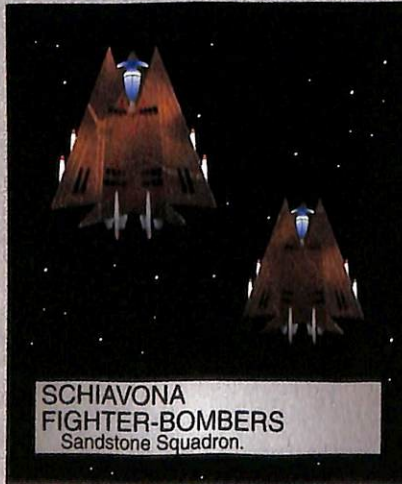


WARLORD BAYNE



illus: © 1994 Kevin Murphy

SQUADRON

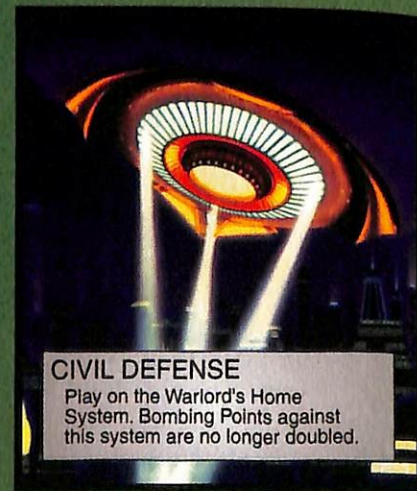


**SCHIAVONA
FIGHTER-BOMBERS**
Sandstone Squadron.



illus: © 1994 Kevin Stein

MODIFIER



CIVIL DEFENSE
Play on the Warlord's Home
System. Bombing Points against
this system are no longer doubled.

illus: © 1994 Steve Youll

INQUEST™

The Ultimate Guide to Collectible Card Games

features

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Just for you, an exclusive interview with the man who created *Magic: The Gathering*
by Zachary Reid

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Designers talk about making collectible card games
by Jeofrey Vita and Jeff Gomez

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With the arrival of collectible card games, fantasyland just keeps getting bigger and bigger
by Rick Swan

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THE GUYS AND GALS WHO MADE THIS THING

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The most complete and accurate collectible card game price guide and checklists available

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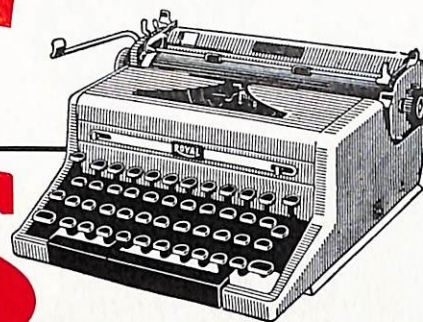


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PRODUCT NEWS



THE LATEST AND GREATEST RELEASES IN THE WORLD OF COLLECTIBLE CARD GAMES

COMING TO A BOARD NEAR YOU

Here's a quick look at what major manufacturers have in store for you

Blood Wars The Bloodshed Begins



TSR

Release: February 1995

Set Size: 334 cards

Here's the Deal: Lords use military and political might for control of the nether regions in this adaptation of *Planescape*. Capture the most battlefields to win. Two 134-card expansion sets, *Factols & Factions* and *Powers & Proxies*, are due in June and August, respectively.

Yikes: It comes with a chart that lists allowable combinations for decks containing 40 to 100 cards.

There are eight types of Fate cards alone. (Oh my!)

Best For: RPG players, card players, probability nuts

Packaging: two 50-card dual decks including rules; 15-card booster packs

Suggested Retail: \$9.95 per dual deck; \$2.50 per booster pack

The Great Dalmuti

WIZARDS OF THE COAST

Release: February 1995

Set Size: 80 cards

Here's the Deal: If you're still angry with life being unfair, don't play *The Great Dalmuti*! The player with the fewest cards is the big cheese in this social caste system. After each hand, the five to eight participants switch seats to reflect the pecking order. A non-collectible game from *Magic* man Richard Garfield.

What A Card: The G-Man and friends can even make war fun by inventing rules. "If you played the Queen of Spades, you had to run around the room shrieking.... If you forgot a rule, then you lost a card."

Best For: easy-going kids of all ages

Packaging: box set, includes rules and two shrink-wrapped, 40-card decks

Suggested Retail: \$7.95 per box set

Highlander

THUNDER CASTLE GAMES

Release: March 1995

Set Size: 165 cards

Here's the Deal: Nothing annoys an immortal swordfighter more than other immortal swordfighters. Solution: hack up your opponents! Play a particular persona and adopt his or her advantages. Don't smile too quick, though, because you get the disadvantages, too.

Spoilers: "Highlander 3," also out around March, apparently ignores the second movie. And a certain special sword might not survive the new flick...!

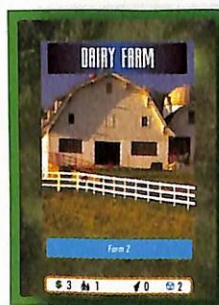
Best For: "Highlander" fans, fencers, schizophrenics

Packaging: 16-card packs

Suggested Retail: \$2.45

SimCity

The Card Game



MAYFAIR GAMES

Release: late January 1995

Set Size: 519 cards

Here's the Deal: This city-building card game comes by way of Maxis' classic computer game. Hint of reality: simply blackmail and bribe city council members to push your property-building proposals through. A test of planning skills.

Real Estate: Aside from disaster

cards, *SimCity* has little fantasy, death or destruction. It does have pictures of the Statue of Liberty, Golden Gate Bridge and other famous sites. Yee haw.

Best For: fans of the computer game, politicians in training, Slick Rick developers, wanna-be white-collar crime specialists

Packaging: 60-card starter decks; 15-card booster packs

Suggested Retail: \$8.50 per starter deck; \$2.50 per booster pack

SimCity—The Card Game © MAYFAIR GAMES INC. Maxis and SimCity are registered trademarks of Sim-Business. Used under license. All rights reserved. BLOOD WARS™ & © TSR INC.

MAG FORCE 7

Release: February 1995

Set Size: 325 cards

Here's the Deal: Galactic warlord battles galactic warlord à la Margaret Weis' novels. Deploy starships, bomber squadrons and fighter squadrons to protect planets or attack enemies. The winner is the first to eliminate an opponent's power points. **Bowling for Starships:** *Star of the Guardians* features the Lane-to-Lane combat system (hey, bub—that's trademarked!). Deploy your fleet carefully or risk losing ships and power points!

Best For: card gamers, would-be galactic conquerors, Weis fans

Packaging: 60-card starter decks; 15-card booster packs

Suggested Retail: \$8.95 per starter deck; \$2.95 per booster pack

Star of the Guardians



TarotCards

DC COMICS

Release: March 1995

Set Size: 78 cards

Here's the Deal: Some of DC's best introduce you to the realm of the tarot. Cast fortunes and commune with the occult with these Dave McKean renditions of your favorite DC Vertigo characters.

Starring: John Constantine as the Fool, Swamp Thing as the World, Sandman as the Heirophant and Death as...uh, herself.

Best For: aficionados of Vertigo, Dave McKean or the macabre, gypsy fortune-tellers, those undaunted by the concept of bad karma

Packaging: complete set with a player's guide

Suggested Retail: \$50 per set

Towers in Time

THUNDER CASTLE GAMES

Release: January 1995

Set Size: 150 cards

Here's the Deal: Travel through time and recruit an army of fantasy creatures to defend your interdimensional tower. Each creature takes one action per turn, and players alternate actions. Dwarves, elves and orcs of the world unite!

Collect 'Em All: Future editions will arrive as self-contained sets; look for 150- to 165-card Greek, Zodiac, Amazon and Norse editions in March, June, August and October, respectively.

Best For: self-conscious yet strong-willed war gamers and card players

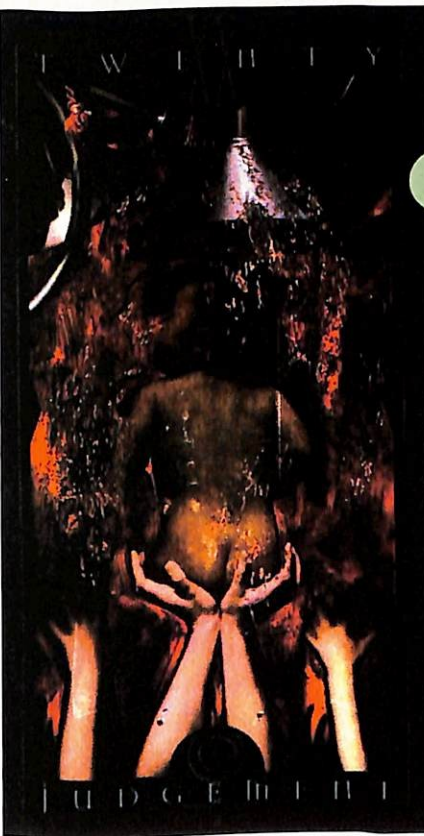
Packaging: 54-card starter deck; eight-card booster packs

Suggested Retail: \$6.95 per starter deck; \$1.45 per booster pack



QUICK TAKES

- Dragons are the focus of *Wyvern*, due from U.S. Games Systems in January. Peter Pracownik contributed art for all 136 first-run cards, which will be sold in 60-card starter decks (\$7.95 suggested retail) and 15 card booster packs (\$2.50). Marvel and Fler are preparing
- *Power Players*, which pits teams of superpowered characters against one another. Players tailor the arena, allowing the Hulk to hurl nearby buses or Spider-Man to scale skyscrapers. Richard Garfield and Wizards of the Coast aren't resting on their
- well-heelled laurels. *Netrunner* is the title for Wizards' adaptation of R. Talsorian's *Cyberpunk 2020*, and Wizards will base a game on
- FASA's *BattleTech* robot-combat RPG. Cardz is play-testing a card game set for March delivery. Technology and magic join forces in a battle for control of parallel universes. Untitled as we went to press, the game's artwork will feature
- never-before-seen work by Boris Vallejo and Julie Bell, the first game collaboration of the husband-and-wife team.



PRODUCT NEWS



ALREADY IN PLAY

In case you missed them, here's a listing of some of the products currently available

Dixie

COLUMBIA GAMES

Set Size: 200 cards

Here's the Deal: Marshal Confederate or Union cards and re-enact the First Battle of Bull Run, or "First Manassas," as Johnny Reb calls it. A Shiloh expansion set with 300 cards may be out by mid-year, and Gettysburg is in the works.

Pick Me, I'm Special: Each deck contains 30 Confederate and 30 Union cards. Decks contain no duplicate cards, and no two decks are identical.

Best For: Ken Burns; the Daughters of the Confederacy; wargame, history or Civil War buffs and collectors; those guys who play pretend in genuine replica Civil War uniforms

Packaging: 60-card decks with rules

Suggested Retail: \$9 per deck

ILLUMINATI: New World Order

STEVE JACKSON GAMES

Set Size: 409 cards

Here's the Deal: We've got two theories on the arrival of this set: either Steve Jackson Games took its original, non-customizable *ILLUMINATI* card game off the market because it thought it was time to improve the 10-year-old product, or the company was taken over by the Semiconscious Liberation Army. You decide.

Alphabet Soup: In an effort to save trees, SJG calls this game *INWO*. Other card games could be abbreviated *M: TG, OTE, SC-TCC, S: MTM, SotG, ST: TNG CCG, TGD* and *TIT* (but, as the last example demonstrates, this could lead to confusion over each product's subject matter).

Best For: people who love *ILLUMINATI*, *On the Edge* or the Zapruder film (but we didn't tell you!)

Packaging: starter sets with two 55-card decks and rules; 15-card booster packs

Suggested Retail: \$9.95 per starter set; \$2.25 per booster pack

Jyhad

WIZARDS OF THE COAST

Set Size: 438 cards

Here's the Deal: As an ancient vampire, you manipulate younger bloodsuckers in Wizards of the Coast's second Deckmaster collectible card game. Players attack to the left, but must guard to the right. If you thought vampires were scary, wait till you meet one with a gun! Wizards is preparing a pocket players' guide, expansion set and retailer poster; White Wolf, makers of the role-playing game on which *Jyhad* is based, is out with "The Eternal Struggle: A Strategy Guide to the Jyhad" (\$7.95).

Politics As Blood Sport: Inconvenience enemies with political cards. The issues at, er, stake won't be debated in Congress: ever heard of Praxis Seizure, Autarkis Persecution or Consanguineous Condemnation?

Best For: mature fans of the macabre—*Jyhad* is complicated and takes a while to play, but can really suck you in and be fiendishly rewarding

Packaging: 76-card starter decks; 19-card booster packs

Suggested Retail: \$8.95 per starter deck; \$2.75 per booster pack

JYHAD™

Doomtrooper

HEARTBREAKER HOBBIES & GAMES

Set Size: 337 cards

Here's the Deal: Remember what happened when someone accidentally dropped chocolate into peanut butter? *Doomtrooper*, based on the *Mutant Chronicles* universe, mixes fantasy and science fiction. Corporate Doomtroopers wielding knives, elemental balls and other equipment stand between humanity and the hideous alien Dark Legion.

European Is As European Does: With names like Paolo Parente, Nils Gullikson, Danne Kochanski and Peter Bergting, among others, these artists've gotta be foreign.

Best For: lovers of cool cards; high-tech warrior wizards; aficionados of European art

Packaging: 60-card starter decks with rules; 15-card "Necropak" booster packs

Suggested Retail: \$7.95 per starter deck; \$2.45 per booster pack

DOOM TROOPER

Galactic Empires

COMPANION GAMES

Set Size: 421 cards

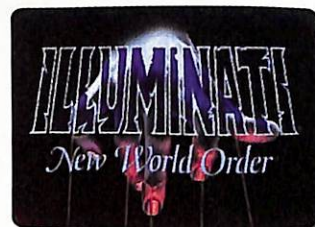
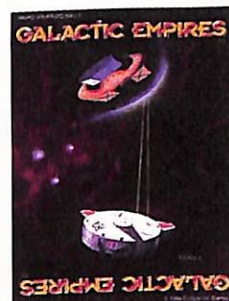
Here's the Deal: You can rule the galaxy! Terrain allows you to pound your opponent with ships, stellar anomalies and space monsters. Crew and equipment improve your vessels' effectiveness. February's *New Empires* expansion set contains basic decks with Scorpeads and Plasma-Occupied Territories and booster packs with Clydons and Tufors.

A Picture's Worth: Vektrea Prime and some of the space scenes look terrific, but the introductory edition Bolaar Weapons Officer and Corporate Raiding Party, er, don't.

Best For: those who want science-fiction card games or own lotsa small dice (you use 'em to keep track of damage to various cards)

Packaging: 55-card starter decks; 12-card booster packs

Suggested Retail: \$8.95 per starter deck; \$2.45 per booster pack



D U E L - D E C K TM C a r d G a m e

Blood Wars TM

This is it! The most fantastic battle of all where great warlords and their mighty legions decide the fate of the entire planes. Find out how it feels to die a thousand deaths yet live again to wage war without end. The bloodshed begins with the BLOOD WARS TM DUEL-DECK TM Card Game and the conflagration expands with each BLOOD WARS Escalation Pack.

PREMIERING IN FEBRUARY!



Call our new toll-free number **1-800-384-4TSR** to find the book, game or hobby store nearest you that carries TSR products!

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PRODUCT NEWS



WIZARDS OF THE COAST

Set Size: really, really big (Have fun trying to maintain your sanity counting it)

Here's the Deal: This is the mother of all collectible card games. Use magical resources to reduce your enemy's life force to zilch. Power comes from five types of color-coded land. A sixth expansion set, *Ice Age*, is due in May. It'll feature more than 300 cards, playable by themselves or with other *Magic* cards.

Magic: The Obsession: Two suitcases, 15,000 cards, 400 Merfolk and one Shivan Dragon later—and enthusiasts are still buying. What a phenomenon!

Best For: casual or avid gamers, fantasy enthusiasts, card collectors, Richard Garfield, collectibles writers with expense accounts

Packaging: Gift boxes with two 60-card decks, 30 life counters and illustrated rules; 60-card starter decks with rules; eight- to 15-card booster packs

Suggested Retail: \$19.95 per gift box; \$7.95 per starter deck; \$2.45 per 15-card booster pack; \$1.45 per eight-card booster pack (expect to pay more for all these items)

DECIPHER

Set Size: 363 cards

Here's the Deal: Report for duty at Klingon, Romulan or Federation

outposts and go where no one has gone before. Players design a new universe each game; starships travel it, accumulating points for missions accomplished. Few starter decks contain a ready-to-play set, so be prepared to get at least one booster pack. The set is available in two editions: a black-bordered limited edition and a white-bordered unlimited edition.

Red Alert: This game uses images and factoids from the TV show, so these cards are sharp!

Best For: anyone who enjoys a good "Trek" or distinctive card game

Packaging: 60-card starter decks; 15-card booster packs for both editions

Suggested Retail: \$8.95 per starter deck; \$2.95 per booster pack (expect to pay more for both)

Super Deck!

CARD SHARKS

Set Size: 160 cards

Here's the Deal: Build a hero and a villain who are strong enough to top your opponent's villain and hero, respectively. Play combatants, sidekicks, abilities, hindrances and events on your or your opponent's characters.

Wham! Shazak! Ka-Bam! *Super Deck!*'s quirky characters include the Pendulum, who "searches for the thugs who killed his parents" (sound familiar?), and Yarf the Troll, who "destroys other bridges to increase the traffic on his own" (wha...?).

Best For: people who are young, love superheroes or need an easy introduction to card games; advanced players need not apply

Packaging: 60-card starter deck and rules; 10-card booster packs

Suggested Retail: \$7.95 per starter deck; \$1.95 per booster pack

ATLAS GAMES

Set Size: 269 cards

Here's the Deal: Conspire to control Al Amarja. All resources and some influential people have pull points, which help acquire other people and equipment. They can also build game-winning influence points. As in real life, cliques are important: certain cards can't be used unless a card belonging to a similar gang, group or race is already out. *The Cut-Ups Project* expansion with 90 cards is set for February.

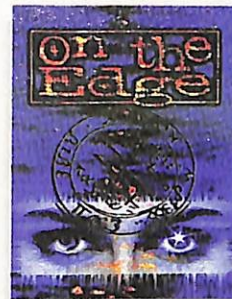
Travel Tip: AHL uh-MAR-huh. That's how to pronounce the name of this weird Mediterranean island of androids, mutants, psychics and sentient baboons.

Best For: people who loved *Illuminati* or "The Hitch-Hiker's Guide to the Galaxy" or who thought "JFK" was too tame

Packaging: 60-card starter decks with rules; 10-card booster packs

Suggested Retail: \$7.95 per starter deck; \$1.95 per booster pack

On the Edge



Magic: The Gathering

Spellfire: Master the Magic



TSR

Set Size: 695 cards

Here's the Deal: *Dungeons & Dragons*, the role-playing entertainment that was virtually synonymous with a gaming genre, becomes a collectible card game. The first player to defend six realms wins. Realms are pro-

ected by champions and allies whose powers grow with magical items.

"I Know That Monster!": TSR caught some heat for recycling classic, often beautiful art for *Spellfire*. But with new photo cards as corny as the Mind Flayer Lord, fans should reconsider their criticisms.

Best For: *D&D* or fantasy fans, new and young card gamers

Packaging: starter sets with two 55-card decks and rules; 15-card booster packs

Suggested Retail: \$8.95 per starter set; \$2.50 per booster pack

Star Trek: The Next Generation Customizable Card Game



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Q&A

with Magic: Artist

ANSON MADDOCKS

He's moved from Sitka, Alaska, to Seattle, Wash., from starving artist to hottest painter in the biz. Twenty-six-year-old Anson Maddocks has helped ignite the entire collectible card game industry with his unique blend of gothic-horror creatures and surreal landscapes. Once confined to second-hand shops, he's painted the "Operation: Mindcrime" tour jackets for the band Queensryche and become "Photoshop Guru" at Wizards of the Coast. Maddocks talked to *InQuest* about *Magic*, painting and stardom.

Q: How did you start painting?

A: I started when I was four. I had a baby sitter who had some drawing book or something, and she was trying to get me out of her hair, probably, so she had me start drawing. And I just took it up from then. I drew a lot of insects, rocket ships and aliens.

Q: What inspires your paintings?

A: I try not to be too inspired by somebody else's creativity. I'm really interested in raw materials and animals—and those sort of things kind of fuel my imagination and get me thinking what other ways could those things be depicted. Especially with human forms, it can be really intriguing to me to see how far I can push them into another dimension.

Q: When did you realize the stuff you were doing for *Magic* was going to be a big hit? Or have you even thought about that?

A: No, actually, I was just really into the project.

The idea of having a bunch of little color pieces was really intriguing. They were so excited about the project that I couldn't help but share their enthusiasm.... I was really happy to help out. When the other artists were failing to turn things in, I would come kind of to their rescue. That's how come I have so many pieces in the original set.

Q: How many pieces did you have?

A: I did 31, and they used 30. It's about 10 percent of the original artwork.

Q: Do you play *Magic*?

A: I'm so busy populating Dominia that I don't have time for other things. Maybe once every three months. Just when I have the opportunity, or when somebody asks me.

Q: How long does it usually take you to do a piece for a *Magic* card?

A: About two or three hours.

Q: Do you do a lot of conventions?

A: Yeah. I just got back from doing some in Europe. That was really cool. I went to Germany and Italy, and took some vacation time.... It's really cool to have people tell you what they think of your work. When they have a really positive response, it really makes you feel good. Also, you get their opinions and their interpretations of things. This one kid showed me this relationship between two of the cards I did that I had not intended—he thought I did it on purpose.

Q: Which two cards?

A: Paralyze and Guardian Angel. If you take Guardian Angel and you put it diagonal to Paralyze, it looks like he's shooting the guy. It's weird. The background color kind of fades together, and the proportions are right, and the blast is right.



ILLUSTRATION: ANSON MADDOCKS; PHOTO: CHERI HUMPHREYS

Q: Is that your subconscious working overtime?

A: Could be. Put all my stuff together and see one big puzzle. [laughs]

Q: Do fans recognize you at these conventions?

A: I was in Italy and some guy ran up to me and said, "Signor Maddocks, could you sign my card?" That was the only time...outside of working at the [Wizards of the Coast] table. It's good. I don't think I'd want to be a movie star.

—Michael Searle

THE MADDOCKS FILE

Favorite *Magic* cards (own): Throne of Bone, Cyclopean Tomb.

Favorite *Magic* cards (others): Sandra Everingham's Sinkhole. Any work by Mark Tedin, Drew Tucker or Amy Weber, among others.

Favorite *Magic* card (fans): Fallen Angel, Hurlon Minotaur. Some, like Flight and Holy Strength, were created in the same hour.

TOP 10 weirdest CARDS

10. Animalism, *Jyhad*. Siegfried and Roy's dream come true.

9. Living Wall, *Magic*. Cooking with Dahmer

8. Anaphasic Organism, *Star Trek: The Next Generation*. "Norman..."

7. Drawing Out The Beast, *Jyhad*. "Hey, I ordered mayo on this!"

6. Drain Essence, *Jyhad*. "Tissue! Somebody get me a tissue!"

5. Time Elemental, *Magic*. "You are traveling through another dimension.. A dimension of both time and space..."

4. Psychovore, *On The Edge*. Every kid's worst nightmare—a

jack-in-the-box gone horribly wrong.

3. Elemental Cleric, *Spellfire*. "Yes, ma'am.

This will definitely stop your daughter from

picking her nose."

2. Horror of Horrors, *Magic*. But I've got a great personality!

1. Mindstab Thrull, *Magic*. "Try to relax—this is a very simple operation..."



4. PSYCHOVORE



3. ELEMENTAL CLERIC



5. TIME ELEMENTAL



1. MINDSTAB THRULL



8. ANAPHASIC ORGANISM

PRODUCT NEWS



DIVERSIONS

CARD-RELATED MERCHANDISE

CRUISE CON

The Carnival liner Fantasy sails on April 27, 1995. This four-day Bahamas cruise features *Magic* creator Richard Garfield, *SimCity* co-designer Darwin Bromley, card-game artists and others. Between card and role-playing games, you can swim, dance or visit Nassau. "The only convention your significant other will thank you for attending." Call Andon Unlimited at (800) 529-EXPO or (215) 673-2117 in Ohio.



START YOUR ENGINES

After eight years, the Richard Garfield game that precipitated *Magic: The Gathering* is out! In *Robo-Rally*, bored computers start a wacky, unpredictable robot race. The board game, co-designed by Garfield and Mike Davis, requires at least two players and 30 minutes. Get it from your local gaming store or order direct from Wizards of the Coast at P.O. Box 707, Renton, WA 98057-0707.

MICROCOMPUTER MAGIC

If you prefer life with digital sound, prepare for computer *Magic*. MicroProse Software is developing both stand-alone and on-line versions of the card game. The CD-ROM will boast information on nearly 1,000 cards, graphics, trading, variable card rarity and tournament play. Look for it in spring 1995.



GET READY TO LOG ON

Three *Magic* database programs for IBM-compatible computers track the cards you have and the ones you want. All list *Magic* cards; *CardMaster* and *Gamecard Wizard* track prices. *CardMaster* has colorful screens and a graphic-style interface. It bears the Wizards of the Coast seal of approval (\$24.95 plus shipping and handling, Sky Hi Sales, [800] 949-4267). *Gamecard Wizard* includes card lists for *Jyhad* and *Galactic Empires*. Its flexibility and attractive interface are pluses, but it doesn't show card descriptions (\$39.95 plus \$5 S&H, DIGITAL Alchemy, [800] 566-6277). *Deck Daemon* has flexible deck-building capacities and allows easy viewing of card abilities (\$29.95 plus \$5 S&H, BQS, [208] 336-9404). Macintosh users should check out Jackie Macapanpan's *The Duelist's Companion* shareware. Version 2.0 has an excellent interface, but displays only one deck at a time and doesn't show card abilities.



MAGIC ARMADA

Acclaim Comics will unleash its first line of books in March 1995. *Magic: The Gathering—The Shadow Mage* and *Ice Age: On the World of Magic: The Gathering*, a tie-in with the *Magic* expansion set, will both be four-issue series. Jeff Gomez and Jeof Vita (contributors to this magazine) are co-plotting the books, to be drawn by Val Mayerik and Rafael Kayanan (*Conan the Adventurer*), respectively. Each comic will sport a \$2.50 price, a painted cover and information on the game of *Magic*.

PINS AND THINGS

Wizards of the Coast sells several *Magic*- and *Jyhad*-related items (to order, see "Start Your Engines" above). *Magic* logo pins retail for \$6.95, while Hurlon Minotaur pins are \$4.95... Black *Magic* T-shirts with a choice of three card pictures on the back and black *Jyhad* T-shirts sell for \$16.95 (L and XL) and \$18.95 (XXL). New designs will be out by mid-'95... A 13-month *Magic* calendar retails for \$10.95... An Anson Maddocks and Mark Tedin battle poster sells for \$9.98... *Magic* card binders with original Pete Venters art are due in early '95... Deckmaster lifecounters are in the works.

