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# TNOQUEST

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Anson Maddocks!

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Efreet War!

The Illuminati  
revealed!



JUNE 1995

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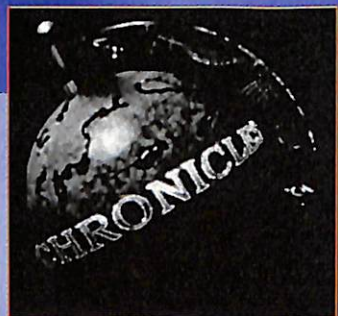
RAGE  
WEREWOLF!

DETAILS  
INSIDE

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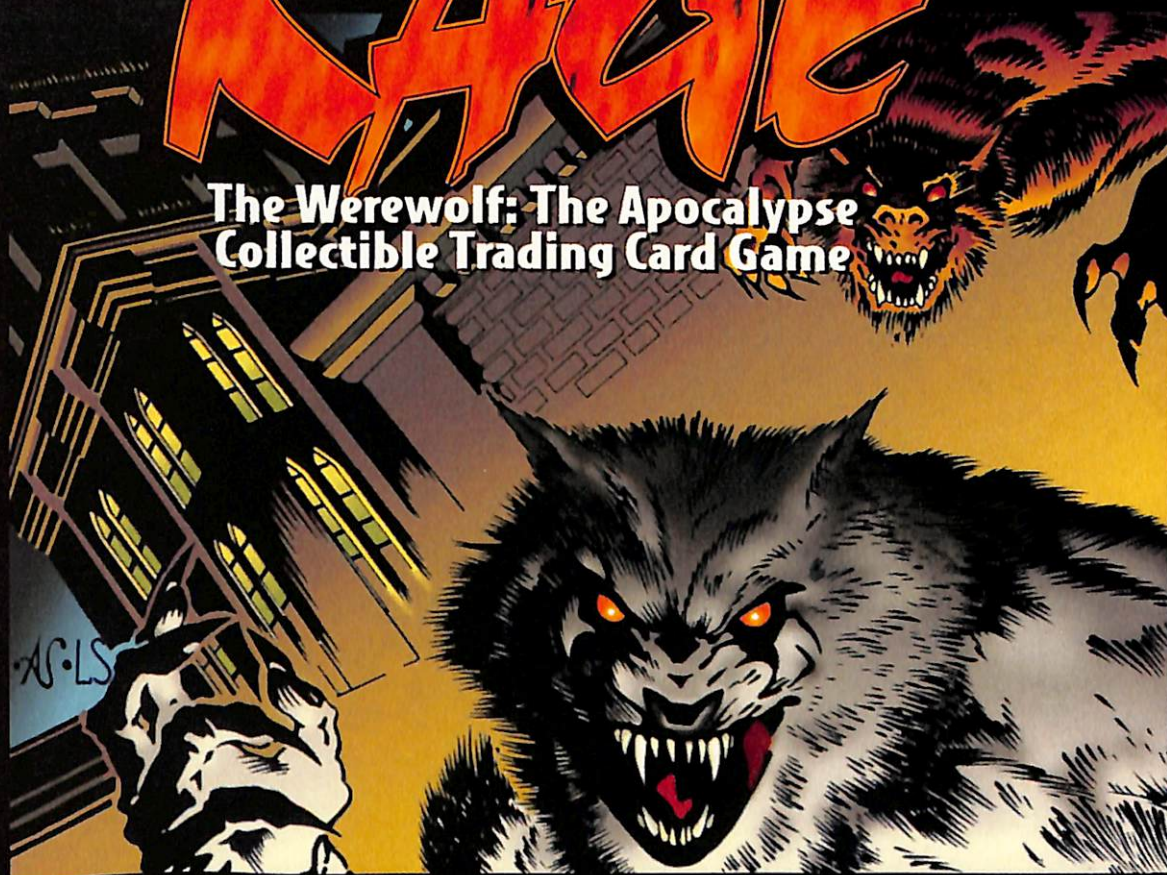
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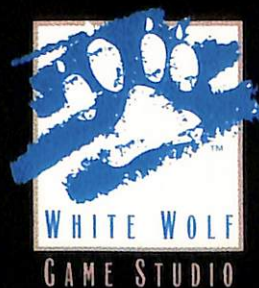
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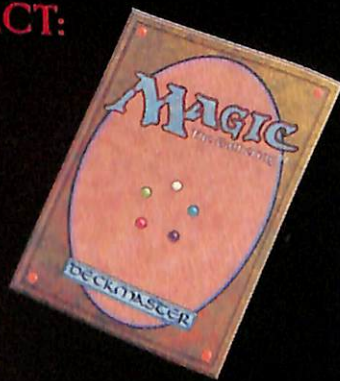
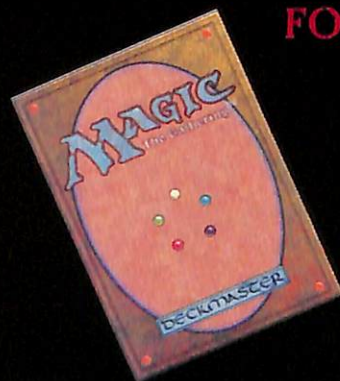
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BACI ME!