HEARTBREAKING MINIATURES

Heartbreaker Hobbies & Games makes *Magic* miniatures ranging in price from \$2.50 to \$4. Get 'em from stores or write Heartbreaker at P.O. Box 105, Folsom, PA 19033.

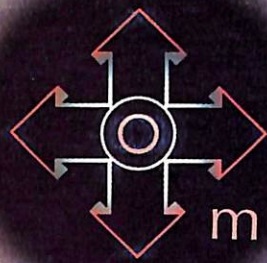


DIVIDE AND CONQUER

"The Bag Man" manufactures dividers for *Magic* card collectors. The color plastic dividers are preprinted to help separate spells, lands, artifacts and other cards in a standard vertical card box. The dividers are sold in sets for \$8.50 up to \$9.95. Write "The Bag Man" at 12788 Highway 9, Suite 5, Boulder Creek, CA 95006.

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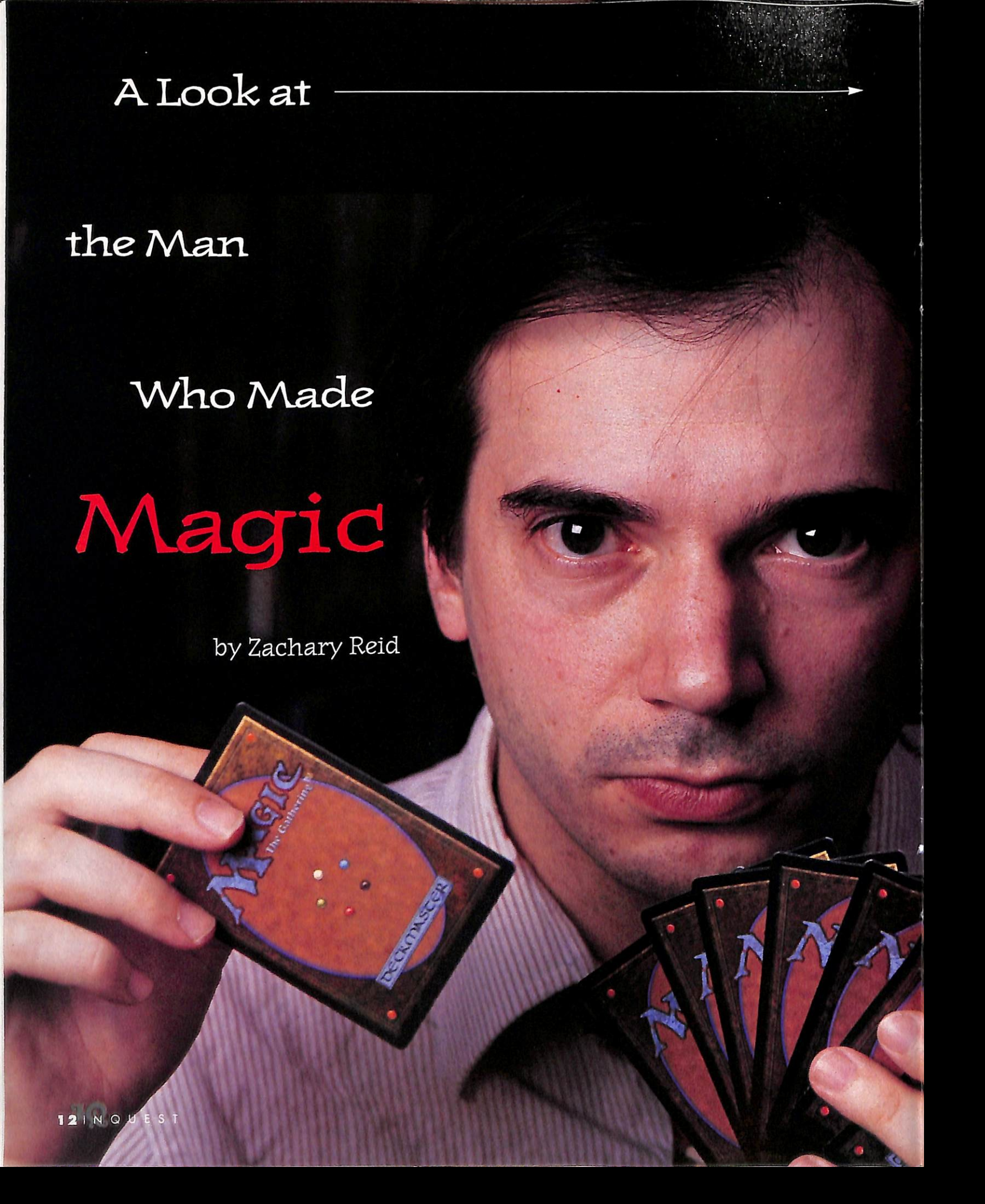
A Look at 

the Man

Who Made

Magic

by Zachary Reid



R I C H A R D

GARFIELD

Richard Garfield always loved to play games. Now he gets paid to invent them. And he could have cashed in on his imaginative passion for a single million-dollar payday and retired at age 30. Instead, he parlayed his potential fortune from devising *Magic: The Gathering* right back into the company that gambled on his game in the first place.

That's the kind of guy Garfield is: short on stability but long on commitment. He's been that way all his life. Born in Oregon, he spent his youth in the Pacific Northwest, in Philadelphia and, for six years, in Bangladesh and Nepal while his father plied his trade as an architect. He never complained about having to make new friends every couple of years. It was more a matter of finding something to do with those friends, and that philosophy defines his relationship with Wizards of the Coast, the company that publishes *Magic*.

"I've always been willing to back my games by getting paid entirely in royalties," Garfield says. "This is the ultimate form of that."

Garfield is hailed as a genius by game enthusiasts and the people at Wizards of the Coast. He simply thinks of himself as a game designer who's lucky enough to earn a living by pursuing his favorite hobby. His chance encounter with success has made

possible a lifestyle and a career he once dismissed as wishful thinking. Now 31, Garfield spends his days as coordinator of table game research and development for Wizards.

GAMES OF A LIFETIME

Garfield first began designing games out of necessity. He quickly mastered role-playing games like *Dungeons & Dragons* and *Chivalry & Sorcery*. And since buying a new game every week would challenge any kid's allowance, he began altering the rules of the games he already had.

"It's very much an art," Garfield says of designing games. "I operate largely on intuition, use a lot of my game experience. I play a lot of games and I take something from each of them. When I get inspired, I'll work for hours and hours on end."

Garfield's goal is to come up with games that are fun and interesting—and that stay that way.

"It doesn't take long in many games to hit the point where you can't get much better," Garfield says. Some people are content with mastering a game's rules. Garfield prefers altering the rules and adding new dimensions to games.

Today, he counts more than 60 games to his credit, not including the variations of existing games. A handful, including *Jyhad* and *RoboRally*, have been published through Wizards of the Coast's Garfield Games division. He says a dozen could be ready for publication in a matter of weeks, and the rest within a year.

In a gaming world where variations are the rule and marketing counts more than substance, *Magic* is an aberration. There had never been a collectible card game quite like it, though there has been a slew since. But in very simple terms, Garfield's *Magic* card game is nothing more than a variation of existing card games. The deck never stops at 52 cards, but the

premise is the same: even though players have different cards, the key to winning is knowing what's in your deck and planning your strategy around it.

At least that's Garfield's version of the game. Collectors have given *Magic* an entirely different spin, putting values on rarer, more powerful cards while discarding common or weaker cards. It's like playing poker with a deck full of face cards. But you still have to play your aces first to win.

LUCK OF THE DRAW

Instant success hasn't translated into casual living for Garfield, a former college teacher with a graduate degree in combinatorial mathematics—the science of problem solving.

In fact, not until this past summer—three years after his first meeting with Wizards of the Coast—did Garfield begin devoting all of his time to professional game design. Last June, he left his post as a mathematics professor at Whitman College in southeastern Washington for the move across state to Renton-based Wizards of the Coast. And even now, with approximately one billion *Magic* cards in circulation, Garfield won't rule out a return to academia.

If you had asked Garfield a decade ago where he'd be today, game designing would not have been his answer.

"I hadn't been interested in being a professional game designer," he says. "There's very little money in it. And the people who design games aren't always open to new designers. I wasn't even trying."

He was only trying to get one of his games published. While an undergraduate student at the University of Pennsylvania, he created a board game called *RoboRally*. He offered a friend a 50 percent stake in the game if he could get it published—an offer that was more than generous, though it would take almost a decade before *RoboRally* hit stores.

After a series of rejections, Garfield met with representatives of Wizards of the Coast in 1991. He flew from Illinois, where he was working for Bell Labs, for the meeting in a

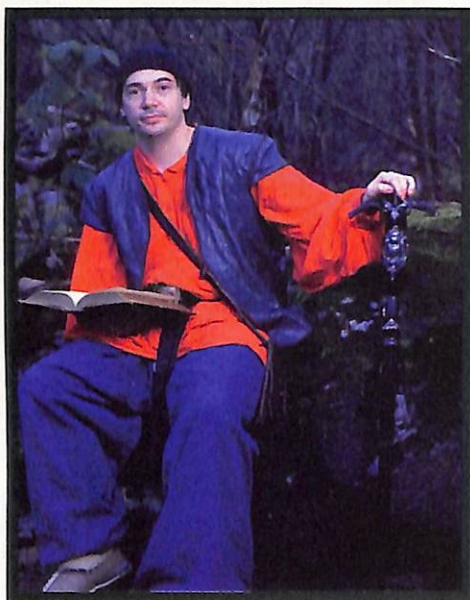


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Seattle pizza parlor. Wizards wanted *Robo-Rally* but didn't have the capital to publish it immediately. The company needed a game that could be played quickly and without much equipment.

Garfield thought about a *Magic*-type game he first created in 1984. He came back with an updated version of *Magic*.

The game he delivered to Wizards was considerably different from its original conception. "A lot of the flavor [was] the same, but the rules changed a lot," Garfield explains. "There was a constant evolution of the flavor."



The final product was everything Wizards wanted. The game was based on cards, not the standard fare of boards and dice. Two people could play with a minimal number of cards, and the game was designed for quick play.

"It's kind of from the evolutionary mixing pot," he says of the final version of *Magic*. "It's from games from outside designers—*Cosmic Encounter*, the granddaddy of card games—and games of my own design. The trading card concept came out of nowhere. Cards are a good tool to have in a magic system. ... When the trading card concept came about, then, after about three months, it changed very little."

The big surprise—to Garfield and to Wizards—was that the game would catch on as a collectible.

They first noticed the trend while testing the game, when players began collecting the crude black-and-white cards. It became evident as orders for the cards began piling up. They couldn't keep up with requests for the starter decks—packs of 60 randomly chosen cards from among the more than 300 available at the time—or the booster decks.

"[The success] was perpetually dawning on us," Garfield says. "Every time we thought

we had it under control, it got bigger. I'm not exactly certain it's stabilized."

The game's details have changed again since its initial release. Originally, the rarer cards were much more powerful than the common cards. But when people started buying the rare cards and creating can't-lose decks, the nature of the game started to work against the casual players. And that wasn't the idea Garfield had in mind. "A person who doesn't want to buy a lot of decks shouldn't have to," he says.

So they made some changes. "We've made common cards more powerful and stripped out some of the degenerate rare cards. The rare cards now are more specialized, but not more powerful."

A GURU IS BORN

Garfield works on other projects at Wizards, but he says he still spends about half of his time maintaining *Magic*. The bulk of his mail is about the game, and when he travels to gaming conventions, he's treated like a star.

"I never really went to game conventions before, maybe one or two, and I certainly wasn't recognized at those," says the soft-spoken, contemplative Garfield. "Now, I feel like a star—like a star. I go around shows signing cards, leading discussions. It's fun, but it's tiring."

His celebrity was apparent in November at the 54th Philadelphia Science Fiction Convention. A constant barrage of *Magic* enthusiasts kept Garfield busy at the Wizards of the Coast booth. When he could slip away, he found himself leading panel discussions on his game or signing autographs. And this was a slow weekend—nothing compared to the attention he gets at game conventions.

"In some sense, I was excited to get a little bit of fame. It helped me get in touch with people I'd lost touch with over the years. I couldn't find them, but they knew where to find me." Garfield has also experienced the downside to being a star. "Once it happened, I had less time than last year to spend with my friends. No particular way of dealing with it."

Garfield hasn't had much time to pursue games lately, either. His job as coordinator of table game research and development leaves him reviewing other peoples work. He spends most of his time testing submissions and maintaining *Magic*, but he's not content with a role in management.

"I prefer acting as a game guru," he says. "I like to give advice, leave it as they will. Let me concentrate on games." He doesn't like the thought that his opinion alone could kill a project.

"I think in time I could develop the management skills, but I don't like to put my foot down. I don't like to make priority decisions,

especially on projects I'm working on."

Finding a suitable replacement to take over his management chores is a priority. He's a gaming enthusiast, pure and simple. He has other pursuits—movies and books in particular—but his passion is for games.

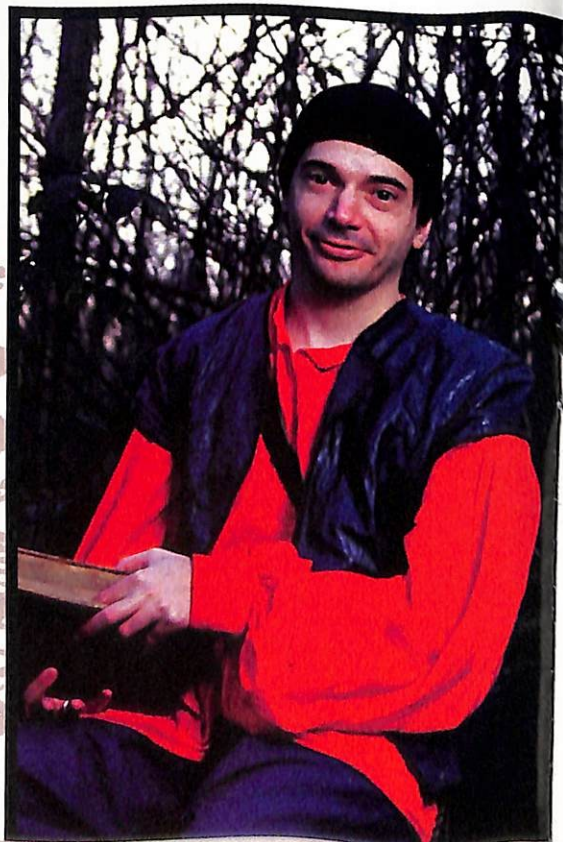
He'll change the rules in everything from *Trivial Pursuit* to checkers just to keep the game interesting. "I start fiddling with the rules," he says. "In *Trivial Pursuit*, I've played with some modifications. We had one rule where if you land on an opponent's pie wagon, you can steal the piece if you answer a question correctly. Or you can play where you have to get all six questions right."

If you're a stickler for the rules, Garfield is probably not the best opponent. "But I've never had any trouble finding players," he says. "In different games, I always level the playing field. I may be better at chess than you, but if I change the rules, then we're starting at the same place."

DESIGNER WITHOUT A LABEL

Richard Garfield, the famous game designer, isn't much different from Richard Garfield, the inconspicuous college professor. Unlike many people who get a quick taste of financial success, Garfield's life isn't filled with expensive and exotic obsessions. He drives a company car, a Pontiac Grand Am. He's making more money than he ever did in the classroom, but he still hasn't traded his worn corduroys for Armani suits or his loafers for Tony Lama cowboy boots.

"I have a very modest lifestyle," he says. "I would like to have enough resources to not



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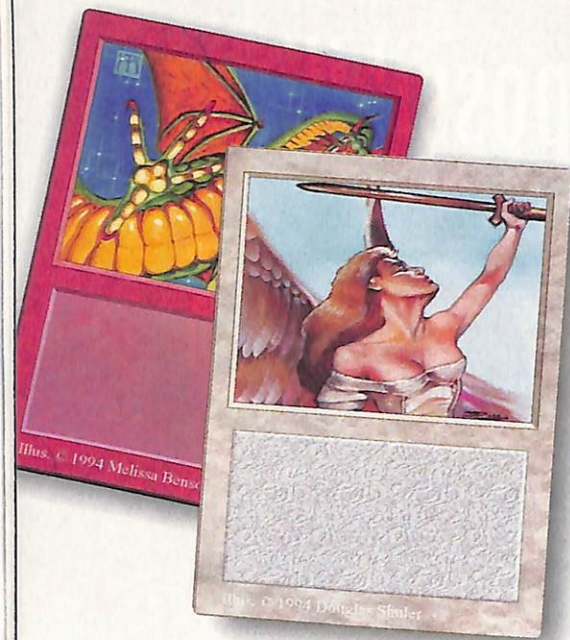
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have to worry about where my next meal's coming from."

He likes to travel, but he's just as happy hiking and hunting for wild mushrooms. He's not opposed to lavishing himself, but it'll have to wait. "I certainly have to be sure I was going to have no problem with finances in the future," he says.

Garfield defies categorization. He spent countless hours of his youth mastering role-playing games, but he wasn't the rebellious kid who did so to spite his parents. He had the grades to make it into an Ivy League school, but he had no idea where that would lead him. He chose the University of Pennsylvania for one simple reason: "I liked the way my father turned out, and he went to Penn," he says.

He pursued an education in mathematics—and post-baccalaureate work in combinatorial mathematics—because of his interest in games, but he never seriously considered making games a career.

"I briefly dreamed about being a world famous game designer," he says, "until I found out how the game industry works.

"I went into math because of my love for games. Combinatorial mathematics is almost like having a degree in problem solving. It's good for solving problems that come up in games, coming up with new strategies, little artificial worlds. Figure out how to use the rules as best you can.

"I was somewhat directionless," Garfield says. "I was going to go to grad school. My father, who teaches graduate school, said students with a little work experience do better."

And if he could follow his father around the world—which he did—he could certainly take his father's advice. With a bachelor's degree in tow, Garfield went looking for a job.

He found several possibilities, including "a lab that specialized in finding lost things." He settled on an offer from Bell Labs to be a resource manager on a computer project involving digital switches.

KEEPING THE VISION ALIVE

Shortly after his meeting with Wizards of the Coast, Garfield made the move to academia and Washington. But he didn't move to be closer to a potential distributor. Richard Garfield is a game-design purist. He creates games to please himself and his friends, not the commercial market. He was coming up with variations on old games and his own new ones long before he had anything published. If there had been no *Magic*, no overnight success, Richard Garfield would still be a game designer. Only he'd probably still be a college professor, too.

Magic was nice, but he says a real challenge is developing games that will entice people who normally don't play games.

"Before *Magic*, I designed games entirely for my friends and me. A special treasure was when I could get my sister, who doesn't play games as a hobby, interested. I also liked to design games that I could take home at Thanksgiving."

Garfield's perspective of the game industry is still that of an outsider. He sees an industry driven by marketing possibilities—not clever games.

"A lot of companies, I believe they don't see game design as important," he says. "Some designers are told what to design. I don't think game design has enough respect."

Working for Wizards of the Coast makes him an insider, but his world is much different from that at the huge corporations that make games for the mass market.

"At Wizards of the Coast, there's no burden I can't overcome," he says. "They share my vision, that the quality of game design is important."

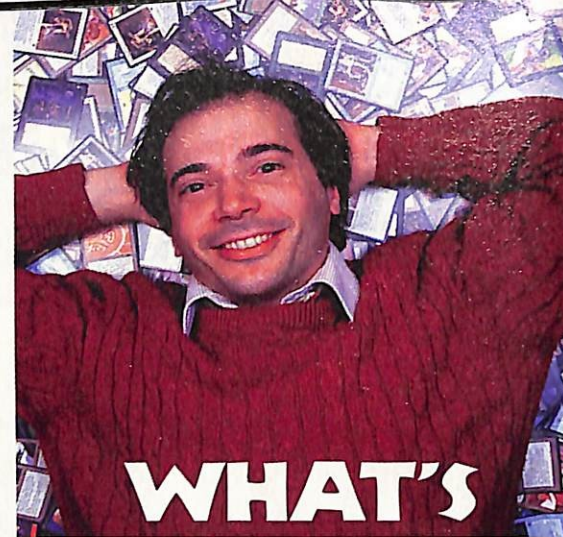
It's not unusual to find Garfield and his co-workers sitting around the office playing games. "It's business as usual if I'm playing a game at the office in the middle of the day," he says. And it's not unusual to catch Garfield playing *Magic* with his wife. They met while she was participating in a *Magic* testing group.

"The worst thing I could do would be to stop playing games," he says. "I know some game designers don't play games, but I have to play. Otherwise, it becomes inbreeding, all the games start looking the same."

Garfield isn't as concerned about finding future success along the lines of *Magic* as much as he is about keeping everything fresh.

"I don't have any fear," he says. "I know it's going to be my biggest hit."

But it's not going to be his only one. **TQ**



WHAT'S IN THE CARDS?

Richard Garfield has taken on a management role with Wizards of the Coast, but he still spends time creating, designing and developing games.

The bulk of his time is devoted to maintaining *Magic*. But while he created all of the cards for the game's initial run, he was down to a consulting role on the *Ice Age* expansion set.

His current duties call for him to review other work—both in-house projects and outside contributions. Among other projects at Wizards, Garfield has been or will be involved with:

Netrunner: While *Magic* was transforming Wizards of the Coast into a major player in the gaming market, the company found itself in position to purchase licenses, licenses and more licenses. Including the license to R. Talsorian Games' *Cyberpunk 2020* role-playing game, on which the *Netrunner* card game will be based. "The license was acquired at a time when we took in licenses very quickly," Garfield says. "I was particularly enthusiastic about this. I'm a fan of the whole cyberpunk genre." Garfield has designed the first draft of this game. *Netrunner* takes place about 30 years in the future and centers around cracking a computer network.

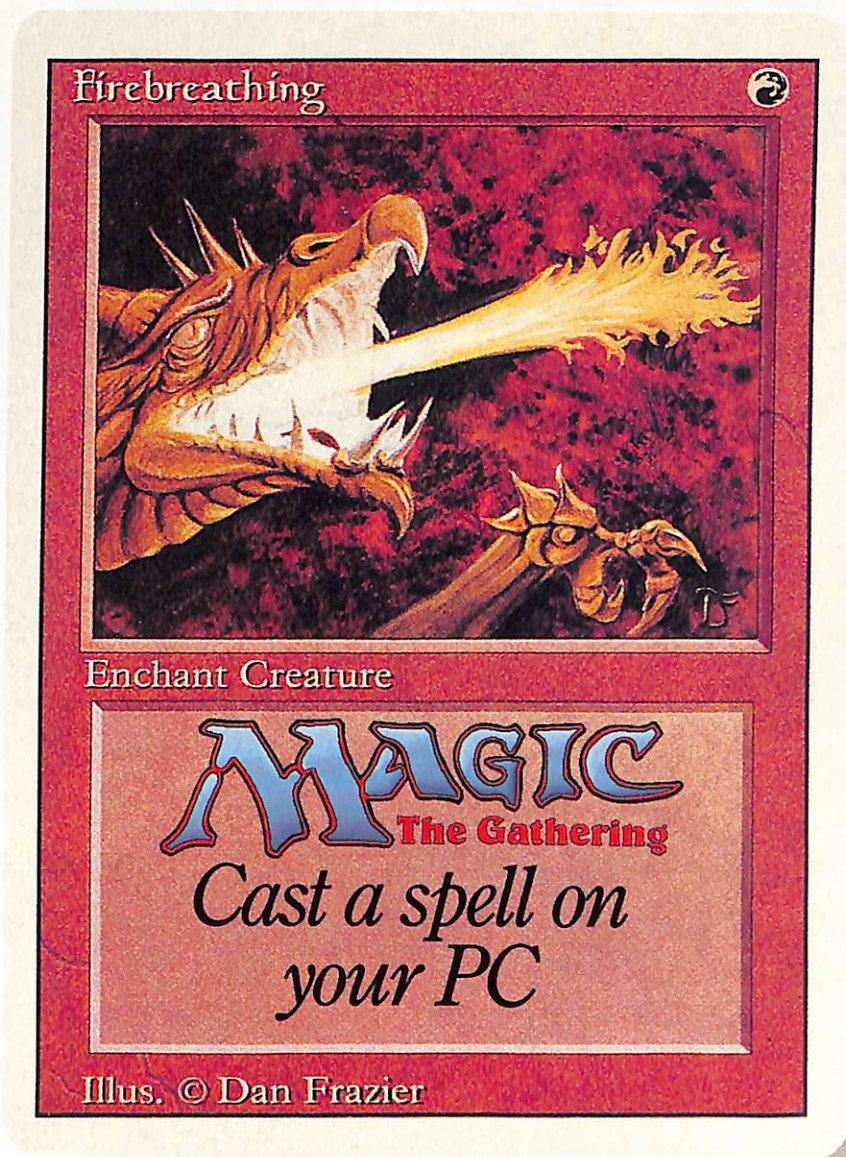
BattleTech: Garfield says this Deckmaster game is in design, but it hasn't been tested. It is based on FASA Corp.'s *BattleTech* robot combat game.

The Great Dalmuti: Due out in February, this is "a card game no more complicated than Uno," says Garfield.

RoboRally: The point of Garfield's original meeting with Wizards of the Coast, *RoboRally* finally hit stores last fall—a decade after it was designed. Look for an expansion and a sister game this summer. The latter will take place in the same world, but the object will be something other than a race.

Middle-earth: In December 1993, Wizards of the Coast and Iron Crown Enterprises announced a licensing deal that would result in a Deckmaster game based on J.R.R. Tolkien's "The Hobbit" and "The Lord of the Rings" trilogy. As we enter 1995, there's still no sign of the game. "I haven't come up with a design that's true to the Tolkien name," Garfield says. "I won't be involved. I'm not a huge Tolkien fan. That project needs someone who is." Wizards of the Coast has a few people working on it, but it's still uncertain when—or if—the game will be released.

Other business: Garfield's working on acquiring one more major license, but he declined to comment on the specifics.



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How They Did It

DESIGNERS TALK ABOUT CREATING COLLECTIBLE CARD GAMES

by Jeffrey Vita and Jeff Gomez

You want to create a collectible, customizable card game that will be so addictive and so much fun to play that customers will be camping out in front of their favorite stores just to get the first few cards? Join the club.



Since Richard Garfield and Wizards of the Coast hooked gajillions of innocent gamers on *Magic: The Gathering* in 1993, the gaming market has been inundated with funny picture card games that bear more than just a passing resemblance to the original. Some are great games while others are nothing more than cheap knock-offs.

We'll play brain surgeon with the designers of *Magic* and some of its competitors to see what separates the champs from the cheese.

MAGIC: THE GATHERING

Wizards of the Coast Like Dr. Frankenstein's monster, Richard Garfield's *Magic: The Gathering* has grown well beyond the control of its creator. And with about one billion *Magic* cards in print, Garfield's hairy beast shows no signs of fading into fad limbo.

With that in mind, it's hard to believe that *Magic* was the first game Garfield ever had published, despite 15 years of designing. So was *Magic* a fluke? Maybe. But then

again, maybe not. Garfield's background in collegiate algebra and many months of play-testing give *Magic* an edge few other card games can boast.

"Actually, the hardest part was the initial three months of thought," says Garfield, whose faraway gaze hides one of the sharpest minds in the business. "I had to come up with a chassis for the game which would handle my requirement that everyone should be able to play with any selection of cards they liked from the available cards."

But Garfield wasn't alone in designing the set. The ideas were his, but art came from outside sources, such as 26-year-old Alaska native Anson Maddocks, who has earned accolades for his work on the series.

"It's definitely been a lot of fun," says Maddocks, whose favorite piece thus far is the Cyclopean Tomb. "I pursued a career in fine arts, but I never expected that it

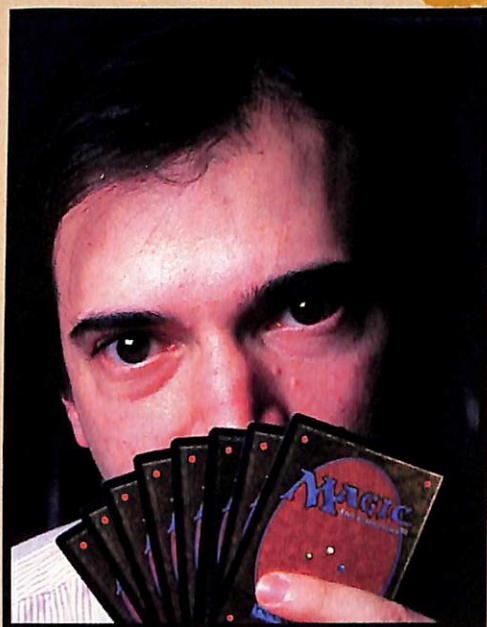
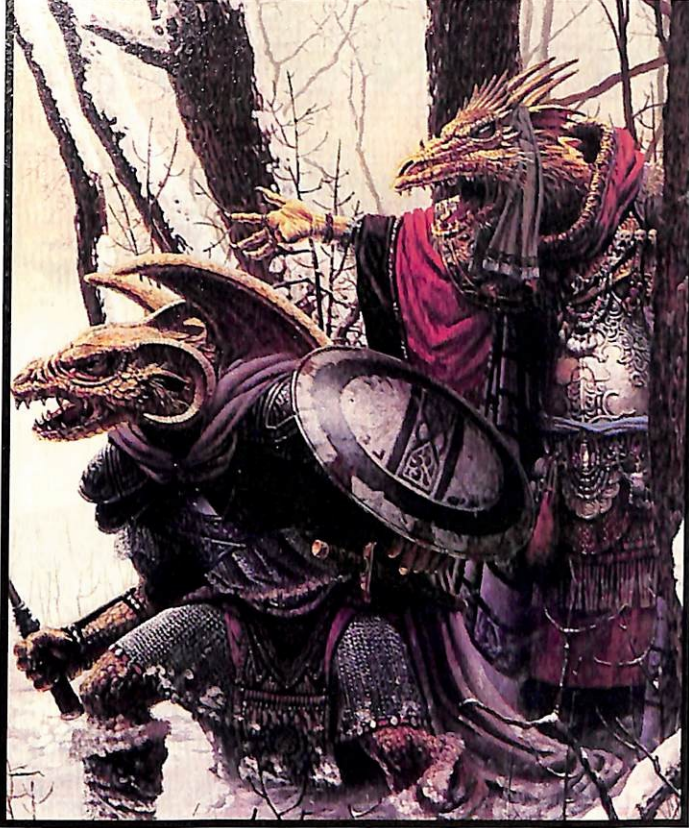


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would lead to this!"

How does the process go? Card designers come up with a name, and that list of names goes to the art director. For Wizards, that's Jesper Myrfors. Myrfors calls the artists, who pick the pieces they want to do.

"The visual interpretation of the name is entirely up to the artist, so there's a lot of variety," Maddocks says. "I personally try to make things look as unusual as I can. I stay away from what people expect and try to stretch their imagination."

With so much room for interpretation, do artists ever encounter problems? "When I was given Urza's Mines, I thought I had a pretty good idea of what I would be drawing. So I painted four great-looking explosive mines. The next day, Jesper informs me that they're supposed to be mine shafts! Unfortunately, the deadline was the next day. I stayed up all that night and did up four new mines, plus Zorg's Altar, which had to be redone because there was already a design for it. My original Zorg's Altar is now the Onulet."

SPELLFIRE: MASTER THE MAGIC

T S R

Given the unparalleled success of *Magic: The Gathering*, could gaming industry giant TSR be far behind? Of course not.

The flimsier card stock and rehashed (though still cool) TSR artwork did tick off a lot of players at first, but more than a few

have stuck around to enjoy a game that isn't half bad.

"We wanted a collectible card game that would sell well to our AD&D [Advanced Dungeons & Dragons] role-playing fans," co-designer Jim Ward says. "So we came up with *Spellfire!*"

Loyal TSR fans have certainly not let Ward down. *Spellfire* continues to sell briskly, warranting several expansion sets based on various AD&D game worlds. Players can now choose from the gothic horror of *Ravenloft* or the drama of *Drag-*

onance, among other settings.

At an average of 16 minutes per game, players still find an unlimited number of ways to cut loose with "killer decks." In play-testing sessions, such decks sparked debate over the power of certain cards. Eventually, designers were forced to scale down some overly potent cards to keep the game reasonably balanced. But some players continue to point out that an early lead can create a lopsided session. Says Ward, "The game is constantly evolving. We're still debugging, and we'll probably never stop!"

STAR TREK: THE NEXT GENERATION CUSTOMIZABLE CARD GAME

D e c i p h e r

When game designers Tom Braunlich and Rollie Tesh pitched an idea for a card game based on "Star Trek: The Next Generation," Decipher's president wasn't excited. But he reluctantly gave the go-ahead, and the enterprising designers created an involved and unique card game that puts its players in the middle of their own episode of "Star Trek: The Next Generation."

Braunlich and Tesh turned to a variety of sources for the game. The first was the show itself. The designers watched every episode, extracting bits and pieces for inclusion in the game. When the show wasn't quite enough, the pair enlisted the aid of "Trek" experts at Paramount as well as the "Star Trek Encyclopedia." Fellow game

designer Darwin Bromley also helped.

During play-testing, Braunlich and Tesh discovered that the game was developing a life of its own. So-called "killer decks" were popping up, only to be countered by even more powerful ones. Seemingly innocuous cards, when used in conjunction with other cards, formed formidable power plays.

"In one game, an Away Team from the U.S.S. Yamato beamed down to Malcor III when, suddenly, a Borg ship appeared out of nowhere," Tesh says. "When all seemed hopeless, an unstable wormhole miraculously appeared just long enough to swallow the Borg ship—all in just two moves of the game!"

This game, the most different from *Magic* of those we played, tended to achieve its lofty goals. And there were plenty of cool photos for us to admire as well.

SUPER DECK!

C a r d S h a r k s I n c .

Veteran game designer Marc Miller and Jim Hettinger didn't want to let the collectible trading card game concept pass them by. So they conceived the notion of combining comic book superheroes with a card game.

"One major problem with catering to the comic book audience was that I was really concerned with what I was putting in front of the youth that would be playing," Miller says. "I didn't want to put something disagreeable on a card. Also, there was the question of forcing one player to play a villain. I solved that by designing the game so that two battles take place at once. Each player plays a hero and a villain and both battles must be won to win the game." A politically correct rules system? Hmm.

Miller explains that he wanted a game that was "quick to learn and easy to play." The game itself is a "cascade of numbers." Sounds kind of crunchy.

ILLUMINATI: NEW WORLD ORDER

S t e v e J a c k s o n G a m e s

"*INWO* is a trading card game in which every weird thing you read in the tabloids is true, and there are secret conspiracies everywhere," says designer Steve Jackson. Each player represents a group of the Illuminati, the "secret masters" behind everything from the Kennedy assassination to the cancellation of *Max Headroom*.

The objective of the game? "To take over the world, of course," says Jackson.

INWO is the trading card version of a card game released 10 years ago. Fans of the original *Illuminati* can rest assured that many of the game's mechanics remain the same.

As off-the-wall situations are the norm in *INWO*, Jackson has no worries about being compared to *Magic*. "In fact," he says, "Richard Garfield and all of Wizards of the Coast were very supportive of our project. He reviewed the game and even lent us some capital to have the cards printed. The printers were a little confused when they found out that their paychecks were being cut by a competitor."

ON THE EDGE

Atlas Games

"I don't know what gets into these guys' heads!" says game designer Jonathan Tweet of his deck-dealing counterparts at rival companies. "You need to have a system of checks and balances. You have to play-test a game like this half to death!"

Tweet, who's something of a math head, has recently garnered accolades for his elegantly easy cult favorite *On the Edge*. Based on his weird, William Burroughs-esque *Over the Edge* role-playing game, *On the Edge* plunges players into a surreal island setting where spies, psychics and youth gangs vie for power amidst layers of subterfuge.

"Some of these guys made incredible blunders," Tweet continues. "I'm stunned at the stupid mistakes I've found in games like *Spellfire* or *Super Deck!* It seems to be a case of too little, too fast."

Tweet and collaborator John Nephew sought to make the game flexible and blunder-free by using the Internet and play-test groups around the country. Character cards are played in ranks to reflect the levels of subterfuge portrayed in the RPG. Each family of cards has peculiar strengths and weaknesses. *On the Edge's* unique cumulative point system and its toughness vs. influence teeter-totter struggle for victory indicate his success.

And how does Wizards of the Coast, Tweet's newest employer, feel about his having a hit game—about 10 million cards have been shipped—for a rival company?

"They have a certain *noblesse oblige* here," laughs Tweet. "Wizards of the Coast is not your average company. It wants to help the industry. And besides, I wrote it before coming here, and I asked permission *real* nicely." Then he admits, "If *Magic* were

not making gazillions of dollars, someone might have grumbled."

SIMCITY—THE CARD GAME

Mayfair Games

In 1990, Maxis Software released the city-building *SimCity* computer game to critical acclaim. Can lightning strike twice? That's what game designers Darwin Bromley, Lou Rexing, Tom Wham and Peter Bromley are hoping for when Mayfair Games releases *SimCity—The Card Game*.

Like the computer game, the objective in *SimCity* is to build a settlement into a metropolis. During the game, players must survive disasters and amass a fortune of \$250. Various cards carry values of one "buck" and higher. Players take turns playing different cards to build their zones and their bank accounts. Certain cards can give players bonuses that quickly change the pace of any game. Other factors, such as controlling the City Council, a new aspect of the game, can also change the game's pace. Player greed is definitely a key factor in this incarnation of *SimCity*.

"Play-testing went pretty smoothly," says Faith Price, Mayfair's manager of corporate communications, "although the first test lasted well over eight hours! Then there were the seemingly endless rewrites that we had to take care of." Rewrites were necessary because unforeseeable, off-the-wall situations cropped up. For example, during a test game, one crafty player threw down a "long card" that entitled her to compound her bonuses. The wording on the card wasn't specific enough, and the player earned 72 bucks in one turn. Needless to say, that player won handily, and the card's been changed.

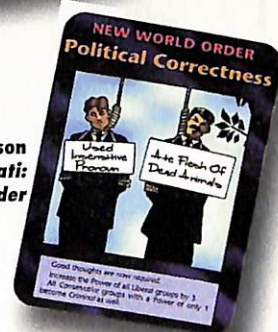
So what's the formula for card game success? Evidently, you have to define your audience, develop your concept, delve into your resources, decide game objectives, design game play and debug through play-testing...

...and having a degree in combinatorial mathematics couldn't hurt!

Jeofrey Vitas is the assistant editor of Armada and assistant manager for Acclaim Comics. Jeff Gomez is the Armada line editor for Acclaim Comics. They are co-plotting the Magic: The Gathering—The Shadow Mage and Ice Age—A Magic: The Gathering Miniseries comic books for Armada.



Atlas Game's *On the Edge*



Steve Jackson Games' *Illuminati: New World Order*



Mayfair Games' *SimCity—The Card Game*



Decipher's *Star Trek: TNG*



Card Sharks Inc.'s *Super Deck!*

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H I S T O R Y O F ROLE-PLAYING GAMES

With the arrival of collectible card games, fantasyland just keeps getting bigger and bigger.

by Rick Swan



I spent the morning putting up shelves to hold the more than 300 role-playing games, expansion sets and source books that have trickled into my house during the past year. Trying to stay on top of the entire role-playing industry is getting to be hard work. And you thought keeping up with the supplements for *Magic: The Gathering* was tough!

The recent explosion in role-playing games (RPGs) has many people assuming that the concept originated with *Dungeons & Dragons*. But the roots of RPGs go back at least to the 18th century, when European aristocrats amused themselves by pushing toy soldiers around tile floors to simulate military engagements. Elements of RPGs also appeared in *Prince Valiant*, an obscure 1950s board game based on the comic strip, and in the theatrical presentations of the Society for Creative Anachronism in the mid- to late 1960s.

The first recognizable RPG was born in a Wisconsin basement in the early 1970s. Gary Gygax, an insurance man with a penchant for design-

ing games, was putting some finishing touches on a tactical combat game of the Middle Ages called *Chainmail*—complete with knights, lances and castles. As an afterthought, Gygax and co-conspirator Jeff Perren added a magic supplement that allowed knights to fling fireballs as well as smite each other with swords. The game was a flop, but the supernatural seeds had been planted.

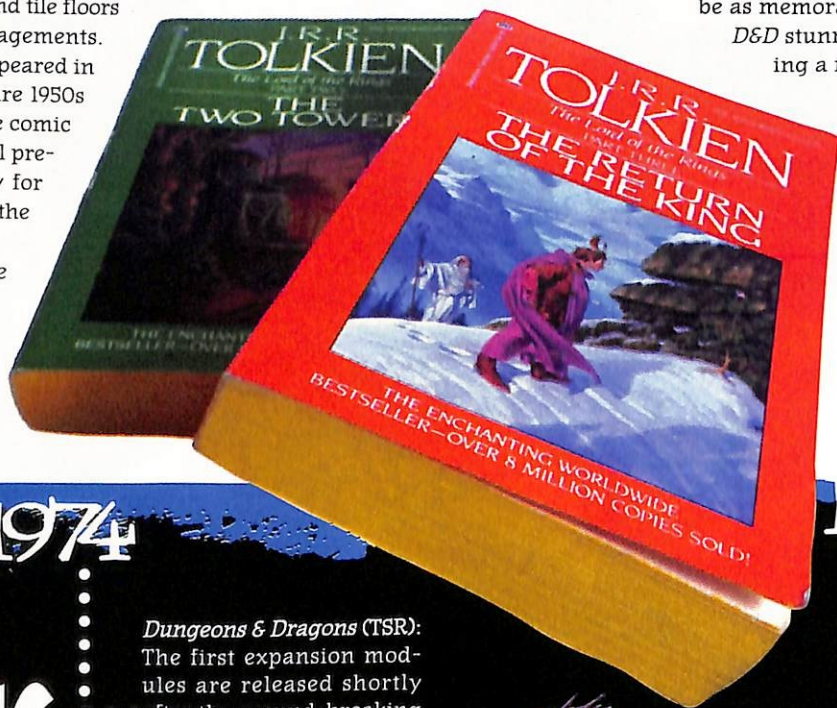
In 1974, Gygax and Dave Arneson published the first version of *Dungeons & Dragons*, which combined the combat rules of *Chainmail* with the fantasy traditions popularized by *Lord of the Rings* author J.R.R. Tolkien. The game didn't look like much—three miserable booklets with ambiguous

rules and amateur-hour graphics. But it introduced a set of innovations that characterize RPGs to this day.

Participants assumed the roles of imaginary personalities (player characters) with traits and skills measured by numerical ratings; a warrior with a strength score of 15 was more likely to smash open a door than a wizard with a strength of eight. An impartial referee (the Dungeon Master) described a scene in an imaginary world, then the players announced how their characters reacted. The referee tossed dice—including four-, six- and 12-sided varieties—to determine the outcome. Taken together, the scenes composed an improvised story that, in the hands of an experienced group, could be as memorable as a rich novel.

D&D stunned the hobby world by selling a million copies during its first six years. Gygax quit his insurance job.

In the wake of *D&D*, publishers knocked each other down in a rush to crank out their own RPGs. In the past two decades, hundreds of RPGs covering every conceivable genre have popped up. Want to play a Vietnam vet? Check out *Recon*. A spirit from the



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THE ROLE- PLAYING TIMELINE

1974

Dungeons & Dragons (TSR): The first expansion modules are released shortly after the ground-breaking *D&D* game.

1976

The Dragon Magazine (TSR): First gaming magazine.

1978

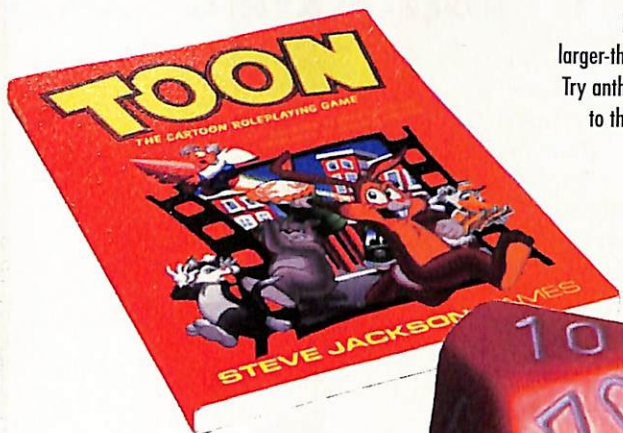
RuneQuest (Chaosium): Introduces Glorantha, first fully developed fantasy world.

1977

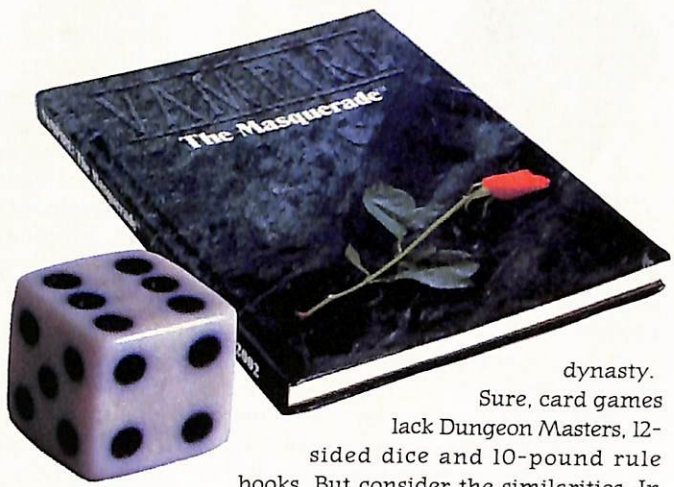
Traveller (GDW): First serious science fiction RPG.



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Lookin' for larger-than-life adventures? Try anything from cartoons to the supernatural.



nether world? Take a look at *Wraith*. Bugs Bunny? Try *Toon*.

Fans of the bizarre can find a host of games that defy categorization. *Teenagers From Outer Space* stages extraterrestrial showdowns in shopping malls and fast-food joints. *Macho Women With Guns* serves up Amazonian duels with killer rabbits and drunken frat boys and offers an expansion kit called *Bat-Winged Bimbos From Hell*. The tone of many modern RPGs is grimmer, edgier, because players raised on slasher films and Image Comics tend to dismiss the fairy tale ambience of *D&D* as kid's stuff. The blood-splattered *Vampire: The Masquerade* bears about as much resemblance to *D&D* as *Deathblow* does to *Superman's* pal Jimmy Olsen.

Formats have changed along with subject matter. The tacky pamphlets of the

Whatever world you choose, the possibilities are endless. You can even play an animal activist...



original *D&D* have been replaced by elaborate boxed sets packed with maps and posters. The *Horror on the Orient Express* supplement for *Call of Cthulhu* includes luggage stickers and a cardboard voodoo doll; *Bullwinkle and Rocky* uses plastic hand puppets. TSR, the publisher of *D&D*, has experimented with video tapes and compact discs featuring adventure clues and referee tips.

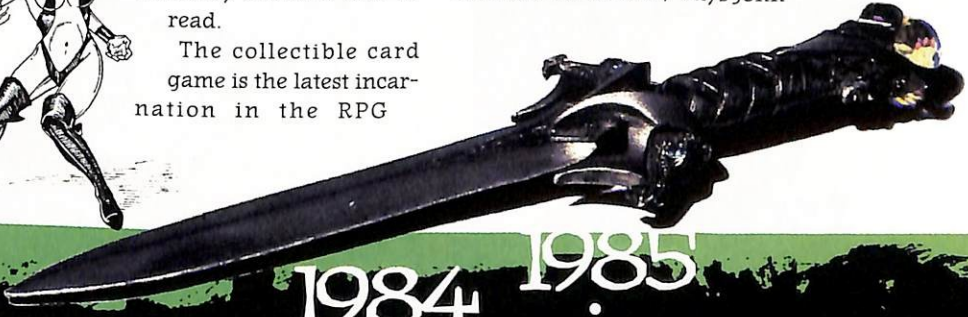
Complex rule books are as thick as phone directories: the *Advanced Dungeons & Dragons* rules take up more than 400 pages, and the two volumes of *Aria*—where players assume the roles of entire countries—contain a whopping 800 pages. But endless chapters of dry rules have given way to texts with personality; RPG rules have actually become fun to read.

The collectible card game is the latest incarnation in the RPG

dynasty. Sure, card games lack *Dungeon Masters*, 12-sided dice and 10-pound rule books. But consider the similarities. In both types of games, players assume the role of someone else; the *Magic* player doesn't use a character sheet, but he's still pretending to be a wizard. *Magic* has life points; *D&D* has hit points, which are virtually identical. The *RuneQuest* RPG introduced a *Magic*-like spell-casting system, where players accumulate points that enable them to manipulate supernatural effects. Many card games come directly from RPGs: the *Over the Edge* RPG gave birth to the *On the Edge* card game, while the *Spellfire* card game lifts its monsters and artifacts from *Dark Sun*, *Dragonlance* and other *Advanced Dungeons & Dragons* products.

The most notable similarity, however, is the dominance of the game world—an internally consistent, vividly imagined environment that supports a strong narrative.

"We notice a lot of interest in the game world from talk on the Internet and the mail we receive," says John



1981

1984

1985

Call of Cthulhu (Chaosium): Groundbreaking horror game based on the stories of H.P. Lovecraft.

1983

DC Heroes (Mayfair): Sophisticated treatment of entire DC Universe.



1979

Advanced Dungeons & Dragons (TSR): An upgrade of *D&D*. *AD&D* remains the hobby's biggest seller and most popular game.

Star Trek (FASA): Faithful adaptation of the first "Trek" series; early RPG based on a licensed property.
Villains & Vigilantes (Fantasy Game Unlimited): First superhero RPG.

Dragonlance (TSR): *AD&D* variant allowed players to recreate scenes from simultaneously published novels.
Marvel Super Heroes (TSR): Entry-level RPG featuring Spider-Man, the X-Men and the Fantastic Four.

H I S T O R Y O F R O L E - P L A Y I N G G A M E S



Nephew, president of Atlas Games and co-creator of *On the Edge*. "Both role-playing games and card games are based on the desire to tell stories. They just use different approaches."

Role-players learn about their world through free-form adventures, card players through text on the cards. Both methods encourage players to excavate their worlds a piece at a time, an experience that can be maddeningly addictive. Hard-core gamers gobble up scraps of information as fast as publishers dish them out. And what's Nephew hearing over the Internet? "We want more!"

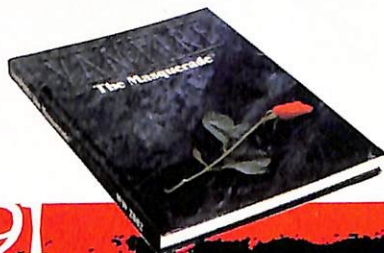
Judging from last year's Gen Con Game Fair, where thousands of *D&D* aficionados and *Magic* fanatics scrambled for floor space in the Milwaukee Convention Center,

role players and card players have quite a bit in common. "We find a lot of crossover between the role-playing and card game markets," Nephew says. "Role players are among card games' biggest fans." The relationship is bound to grow, as RPG and card game designers continue to share worlds and borrow mechanics. Nephew feels we've barely gotten our feet wet, imagining, for instance, an RPG that incorporates a card game to handle the spellcasting system. "There are many interesting mixtures and permutations." A *Magic* RPG? Don't bet against it.

The intense interest in Dominia, the multiverse in which *Magic* takes place, caught its publisher, Wizards of the Coast, by surprise. They responded with five expansion sets, and more are planned. They're finding out what role-playing publishers have known for a long time: Game worlds, whether they come from cards or RPGs, are infinitely expandable and generate an insatiable appetite for detail from dedicated players.

And you know what that means—I'm going to need more shelves.

Rick Swan, columnist for *Dragon Magazine*, has designed and edited nearly 50 role-playing products.



1986

1991

GURPS (Steve Jackson Games): A Generic Universal Role Playing System for any genre, setting or character type.

Vampire: The Masquerade (White Wolf): First entry in the go-for-the-throat Storyteller line, followed by *Werewolf: The Apocalypse*. *Amber* (Phage Press): First diceless RPG.

1987

Star Wars (West End): Innovative adaptation of the film trilogy.

1993

Wizards OF THE COAST

Magic: The Gathering (Wizards of the Coast): Card craze begins.

1994

First Quest (TSR): AD&D variant using an audio compact disc.

In the southern oceans of Dominia Prime lay a continent of great kingdoms. Far from the war between Urza and Mishra, the lands of Sarpadia prospered. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from Orc Raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators for your duels, But beware lest you fare no better than the

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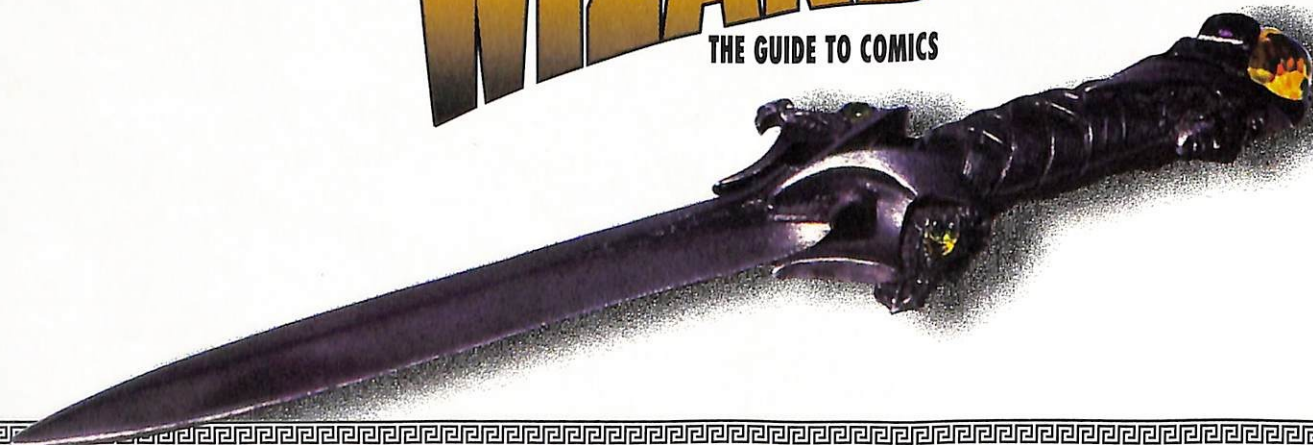
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Starting in April, you'll have a chance to explore the gaming world and check up-to-the-minute prices four times a year. Each issue will be jam-packed with upcoming product news, articles on the people who bring you the games you love to play, and special contests like the premiere contest offering you the chance to win a **COMPLETE SET OF MAGIC: THE GATHERING** - every single card!

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THE GUIDE TO COMICS



INQUEST

CARD PRICE GUIDE

HOW TO USE THIS PRICE GUIDE

Repeat after me: The following *InQuest* game card price guide is as accurate and up-to-date as we could make it. There's some other stuff you should know, too.

The prices listed are for cards in Near Mint condition. Near Mint cards should be as glossy and colorful as they were on the day they came out of their packages. The focus should be good, and a very small printer's mark is acceptable. Basically, Near Mint cards are well-printed and virtually free of any signs of use.

The *Magic* price guide lists low and high prices, which are just that: the lowest and highest prices being charged for a

given card in these here United States. Remember, though, that all values listed in these pages are only guides; prices may vary depending upon the local availability and popularity of a card.

There are several editions of *Magic: The Gathering*. The first edition is actually split up into Alpha and Beta sets, both of which have black borders. The Beta cards are identifiable by their smaller corner radii. The next edition of *Magic* is called the Unlimited edition; it, like all subsequent printings of *Magic: The Gathering*, has white borders. Wizards of the Coast followed up with the Revised edition, which removed cards that were too powerful or confusing.

CARD RATINGS

- THE BEST. These are cards that should fit nicely into virtually every deck. Creatures with a five-star rating are usually game-breakers; they're the ones that your opponents will pool all of their resources into eliminating. Five-star spells are usually worth adding to a deck even if they are of the wrong color. Cards such as City of Brass, Celestial Prism and Mana Batteries can be used to produce the appropriate color of mana.
- EXCELLENT. These are the cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.
- AVERAGE. For the most part, these cards help round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and on what four- and five-star cards your deck contains.

- POOR. This category includes many common creatures and spells that are often passed over in favor of more powerful cards that have similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.
- THE WORST. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.
- INAPPLICABLE. These cards are basic lands. You can't win a game playing only these cards, but you can't win without 'em, either.



MAGIC The Gathering™



ALPHA

Full Alpha Set (295) \$1,875.00 \$2,860.00
 Unlisted Alpha cards are worth 3 to 4 times equivalent Revised cards.

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Basalt Monolith	ART	U	••	6.00	10.00
Black Lotus	ART	R	•••••	80.00	100.00
Chaos Orb	ART	R	•••••	35.00	55.00
Copper Tablet	ART	U	••	6.00	8.00
Cyclopean Tomb	ART	R	••••	40.00	65.00
Forcefield	ART	R	•••••	45.00	70.00
Gauntlet of Might	ART	R	••••	50.00	80.00
Howling Mine	ART	R	••••	10.00	12.50
Icy Manipulator	ART	U	•••••	25.00	45.00
Illusory Mask	ART	R	••••	20.00	35.00
Jade Statue	ART	U	••••	8.00	18.00
Juggernaut	AC	U	••	4.00	5.00
Max Emerald	ART	R	•••••	45.00	70.00
Mox Jet	ART	R	•••••	45.00	70.00
Mox Pearl	ART	R	•••••	45.00	70.00

Name	Kind	Rarity	Rating	Low Price	High Price
Mox Ruby	ART	R	•••••	45.00	70.00
Mox Sapphire	ART	R	•••••	45.00	70.00
Time Vault	ART	R	••••	40.00	60.00
BLACK					
Demonic Hordes	SC	R	••••	18.00	25.00
Drain Life	SOR	C	••	6.00	8.00
Gloom	EN	U	••••	2.50	3.50
Lich	EN	R	••	25.00	45.00
Lord of the Pit	SC	R	••	18.00	25.00
Nightmare	SC	R	•••••	18.00	25.00
Royal Assassin	SC	R	•••••	15.00	20.00
Sinkhole	SOR	C	••	4.00	7.50
Will-O'-The-Wisp	SC	R	•••••	9.00	12.50
Word of Command	INS	R	•	25.00	45.00
Zombie Master	SC	R	••	10.00	12.50

Name	Kind	Rarity	Rating	Low Price	High Price
BLUE					
Ancestral Recall	INS	R	•••••	35.00	45.00
Braingeyser	SOR	R	••••	10.00	13.00
Clone	SC	U	••••	2.50	4.00
Control Magic	EC	U	•••••	2.50	3.50
Copy Artifact	EN	R	••••	8.00	12.00
Counterspell	INT	U	•••••	4.00	5.00
Drain Power	SOR	R	••••	11.00	15.00
Invisibility	EC	C	••••	7.50	12.00
Lord of Atlantis	SC	R	••	12.00	20.00
Magical Hack	INT	R	•••••	12.00	18.00
Mahamoti Djinn	SC	R	••••	11.00	15.00
Mana Short	INS	R	••••	11.00	18.00
Phantasmal Forces	SC	U	••	3.00	4.00
Psionic Blast	INS	U	••••	7.00	10.00
Sleight of Mind	INT	R	•••••	11.00	17.00
Time Walk	SDR	R	••••	40.00	55.00
Time Twister	SOR	R	•••••	35.00	45.00
Twiddle	INS	C	••••	7.00	10.00
Unsummon	INS	C	••••	.50	1.00
Vesuvan Doppelganger	SC	R	•••••	12.00	18.00
Volcanic Eruption	SOR	R	••••	10.00	15.00

Name	Kind	Rarity	Rating	Low Price	High Price
GREEN					
Aspect of Wolf	EC	R	••••	11.00	14.00
Berserk	INS	U	•••••	12.00	17.00
Birds of Paradise	SC	R	•••••	14.00	24.00
Camouflage	INS	U	•••	7.00	10.00

AC	Artifact Creature	INS	Instant
ART	Artifact <td>INT</td> <td>Interrupt </td>	INT	Interrupt
EA	Enchant Artifact <td>LAN</td> <td>Land </td>	LAN	Land
EC	Enchant Creature <td>SC</td> <td>Summon Creature </td>	SC	Summon Creature
EE	Enchant Enchantment <td>SOR</td> <td>Sorcery </td>	SOR	Sorcery
EL	Enchant Land <td>C</td> <td>Common </td>	C	Common
EN	Enchantment <td>U</td> <td>Uncommon </td>	U	Uncommon
EW	Enchant World <td>R</td> <td>Rare </td>	R	Rare

Name	Kind	Rarity	Rating	Low Price	High Price
Channel	SOR	U	•••	3.00	6.00
Cockatrice	SC	R	•••••	12.00	18.00
Elvish Archers	SC	R	••	15.00	25.00
Force of Nature	SC	R	••••	20.00	30.00
Fungusaur	SC	R	•••	13.00	20.00
Gaea's Liege	SC	R	•••••	15.00	25.00
Ice Storm	SOR	U	••••	8.00	11.00
Natural Selection	INS	R	•	25.00	40.00
Regrowth	SOR	U	•••••	2.00	3.00
Thicket Basilisk	SC	U	•••••	4.00	6.00
Timber Wolves	SC	R	•••	10.00	15.00

Name	Kind	Rarity	Rating	Low Price	High Price
RED					
Dwarven Demolition...	SC	U	•••	7.00	12.00
Earthquake	SOR	R	•••	10.00	15.00
False Orders	INS	C	••••	4.00	6.00
Fork	INT	R	•••••	15.00	22.00
Goblin King	SC	R	•••	11.00	18.00
Ironclaw Orcs	SC	C	•	4.00	5.00
Mana Flare	EN	R	••••	9.00	15.00
Orcish Artillery	SC	U	••••	5.00	8.00
Orcish Oriflamme	EN	U	•••	6.00	10.00
Raging River	EN	R	•••	25.00	45.00
Red Elemental Blast	INT	C	•••••	2.00	3.00
Rock Hydra	SC	R	•••	20.00	30.00
Sedge Troll	SC	R	•••	15.00	25.00
Shivan Dragon	SC	R	•••••	15.00	25.00
Two-Headed Giant	SC	R	•••	35.00	50.00
Wall of Fire	SC	U	•••	2.50	4.00
Wall of Stone	SC	U	•••	2.50	4.00
Wheel of Fortune	SOR	R	•••••	10.00	20.00

Name	Kind	Rarity	Rating	Low Price	High Price
WHITE					
Armageddon	SOR	R	•••••	11.00	20.00
Black Ward	EC	U	••••	1.25	2.00
Blaze of Glory	INS	R	•••	25.00	40.00
Blue Ward	EC	U	•••	1.25	2.00
Circle of Protection: Red	EN	C	••••	.50	.75
Consecrate Land	EL	U	••••	7.00	12.00
Conversion	EN	U	•••••	2.50	4.50
Crusade	EN	R	••••	10.00	18.00
Death Ward	INS	C	••••	.50	1.00
Green Ward	EC	U	•••	1.25	2.00
Island Sanctuary	EN	R	••	15.00	25.00
Karma	EN	U	•••••	4.00	5.00

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Name	Kind	Rarity	Rating	Low Price	High Price
Northern Paladin	SC	R	●●●●	14.00	20.00
Personal Incarnation	SC	R	●●	12.00	20.00
Red Ward	EC	U	●●●●	1.25	2.00
Reverse Damage	INS	R	●●●●	10.00	15.00
Righteousness	INS	R	●●●●	10.00	15.00
Savannah Lions	SC	R	●●●	10.00	15.00
Serra Angel	SC	U	●●●●	10.00	15.00
Veteran Bodyguard	SC	R	●●●●	11.00	12.00
White Knight	SC	U	●●●●	4.00	6.00
White Ward	EC	U	●●	1.25	1.50
Wrath of God	INS	R	●●●●	11.00	18.00



BETA/UNLIMITED

Full Beta Set (302) \$1,350.00 \$2,125.00
 Full Unlimited Set (302) 1,125.00 1,775.00
 Prices are for Beta cards. Unlisted Beta cards are worth 2 to 2.5 times equivalent Revised cards.
 Unlimited cards are worth 0.8 times equivalent Beta cards.

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Basalt Monolith	ART	U	●●	1.50	2.50
Black Lotus	ART	R	●●●●	70.00	90.00
Black Vise	ART	U	●●●●	1.00	1.50
Celestial Prism	ART	U	●●●●	1.00	2.50
Chaos Orb	ART	R	●●●●	30.00	45.00
Clockwork Beast	AC	R	●●●	6.00	8.00
Copper Tablet	ART	U	●●	2.00	3.00
Crystal Rod	ART	U	●●	1.00	2.00
Cyclopean Tomb	ART	R	●●●●	20.00	40.00
Dingus Egg	ART	R	●●	4.00	6.00
Forcefield	ART	R	●●●●	35.00	60.00
Gauntlet of Might	ART	R	●●●●	40.00	70.00
Helm of Chatzuk	ART	R	●●●	5.00	7.00
Howling Mine	ART	R	●●●	5.00	8.00
Icy Manipulator	ART	U	●●●●	20.00	40.00
Illusionary Mask	ART	R	●●	20.00	30.00
Iron Star	ART	U	●●	1.00	3.00
Ivory Cup	ART	U	●●	1.00	2.000
Jade Statue	ART	U	●●●●	5.00	15.00
Jayemdae Tome	ART	R	●●●●	5.00	7.00
Kormus Bell	ART	R	●●	5.00	8.00
Library of Leng	ART	U	●●	2.00	4.00
Mana Vault	ART	R	●	4.00	6.00
Mox Emerald	ART	R	●●●●	40.00	60.00
Mox Jet	ART	R	●●●●	40.00	60.00
Mox Pearl	ART	R	●●●●	40.00	60.00
Mox Ruby	ART	R	●●●●	40.00	60.00
Mox Sapphire	ART	R	●●●●	40.00	60.00
Nevinyrral's Disk	ART	R	●●●	5.00	7.00
Sol Ring	ART	U	●●●	4.00	8.00
Soul Net	ART	U	●●	1.00	2.00
Throne of Bone	ART	U	●●	1.00	1.50
Time Vault	ART	R	●●●	30.00	40.00
Winter Orb	ART	R	●●	4.00	7.00
Wooden Sphere	ART	U	●●	1.00	2.00

BLACK

Animate Dead	EC	U	●●●●	1.25	2.00
Bad Moon	EN	R	●●●	10.00	15.00
Cursed Land	EL	U	●●	1.25	2.00
Dark Ritual	INT	C	●●●●	.25	.50
Darkpact	SOR	R	●●●●	4.00	6.00
Deathgrip	EN	U	●●	1.50	3.00
Demonic Hordes	SC	R	●●●●	6.00	8.00
Demonic Tutor	SOR	U	●●●●	2.00	3.00
Evil Presence	EL	U	●●	1.25	1.50
Fear	EC	C	●●●●	.25	.50
Gloom	EN	U	●●●	1.00	2.00
Lich	EN	R	●●	20.00	40.00
Lord of the Pit	SC	R	●●	12.00	18.00
Nether Shadow	SC	R	●●	5.00	7.00

Name	Kind	Rarity	Rating	Low Price	High Price
Nettling Imp	SC	U	●●●●	1.00	2.00
Paralyze	EC	C	●●	.25	.50
Pestilence	EN	C	●●●●	.25	.50
Plague Rats	SC	C	●●	.25	.50
Raise Dead	SOR	C	●●	.25	.50
Sacrifice	INT	U	●	1.00	2.00
Scavenging Ghoul	SC	U	●●	1.00	2.00
Sengir Vampire	SC	U	●●●	3.00	5.00
Simulacrum	INS	U	●●●	1.00	2.00
Sinkhole	SOR	C	●●	3.00	6.00
Terror	INS	C	●●	.25	.50
Warp Artifact	EA	R	●●	4.00	6.00
Weakness	EC	C	●●●●	.25	.50
Word of Command	INS	R	●	20.00	40.00

BLUE

Ancestral Recall	INS	R	●●●●	30.00	40.00
Animate Artifact	EA	U	●●	1.00	2.00
Braingeyser	SOR	R	●●●	5.00	7.00
Clone	SC	U	●●●	1.50	2.50
Control Magic	EC	U	●●●●	1.50	2.00
Copy Artifact	EN	R	●●●	5.00	7.00
Creature Bond	EC	C	●●	.25	.50
Drain Power	SOR	R	●●●	5.00	7.00
Feedback	EE	U	●●	1.00	2.00
Invisibility	EC	C	●●●	6.00	10.00
Phantasmal Terrain	EL	C	●●●	.25	.50
Pirate Ship	SC	R	●●●	4.00	6.00
Power Leak	EE	C	●●	.25	.50
Power Sink	INT	C	●●●	.25	.50
Psionic Blast	INS	U	●●●	5.00	8.00
Psychic Venom	EL	C	●●	.25	.50
Sea Serpent	SC	C	●●	.25	.50
Siren's Call	INS	U	●●	1.00	2.00
Sleight of Mind	INT	R	●●●	4.00	7.00
Spell Blast	INT	C	●●	.50	1.50
Stasis	EN	R	●●	4.00	7.00
Time Walk	SOR	R	●●●	25.00	40.00
Timewister	SOR	R	●●●	25.00	40.00
Twiddle	INS	C	●●●	5.00	8.00
Unsummon	INS	C	●●	.20	.25
Vesuvan Doppelganger	SC	R	●●●	8.00	12.00
Volcanic Eruption	SOR	R	●●●	4.00	7.00
Wall of Water	SC	U	●●	1.00	1.50

GREEN

Berserk	INS	U	●●●●	10.00	15.00
Birds of Paradise	SC	R	●●●	6.00	10.00
Birds of Paradise	INS	U	●●●	6.00	8.00
Camouflage	SOR	U	●●	1.00	1.40
Channel	INS	C	●●	.25	.25
Fog	INS	C	●●	8.00	10.00
Force of Nature	SC	R	●●	6.00	8.00
Fungusaur	SC	R	●●	6.00	8.00
Gaea's Liege	SC	U	●●●	6.00	8.00
Ice Storm	SOR	U	●●	6.00	8.00
Instill Energy	EC	U	●●	1.00	1.50
Kudzu	EL	R	●	4.00	6.00
Ley Druid	SC	U	●●	1.00	1.50
Lifeforce	EN	U	●●	4.00	7.00
Living Artifact	EA	R	●●	6.00	9.00
Living Lands	EN	C	●●	.25	.25
Llanowar Elves	SC	C	●	20.00	30.00
Natural Selection	INS	U	●●●	1.00	2.00
Regrowth	SOR	U	●●●	1.00	2.00
Wanderlust	EC	U	●●	.40	1.00
Wild Growth	EL	C	●●	.40	1.00

RED

Disintegrate	SOR	C	●●●	.25	.50
Dragon Whelp	SC	U	●●●	2.00	3.00
Dwarven Demolition...	SC	U	●●	6.00	10.00
Dwarven Demolition...	SC	C	●●●	.25	.50
Dwarven Warriors	SC	C	●●●	.25	.40
Earthbind	EC	C	●●●	3.00	5.00
False Orders	INS	C	●●●	12.00	20.00
Fork	INT	R	●●●	1.00	2.00
Goblin Balloon Brigade	SC	U	●●	1.00	2.00
Goblin King	SC	R	●●	7.00	10.00
Granite Gargoyle	SC	R	●●●	5.00	8.00
Ironclaw Orcs	SC	C	●	2.00	3.00
Keldon Warlord	SC	U	●●	2.00	3.00
Mana Flare	EN	R	●●●	5.00	8.00
Manabars	EN	R	●●	4.00	6.00
Orcish Artillery	SC	U	●●	1.00	2.00
Orcish Drifflammer	EN	U	●●	1.00	2.00
Power Surge	EN	R	●●●	4.00	6.00
Raging River	EN	R	●●	20.00	40.00
Rock Hydra	SC	R	●●	7.00	10.00
Sedge Troll	SC	R	●●	5.00	7.00
Stone Giant	SC	U	●●	1.00	1.50
Tunnel	SOR	U	●●	1.00	2.00

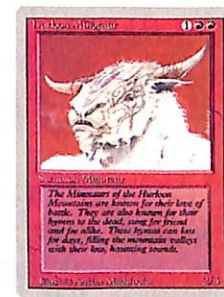
Name	Kind	Rarity	Rating	Low Price	High Price
Two-Headed Giant	SC	R	●●●	30.00	45.00
Wall of Fire	SC	U	●●●	1.00	1.50
Wheel of Fortune	SOR	R	●●●●	6.00	8.00

WANDERLUST

Balance	SOR	R	●●●●	5.00	8.00
Blaze of Glory	INS	R	●●	20.00	35.00
Blessing	EC	R	●●●	5.00	7.50
Castle	EN	U	●●	1.00	2.00
Consecrate Land	EL	U	●●	5.00	10.00
Conversion	EN	U	●●●	1.00	2.00
Disenchant	INS	C	●●●	.25	.50
Farmstead	EL	R	●	4.00	6.00
Holy Armor	EC	C	●●	.25	.50
Karma	EN	U	●●●●	1.00	2.00
Personal Incarnation	SC	R	●●	7.00	9.00
Resurrection	SOR	U	●●	1.00	1.50
Serra Angel	SC	U	●●●	7.00	12.00
Swords to Plowshares	INS	U	●●●	1.00	1.00
Veteran Bodyguard	SC	R	●●●	7.00	10.00
Wrath of God	INS	R	●●●	7.00	10.00

LANDS

Badlands	LAN	R	●●●	6.00	9.00
Bayou	LAN	R	●●●	6.00	9.00
Plateau	LAN	R	●●●	10.00	15.00
Savannah	LAN	R	●●●	6.00	9.00
Scrubland	LAN	R	●●●	6.00	9.00
Taiga	LAN	R	●●●	6.00	9.00
Tropical Island	LAN	R	●●●	6.00	9.00
Tundra	LAN	R	●●●	6.00	9.00
Underground Sea	LAN	R	●●●	6.00	9.00
Volcanic Island	LAN	R	●●●	6.00	9.00



REVISED EDITION

Full Set (302) \$485.00 \$725.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Aladdin's Lamp	ART	R	●●●	3.00	4.00
Aladdin's Ring	ART	R	●●	3.00	4.00
Ankh of Mishra	ART	R	●●	2.00	3.00
Armageddon Clock	ART	R	●●	2.00	3.00
Basalt Monolith	ART	U	●●	.50	1.00
Black Vise	ART	U	●●●	1.00	2.00
Bottle of Suleiman	ART	R	●●	2.00	3.00
Brass Man	AC	U	●●	.50	1.00
Celestial Prism	ART	U	●●●●	.50	1.00
Clockwork Beast	AC	R	●●	3.00	4.50
Conservator	ART	U	●●	.50	1.00
Crystal Rod	ART	U	●●	.50	1.00
Dancing Scimitar	AC	R	●●	2.00	3.00
Dingus Egg	ART	R	●●	2.00	3.00
Disrupting Scepter	ART	R	●●	2.00	3.00
Dragon Engine	AC	R	●●	2.00	3.00
Ebony Horse	ART	R	●	3.00	5.00
Flying Carpet	ART	R	●●	2.00	3.00
Glasses of Urza	ART	U	●●	.50	1.00
Helm of Chatzuk	ART	R	●●●	3.00	4.00
Hive, The	ART	R	●●	3.00	5.00
Howling Mine	ART	R	●●●	4.00	6.00
Iron Star	ART	U	●●	.50	1.00
Ivory Cup	ART	U	●●	.50	1.00
Ivory Tower	ART	R	●●●●	3.00	4.00
Jade Monolith	ART	R	●●	2.00	3.00
Jandar's Ring	ART	R	●●	2.00	3.00
Jandar's Saddlebags	ART	R	●●	2.00	3.00
Jayemdae Tome	ART	R	●●●	2.00	3.00
Juggernaut	AC	U	●●	1.00	2.00
Kormus Bell	ART	R	●●	3.00	5.00
Library of Leng	ART	U	●●	.75	1.25
Living Wall	AC	U	●●●	.50	1.00

Name	Kind	Rarity	Rating	Low Price	High Price
Mana Vault	ART	R	•	2.00	2.00
Meekstone	ART	R	••••	3.00	4.00
Millstone	ART	R	••	2.00	3.00
Mishra's War Machine	AC	R	•	3.00	5.00
Nevinyral's Disk	ART	R	••••	3.00	5.00
Obsidian Golem	AC	U	••	.50	1.00
Onulet	AC	R	••	2.00	3.00
Ornithopter	AC	U	••	.30	.60
Primal Clay	AC	R	••	2.00	3.00
Rack, The	ART	U	•••	1.00	2.00
Rocket Launcher	ART	R	••••	2.00	3.00
Rod of Ruin	ART	U	•••	.50	1.00
Sol Ring	ART	U	••••	1.00	2.00
Soul Net	ART	U	••	.50	1.00
Sunglasses of Urza	ART	R	•••	3.00	5.00
Throne of Bone	ART	U	•••	.50	1.00
Winter Orb	ART	R	•••	2.00	3.00
Wooden Sphere	ART	U	••	.50	1.00



BLACK					
Name	Kind	Rarity	Rating	Low Price	High Price
Animate Dead	EC	U	••••	.50	1.00
Bad Moon	EN	R	•••	4.00	5.00
Black Knight	SC	U	••••	.75	2.00
Bog Wraith	SC	U	••	.75	1.00
Contract from Below	SOR	R	••	2.00	3.00
Cursed Land	EL	U	•••	.50	1.00
Dark Ritual	INT	C	•••••	.25	.50
Darkpact	SOR	R	••••	2.00	2.50
Deathgrip	EN	U	•••	.50	1.00
Deathlace	INT	R	••	2.00	2.00
Demonic Attorney	SOR	R	••	2.00	3.00
Demonic Hordes	SC	R	••••	5.00	7.00
Demonic Tutor	SOR	U	•••••	1.00	2.00
Drain Life	SOR	C	•••	.10	.20
Drudge Skeletons	SC	C	••••	.10	.20
E-Hajaj	SC	R	•••	3.00	5.00
Erg Raiders	SC	C	••	.10	.20
Evil Presence	EL	U	•••	.50	1.00
Fear	EC	C	••••	.10	.20
Frozen Shade	SC	C	•••	.10	.20
Gloom	EN	U	••••	1.00	2.00
Howl from Beyond	INS	C	••••	.10	.20
Hypnotic Spectre	SC	U	••••	1.00	2.00
Lord of the Pit	SC	R	••••	5.00	8.00
Mind Twist	SOR	R	••••	4.00	5.00
Nether Shadow	SC	R	•••	2.00	3.00
Nettling Imp	SC	U	•••••	.50	1.00
Nightmare	SC	R	•••••	6.00	10.00
Paralyze	EC	C	•••	.10	.20
Pestilence	EN	C	•••••	.10	.20
Plague Rats	SC	C	••	.25	.50
Raise Dead	SOR	C	•••	.10	.20
Royal Assassin	SC	R	•••••	7.00	10.00
Sacrifice	INT	U	••	.50	1.00
Scathe Zombies	SC	C	••	.10	.20
Scavenging Ghoul	SC	U	•••	.50	1.00
Sengir Vampire	SC	U	••••	1.00	2.00
Simulacrum	INS	U	••••	.50	1.00
Sorceress Queen	SC	R	•••••	3.00	5.00
Terror	INS	C	••••	.10	.20
Unholy Strength	EC	C	•••	.10	.20
Wall of Bone	SC	U	••	.50	1.00
Warp Artifact	EA	R	•••	2.00	4.00
Weakness	EC	C	••••	.10	.20
Will-O'-The-Wisp	SC	R	•••••	4.00	6.00
Zombie Master	SC	R	••	4.00	6.00

BLUE					
Name	Kind	Rarity	Rating	Low Price	High Price
Air Elemental	SC	U	••••	.50	1.00
Animate Artifact	EA	U	•••	.50	1.00
Blue Elemental Blast	INT	C	•••	.10	.20
Braingeyser	SOR	R	••••	5.00	6.00
Clone	SC	U	••••	1.00	2.00
Control Magic	EC	U	•••••	1.00	2.00

Name	Kind	Rarity	Rating	Low Price	High Price
Copy Artifact	EN	R	••••	3.00	5.00
Counterspell	INT	U	•••••	1.00	2.00
Creature Bond	EC	C	•••	.10	.20
Drain Power	SOR	R	••••	4.00	5.00
Energy Flux	EN	U	•••	.50	1.00
Feedback	EE	U	••	.50	1.00
Flight	EC	C	••••	.10	.20
Hurkyl's Recall	INS	R	•••	3.00	4.00
Island Fish Jasconius	SC	R	••	3.00	5.00
Jump	INS	C	••	.10	.20
Lifetap	EN	U	••••	.50	1.00
Lord of Atlantis	SC	R	•••	4.00	8.00
Magical Hack	INT	R	•••••	4.00	6.00
Mahamoti Djinn	SC	R	•••••	5.00	7.00
Mana Short	INS	R	••••	3.00	4.00
Merfolk of the Trident	SC	C	••	.10	.20
Phantasmal Forces	SC	U	••	.50	1.00
Phantasmal Terrain	EL	C	••••	.10	.20
Phantom Monster	SC	U	••••	.50	1.00
Pirate Ship	SC	R	••••	3.00	4.00
Power Leak	EE	C	••	.10	.20
Power Sink	INT	C	••••	.10	.20
Prodigal Sorcerer	SC	C	••••	.10	.20
Psychic Venom	EL	C	••	.10	.20
Reconstruction	SOR	C	•••	.10	.20
Sea Serpent	SC	C	••	.10	.20
Serendib Efreet	SC	R	••	6.00	8.00
Siren's Call	INS	U	•••	.50	1.00
Sleight of Mind	INT	R	•••••	4.00	5.00
Spell Blast	INT	C	•••	.10	.20
Stasis	EN	R	•••	3.00	4.00
Steal Artifact	EA	U	•••	1.00	2.00
Thoughtlace	INT	R	•••	1.00	2.00
Unstable Mutation	EC	C	•••	.10	.20
Unsummon	INS	C	•••	.10	.20
Vesuvan Doppelganger	SC	R	•••••	7.00	9.00
Volcanic Eruption	SOR	R	•••	3.00	5.00
Wall of Air	SC	U	•••	.50	1.00
Wall of Water	SC	U	••	.50	1.00
Water Elemental	SC	U	••	.50	1.00



GREEN					
Name	Kind	Rarity	Rating	Low Price	High Price
Aspect of Wolf	EC	R	••••	4.00	5.00
Birds of Paradise	SC	R	•••••	5.00	7.00
Channel	SOR	U	•••	.50	1.00
Cockatrice	SC	R	•••••	5.00	6.00
Craw Worm	SC	C	••	.10	.20
Crumble	INS	U	••••	.10	.20
Desert Twister	SOR	U	••••	1.00	1.50
Elvish Archers	SC	R	••	3.00	5.00
Fastbond	EN	R	•	3.00	4.00
Fog	INS	C	•••	.10	.20
Force of Nature	SC	R	••••	6.00	8.00
Fungusaur	SC	R	•••	4.00	6.00
Gaea's Liege	SC	R	•••••	4.00	6.00
Giant Growth	INS	C	••••	.10	.20
Giant Spider	SC	C	•••	.10	.20
Grizzly Bears	SC	C	••	.10	.20
Hurricane	SOR	U	••••	.50	1.00
Instill Energy	EC	U	••••	1.00	2.00
Ironroot Treefolk	SC	C	•••	.10	.20
Kudzu	EL	R	••	2.00	3.00
Ley Druid	SC	U	••	.50	1.00
Lifeforce	EN	U	••••	.50	1.00
Lifelace	INT	R	••	2.00	3.00
Living Artifact	EA	R	•••	2.00	3.00
Living Lands	EN	R	••	2.00	4.00
Lonowar Elves	SC	C	••••	.10	.20
Lure	EC	U	•••••	.50	1.00
Regeneration	EC	C	••••	.10	.20
Regrowth	SOR	U	•••••	.50	1.00
Scrib Sprites	SC	C	•••	.10	.20
Shanodin Dryads	SC	C	••••	.10	.20
Stream of Life	SOR	C	••••	.10	.20

Name	Kind	Rarity	Rating	Low Price	High Price
Thicket Basilisk	SC	U	••••	1.00	2.00
Timber Wolves	SC	R	•••	2.00	3.00
Titania's Song	EN	R	•••	3.00	4.00
Tranquility	SOR	C	••••	.10	.20
Tsunami	SOR	U	••	.50	1.00
Verduran Enchantress	SC	R	••	3.00	5.00
Wall of Brambles	SC	U	•••	.50	1.00
Wall of Ice	SC	U	•••	.50	1.00
Wall of Wood	SC	C	••	.10	.20
Wanderlust	EC	U	•••	.50	.50
War Mammoth	SC	C	••••	.10	.10
Web	EC	R	••••	2.00	3.00
Wild Growth	EL	C	••	.10	.10

RED					
Name	Kind	Rarity	Rating	Low Price	High Price
Atog	SC	C	••	.10	.20
Burrowing	EC	C	•••	.50	1.00
Chaoslace	INT	R	••••	2.00	2.00
Disintegrate	SOR	C	••••	.20	.30
Dragon Whelp	SC	U	••••	1.00	2.00
Dwarven Warriors	SC	C	•••••	.10	.20
Dwarven Weaponsmiths	SC	U	•••	.50	1.00
Earth Elemental	SC	U	•••	.50	2.00
Earthbind	EFC	C	••	.10	.15
Earthquake	SOR	R	•••	4.00	5.00
Fire Elemental	SC	U	•••	2.00	3.00
Fireball	SOR	C	••••	.20	.30
Firebreathing	EC	C	••••	.10	.20
Flashfires	SOR	U	••••	.75	1.00
Fork	INT	R	•••••	5.00	8.00
Goblin Balloon Brigade	SC	U	••••	.50	1.00
Goblin King	SC	R	•••	5.00	6.50
Granite Gargoyle	SC	R	••••	3.00	5.00
Gray Ogre	SC	C	••	.10	.10
Hill Giant	SC	C	••	.10	.10
Hurlion Minotaur	SC	C	••	.10	.10
Keldon Warlord	SC	U	•••	1.00	2.00
Kird Ape	SC	C	•••	.10	.10
Lightning Bolt	INS	C	•••••	.20	.30
Magnetic Mountain	EN	R	••••	3.00	4.00
Mana Flare	EN	R	••••	4.00	5.00
Manabombs	EN	R	••	2.00	2.50
Mijae Djinn	SC	R	•••	3.00	4.00
Mons' Goblin Raiders	SC	C	•	.10	.15
Orcish Artillery	SC	U	••••	.50	1.20
Orcish Oriflame	EN	U	•••	1.00	2.00
Power Surge	EN	R	••••	2.00	3.00
Red Elemental Blast	INT	C	••••	.10	.20
Roc of Kher Ridges	SC	R	•••	3.00	4.00
Rock Hydra	SC	R	•••	6.00	8.00
Sedge Troll	SC	R	•••	3.00	5.00
Shatter	INS	C	•••	.10	.10
Shatterstorm	SOR	U	•••	1.00	2.00
Shivan Dragon	SC	R	••••	9.00	15.00
Smoke	EN	R	••	2.00	3.00
Stone Giant	SC	U	•••	.50	1.00
Stone Rain	SOR	C	••	.10	.20
Tunnel	SOR	U	••	.50	1.00
Uthden Troll	SC	U	••••	1.00	1.50
Wall of Fire	SC	U	•••	.50	1.00
Wall of Stone	SC	U	•••	.50	1.00
Wheel of Fortune	SOR	R	•••••	4.00	5.00

WHITE					
Name	Kind	Rarity	Rating	Low Price	High Price
Animate Wall	EC	R	••	2.00	3.00
Armageddon	SOR	R	••••	5.00	6.00
Balance	SOR	R	••••	3.00	4.00
Benalish Hero	SC	C	•••	.10	.20
Black Ward	EC	U	••••	.50	1.00
Blessing	EC	R	••••	3.00	4.00
Blue Ward	EC	U	•••	.50	1.25
Castle	EN	U	•••	.75	1.50
Circle of Protection: Black	EN	C	•••	.10	.20
Circle of Protection: Blue	EN	C	•••	.10	.20
Circle of Protection: Green	EN	C	•••	.10	.20
Circle of Protection: Red	EN	C	•••	.10	.20
Circle of Protection: White	EN	C	•••	.10	.20
Conversion	EN	U	••••	1.00	1.50
Crusade	EN	R	••••	4.00	5.00
Death Ward	INS	C	••••	.10	.10
Disenchant	INS	C	••••	.10	.20
Eye for an Eye	INS	R	••••	3.00	4.00
Farmstead	EL	R	•	2.00	3.00
Green Ward	EC	U	•••	.50	1.00
Guardian Angel	INS	C	•••	.10	.10
Healing Salve	INS	C	•••	.10	.10
Holy Armor	EC	C	•••	.10	.10
Holy Strength	EC	C	•••	.10	.10
Island Sanctuary	EN	R	••	3.00	4.00
Karma	EN	U	••••	1.00	2.00

Name	Kind	Rarity	Rating	Low Price	High Price
Lance	EC	U	••	.50	1.00
Mesa Pegasus	SC	C	••••	.10	.20
Northern Paladin	SC	R	••••	6.00	8.00
Pearled Unicorn	SC	C	••	.10	.20
Personal Incarnation	SC	R	••	5.00	6.00
Purelace	INT	R	•••	2.00	2.40
Red Ward	EC	U	••••	.50	1.00
Resurrection	SOR	U	••••	.50	1.00
Reverse Damage	INS	R	••••	4.00	5.00
Reverse Polarity	INS	U	•••	.50	1.00
Righteousness	INS	R	••••	4.00	6.00
Samite Healer	SC	C	•••	.10	.20
Savannah Lions	SC	R	•••	2.00	3.00
Serra Angel	SC	U	••••	3.00	5.00
Swords to Plowshares	INS	U	••••	.50	1.00
Veteran Bodyguard	SC	R	••••	5.00	6.00
Wall of Swords	SC	U	••••	.75	2.00
White Knight	SC	U	•••	1.00	2.00
White Ward	EC	U	•••	.50	1.00
Wrath of God	INS	R	••••	5.00	6.00

LANDS

Name	Kind	Rarity	Rating	Low Price	High Price
Badlands	LAN	R	••••	5.00	7.00
Bayou	LAN	R	••••	5.00	7.00
Forest	LAN	C	—	.05	.05
Island	LAN	C	—	.05	.05
Mountain	LAN	C	—	.05	.05
Plains	LAN	C	—	.05	.05
Plateau	LAN	R	••••	5.00	7.00
Savannah	LAN	R	••••	5.00	7.00
Scrubland	LAN	R	••••	5.00	7.00
Swamp	LAN	C	—	.05	.05
Taiga	LAN	R	••••	5.00	7.00
Tropical Island	LAN	R	••••	5.00	7.00
Tundra	LAN	R	••••	5.00	7.00
Underground Sea	LAN	R	••••	5.00	7.00
Volcanic Island	LAN	R	••••	5.00	7.00



ARABIAN NIGHTS

Full Set (77) \$560.00 \$925.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Aladdin's Lamp	ART	U	••••	6.00	8.00
Aladdin's Ring	ART	U	•••	6.00	8.00
Bottle of Suleiman	ART	R	•••	6.00	8.00
Brass Man	AC	U	••	3.00	5.00
City in a Bottle	ART	R	•	12.00	20.00
Dancing Scimitar	AC	R	•••	5.00	7.00
Ebony Horse	ART	R	•	6.00	8.00
Flying Carpet	ART	R	••••	6.00	8.00
Jandar's Ring	ART	R	•••	6.00	10.00
Jandar's Saddlebags	ART	R	•••	6.00	10.00
Jeweled Bird	ART	R	•	6.00	10.00
Pyramids	ART	R	••	15.00	25.00
Ring of Ma'raf	ART	R	••••	15.00	25.00
Sandals of Abdallah	ART	R	••	10.00	15.00

BLACK

Coumbaji Witches	SC	C	•••	1.00	2.00
EH-Hajjaj	SC	R	•••	6.00	10.00
Erg Raiders	SC	C	••	.40	.50
Guardian Beast	SC	R	••	30.00	50.00
Hasran Ogress	SC	C	•	.75	1.50
Junun Efreet	SC	R	•••	8.00	15.00
Juzam Djinn	SC	R	•••	8.00	15.00
Khabal Ghoul	SC	R	•••	12.00	25.00
Oubliette	EN	C	••••	2.00	4.00
Sorceress Queen	SC	R	••••	8.00	15.00
Stone-Throwing Devils	SC	C	•••	2.00	3.50

BLUE

Dandan	SC	C	•	1.00	2.00
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Name	Kind	Rarity	Rating	Low Price	High Price
Fishliver Oil	EC	C	•••	1.00	2.00
Flying Man	SC	C	•••	2.00	3.00
Giant Tortoise	SC	C	••	1.00	2.00
Island Fish Jasconius	SC	R	••	6.00	8.00
Merchant Ship	SC	R	••	8.00	12.00
Old Man of the Sea	SC	R	••••	12.00	20.00
Serendib Djinn	SC	R	••	10.00	15.00
Serendib Efreet	SC	R	••	10.00	20.00
Sinbad	SC	R	•	10.00	15.00
Unstable Mutation	EC	C	•••	.50	1.00

GREEN

Cyclone	EN	R	••	4.00	6.00
Desert Twister	SOR	U	••••	6.00	8.00
Drop of Honey	EN	R	•••	20.00	30.00
Erhanm Djinn	SC	R	•	9.00	15.00
Ghazban Ogre	SC	C	•	1.00	2.00
Ith-biff Efreet	SC	R	•••	9.00	15.00
Metamorphosis	SOR	C	••	2.00	3.00
Naf's Asp	SC	C	••	2.00	3.00
Sandstorm	INS	C	•	2.00	3.00
Singing Tree	SC	R	••••	20.00	30.00
Wyluli Wolf	SC	C	••••	4.00	6.00

RED

Aladdin	SC	R	••••	20.00	30.00
Ali Baba	SC	R	••••	10.00	15.00
Ali from Cairo	SC	R	••••	30.00	45.00
Bird Maiden	SC	C	••	.75	1.00
Desert Nomads	SC	C	••	2.00	3.00
Hurr Jackal	SC	C	•••	3.00	4.00
Kird Ape	SC	C	•••	1.00	2.00
Magnetic Mountain	SC	R	•••	5.00	7.00
Mine Djinn	SC	R	•••	6.00	10.00
Rukh Egg	SC	C	••••	4.00	6.00
Ydwen Efreet	SC	R	•	8.00	15.00

WHITE

Abu Jafar	SC	R	••••	12.00	20.00
Army of Allah	INS	C	••••	1.00	2.00
Camel	SC	C	••	1.00	2.00
Eye for an Eye	INS	R	••••	6.00	10.00
Jihad	EN	R	•••	20.00	30.00
King Suleiman	SC	R	•	8.00	15.00
Moorish Cavalry	SC	C	•••	2.00	3.00
Piety	INS	C	••	1.00	2.00
Repentant Blacksmith	SC	R	•••	8.00	12.00
Shahrazad	SOR	R	•	7.00	10.00
War Elephant	SC	C	••••	2.00	3.00

LANDS

Bazaar of Baghdad	LAN	R	•	6.00	10.00
City of Brass	LAN	R	••••	10.00	20.00
Desert	LAN	C	•••	2.00	3.00
Diamond Valley	LAN	R	••••	15.00	25.00
Elephant Graveyard	LAN	R	•••	15.00	25.00
Island of Wak-Wak	LAN	R	••••	15.00	25.00
Library of Alexandria	LAN	R	••••	10.00	20.00
Oasis	LAN	R	•••	6.00	10.00



ANTIQUITIES

Full Set (85) \$395.00 \$485.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Amulet of Kroag	ART	C	••	.50	1.00
Armageddon Clock	ART	U	••	5.00	6.00
Ashnod's Altar	ART	U	••	5.00	6.00
Ashnod's Battle Gear	ART	U	••	3.00	4.00
Ashnod's Transmogrator	ART	U	•••	4.00	5.00
Battering Ram	AC	C	••	.50	.75
Bronze Tablet	ART	R	•	12.00	15.00
Candelabra of Tawnos	ART	R	••••	10.00	15.00

Name	Kind	Rarity	Rating	Low Price	High Price
Clay Statue	AC	C	••	.75	1.00
Clockwork Avian	AC	R	•••	10.00	15.00
Colossus of Sardia	AC	R	••••	15.00	20.00
Coral Helm	ART	R	••	8.00	10.00
Cursed Rack	ART	U	•	4.00	5.00
Dragon Engine	AC	C	••	.50	1.00
Feldon's Cone	ART	U	••••	6.00	8.00
Golgothian Sylex	ART	R	•	10.00	15.00
Grapeshot Catapult	AC	C	•••	.50	1.00
Ivory Tower	ART	U	••••	4.00	6.00
Jalum Tome	ART	R	••	4.00	6.00
Mightstone	ART	U	•	4.00	5.00
Millstone	ART	U	•••	4.00	5.00
Mishra's War Machine	AC	R	•	8.00	10.00
Obelisk of Undoing	ART	R	••	8.00	12.00
Onulet	AC	U	••	2.00	3.00
Ornithopter	AC	C	••	.50	.75
Primal Clay	AC	U	••	4.00	5.00
Rack, The	ART	U	•••	3.00	4.00
Rakalite	ART	U	••	2.00	3.00
Rocket Launcher	ART	U	•••	2.00	3.00
Shapeshifter	AC	R	••••	10.00	14.00
Staff of Zegon	ART	C	•	.50	.50
Su-Chi	AC	U	•	4.00	5.00
Tablet of Epityr	ART	C	•	.50	.50
Tawnos's Coffin	ART	R	••••	10.00	15.00
Tawnos's Wand	ART	U	•••	4.00	6.00
Tawnos's Weaponry	ART	U	•••	4.00	6.00
Tetraus	AC	R	•••	10.00	14.00
Triskelion	AC	R	••••	8.00	12.00
Urza's Avenger	AC	R	••••	10.00	16.00
Urza's Choice	ART	C	••	.75	.75
Urza's Miter	ART	R	••	8.00	12.00
Wall of Spears	AC	U	•	4.00	5.00
Weakstone	ART	U	•••	3.00	4.00
Yotian Soldier	AC	C	•••	.75	.75

BLACK

Artifact Possession	EA	C	••	.75	1.00
Gate to Phyrexia	EN	U	•••	3.00	4.00
Haunting Wind	EN	U	••	3.00	4.00
Phyrexian Gremlins	SC	C	••••	.75	1.00
Priest ofYawgmoth	SC	C	•	.75	1.00
Xenic Poltergeist	SC	U	•••	3.00	4.00
Yawgmoth Demon	SC	R	••	12.00	15.00

BLUE

Drafna's Restoration	SOR	C	••	.75	1.00
Energy Flux	EN	U	•••	43.00	4.00
Hurkyl's Recall	INS	R	•••	8.00	10.00
Power Artifact	EA	U	•••	3.00	4.00
Reconstruction	SOR	C	•••	.75	1.00
Sage of Lat-Nam	SC	C	•	.75	1.00
Transmute Artifact	SOR	U	•••	3.00	4.00

GREEN

Argothian Pixies	SC	C	••	.75	1.00
Argothian Treefolk	SC	C	•••	.75	1.00
Citanul Druid	SC	U	•••	3.00	4.00
Crumble	INS	C	••••	.75	1.00
Gaea's Avenger	SC	R	•••	12.00	18.00
Powerleech	EN	U	•••	3.00	4.00
Titania's Song	EN	U	•••	2.00	3.00

RED

Artifact Blast	INT	C	•	.75	1.00
Atog	SC	C	••	.75	1.00
Detonate	SOR	U	••	4.00	6.00
Dwarven Weaponsmiths	SC	U	•••	2.00	3.00
Goblin Artisans	SC	U	•••	2.00	3.00
Orcish Mechanics	SC	C	•••	.75	1.00
Shatterstorm	SOR	R	•••	8.00	10.00

WHITE

Argivian Archaeologist	SC	R	••••	12.00	18.00
Argivian Blacksmith	SC	C	••	.75	1.00
Artifact Ward	EC	C	••	.75	1.00
Circle...Protection: Artifact	EN	U	••••	7.00	9.00
Dampening Field	EN	U	•	2.00	3.00
Martyrs of Korlis	SC	U	•••	4.00	5.00
Reverse Polarity	INS	C	•••	.75	1.00

LANDS

Mishra's Factory	Land	U	••••	6.00	8.00
Mishra's Workshop	Land	R	•••	9.00	10.00
Strip Mine	Land	U	••••	6.00	7.00
Urza's Mine	Land	C	•••	2.00	3.00
Urza's Power Plant	Land	C	••	2.00	3.00
Urza's Tower	Land	C	••	2.00	3.00



LEGENDS

Full Set (310)

\$2,100.00 \$3,100.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Alabara's Carpet	ART	R	●●●●	12.00	20.00
Alchor's Tomb	ART	R	●●●●	12.00	20.00
Arena of the Ancients	ART	R	●	10.00	15.00
Black Mana Battery	ART	U	●●	6.00	10.00
Blue Mana Battery	ART	U	●●	6.00	10.00
Bronze Horse	AC	R	●●	10.00	16.00
Forethought Amulet	ART	R	●●●●	12.00	18.00
Gauntlets of Chaos	ART	R	●●●●	12.00	18.00
Green Mana Battery	ART	U	●●	6.00	10.00
Horn of Deafening	ART	R	●●●●	12.00	18.00
Knowledge Vault	ART	R	●●●●	10.00	16.00
Kry Shield	ART	U	●●	2.00	3.00
Life Chisel	ART	U	●●	2.00	2.00
Life Matrix	ART	R	●●●●	12.00	20.00
Mana Matrix	ART	R	●●	12.00	20.00
Marble Priest	AC	U	●	2.00	3.00
Mirror Universe	ART	R	●●●●	30.00	45.00
North Star	ART	R	●●	10.00	20.00
Nova Pentacle	ART	R	●●	10.00	18.00
Planar Gate	ART	R	●●	12.00	20.00
Red Mana Battery	ART	U	●●	6.00	10.00
Relic Barrier	ART	U	●●	1.00	2.00
Ring of Immortals	ART	R	●●	12.00	20.00
Sentinel	AC	R	●●●●	10.00	16.00
Serpent Generator	ART	R	●●●●	18.00	25.00
Sword of the Ages	ART	R	●●●●	12.00	20.00
Triassic Egg	ART	R	●●	9.00	15.00
Voodoo Doll	ART	R	●●	9.00	15.00
White Mana Battery	ART	U	●●	6.00	10.00

BLACK

Abomination	SC	U	●●●	3.00	4.00
Abyss, The	EW	R	●●	15.00	25.00
All Hallow's Eve	EN	R	●●●●	15.00	25.00
Blight	EL	U	●●	2.00	3.00
Canion Ants	SC	R	●●●●	15.00	25.00
Chains of Mephistopheles	EN	R	●	12.00	18.00
Cosmic Horror	SC	R	●●	15.00	15.00
Cyclopean Mummy	SC	C	●	.50	.50
Darkness	INS	C	●●●	1.00	1.00
Demonic Torment	EC	U	●●	3.00	4.00
Evil Eye of Orms-By-Gore	SC	U	●●	3.00	4.00
Fallen Angel	SC	U	●●●●	3.00	4.00
Ghosts of the Damned	SC	C	●	.50	.75
Giant Slug	SC	C	●●	.50	1.00
Glyph of Doom	INS	C	●	.50	1.00
Greed	EN	R	●●	8.00	12.00
Headless Horseman	SC	C	●●	.75	1.00
Hell Swarm	INS	C	●●	.75	1.00
Hellfire	SOR	R	●●	15.00	20.00
Hell's Caretaker	SC	R	●●●●	18.00	25.00
Horror of Horrors	EN	U	●●	3.00	4.00
Imprison	EC	R	●●●●	12.00	20.00
Infernal Medusa	SC	U	●●	3.00	4.00
Jovial Evil	SOR	R	●●	12.00	20.00
Lesser Werewolf	SC	U	●●	3.00	4.00
Lost Soul	SC	C	●●	.50	.75
Mold Demon	SC	R	●	12.00	18.00
Nether Void	EW	R	●●	12.00	20.00
Pit Scorpion	SC	C	●●	.50	.75
Quagmire	EN	U	●●	3.00	4.00
Shimian Night Stalker	SC	U	●●	3.00	4.00
Spirit Shackles	EC	C	●●	.75	.75
Syphon Soul	SOR	C	●●	.50	.50
Takklemaggot	EC	U	●●	3.00	4.00
Touch of Darkness	INS	U	●●	3.00	4.00
Transmutation	INS	C	●●	.75	.75
Underworld Dreams	EN	U	●●●●	6.00	8.00
Vampire Bats	SC	C	●●	.50	.50

Name	Kind	Rarity	Rating	Low Price	High Price
Walking Dead	SC	C	●●●●	.75	.75
Wall of Putrid Flesh	SC	U	●●	3.00	4.00
Wall of Shadows	SC	C	●●	.50	.50
Wall of Tombstones	SC	U	●	6.00	10.00
Wretched, The	SC	R	●●●	25.00	35.00

BLUE

Acid Rain	SOR	R	●●	12.00	20.00
Anti-Magic Aura	EC	C	●●●●	.75	1.00
Azure Drake	SC	U	●●●	3.00	4.00
Backfire	EC	U	●●	3.00	4.00
Boomerang	INS	C	●●●●	.50	.75
Brine Hog	SC	U	●	3.00	4.00
Devouring Deep	SC	C	●●	.50	.75
Dream Coat	EC	U	●●●	3.00	4.00
Elder Spawn	SC	R	●●	10.00	13.00
Enchantment Alteration	INS	C	●●●●	.75	.75
Energy Tap	SOR	C	●●	.50	.50
Field of Dreams	EW	R	●●●	10.00	15.00
Flash Counter	INT	C	●●●	.50	.75
Flash Flood	INS	C	●	.50	.75
Force Spike	INT	C	●●	.50	.75
Gaseous Form	EC	C	●●	.50	.75
Glyph of Delusion	INS	C	●	.50	.75
In the Eye of Chaos	EW	R	●●	9.00	15.00
Invoke Prejudice	EN	R	●●	9.00	15.00
Juxtapose	SOR	R	●●	15.00	25.00
Land Equilibrium	EN	R	●●	15.00	20.00
Mana Drain	INT	U	●●●●	6.00	8.00
Part Water	SOR	U	●●	4.00	5.00
Psionic Entity	SC	R	●●	9.00	15.00
Psychic Purge	SOR	C	●●	.75	.75
Puppet Master	EC	U	●●	4.00	5.00
Recall	SOR	R	●●●●	15.00	25.00
Relic Bind	EA	U	●●	3.00	4.00
Remove Soul	INT	C	●●	.50	.75
Reset	INT	U	●●	3.00	4.00
Reverberation	INS	R	●●●	12.00	20.00
Sea King's Blessing	INS	U	●●	3.00	4.00
Segovian Leviathan	SC	U	●●	3.00	4.00
Silhouette	INS	U	●●	3.00	4.00
Spectral Cloak	EC	U	●●	4.00	6.00
Telekinesis	INS	R	●●	9.00	15.00
Teleport	INS	R	●●	12.00	18.00
Time Elemental	SC	R	●●	15.00	20.00
Undertow	EN	U	●●	3.00	4.00
Venerian Gold	EC	C	●●	.75	.75
Wall of Vapor	SC	C	●●	.50	.50
Wall of Wonder	SC	U	●●	3.00	4.00
Zephyr Falcon	SC	C	●●	.50	.50

GOLD

Adun Oakenshield	SC	R	●●●●	12.00	20.00
Angus Mackenzie	SC	R	●●●	8.00	15.00
Arcades Sabboth	SC	R	●●●	20.00	30.00
Axelrod Gunnarson	SC	R	●●●	12.00	20.00
Ayeshia Tanaka	SC	R	●●●	10.00	18.00
Barktooth Warbeard	SC	U	●●	4.00	6.00
Bartel Runeaxe	SC	R	●●●	12.00	20.00
Boris Devilboon	SC	R	●●	12.00	20.00
Chromium	SC	R	●●●	20.00	35.00
Dakkon Blackblade	SC	R	●●●●	20.00	25.00
Gabriel Angelfire	SC	R	●●	15.00	20.00
Gosta Dirk	SC	R	●●	12.00	18.00
Gwendlyn Di Corci	SC	R	●●●●	12.00	18.00
Halfdane	SC	R	●●●	12.00	18.00
Hazezon Tamar	SC	R	●●●	15.00	20.00
Hunding Gjormesen	SC	U	●●	5.00	6.00
Jacques le Vert	SC	R	●●●	15.00	20.00
Jasmine Boreal	SC	U	●●	4.00	6.00
Jedit Qjanen	SC	U	●●	4.00	6.00
Jernard of Closed Fist	SC	U	●●	4.00	6.00
Johan	SC	R	●●●	12.00	18.00
Kasimir the Lone Wolf	SC	U	●●	4.00	6.00
Kei Takahashi	SC	R	●●	15.00	20.00
Lady Caleria	SC	R	●●●	12.00	18.00
Lady Evangela	SC	R	●●	12.00	18.00
Lady of the Mountain, The	SC	U	●●	4.00	6.30
Lady Orca	SC	U	●●	4.00	6.00
Livonya Silane	SC	R	●●	12.00	18.00
Lord Magnus	SC	U	●●	4.00	6.00
Marbault Elsdragon	SC	R	●●	4.00	6.00
Nebuchadnezzar	SC	R	●●●●	15.00	20.00
Nicol Balos	SC	R	●●	25.00	35.00
Palladia-Mors	SC	R	●●	25.00	30.00
Pavel Maliki	SC	U	●●	4.00	6.00
Princess Lucrezia	SC	U	●	3.00	4.00
Ragnar	SC	R	●●	15.00	20.00
Ramirez DePietro	SC	U	●●	3.00	4.00
Ramses Overdark	SC	R	●●	18.00	25.00

Name	Kind	Rarity	Rating	Low Price	High Price
Rasputin Dreamweaver	SC	R	●●	12.00	18.00
Riven Turnbull	SC	U	●●	4.00	5.00
Rohgahh of Kher Keep	SC	R	●●●	15.00	20.00
Rubinia Soulsinger	SC	R	●●●●	20.00	25.00
Sir Shandler of Eberyn	SC	U	●●	4.00	6.00
Siviri Scarzam	SC	U	●●	4.00	6.00
Sol'kanar Swamp King	SC	R	●●●●	20.00	25.00
Stang	SC	R	●●●	15.00	20.00
Sunastion Falconer	SC	U	●●	4.00	6.00
Tetsuo Urnezawa	SC	R	●●●●	15.00	20.00
Tobias Andrian	SC	U	●●	3.00	5.00
Tor Wauki	SC	U	●●	5.00	6.00
Torsten Von Ursus	SC	U	●●	3.00	4.00
Tuknir Deathlock	SC	R	●●●	15.00	20.00
Ur-Drago	SC	R	●●	12.00	18.00
Vaevictis Asmadi	SC	R	●●	25.00	35.00
Xira Arien	SC	R	●●	12.00	18.00



GREEN

Aisling Leprechoun	SC	C	●●	.75	.75
Arbonia	EW	U	●●	3.00	4.00
Avoid Fate	INT	C	●	.75	.75
Barbary Apes	SC	C	●●	.75	.75
Cat Warriors	SC	C	●●●●	.50	.75
Cocoon	EC	U	●●	3.00	4.00
Concordant Crossroads	EW	R	●●	12.00	18.00
Crow Giant	SC	U	●●●	6.00	8.00
Deadfall	EN	U	●●	3.00	4.00
Durkwood Boars	SC	C	●●	.50	.75
Elven Riders	SC	R	●●	15.00	20.00
Emerald Dragonfly	SC	C	●	.50	.75
Eureka	SOR	R	●●●	18.00	25.00
Fire Sprites	SC	C	●●	.50	.75
Floral Spuzzem	SC	U	●●	3.00	4.00
Giant Turtle	SC	C	●	.50	.75
Glyph of Reincarnation	INS	C	●●	.75	.75
Hornet Cobra	SC	C	●●	.50	.75
Ichneumon Druid	SC	U	●	4.00	5.00
Killer Bees	SC	R	●●●●	20.00	25.00
Living Plane	EW	R	●●	12.00	20.00
Master of the Hunt	SC	R	●●●●	18.00	25.00
Moss Monster	SC	C	●●	.50	.75
Pixie Queen	SC	R	●●	12.00	20.00
Pradesh Gypsies	SC	U	●●	3.00	4.00
Rabid Wombat	SC				

Name	Kind	Rarity	Rating	Low Price	High Price
Crimson Mantle	SC	R	●●●●	12.00	20.00
Crookshank Kobolds	SC	C	●	.50	.75
Disharmony	INS	R	●●●●	12.00	20.00
Dwarven Song	INS	U	●●	3.00	4.00
Eternal Warrior	EC	U	●●●●	3.00	4.00
Falling Star	SOR	R	●●●	10.00	18.00
Feint	INS	C	●●	.75	.75
Firestorm Phoenix	SC	R	●●●●	18.00	25.00
Frost Giant	SC	U	●●●	3.00	4.00
Giant Strength	EC	C	●●●●	.50	.75
Glyph of Destruction	INS	C	●●	.50	.75
Gravity Sphere	EW	R	●●●●	18.00	25.00
Hypenion Blacksmith	SC	U	●●●	3.00	4.00
Immolation	EC	C	●●●●	.75	.75
Kobold Drill Sergeant	SC	U	●●	4.00	5.00
Kobold Overlord	SC	R	●●	16.00	20.00
Kobold Taskmaster	SC	U	●●	4.00	5.00
Kobolds of Kher Keep	SC	C	●	.50	.75
Land's Edge	EW	R	●●	10.00	18.00
Mountain Yeti	SC	U	●●●●	3.00	4.00
Primordial Ooze	SC	U	●●	3.00	4.00
Pyrotechnics	SOR	C	●●●●	.50	.75
Quarum Trench Gnomes	SC	R	●●●●	10.00	18.00
Raging Bull	SC	C	●●	.75	.75
Rathi Berserker	SC	U	●●	4.00	5.00
Spinal Villain	SC	R	●●●	15.00	25.00
Storm World	EW	R	●●	10.00	18.00
Tempest Eftreet	SC	R	●	16.00	20.00
Wall of Dust	SC	U	●●	3.00	4.00
Wall of Earth	SC	C	●●●●	.50	.75
Wall of Heat	SC	C	●●●	.75	.75
Wall of Opposition	SC	R	●●●	10.00	18.00
Winds of Change	EW	U	●●●	5.00	8.00



Name	Kind	Rarity	Rating	Low Price	High Price
Akron Legionnaire	SC	R	●	10.00	18.00
Alabaster Potion	INS	C	●●●●	.50	.75
Amrou Kithkin	SC	C	●●	.50	.75
Angelic Voices	EN	R	●●●	12.00	20.00
Cleanse	SOR	R	●●●	20.00	30.00
Clergy of the Holy Nimbus	SC	C	●●	.50	.75
D'Avenant Archer	SC	C	●●●	.50	.75
Divine Intervention	EN	R	●●●	10.00	18.00
Divine Offering	INS	C	●●●●	.50	.75
Divine Transformation	EC	R	●●●	12.00	20.00
Elder Land Wurm	SC	R	●●●	18.00	25.00
Enchanted Being	SC	C	●	.75	.75
Equinox	EL	C	●●	.75	.75
Fortified Area	EN	U	●●	3.00	4.00
Glyph of Life	INS	C	●	.50	.75
Great Defender	INS	U	●●	3.00	4.00
Great Wall	EN	U	●	3.00	4.00
Greater Realm...	EN	U	●●●●	3.00	4.00
Heaven's Gate	INS	U	●●●	3.00	4.00
Holy Day	INS	C	●●	.75	1.00
Indestructible Aura	INS	C	●●	.50	.75
Infinite Authority	EC	R	●●	12.00	18.00
Ivory Guardians	SC	U	●●	3.00	4.00
Keepers of the Faith	SC	C	●●	.50	.75
Kismet	EN	U	●●●●	5.00	6.00
Land Tax	EN	U	●●●●	4.00	6.00
Lifeflood	EN	R	●●●●	12.00	20.00
Moat	EN	R	●●●●	18.00	25.00
Osai Vultures	SC	C	●	.75	1.00
Petra Sphinx	SC	R	●●	12.00	20.00
Presence of the Master	EN	U	●●	5.00	7.00
Rapid Fire	INS	R	●	10.00	18.00
Remove Enchantments	INS	C	●●	.75	1.00
Righteous Avengers	SC	U	●●●	3.00	5.00
Seeker	EC	U	●●●	3.00	5.00
Shield Wall	INS	U	●●	3.00	4.00
Spirit Link	EC	U	●●●●	6.00	8.00
Spiritual Sanctuary	EN	R	●●●●	10.00	18.00
Thunder Spirit	SC	R	●●●●	12.00	20.00
Tundra Wolves	SC	C	●●	.50	.75

Name	Kind	Rarity	Rating	Low Price	High Price
Visions	SOR	U	●●	3.00	4.00
Wall of Caltrops	SC	C	●●	.75	1.00
Wall of Light	SC	U	●●●	3.00	4.00

LANDS

Adventurer's Guildhouse	LAN	U	●	3.00	4.00
Cathedral of Serra	LAN	U	●	3.00	4.00
Hammerheim	LAN	U	●●●●	3.00	4.00
Karakas	LAN	U	●●●●	3.00	4.00
Mountain Stronghold	LAN	U	●●	3.00	4.00
Pendelhaven	LAN	U	●●●	4.00	5.00
Seafarer's Quay	LAN	U	●	3.00	4.00
Tabernacle Pendrell Vale	LAN	R	●●●	12.00	18.00
Tolaria	LAN	U	●●●	3.00	4.00
Unholy Citadel	LAN	U	●●	3.00	4.00
Urborg	LAN	U	●●●	3.00	4.00



THE DARK

Full Set (119)

\$310.00 \$450.00

Name	Kind	Rarity	Rating	Low Price	High Price
ARTIFACTS					
Barl's Cage	ART	R	●●●●	4.00	6.00
Bone Flute	ART	U	●	3.00	4.00
Book of Rass	ART	U	●●	3.00	4.00
Coal Golem	AC	U	●●	3.00	4.00
Dark Sphere	ART	U	●●●●	3.00	4.00
Diabolic Machine	AC	U	●●	3.00	4.00
Fellwar Stone	ART	U	●●●	4.00	5.00
Fountain of Youth	ART	U	●●●●	4.00	5.00
Living Armor	ART	U	●●	4.00	5.00
Necropolis	AC	U	●●	3.00	4.00
Reflecting Mirror	ART	U	●●	4.00	5.00
Runesword	ART	U	●●	4.00	5.00
Scarecrow	AC	U	●●●	4.00	5.00
Skull of Orm	ART	U	●●●	3.00	4.00
Standing Stones	ART	U	●●	3.00	5.00
Stone Calendar	ART	R	●●	5.00	7.00
Tormod's Crypt	ART	U	●●●	3.00	4.00
Tower of Coireall	ART	U	●●	3.00	4.00
Wand of Ith	ART	U	●●●●	3.00	4.00
War Barge	ART	U	●●●●	3.00	5.00

Name	Kind	Rarity	Rating	Low Price	High Price
BLACK					
Ashes to Ashes	SOR	C	●●●	.25	.50
Banshee	SC	U	●●	3.00	4.00
Bog Imp	SC	C	●●	.25	.50
Bog Rats	SC	C	●●●	.50	1.00
Curse Artifact	EA	U	●	2.00	3.00
Eater of the Dead	SC	U	●●	4.00	5.00
Fallen, The	SC	U	●●●	3.00	4.00
Frankenstein's Monster	SC	R	●●	6.00	10.00
Grave Robbers	SC	R	●●	4.00	7.00
Inquisition	SOR	C	●	.25	.50
Marsh Gas	INS	C	●●	.25	.50
Murk Dwellers	SC	C	●●	.25	.50
Nameless Race	SC	R	●●●	4.00	5.00
Rag Man	SC	R	●●●	6.00	8.00
Season of the Witch	EN	R	●●	4.00	7.00
Uncle Istvan	SC	U	●●●	4.00	5.00
Word of Binding	SOR	C	●●	.25	.50
Worms of the Earth	EN	R	●	5.00	7.00

Name	Kind	Rarity	Rating	Low Price	High Price
BLUE					
Amnesia	SOR	U	●●●●	3.00	4.00
Apprentice Wizard	SC	R	●●●	3.00	5.00
Dance of Many	EN	R	●●●	4.00	6.00
Deep Water	EN	C	●●	.25	.50
Drowned	SC	C	●	.25	.50
Electric Eel	SC	U	●	3.00	4.00
Erosion	EL	C	●●	.25	.50
Flood	EN	U	●●●	3.00	4.00

Name	Kind	Rarity	Rating	Low Price	High Price
Ghost Ship	SC	C	●●●●	.25	.50
Giant Shark	SC	C	●●	.25	.50
Leviathan	SC	R	●●●	8.00	12.00
Mana Vortex	EN	R	●●	4.00	6.00
Merfolk Assassin	SC	U	●●●	3.00	4.00
Mind Bomb	SOR	R	●●	4.00	5.00
Psychic Allergy	EN	R	●●●●	5.00	7.00
Ripptide	INS	C	●●	.25	.50
Sunken City	EN	C	●●●	.25	.50
Tangle Kelp	EC	U	●●	2.00	3.00
Water Wurm	SC	C	●●	.25	.50

GOLD

Dark Heart of the Wood	EN	C	●●●	.25	.50
Marsh Goblins	SC	C	●●	.25	.50
Scarwood Goblins	SC	C	●●	.25	.50

GREEN

Carnivorous Plant	SC	C	●●●	.25	.50
Elves of Deep Shadow	SC	U	●●●	3.00	4.00
Gaea's Touch	EN	R	●●●	.25	.50
Hidden Path	EN	C	●●●●	4.00	5.00
Land Leeches	SC	C	●●	.25	.50
Lurker	SC	R	●●●	4.00	6.00
Marsh Viper	SC	C	●●●	.25	.50
Niall Silvain	SC	R	●●●	4.00	6.00
People of the Woods	SC	U	●●●	3.00	4.00
Savaen Elves	SC	C	●●	.25	.50
Scarwood Bandits	SC	R	●●●●	4.00	6.00
Scarwood Hag	SC	U	●●●	3.00	4.00
Scavenger Folk	SC	C	●●	.25	.50
Spitting Slug	SC	U	●●	3.00	4.00
Tracker	SC	R	●●●●	4.00	6.00
Venom	EC	C	●●●	.25	.50
Whippoovill	SC	U	●●●●	3.00	4.00
Wormwood Treefolk	SC	R	●●●	4.00	6.00

RED

Ball Lightning	EN	R	●●●●	6.00	10.00
Blood Moon	SC	R	●●●●	6.00	8.00
Brothers of Fire	SC	U	●●●	3.00	4.00
Cave People	SC	U	●●●	3.00	4.00
Eternal Flame	SOR	R	●	4.00	6.00
Fire Drake	SC	U	●●	3.00	4.00
Fissure	INS	C	●●●●	.25	.50
Goblin Caves	EL	C	●●●	.25	.50
Goblin Digging Team	SC	C	●●	.25	.50
Goblin Hero	SC	C	●●	.25	.50
Goblin Rock Sled	SC	C	●●	.25	.50
Goblin Shrine	EL	C	●●●	.25	.50
Goblin Wizard	SC	U	●●●●	4.00	6.00
Goblins of the Flag	SC	C	●●●	.25	.50
Inferno	INS	R	●●●	4.00	6.00
Mana Clash	SOR	R	●	4.00	6.00
Orc General	SC	U	●●	3.00	5.00
Sisters of the Flame	SC	U	●●●	3.00	4.00

WHITE

Angry Mob	SC	U	●●●●	4.00	6.00
Blood of the Martyr	INS	U	●	3.00	4.00
Brainwash	EC	C	●●	.25	.50
Cleansing	SOR	R	●●●	4.00	6.00
Dust to Dust	SOR	C	●●●	.25	.50
Exorcist	SC	R	●●●	6.00	8.00
Fasting	EN	U	●●	3.00	4.00
Festival	INS	C	●●	.25	.50
Fire and Brimstone	INS	U	●●	3.00	4.00
Holy Light	INS	C	●●	.25	.50
Knights of Thorn	SC	R	●●●●	4.00	6.00
Martyr's Cry	SOR	R	●●●●	4.00	6.00
Miracle Worker	SC	C	●●●	.25	.50
Marale	INS	C	●●	.25	.50
Pikemen	SC	C	●●●	.25	.50
Preacher	SC	R	●●●	6.00	10.00
Squire	SC	C	●	.25	.50
Tivadar's Crusade	SOR	U	●	3.00	4.00
Witch Hunter	SC	R	●●●●	5.00	7.00

LANDS

City of Shadows	Land	R	●●●	5.00	7.00
Maze of Ith	Land	U	●●●●	3.00	5.00
Safe Haven	Land	R	●●●●	5.00	7.00
Sorrow's Path	Land	R	●●●	4.00	6.00

To get power ratings for the new **FALLEN EMPIRES** cards, see page 36!

STAR TREK THE NEXT GENERATION



Types
AR Artifact MI Mission
DI Dilemma OUT Outpost
EQ Equipment PE Personnel
EV Event SH Ship
INT Interrupt

Rarities
C Common U Uncommon
R Rare

Name	Type	Rarity	Price
Taurik	PE	C	.25
Thomas Riker	PE	R	15.00
Toby Russell	PE	U	1.00
T'Pol	PE	U	2.00
Type IV Shuttlecraft	SH	C	.25
U.S.S. Brittain	SH	R	8.00
U.S.S. Enterprise	SH	R	60.00
U.S.S. Excelsior	SH	C	.25
U.S.S. Galaxy	SH	C	.25
U.S.S. Hood	SH	R	8.00
U.S.S. Miranda	SH	C	.25
U.S.S. Nebula	SH	C	.25
U.S.S. Oberth	SH	C	.25
U.S.S. Phoenix	SH	R	9.00
U.S.S. Sutherland	SH	U	2.00
U.S.S. Yamato	SH	R	10.00
Vash	PE	R	10.00
Wesley Crusher	PE	R	25.00
William T. Riker	PE	R	30.00
Wolf	PE	R	15.00



Name	Type	Rarity	Price
KLINGON			
Ba'el	PE	U	2.00
Batell	PE	C	.25
B'Etor	PE	R	6.00
B'Uik	PE	C	.25
Divok	PE	C	.25
Dukath	PE	C	.25
Duras	PE	R	6.00
Fek'Ihr	PE	U	2.00
Gorath	PE	C	.25
Gowron	PE	R	8.00
I.K.C. Bortas	SH	R	7.00
I.K.C. Buruk	SH	R	7.00
I.K.C. Hekh'ta	SH	R	7.00
I.K.C. K'Vor	SH	C	.25
I.K.C. Pagh	SH	R	7.00
I.K.C. Qu'Vat	SH	R	7.00
I.K.C. Vor'Cha	SH	C	.25
I.K.C. Vorn	SH	U	1.00
J'Dan	PE	C	.25
Kahless	PE	R	5.00
Kargon	PE	R	5.00
Kell	PE	U	1.00
Klog	PE	C	.25
Kle'eg	PE	C	.25
Klingon Disruptor	EQ	C	.25
Klingon Outpost	OUT	C	.50
Klingon PADD	EQ	C	.25
K'mpec	PE	U	1.00
Konnal	PE	U	1.00
Koral	PE	U	2.00
Korath	PE	U	2.00
Koris	PE	U	1.00
Kromm	PE	C	.25
K'Tal	PE	U	1.00
K'Tesh	PE	C	.25
Kurak	PE	R	5.00
Kurn	PE	R	6.00
K'Vada	PE	U	1.00
L'Kar	PE	U	1.00
Lursa	PE	R	6.00
Marog	PE	R	6.00
Nu'Daq	PE	U	2.00
Orak	PE	U	2.00
Taq	PE	U	1.00
Torak	PE	U	2.00
Toral	PE	U	1.00
Torin	PE	C	.25
Vagh	PE	U	2.00
Vekma	PE	C	.25

Name	Type	Rarity	Price
ROMULAN			
Alidar Jarok	PE	R	5.00
Bachra	PE	U	1.00
D'deridex	SH	C	.25
Devotas	SH	R	10.00
Galathon	PE	C	.25
Haakona	SH	R	10.00
Jaron	PE	C	.25
Jera	PE	C	.25
Khazara	SH	R	10.00
Mendak	PE	R	6.00
Mirak	PE	U	2.00
Movar	PE	U	2.00
Neral	PE	U	1.00
N'Vek	PE	U	2.00
Palath	PE	C	.25
Pardok	PE	U	2.00
Parem	PE	U	1.00
Phi	SH	R	6.00
Romulan Disruptor	EQ	C	.25
Romulan Outpost	OUT	C	.50
Romulan PADD	EQ	C	.25
Science Vessel	SH	C	.25
Scout Vessel	SH	C	.25
Sela	PE	R	7.00
Selok	PE	C	.25
Talbak	PE	U	2.00
Takket	PE	C	.25
Tallus	PE	C	.25
Tarus	PE	C	.25
Taul	PE	U	1.00
Tebok	PE	C	.25
Thei	PE	C	.25
Tokath	PE	U	2.00
Tomalok	PE	R	5.00
Tomek	PE	C	.25
Tareth	PE	R	5.00
Varel	PE	C	.25



Name	Type	Rarity	Price
NON-ALIGNED			
Amarie	PE	U	1.00
Baran	PE	U	2.00
Bak	SH	C	.25
Combat Vessel	PE	U	2.00
Devonari Rai	PE	C	.25
Dr. Forek	PE	U	2.00
Dr. Reyga	PE	U	2.00
Engineering Kit	EQ	C	.25
Engineering PADD	EQ	C	.25
Eton Jal	PE	U	2.00
Evek	PE	C	.25
Gorta	SH	U	2.00
Husnock Ship	PE	U	1.00
Ishara Yar	PE	U	2.00
Jo'Bil	EQ	C	.25
Medical Kit	EQ	C	.25
Medical Tricorder	EQ	C	.25
Mercenary Ship	SH	C	.50
Narik	PE	C	.25
Orett	PE	U	2.00
Roga Danar	PE	R	7.00
Tricorder	EQ	C	.25
Yekor	PE	C	.25
Yidrian Shuttle	SH	C	.25
Ziballan Transport	SH	C	.25

Name	Type	Rarity	Price
EVENTS AND INTERRUPTS			
Alien Groupie	INT	R	5.00
Alien Probe	EV	U	2.00
Amara Rogers	INT	U	2.00
Anti-Time Anomaly	EV	R	12.00
Asteroid Sanctuary	INT	C	.25
Atmospheric Ionization	EV	C	.25
Auto-Destruct Sequence	INT	U	1.00
Bynars Weapon Enhancement	EV	R	8.00
Crisis	INT	R	8.00
Devil, The	INT	R	7.00
Disruptor Overload	INT	C	.25
Distortion Field	EV	U	2.00
Distortion of... Continuum	INT	U	2.00
Emergency Transporter Armbands	INT	C	.25
Energy Vortex	INT	U	1.00
Escape Pod	INT	C	.25
Espionage: Federation/Klingon	EV	C	.25
Espionage: Klingon/Federation	EV	C	.25

Name	Type	Rarity	Price
Espionage: Romulan/Federation	EV	C	.25
Espionage: Romulan on Klingon	EV	C	.25
Full Planet Scan	INT	U	2.00
Gaps in Normal Space	EV	U	2.00
Generonic Replicator	EV	U	2.00
Goddess of Empathy	EV	R	5.00
Holo-Projectors	EV	U	3.00
Honor Challenge	INT	R	5.00
Hugh	INT	R	8.00
Incoming Message—Federation	INT	U	1.00
Incoming Message—Klingon	INT	U	1.00
Incoming Message—Romulan	INT	U	1.00
Jaglon Shrek—Information Broker	INT	R	6.00
Juggler, The	INT	U	2.00
Kevin Uxbridge	INT	U	2.00
Kivas Fajo—Collector	EV	U	2.00
Klingon Death Yell	INT	R	5.00
Klingon Right of Vengeance	INT	C	.25
Life-Form Scan	INT	U	2.00
Long-Range Scan	INT	C	.25
Lore Returns	EV	R	8.00
Lore's Fingernail	EV	R	10.00
Loss of Orbital Stability	INT	C	.25
Maska Transformations	EV	U	2.00
Metaphasic Shields	EV	U	3.00
Near Warp Transport	INT	U	1.00
Neural Servo Device	EV	U	2.00
Nutational Shields	EV	U	3.00
Palor Taff—Alien Trader	INT	C	.25
Particle Fountain	INT	C	.25
Pattern Enhancers	EV	C	.25
Plasma Fire	EV	C	.25
Q-NET	EV	C	.25
Q2	INT	U	2.00
Raise the Stakes	EV	U	4.00
Red Alert!	EV	C	.50
RES-Q	EV	C	.25
Rogue Borg Mercenaries	INT	C	.50
Scan	INT	C	.25
Ship Seizure	INT	C	.25
Spacedock	EV	C	.25
Static Warp Bubble	EV	C	.50
Subspace Interference	INT	C	.25
Subspace Schism	INT	U	1.00
Subspace Warp Rift	EV	C	.25
Supernova	EV	R	10.00
Tachyon Detection Grid	INT	C	.25
Telepathic Alien Kidnappers	EV	U	2.00
Temporal Rift	INT	U	2.00
Tetryon Field	EV	C	.25
Transwarp Conduit	INT	U	2.00
Traveler, The: Transcendence	EV	U	2.00
Treaty: Federation/Klingon	EV	C	.50
Treaty: Federation/Romulan	EV	C	.50
Treaty: Romulan/Klingon	EV	C	.50
Vulcan Mindmeld	INT	U	1.00
Warp Core Breach	EV	R	6.00
Where No One Has Gone Before	EV	C	.25
Wormhole	INT	C	.25



Name	Type	Rarity	Price
ARTIFACTS, DILEMMAS AND MISSIONS			
Alien Abduction	DI	U	1.00
Alien Parasites	DI	U	1.00
Anaphasic Organism	DI	C	.25
Ancient Computer	DI	R	5.00
Archer	DI	C	.50
Armus—Skin of Evil	DI	R	8.00
Avert Disaster	MI	R	5.00
Barclay's Protoplasmic Disease	DI	R	6.00
Betazoid Gift Box	AR	U	15.00
Birth of "Junior"	DI	U	2.00
Borg Ship	DI	R	12.00
Chalnoth	DI	U	2.00
Cloaked Mission	MI	U	1.00
Cosmic String Fragment	DI	U	1.00
Covert Installation	MI	C	.25
Covert Rescue	MI	U	1.00
Crystalline Entity	DI	R	6.00
Cultural Observation	MI	R	5.00
Cytherians	DI	R	5.00
Diplomacy Mission	MI	U	1.00
El-Adrel Creature	DI	U	2.00
Evacuation	MI	U	1.00
Evaluate Terraforming	MI	R	4.00

Name	Type	Rarity	Price
Excavation	MI	C	.25
Explore Black Cluster	MI	R	3.00
Explore Dyson Sphere	MI	R	4.00
Explore Typhon Expanse	MI	R	3.00
Expose Covert Supply	MI	U	1.00
Extraction	MI	R	4.00
Femala's Love Interest	DI	C	.25
Fever Emergency	MI	C	.25
Firestorm	DI	U	2.00
First Contact	MI	U	1.00
Gravitic Mine	DI	U	1.00
Hologram Ruse	DI	U	1.00
Horga'h'n	AR	R	15.00
Hunt for DNA Program	MI	R	6.00
Hyper-Aging	DI	U	2.00
Iconia Investigation	MI	R	4.00
Iconian Computer Weapon	DI	C	.25
Impassable Door	DI	C	.25
Interphase Generator	AR	R	12.00
Investigate Alien Probe	MI	R	4.00
Investigate Anomaly	MI	C	.25
Investigate Disappearance	MI	R	4.00
Investigate Disturbance	MI	R	4.00
Investigate Massacre	MI	R	3.00
Investigate Raid	MI	R	4.00
Investigate Rogue Comet	MI	R	3.00
Investigate "Shattered Space"	MI	R	5.00
Investigate Sighting	MI	R	3.00
Investigate Time Continuum	MI	R	3.00



Name	Type	Rarity	Price
Khitomer Research	MI	R	4.00
Krios Suppression	MI	U	1.00
Krorian Game	DI	R	5.00
Kurlan Naikos	AR	R	15.00
Male's Love Interest	DI	C	.50
Maritachal Society	DI	U	1.00
Medical Relief	MI	R	4.00
Menthor Booby Trap	DI	C	.25
Microbiotic Colony	DI	C	.25
Microvirus	DI	C	.25
Nagilum	DI	R	6.00
Nanites	DI	R	1.00
Nausicaans	DI	U	2.00
New Contact	MI	R	4.00
Nitrium Metal Parasites	DI	U	2.00
Null Space	DI	U	1.00
Pegasus Search	MI	R	5.00
Phased Matter	DI	U	1.00
Plunder Site	DI	U	2.00
Port Guard	DI	U	1.00
Radioactive Garbage Scow	DI	U	1.00
Rebel Encounter	DI	U	2.00
Relief Mission	MI	C	.25
REM Fatigue Hallucinations	DI	U	1.00
Repair Mission	MI	C	.25
Restore Errant Moon	DI	R	5.00
Sarjenka	MI	R	3.00
Sarthong Plunder	MI	U	1.00
Secret Salvage	MI	U	4.00
Seek Life-form	DI	U	1.00
Shaka, When the Walls Fell	DI	U	1.00
Strategic Diversion	MI	U	3.00
Study "Hole in Space"	MI	R	4.00
Study Lanka Pulsar	MI	R	4.00
Study Nebula	MI	C	.25
Study Plasma Streamer	MI	C	.25
Study Stellar Collision	MI	R	4.00
Survey Mission	DI	U	2.00
Tarellian Plague Ship	DI	R	5.00
Temporal Casualty Loop	MI	C	.25
Test Mission	AR	R	15.00
Thought Maker	AR	U	12.00
Time Travel Pod	AR	R	12.00
Tox Uthor	DI	R	5.00
Tsolkovsky Infection	DI	U	1.00
Two-Dimensional Creatures	AR	R	12.00
Voron-T Disruption	AR	R	12.00
Vulcan Stone of Gol	DI	R	5.00
Wind Dancer	MI	R	4.00
Wormhole Negotiations	MI	R	4.00

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INQUEST CHECKLIST



Name	Type	Rarity	Rating
Dwarven Soldier	SC	C	•••
Goblin Chirurgeon	SC	C	•••
Goblin Grenade	SOR	C	•••
Goblin Flotilla	SC	R	•••
Goblin Kites	EN	U	•••
Goblin War Drums	EN	C	•••••
Goblin Warrens	EN	R	•••••
Orcish Captain	SC	U	•••••
Orcish Spy	SC	C	•••••
Orcish Veteran	SC	C	•••••
Orgg	SC	R	•••••
Raiding Party	EN	U	•••••



Name	Type	Rarity	Rating
Combat Medic	SC	C	•••
Farrelite Priest	SC	U	•••
Farrel's Mantle	EC	U	•••
Farrel's Zealot	SC	C	•••
Hand of Justice	SC	R	•••••
Herasm	EN	U	•••
Icatian Infantry	SC	C	•••
Icatian Javelineers	SC	C	•••
Icatian Lieutenant	SC	R	•••
Icatian Moneychanger	SC	C	•••
Icatian Phalanx	SC	U	•••
Icatian Priest	SC	U	•••
Icatian Scout	SC	C	•••••
Icatian Skirmishers	SC	R	•••
Icatian Town	SOR	R	•••••
Order of Leibur	SC	C	•••••

Name	Type	Rarity	Rating
Bottomless Vault	LAN	R	•••
Dwarven Hold	LAN	R	•••
Dwarven Ruins	LAN	U	•••
Ebon Stronghold	LAN	U	•••
Havenwood Battleground	LAN	U	•••
Hollow Trees	LAN	R	•••
Icatian Store	LAN	R	•••
Rainbow Vale	LAN	U	•••
Ruins of Trokair	LAN	U	•••
Sand Silos	LAN	R	•••
Syvelunite Temple	LAN	U	•••



Name	Type	Rarity	Rating
Armor Thrull	SC	C	•••••
Basal Thrull	SC	C	•••••
Breeding Pit	EN	U	•••••
Derebor	SC	R	•••••
Ebon Praetor	SC	R	•••••
Hymn to Touroch	SOR	C	•••••
Initiates of the Ebon Hand	SC	C	•••••
Mindstab Thrull	SC	C	•••••
Necrite	SC	C	•••••
Order of the Ebon Hand	SC	C	•••••
Soul Exchange	SOR	U	•••••
Thrull Champion	SC	R	•••••
Thrull Retainer	EC	U	•••••
Thrull Wizard	SC	U	•••••
Touroch's Chant	EN	U	•••••
Touroch's Gate	EL	R	•••••

Name	Type	Rarity	Rating
Deep Spawn	SC	U	•••
High Tide	INS	C	•••
Homarid	SC	C	•••
Homarid Shaman	SC	R	•••
Homarid Spawning Bed	EN	U	•••••
Homarid Warrior	SC	C	•••
Marseine	EC	C	•••
River Marfolk	SC	R	•••
Seasinger	SC	U	•••
Syvelunite Priest	SC	U	•••
Tidal Flats	EN	C	•••
Tidal Influences	EN	U	•••
Vodalian Knights	SC	R	•••••
Vodalian Mage	SC	C	•••
Vodalian Soldiers	SC	C	•••
Vodalian War Machine	SC	R	•••

Name	Type	Rarity	Rating
Elven Fortress	EN	C	•••
Elvish Farmer	SC	R	•••
Elvish Hunter	SC	C	•••••
Elvish Scout	SC	C	•••
Feral Thallid	SC	U	•••
Fungal Bloom	EN	C	•••
Night Soil	EN	C	•••
Spore Cloud	INS	C	•••••
Spore Flower	SC	U	•••
Thallid	SC	C	•••
Thallid Devourer	SC	U	•••
Thelonite Druid	SC	U	•••••
Thelonite Monk	SC	R	•••
Thelon's Chant	EN	U	•••
Thelon's Curse	EN	R	•••
Thorn Thallid	SC	C	•••

Name	Type	Rarity	Rating
Brassclaw Orcs	SC	C	•
Dwarven Armorer	SC	R	•••••
Dwarven Catapult	INS	U	•••
Dwarven Lieutenant	SC	U	•••

Name	Rarity	Type	Characteristic
Academic Hunting Ground	U	MA	Tremere
Aching Beauty	U	MA	Toreador
Acrobatics	C	CO	Celery
Aid from Bats	C	CO	Celery
Al's Army Apparatus	R	MA	Brujah
Amaranth	U	CO	
Anarch Revolt	U	MA	
Anarch Troublemaker	R	MA	
Ancient Influence	C	PA	
Annula Empowerment	C	PA	
Animalism	C	MA	
Arcane Library	R	MA	Tremere
Archon	V	PA	Prince/Justicar
Arms Dealer	U	AL	Brujah
Army of Rats	C	AC	Animalism
Arson	C	AC	
Art Museum	R	MA	Toreador
Ascendence	C	MA	
Assault Rifle	U	EQ	
Asylum Hunting Ground	U	MA	Malkavian
Aura Reading	U	CO	Auspex
Auspex	C	MA	
Autarkis Persecution	C	PA	
Backways	U	MA	Gangrel
Barrens, The	C	MA	
The Bastard Sword	U	EQ	
Behind You	R	CO	Obfuscate
Betrayer	R	MA	
Bewitching Oration	C	AM	Presence
Blood Bond	U	AC	
Blood Doll	C	MA	
Blood Fury	C	CO	
Blood Puppy	R	MA	
Blood Rage	R	MA	
Bloodhunt	U	AC	Prince/Justicar
Blur	C	CO	Celery
Body of Sun	R	CO	Protean
Bomb	U	EQ	
Bonding	C	AM	Dominate
Boxed In	C	CO	
Brainwash	C	MA	
Bribes	C	AM	
Brujah Frenzy	U	MA	
Brujah Justicar	R	PA	
Burns Rush	C	AC	
Burst of Sunlight	R	CO	Thaumaturgy
Business Pressure	R	AM	Presence
Camorilla Exemplary	C	PA	
Canine Horde	C	CO	Animalism
Cat Burglary	R	AC	
Cat's Guidance	C	RE	Animalism
Cauldron of Blood	C	CO	Thaumaturgy
Celery	C	MA	
Chainsaw	U	EQ	
Change of Target	U	AM	
Charity	U	MA	Tremere
Charming Lobby	U	AC	Presence
Charnas the Imp	R	RET	Tremere
Claws of the Dead	C	CO	Protean
Cloak the Gathering	C	AM	Obfuscate
Computer Hacking	C	AC	
Concealed Weapon	C	CO	Obfuscate
Conditioning	C	AM	Dominate
Conquer the Beast	R	CO	Animalism
Conspicuous Boon	C	PA	
Consonance, Condemnation	C	PA	
Conservative Agitation	C	PA	
Cryptic Mission	C	AC	Thaumaturgy
Cryptic Rider	U	AM	
Cultivated Blood Shortage	U	MA	
Cunctator Motion	R	PA	
Curse of Nitocris	R	MA	
Down Operation	U	AM	Fortitude
Day Operation	R	AM	Fortitude
Dead-End Alley	C	CO	
Deal with the Devil	C	MA	
Deer Rifle	C	EQ	
Deflection	C	RE	Dominate
Delaying Tactics	U	RE	
Disarming Presence	U	AM	Presence
Disguised Weapon	C	CO	Obfuscate
Disputed Territory	C	PA	
Distraction	R	AC	Celery
Dodge	C	CO	
Domain Challenge	C	PA	
Dominate	C	MA	
Dragon breath Rounds	U	CO	Thaumaturgy
Drain Essence	U	CO	
Dramatic Upheaval	V	PA	
Drawing Out the Beast	C	CO	Animalism
Dread Gaze	C	RE	Presence
Eagles Sight	U	RE	Auspex
Earth Control	C	AM	Protean
Earth Meld	C	CO	Protean
Eco Terrorists	R	MA	Gangrel
Effective Management	C	MA	
Elder Kindred Network	U	RE	Venture
Elder Library	C	MA	
Elysium: The Arboretum	U	MA	
Embrace, The	R	AC	
Enchanted Kindred	C	AC	Presence
Enhanced Senses	C	RE	Auspex
Entrancement	R	AC	Presence
Faceless Night	C	AM	
Fake Out	C	CO	
Fama	U	MA	
Far Mastery	R	AC	Dominate
Fast Hands	U	CO	Celery

Name	Rarity	Type	Characteristic
Fast Reaction	C	RE	Auspex
Fifth Tradition: Hospitality	U	AC	Prince/Justicar
First Tradition...	R	PA	Prince/Justicar
Fists of Death	R	CO	Potence
Flak Jacket	C	EQ	
Flame Thrower	U	EQ	
Flash	C	CO	
Flesh of Marble	R	CO	Celery
Form of Ghost	C	CO	Protean
Form of Mist	U	CO	Protean
Fortitude	C	MA	

Name	Rarity	Type	Characteristic
44 Magnum	C	EQ	
Fourth Tradition...	U	AC	Prince/Justicar
Fragment of Book of Nod	R	MA	
Freak Drive	R	AM	Fortitude
Frenzy	C	MA	
Game of Malkav	U	MA	Malkavian
Gangrel De-evolution	U	MA	
Gangrel Justicar	R	PA	
Ghoul Escort	R	RET	
Ghoul Retainer	R	RET	
Giant's Blood	R	MA	
Gird Minions	C	CO	
Glaser Rounds	U	MA	
Gleam of Red Eyes	C	CO	Protean
Goconda-Inner Peace	R	MA	
Govern the Unaligned	C	AC	Dominate
Grave Robbing	U	AC	Dominate
Grenade	U	EQ	
Growing Fury	C	CO	Potence
Gypsies	U	AL	Gangrel
Haven Uncovered	C	MA	
Hawg	C	EQ	
Hell Hound	R	AL	
Hidden Lurker	C	AC	Obfuscate
High Stakes	R	PA	
Hornuculus	U	RET	Protean
Hostile Takeover	R	MA	
Illegal Search and Seizure	C	MA	
Immortal Grapple	R	CO	Potence
Indomitability	C	CO	Fortitude
Infernal Pursuit	U	CO	Celery
Information Highway	U	MA	
IR Goggles	U	EQ	
Ivory Bow	R	RET	
J.S. Simmons Esq.	R	RET	
Jackie Therman	R	RET	
Kindred Intelligence	R	AC	
Kindred Restructure	V	PA	
Kindred Segregation	R	MA	
Kindred Society Games	R	MA	Dominate
Kine Dominance	R	AC	
Kine Resources Contested	C	PA	
Knights, The	R	AL	Brujah
KRCG News Radio	U	MA	
Labyrinth, The	U	MA	Nosferatu
Laptop Computer	C	EQ	
Legal Manipulations	U	MA	Presence
Letter from Vienna	U	MA	
Lex talionis	V	PA	
Life Boon	U	MA	
Lost in Crowds	U	AM	Obfuscate
Loyal Street Gang	C	AL	Brujah
Lucky Blow	C	CO	
Madness Network	R	MA	Malkavian
Magic of the Smith	R	AC	Thaumaturgy
Majesty	C	CO	Potence
Major Boon	U	MA	
Malkavian Dementia	U	MA	
Malkavian Justicar	R	PA	
Malkavian Prank	R	MA	Malkavian
Malkavian Time Auction	R	MA	Malkavian
Manstopper Rounds	U	CO	
Mask of 1,000 Faces	U	AM	
Masquerade Endangered	U	MA	
Masquerade Enforcement	V	PA	Prince/Justicar
Metro Underground	C	CO	
Mighty Grapple	C	MA	Potence
Millicent Smith	R	CO	
Minion Tap	C	MA	
Minor Boon	U	MA	
Misdirection	C	MA	
Nab Connections	U	MA	
Monocle of Clarity	R	EQ	
Movement of Slow Body	U	AC	Protean
Movement of the Mind	C	CO	Thaumaturgy
Mr. Winthrop	R	RET	
Muddled Vampire Hunter	U	AL	Malkavian
Murder of Crows	R	RET	Animalism

Name	Rarity	Type	Characteristic
Night Moves	U	AC	Obfuscate
Nimble Feet	C	CO	Celery
Nosferatu Justicar	R	PA	
Nosferatu Putrescence	U	CO	
Obedience	U	RE	Dominate
Obfuscate	C	MA	
Open Gate	C	CO	
Outcast Mage	U	AL	Tremere
Owl Companion	U	RET	Animalism
Parity Shift	V	PA	Prince/Justicar
Patogija	R	AC	Nosferatu
Peace Treaty	C	PA	
Psychic Projection	R	AC	Auspex
Police Department	U	MA	
Political Ally	R	AL	
Political Backlash	C	RE	
Political Flux	C	PA	
Potence	C	MA	
Powerbase: Chicago	U	MA	
Powerbase: Washington	U	MA	
Praxis Seizure: Atlanta	R	PA	
Praxis Seizure: Boston	R	PA	
Praxis Seizure: Chicago	R	PA	
Praxis Seizure: Cleveland	R	PA	
Praxis Seizure: Dallas	R	PA	
Praxis Seizure: Houston	R	PA	
Praxis Seizure: Miami	R	PA	
Praxis Seizure: Seattle	R	PA	
Praxis... Washington	R	PA	
Praxis: Solomon	V	PA	
Presence	C	MA	
Protean	C	MA	
Protected Investment	C	MA	
Psyche	U	CO	Celery
Psychic Projection	R	AC	Auspex
Psychic Veil	R	AC	Obfuscate
Pulled Fangs	R	CO	
Pulling Strings	U	RE	Dominate
Pulse of Canaille	U	AC	Auspex
Rack, The	U	MA	
Rampage	U	AC	Potence
Rapid Healing	C	AC	Fortitude
Rat's Warning	C	RE	Animalism
Raven Spy	U	RET	Animalism
Read Intentions	C	CO	Auspex
Regaining Upper Hand	C	PA	
Renegade Garou	R	AL	Gangrel
Renegade Garou	R	AL	Gangrel
Resplendent Protector	R	RET	Toreador
Restoration	C	AC	Fortitude
Reversal of Fortunes	V	PA	
Ritual Challenge	R	AC	Gangrel
Ritual of the Bitter Rose	R	AM	
Ratscheck	U	MA	
Rawan Ring	R	EQ	
RPG Launcher	R	EQ	
Rumors of Gehenna	R	PA	
Sabbat Threat	V	PA	Prince/Justicar
Saturday Night Special	C	EQ	
Sawed-Off Shotgun	C	EQ	
Scorn of Adonis	U	AM	Toreador
Second Tradition: Domain	U	RE	
Seduction	C	AM	Dominate
Sengir Dagger	R	EQ	
Shattering Blow	C	CO	Potence
Short Term Investment	C	MA	
Sideslip	C	CO	Celery
Sixth Tradition...	U	AC	Prince/Justicar
Skin of Night	U	CO	Fortitude
Skin of Rock	C	CO	Fortitude
Skin of Steel	C	CO	Fortitude
Slashers, The	R	AL	Brujah
Slum Hunting Ground	U	MA	Nosferatu
Smiling Jack the Anarch	R	MA	
Social Charm	C	AC	Presence

Name	Rarity	Type	Characteristic
Undead Persistence	U	CO	Fortitude
Undead Strength	C	CO	Potency
Unflinching Persistence	C	CO	Fortitude
Unnatural Disaster	C	MA	
Uptown Hunting Ground	U	MA	
Vampiric Disease	R	MA	
Vampiric Speed	C	CO	Celerity
Vanish from Mind's Eye	C	CO	Obfuscate
Vast Wealth	U	MA	
Venture Headquarters	U	MA	Venture
Venture Justicar	R	PA	
Voter Captivation	U	AM	Presence
Vulnerability	U	MA	
Wake Evenings Freshness	C	RE	
Walk of Flame	U	CO	Thaumaturgy
Warzone Hunting Ground	U	MA	Brujah
Weather Control	U	CO	Thaumaturgy
Well-Aimed Car	U	CO	Potency
Wolf Claws	C	CO	Protean
Wolf Companion	U	RET	Animalism
XPC Laced Blood	R	MA	
Zit Gun	U	CO	
Zoo Hunting Ground	U	MA	Gangrel



Name	Rarity	Clan
VAMPIRES		
Adrienne	V	Toreador
Agrippina	V	Nosferatu
Aleph	V	Malkavian
Anastasia Grey	V	Gangrel
Andreas-Bard of Crete	V	Toreador
Angel	V	Brujah
Angus-The Unruly	V	Gangrel
Anneke	V	Toreador
Anson	V	Toreador
Anvil	V	Brujah
Appolonius	V	Brujah
Astrid Thomas	V	Tremere
Badger	V	Gangrel
Basilio	V	Gangrel
Bear Paw	V	Gangrel
Bianca	V	Brujah
Black Cat	V	Brujah
Brazil	V	Malkavian
Camille Devereux	V	Gangrel
Cardano	V	Tremere
Cassandra-Magus Prime	V	Tremere
Chester DuBois	V	Nosferatu
Colin Flynn	V	Toreador
Courtland Leighton	V	Venture
Crusher	V	Brujah
Dancin' Dana	V	Malkavian
Deliah Easton	V	Toreador
Demeitrius Slater	V	Toreador
Didi Meyers	V	Malkavian
Dieter Kleist	V	Toreador
Dimple	V	Nosferatu
Dollice	V	Malkavian
Domicinus	V	Venture
Don Cruz-The Idealist	V	Brujah
Dorian Strack	V	Toreador
Dr. Jest	V	Malkavian
Dr. John Casey	V	Tremere
Dre-Leader of the Cold Dawn	V	Brujah
Duck	V	Nosferatu
Ebenezer Roush	V	Nosferatu
Elliott Sinclair-Virtuoso Thespian	V	Toreador
Emerson Bridges	V	Venture
Felicia Mstrom	V	Toreador
Gideon Fontaine	V	Venture
Gilbert Duane	V	Malkavian
Gitane St. Claire	V	Gangrel
Grendel-The Worm Eaten	V	Nosferatu
Guiliano Vincenzi	V	Gangrel
Gunther-Beast Lord	V	Gangrel
Hassio Kesi	V	Caitiff
Heather Florent-The Opportunist	V	Venture
Hector Sosa	V	Brujah
Helena Casimir	V	Venture
Ignatius	V	Tremere
Igo-The Hungry	V	Caitiff
Jazz Wentworth	V	Venture
Jing Wei	V	Tremere
Justina-Elder of Dallas	V	Tremere
Kallista-Master Sculptor	V	Toreador
Koko	V	Nosferatu
Lazarus	V	Tremere
Lucia Pacciola	V	Venture
Lucian	V	Malkavian
Lucreia-Cess Queen	V	Nosferatu

Name	Rarity	Clan
Lupo	V	Brujah
Lydia Van Cuelen	V	Tremere
Mariel-Lady Thunder	V	Malkavian
Marty Lechtanski	V	Nosferatu
Maska	V	Toreador
Melissa Barton	V	Venture
Meril Molitor	V	Tremere
Miranda Sanova	V	Brujah
Natasha Volkchek	V	Venture
Navar McClaren	V	Caitiff
Nik	V	Caitiff
Normal	V	Malkavian
Ozmo	V	Malkavian
Quinton McDonnell	V	Gangrel
Rake	V	Brujah
Ramiel Dupre	V	Toreador
Ricki Van Demsy	V	Gangrel
Roland Bishop	V	Malkavian
Roland Laussarian	V	Venture
Roman Alexander	V	Gangrel
Roreca Quaid	V	Tremere
Roxanne-Rectrix of the 13th Floor	V	Malkavian
Rufina Soledad	V	Venture
Sabine Lafitte	V	Tremere
Sammy	V	Nosferatu
Sarah Cobbler	V	Tremere
Sebastian Marley	V	Nosferatu
Selma-The Repugnant	V	Nosferatu
Sheldon-Lord of the Clog	V	Nosferatu
Sir Walter Nash	V	Venture
Smudge-The Ignored	V	Caitiff
Sylvester Simms	V	Malkavian
Tatiana Romanov	V	Toreador
Thomas Thome	V	Tremere
Tiberius-Scandalmonger	V	Nosferatu
Tura Vaughn	V	Brujah
Tusk-Talebearer	V	Nosferatu
Ulugh Beg-The Watcher	V	Tremere
Uma Hatch	V	Brujah
Uriah Winter	V	Caitiff
Violette Prentiss	V	Venture
Vliam Andor	V	Gangrel
Wynn	V	Gangrel
Yuri-The Talon	V	Brujah
Zack North	V	Gangrel
Zebulon	V	Malkavian



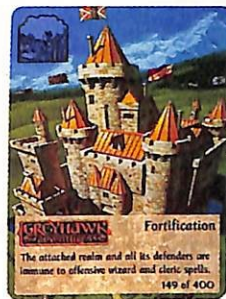
SPELLFIRE™

Key	
DD	Advanced Dungeons & Dragons
DL	Dragonance
DS	Dark Sun
FR	Forgotten Realms
GH	Greyhawk Adventures
RL	Ravenloft

#	Name	World
SECOND EDITION		
1	Waterdeep	FR
2	Menzoberranzan	FR
3	Zhentil Keep	FR
4	Shadowdale	FR
5	Comyr	FR
6	Sembia	FR
7	Moonshae Isles	FR
8	Thay	FR
9	Calinshan	FR
10	Pirate Isles	FR
11	Ravens Bluff	FR
12	The Great Rift	FR
13	Myth Drannor	FR
14	Vassa	FR
15	Jungles of Chult	FR
16	The High Forest	FR
17	Sword Coast	FR
18	Anuroach	FR
19	Impiltur	FR
20	Icewind Dale	FR
21	The High Moor	FR
22	Rashemen	FR
23	Damaru	FR
24	Narfall	FR
25	Dragonspear Castle	FR
26	Daggerdale	FR

#	Name	World
27	Darkhold	FR
28	Haunted Hall of Eveningstar	FR
29	Evermeet	FR
30	The Trollmoors	FR
31	Berdusk	FR
32	Tantros	FR
33	Mulmaster	FR
34	Hillstar	FR
35	Suzail	FR
36	Arabel	FR
37	Fortifications	FR
38	Fortifications	FR
39	Selune	FR
40	Peasant Militia	FR
41	Altos the Sell Sword	FR
42	King Azoun IV	FR
43	Maligor the Red	FR
44	Elminster the Mage	FR
45	Drizzt Do'Urden	FR
46	Midnight, Goddess of Magic	FR
47	Torg Mac Ceil, the Ironlord	FR
48	The Peregrhost	FR
49	Breunor Battehammer	FR
50	Marco Volo	FR
51	The Harpers	FR
52	Gnomes of Somek	FR
53	Adventurers!	DD
54	War Party	FR
55	Crime Lord	FR
56	Adventurers	FR
57	The Jotunslayers	FR
58	Armies of Bloodstone	DD
59	The Iron Legion	DD
60	Tergoz Tenhammer	GH
61	Myrindons	DD
62	The Magister	FR
63	Karlott the Shaman	FR
64	King Halvar II	FR
65	Pteranodon	DD
66	Gorgosaurus	DD
67	Greater Feyr	FR
68	Cleric of Gond	FR
69	Cleric of Torm	FR
70	Baba Yaga's Hut	FR
71	Draw Matron	FR
72	Draculich	FR
73	Vasos Flameslayer	FR
74	Aliso of the Mist	FR
75	Glypt the Saurial	FR
76	Warden Ironfist	FR
77	Amarril	FR
78	Joliet the Rash	FR
79	Dwarf of Earthfast	FR
80	The Black Courser	FR
81	Hornhead Saurial	DD
82	Dagrando	DD
83	Mind Flayer	DD
84	Noble Djinni	DD
85	Habadai	FR
86	Intellect Devourer	DD
87	Shandril	FR
88	Triceratops	DD
89	Cleric of Malor	FR
90	Airship	DD
91	Bad Omens	DD
92	Fortunate Omens	DD
93	Rod of Shapechange	FR
94	Dwarven Hammer	DD
95	Staff of Striking	DD
96	Horrors of the Abyss	DD
97	Flameblade	DD
98	Figurine of Wondrous Power	DD
99	Cataclysm!	DD
100	Good Fortune	DD
101	Surprise Raid	DD
102	Banner of the One Eyed God	DD
103	Viperhand	DD
104	Orb of Doom	DD
105	Staff of Conjuring	DD
106	Spell of Formless Horror	DD
107	Safe Harbor!	DD
108	Labor of Legend	DD
109	Wand of Light	DD
110	Elf Gallion	DD
111	The Free City of Greyhawk	GH
112	The Lands of Luz	GH
113	The Pamaq	GH
114	Hold of the Sea Princess	GH
115	The Yeomanry	GH
116	Blackmoor	GH
117	The Homed Society	GH
118	The Wolf Nomads	GH
119	Sterich	GH
120	Nyrdon	GH
121	Veluna	GH
122	Furyandy	GH
123	The Great Kingdom	GH
124	Temple of Elemental Evil	GH
125	Greyhawk Ruins	GH
126	Peneland	GH
127	Keoland	GH
128	Celene	GH
129	The Bright Desert	GH
130	Theocracy of the Pale	GH
131	The Bone March	GH
132	The Duchy of Urnst	GH
133	The Sea Barons	GH

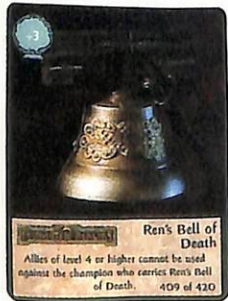
#	Name	World
134	Bissel	GH
135	The Scarlet Brotherhood	GH
136	Irongate	GH
137	Principality of Ulek	GH
138	County of Sunndi	GH
139	Duchy of Tenh	GH
140	Burned Forest	GH
141	Castle Hart	GH
142	Arms of the Homed Society	GH
143	Arms of Luz	GH
144	Arms of Greyhawk	GH
145	Arms of the Great Kingdom	GH
146	Arms of Furyandy	GH
147	Arms of Nyrdon	GH
148	Skull Keep	GH



#	Name	World
149	Fortification	GH
150	Siege!	DD
151	War Banner	DD
152	Codex of the Infinite Planes	GH
153	Crystal of the Ebon Flame	GH
154	Hordes of Castle Greyhawk	GH
155	Skeletal Horde	GH
156	Eye and Hand of Vecna	GH
157	Orb of Dragonkind	GH
158	Baba Yaga's Hut	GH
159	Chariot of Lyxx	GH
160	Cup of Al'Akbar	GH
161	Rary the Traitor	GH
162	Mordenkainen	GH
163	Tyslin San	GH
164	Otto	GH
165	Mika the Wolf Nomad	GH
166	Lolth, the Spider Queen	GH
167	luz the Evil	GH
168	Mutiny!	DD
169	Swordwraith	DD
170	Sysania	GH
171	Kiara	GH
172	Hettman Tsurin	GH
173	Griffon	DD
174	Sea Zombie	DD
175	Mist Wolf	DD
176	Tytinon	GH
177	Quagmire the Dragon	GH
178	Seragrim the Just	GH
179	Skull	DD
180	Berserk Fury!	DD
181	Wolf Nomads	GH
182	Zadoc	DD
183	Miles	DD
184	Trystan	DD
185	Thorvid	GH
186	Fairy Madness	DD
187	Nenico	GH
188	Young Gold Dragon	GH
189	Arch Druid	DD
190	Hell Hound	DD
191	Griffon	GH
192	Giant Skeleton	DD
193	Skeleton	DD
194	Winged Horror	GH
195	Treats of the Grandwood	DD
196	Rangers of the Hornwood	DD
197	Magical Barding	DD
198	Border Forts	DD
199	Ren's Crystal Ball	GH
200	Falcon Figurine	DD
201	Transformational!	DD
202	Enslaved!	DD
203	Siege	DD
204	Bribery!	DD
205	Charge!	DD
206	Magic Sword	DD
207	Enlarge	DD
208	Ring of Shooting Stars	GH
209	Arms of Veluna	DD
210	Fast Talking!	DD
211	Flight	DD
212	Shapechange	DD
213	Barbarian Raiders!	DD
214	Treasure Fleet	DD
215	Potion of Fire-Breathing	DD
216	Arms of the Shield Lands	DD
217	Net of Entrapment	DD
218	Johyde's Mask	GH
219	Helm of Teleportation	DD
220	Rod of Dispel Magic	GH
221	Draji	DS
222	Room	DS
223	Unk	DS
224	Tyr	DS
225	Gulg	DS
226	Nibenay	DS
227	Balic	DS
228	The Mud Palace	DS
229	North Ledopolus	DS
230	South Ledopolus	DS
231	Altanuk	DS
232	Salt View	DS
233	Ogo	DS
234	Makla	DS
235	Kalidnay	DS
236	Arkhold	DS
237	Salt View	DS
238	Waverly	DS
239	Bodach	DS
240	Giustenal	DS
241	Yoramuke	DS
242	Last Oasis	DS
243	Grak's Pool	DS
244	Silver Spring	DS
245	Bitter Well	DS
246	Black Waters	DS
247	Fort Melidor	DS
248	Dungeon of Gulg	DS
249	Ziggurat	DS
250	Temple	DD
251	Magadisho's Horde	DD
252	Assassins	DD
253	Halfing Mercenaries	DD
254	War Band	DD
255	Kank Lancers	DD
256	Nomad Mercenaries	DD
257	Gladiators	DD
258	Rikus	DS
259	Neeva	DS
260	Sadira	DS
261	Agis	DS
262	Anavias	DS
263	Vaerhirmana	DS
264	Hemimard	DS
265	T'kkyll	DS
266	Azhul	DS
267	Chivald	DS
268	Bagual	DD
269	Rowan	DD
270	Shoyiva	DD
271	Ashathra	DD
272	Shug	DD
273	Ka'Cha	DD
274	Galek	DD
275	Wind Dancers	DD
276	Water Hunters	DD
277	Silver Hands	DD
278	Sky Singers	DD
279	Silt Stalkers	DD
280	Night Runners	DD
281	So-Out	DD
282	Cistem Fiend	DD
283	Sloth	DD
284</		

INQUEST CHECKLIST

#	Name	World
329	Shoat Beetles	DD
330	Tembo	DS
331	Fireball	DD
332	Lightning Bolt	DD
333	Paralyze	DD
334	Magic Missile	DD
335	Wall of Fire	DD
336	Wall of Iron	DD
337	Wall of Stone	DD
338	Wall of Force	DD
339	Invisibility	DD
340	Cone of Cold	DD
341	Sleep	DD
342	Shield	DD
343	Fly	DD
344	Crushing Fist	DD
345	Anti-Magic Shell	DD
346	Dispel Magic	DD
347	Improved Phantasmal Force	DD
348	Fear	DD
349	Cure Light Wounds	DD
350	Cure Serious Wounds	DD
351	Sticks to Snakes	DD
352	Blade Barrier	DD
353	Bless	DD
354	Sanctuary	DD
355	Wind Walk	DD
356	Bark Skin	DD
357	Charm	DD
358	Dispel Magic	DD
359	Darkness	DD
360	Protection	DD
361	Chariot of Sustara	DD
362	Sunray	DD
363	Wall of Thorns	DD
364	Wall of Fire	DD
365	Holy Word	DD
366	Raise Dead	DD
367	Flame Strike	DD
368	Protection from Lightning	DD
369	Silence	DD
370	Invisibility to Undead	DD
371	Wall of Fog	DD
372	Forget	DD
373	Web	DD
374	Blink	DD
375	Hold Undead	DD
376	Charm Monster	DD
377	Wind of Disenchantment	DD
378	Black Tentacles	DD
379	Fire Shield	DD
380	Ice Storm	DD
381	Phantasmal Killer	DD
382	Solid Fog	DD
383	Animate Dead	DD
384	Cloudkill	DD
385	Feebleminded	DD
386	Magic Jar	DD
387	Faithful Hound	DD
388	Passwall	DD
389	Rock to Mud	DD
390	Chain Lightning	DD
391	Death Fog	DD
392	Death Spell	DD
393	Disintegrate	DD
394	Gas	DD
395	Banishment	DD
396	Control Undead	DD
397	Finger of Death	DD
398	Spell Turning	DD
399	Ancient Curse	DD
400	Calm	DD
401	Discovery of Spellfire	DD
402	Magical Champion	DD



Ren's Bell of Death
Allies of level 4 or higher cannot be used against the champion who carries Ren's Bell of Death. 409 of 430.

#	Name	World
403	Traitor	DD
404	Chaos Shield	FR
405	Slave Realm of Tunek	DS
406	Phorbas's Scrolls	DD
407	Mercenary Gold	DD
408	Living Scroll	FR
409	Ran's Bell of Death	FR
410	The Labyrinth Map of Shuuc	FR
411	Annulus	DS
412	Scroll of 7 Leagues	DD
413	Map of Life	DD
414	Supernatural Chill	DD
415	Map to a Mercenary Army	DD
416	Pit Trap!	DD
417	Mind Flayer Lord	FR
418	Aurak Draconian Lord	DL
419	Ego Coin	DD
420	Chest of Many Things	DD

SECOND EDITION CHASE SET

#	Name	World
1	Sakomia	DD
2	Edormira, Red Dragon	DD
3	Gloriana	DD
4	Gib Ekim	DD
5	Neirgol, Green Dragon	DD
6	Dagaranzie, Green Dragon	DD
7	Fejelysae	DD
8	Dragon Rage!	DD
9	Shabal, Red Dragon	DD
10	Delsenora	DD
11	Gib Evets	DD
12	Dori the Barbarian	DD
13	Gib Himsen	DD
14	Darbee	DD
15	Aurum, Gold Dragon	DD
16	Halcyan	DD
17	Stryck	DD
18	Alicia	DD
19	Red Zab	DD
20	The Avatar	DD
21	Smolder, Red Dragon	DD
22	Lavely Colleen	DD
23	Ember, The Red Dragon	DD
24	Andra the Wise	DD
25	Karm, Black Dragon	DD



#	Name	World
1	Barovia	RL
2	Darkon	RL
3	Lamordia	RL
4	Mordent	RL
5	Kartakass	RL
6	Keening	RL
7	Tepest	RL
8	Vorbek	RL
9	Invidia	RL
10	Nova Vasso	RL
11	Dernentlieu	RL
12	Valachon	RL
13	Har'Akir	RL
14	Souragne	RL
15	Sri Raji	RL
16	Castle Ravenloft	RL
17	Azalin's Graveyard	RL
18	Kargat Mausoleum	RL
19	Paridon	RL
20	Pharaoh's Rest	DD
21	Mista	DD
22	Dark Powers	DD
23	Grand Conjunction	DD
24	Harvest Moon	DD
25	All Hallow's Eve	DD
26	Quirk of Fate	DD
27	Disrupted Magic	DD
28	Powers of the Land	GH
29	Spell Book of Drawmij Rule	DS
30	City States Rule	RL
31	Islands of Terror Rule	DD
32	Eyes of the Undead	DD
33	Living Ward	DD
34	Binding Curse	DD
35	Conjure Grave Elemental	DD
36	Animate Rock	DD
37	Word of Recall	DD
38	Glyph of Warding	DD
39	Call Lightning	DD
40	Prayer	DD
41	Turn Undead	DD

#	Name	World
42	Imbue with Spell Ability	DD
43	Insect Plague	DD
44	Plane Shift	DD
45	Heal	DD
46	Shadow Magic	DD
47	Shades	DD
48	Vampiric Touch	DD
49	Hold Person	DD
50	Detect Magic	DD



#	Name	World
51	Augment Undead	DD
52	Strahd's Malefic Meld	DD
53	Misty Summons	DD
54	Neverending Nightmare	DD
55	Chill Touch	DD
56	Tarokka Deck	DD
57	Timepiece of Klorr	DD
58	Ring of Regeneration	DD
59	Sun Sword	DD
60	Blood Coin	DD
61	Staff of Mimicry	DD
62	Soul Searcher Medallion	DD
63	Ring of Reversion	DD
64	Amulet of the Beast	DD
65	Cat of Felkovic	DD
66	Apparatus	RL
67	Crown of Souls	RL
68	Holy Symbol of Ravenkind	RL
69	Tapestry of Dark Souls	RL
70	Fang of the Nosferatu	DD
71	Kargat Vampire	DD
72	Wolf Pack	DD
73	Flesh Golem	DD
74	Ghost Ship	DD
75	Strahd Zombies	DD
76	Fiend	DD
77	Spectre	DD
78	Vistani	DD
79	Loup-Garou	DD
80	Werebat	DD
81	Mysterious Stranger	RL
82	Azalin	RL
83	Adam	RL
84	Ankhtepot	RL
85	Ereema Kolyana	RL
86	Dr. Rudolph Van Richten	RL
87	Hakon Lukas	RL
88	Headless Horseman	RL
89	Anjani	RL
90	Wilfred Godfrey	RL
91	Tiyet	RL
92	Sir Hiregaard	RL
93	Gabriele Aderre	RL
94	Hags of Tepest	RL
95	Sir Edmund Bloodsworth	RL
96	High Master Illithid	RL
97	Dr. Mordenheim	RL
98	Sergei Von Zarovich	RL
99	Lord Sath	RL
100	Strahd Von Zarovich	RL



#	Name	World
1	Mithas	DL
2	Nordmaar	DL

#	Name	World
3	Silvanesti	DL
4	Goodland	DL
5	Khur	DL
6	Solamnia	DL
7	Sancrist	DL
8	Cristyna	DL
9	Northern Ergoth	DL
10	Southern Ergoth	DL
11	Plains of Dust	DL
12	Spine of Taladas	DL
13	Isle of Selasia	DL
14	Tharin	DL
15	Reorxcrown Mountains	DL
16	Tower of Wayreth	DL
17	The Last Citadel	DL
18	Shaikan Grove	DL
19	Inn of the Last Home	DL
20	Altar of Mishakal	DL
21	Skie, Blue Dragon	DL
22	Governor Erann Flowstone	DL
23	Tika Waylan Majere	DL
24	Lord Gunthar, Solamnic Knight	DL
25	Koz the Minotaur	DL
26	Crysania	DL
27	Maquesta Kar-Thon	DL
28	Ladonna, Wizard of the Black Robes	DL
29	Justorian, Wizard of the Red Robes	DL
30	Dargent, Silver Dragon	DL
31	Raistlin Majere, Wizard of the Black Robes	DL
32	Fizban the Fabulous	DL
33	Takhisis, Queen of Darkness	DL
34	Par-Saliam, Wizard of the White Robes	DL
35	Pyrite, the Ancient Gold Dragon	DL
36	Tanis Half-Elven	DL
37	Flint Fireforge	DL
38	Caramon Majere	DL
39	Taslehoff Burfoot	DL
40	Phudge, the Great Highbulp	DD
41	Gully Dwarves	DL
42	Night of the Eve	DD
43	Krynn Minotaurs	DD
44	Solamnic Knights	DD
45	Brine Dragon	DD
46	Kagonesti Elves	DD
47	Dimernesti Elves	DD
48	Svak Draconians	DD
49	Kapak Draconians	DD
50	Aurak Draconians	DD
51	Dragonlance	DL
52	Staff of Magius	DL
53	Shield of Humo	DL
54	The Nightjewel	DL
55	Hammer of Kharos	DD
56	Blamblower	DD
57	Ironname	DD
58	Bupu's Emerald	DD
59	Inflatable Flotilla	DD
60	Brooch of Imog	DD
61	Solamnic Armor	DD
62	Dalamar's Ring of Healing	DD
63	Wand of Telekinesis	DD
64	Flute of Wind Dancing	DD
65	Dagger of Night	DD
66	Time Shift: Night into Day	DD
67	Time Shift: Day into Night	DD
68	Antimagic Barrier	DD
69	Unnerving Aura	DD
70	Strength	DD
71	Steel	DD
72	Moonlight Madness	DD
73	Switch	DD
74	Recall	DD
75	Tenser's Transformation	DD
76	Charm Monster	DD
77	Fire Rain	DD
78	Stone Water	DD
79	Protection from Draconians	DD
80	Mishakal's Insistence	DD
81	Divine Intervention	DD
82	Summon Griffin	DD
83	Reflection	DD
84	Earth-Walking	DD
85	Borrow	DD
86	Despair	DD
87	Return	DD
88	Hazy Image	DD
89	Peace	DD
90	Double Trouble	DD
91	Mishakal Intervenes	DD
92	Habbakuk Interferes	DD
93	Kiri-Jolith Arrives	DD
94	Reox, the Forge, Walks the Land	DD
95	Morgian, God of Disease, Strikes	DD
96	Zebaim, the Sea Queen, is Enraged	DD
97	Bronze Dragons	DD
98	Moon Salinara Waxes	DD
99	Moon Lunitari Waxes	DD
100	Moon Nunitari Waxes	DD

DRAGONLANCE CHASE SET

#	Name	World
1	Call to Arms!	DD
2	Axe of Brotherhood	DD
3	Sword of Friendship	DD
4	Knights of the Crown	DL
5	Knights of the Sword	DL

#	Name	World
6	Knights of the Rose	DL
7	Shield of Humo	DD
8	Crossed Blades	DD
9	Spirit of the Que-Shu	DD
10	The Skull of Fistandantilus	DD
11	Takhisis's Mirror and Staff	DD
12	Takhisis's Mirror and Sword	DL
13	Takhisis's Abyssal Gateway	DD
14	Takhisis's Mirror of Life Trapping	DD
15	Takhisis's Mirror of Underworld Minions	DD
16	Takhisis's Mirror of Revenge!	DD
17	Takhisis's Mirror of the Abyssal Warlord	DL
18	Takhisis's Helmet of Power	DD
19	Tower of High Sorcery	DL
20	Blessing of the Gods	DL
21	Age of Dreams	DL
22	The Golden Age	DL
23	Haste Spell	DD
24	Flute of Wind Dancing	DD
25	Medallion of Faith	DD

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(CON'T FROM PAGE 40)

and tap to untap target creature). If you're playing green, include Instill Energy to make your Sorcerers even more lethal.

Keep in mind, however, that a simple Disenchant or Shatter can often foil even the most devious of plans; you should always have more than one way to deal damage.

DEFENDING

But dealing damage alone doesn't make an effective deck. You must be able to counter your opponent's cards. To be strong against a variety of opponents, your deck must be able to deal with all of the four permanents (cards that are put into play and remain there until destroyed): Artifacts, Creatures, Enchantments and Lands.

- Of all the colors, **White** is best-equipped to respond to cards on the table. Between Disenchant, Swords to Plowshares (remove target creature from game) and Armageddon (destroy all lands), white can destroy any card in play.

- **Green** follows a close second, boasting Tranquility, Crumble and the best all-purpose destruction card, Desert Twister (destroy any card in play).

- Artifacts, lands and creatures are no problem for **Red**, which includes Shatter, Stone Rain and many damage-dealing spells. However, the inability to counter enchantments can become a serious problem, especially when your opponent produces a Circle of Protection: Red.

- **Blue** provides a good counterpart to red for this purpose, since it can usually steal enchantments or send 'em back to their owner's hand (Unsummon, Boomerang).
- **Black** is probably the most difficult color to play by itself; it has trouble dealing with permanents other than creatures.

Another option is Nevinyrral's Disk, an artifact that you may sacrifice to destroy all artifacts, creatures and enchantments in play. This rare artifact can complement a red or black deck. Although drastic, and not always reliable, blowing up everything in one fell swoop is usually pretty effective.

LAND AHOY!

You've picked your colors, and you're armed to the teeth with spells, but there's still one burning question...how much land should you put in your deck? To be effective, you must have enough mana to cast the spells you draw. About a third of your deck should

be mana-producing land cards. There's a simple way to make sure you have enough:

A) Sort the cards in your deck by color.

B) Count the black spells (if any) you have in your deck. Put in half as many swamps (rounded up) to start with. For example, if you have 19 black spells, you should have 10 swamps.

C) Repeat step B for each color.

D) Count the artifacts and non-mana producing lands in your deck. Put in half as many mana-producing lands of any kind, including special lands, dual lands or extra basic lands.

If the spells in your deck require a lot of mana, add a few extra lands, but don't go overboard. A deck with too much land can be just as ineffective as one with too little.

TUNING IN

By now you've got a pretty good idea of what to put in your deck, but the deck-building process doesn't stop there. As you challenge players with your deck, you should be able to pick out its strengths and weaknesses. If your deck has a hard time dealing with flying creatures, throw in a Hurricane or Earthbind. If your Lord of the Pit's appetite is larger than your entire deck, try playing without it. Deck tuning is a process that never ends as long as you acquire new cards. With a well-tuned deck, you'll find yourself winning more often. More important, you'll find yourself having more fun.

JEFF'S TOP CARDS

MAGIC: THE GATHERING, REVISED

Artifact: Ivory Tower, Nevinyrral's Disk

Black: Demonic Tutor, Dark Ritual

Blue: Sleight of Mind, Counterspell

Green: Regrowth, Lure

Red: Fork, Lightning Bolt

White: Disenchant, Balance

EXPANSION SETS

Arabian Nights: Library of Alexandria,

Diamond Valley

Antiquities: Candelabra of Tawnos, Strip Mine

Legends: Recall, Underworld Dreams

The Dark: Maze of Ith, Barl's Cage

Fallen Empires: Goblin War Drums, Ring of Renewal

A junior at the University of Rochester, Jeff Hannes doesn't believe that his curriculum is complete without a nightly Magic seminar.



The forces of destruction (above) versus those of protection (below)



A BEGINNER'S GUIDE TO BUILDING A WINNING MAGIC DECK

BY JEFF HANNES



Any more rats and we'll need a good exterminator.



So you went out and bought a *Magic: The Gathering* starter deck, found someone to teach you the game—and got your butt kicked. While you were dealing yourself a random assortment of cards, the veteran across the table was shuffling through a carefully crafted deck.

Don't despair. You, too, can win at this game. All you need to do is build your own winning deck. And it's not as hard as it looks.

Magic is broken down into five color-coded categories, each of which is centered around a different type of land, called mana. Before looking at specific cards, let's take a quick look at each color's specialties:

- **BLUE** allows you to steal resources from your opponent and prevent him from casting spells.
- **BLACK** represents the disturbing magical forces of death and demons.
- **RED** mountains harness fire and earth in a chaotic wave of destructive force.
- **GREEN'S** forests are home to many creatures.
- The open plains of **WHITE** offer healing and protection.

It's possible to make a deck with just one color, or even a deck with all five (a rainbow deck), but most decks contain only two or three. Limiting your deck gives you the luxury of working with a variety of card combinations without having to shuffle a card stack the size of the Library of Congress. Unless you can come up with creative ways to manufacture mana—with Moxes, Celestial Prisms or Fellwar Stones, say—always stick to two or three colors.

Before selecting cards or even picking colors, though, you need to address two important questions: How will your deck deal damage, and thus take away your opponent's life points? And how will your deck protect you from your opponent, and thus save your life points?

ATTACKING

The first question is usually the easiest to answer. Dealing damage is the most fundamental aspect of the game; every color can do it. Still, you should choose your damage-dealing methods with care. A Creature Bond, which subtracts a creature's toughness from its controller's life points when the creature is killed, is useless unless you can kill creatures. Also, you should never rely on your opponent's deck to be effective.

For example, Feedback, which hurts your opponent each turn, only works if your nemesis has an enchantment in play. There's no guarantee, however, that your opponent will play an enchantment.

So what about creatures? Which ones should lead your charge, and which ones should ride the bench? Try to balance low-power creatures that are easy to cast with creatures that are powerful but costly, and make sure some can fly. Cards that are worthless in one deck may be quite valuable in another. By itself, one Plague Rats—its power and toughness equal the number of Plague Rats in play—isn't impressive. However, several Plague Rats can be pretty lethal. By your fifth, your opponent may start wishing for a good exterminator.

Another consideration when choosing creatures is how they interact with other cards in your deck. For example, Dwarven Warriors (tap to make a creature of power no greater than two unblockable) and Firebreathing (enchant creature; +1 power/+0 toughness per red mana) make an extremely potent offensive force.

Creatures and direct-damage spells, such as Fireball, Lightning Bolt and Drain Life, are by no means the only weapons. The Rack, an artifact that damages an opponent for each card in hand below three, can stretch the life out of your enemy if you keep his hand size down using Mind Twist, Disrupting Scepter and Amnesia. Similarly, if you can keep your rival's hand size high by forcing him to draw more cards (Howling Mine, Braingeyser) or by preventing him from casting spells (by destroying his mana), the Black Vise (artifact; damages opponent for each card in hand above four) can finish him off.

One of the best creature/enchantment combinations lies in green: Thicket Basilisk with Lure and Regeneration. Unable to resist the temptation of peering through the bushes to see your Basilisk, your opposition's once-active army will be transformed into lifeless stone.

If you're playing white, you can use the rare Meekstone artifact (creatures with power greater than two may not untap) with Serra Angels (4/4 flying; doesn't tap when attacking) and smaller creatures. Several Prodigal Sorcerers can make life miserable for your opponent, especially with Jandor's Saddlebags (artifact; spend three

(CON'T ON PAGE 39)

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