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You won't believe what we're cookin' up in this month's Theme Deck. Take a whiff of page 25.

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MAGIC ES MULTO BUONO!



### Cover Artist

The Prince of Seattle, Anson Maddocks, illustrates his mastery over gothic fantasy. To learn more about this fantasy prince, turn to page 18.



18



# Wanted: Channel Fireball

## Rise to Arms! Begin Your Own Ban the Channel Campaign!

What's worse than taking the 14-hour Kraft factory tour, swimming in a vat of Swiss, and then gobbling 48 slices of plastic-wrapped, nonpasteurized Velveeta? That's right—Channel Fireball, the ultimate in cheese.

See if this sounds familiar. It's the first duel of your tournament match. You're all excited about testing your new deck, about drawing those first seven cards that'll shape your world.

Suddenly, before you can draw your opening hand—bang, you're dead, obliterated by the ridiculously stupid Channel/Fireball combination! It's about as much fun as being rolled over by a tank. Please, let's play again. This time around I'll use my Vise deck, it'll be fun...

I love cheeseheads. Cheeseheads think a theme deck is a decision between Fireballs or Disintegrates; they confuse winning with fun. I guess hitting someone with a 19-point Fireball is fun to some folks—but not to me, nor anyone with whom I play *Magic*.

Of course, my real grievance is just with the "Channel" part of the Channel Fireball. You can't rule out Fireball: it's too vital a part of the game, and it's too much dang fun wiping out a whole slew o' little critters in one shot. You can, however, rule out Channel. I mean, you don't usually Channel in a Wall of Ice without a darn good reason. You might bring in an artifact at a critical time with Channel—I saw a real cool play where someone won in a last-ditch effort with Channel and Mirror Universe—but odds are you won't put Channel in a high-powered deck for this purpose.

Unfortunately, there are those who will—those who bow down before the Almighty Shrine of *Fromage* and nuke newbies while they're studying the casting cost of their Benalish Hero.

The Channel Fireball is, without a doubt, an abuse of the rules. It throws the whole game out of whack—all your opponent has to do is pull ahead of you by one life and you lose! What kind of nonsense is that? We've already banned the card from our games, and now *InQuest* implores you to do the same wherever you play. It's long past due.

Wizards of the Coast...if you're listening, make an official announcement and get the Channel card banned from tournaments. We all know how it's used. Let's stop the madness!

Till next time,

Michael Searle  
Editor



### Top Five Reasons I Hate Channel Fireball

5. It's no fun when your opponent says "Game over" while you're unzipping your counter pouch.
4. I hate losing to 13 cents' worth of cards.
3. It isn't cool to kill people before they've had a chance to rotate their cards properly.
2. A chimp playing *Uno* could make the same play.
1. Cheese is best served on crackers, not opponents.

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As if we didn't have enough cool stuff to kick around the studio, *es mio bien* if you guys send us your latest software, toys, games, action figures, ideas and electronic goodies (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmo, so send it along to: *InQuest* Art Dept. c/o Wizard Press, 151 Wells Avenue, Congers, NY 10920-2064. Printed in Canada



# HYBORIAN GATES

**COMING SUMMER '95!**

**A**ncient 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.

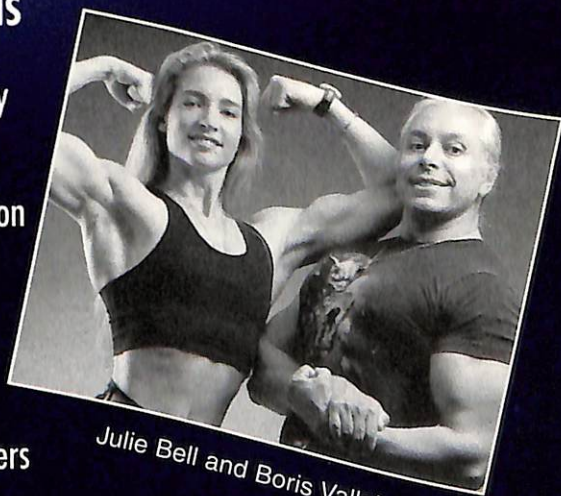
Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

The **HYBORIAN GATES** card game brings this fantastic collection of art to life.

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.

Infinitely expandable, **HYBORIAN GATES** is the new generation in collectible card games.

Meet the artists of  
**HYBORIAN GATES,**  
**Boris Vallejo and Julie Bell,**  
at **GEN CON® Game Fair.**



Julie Bell and Boris Vallejo

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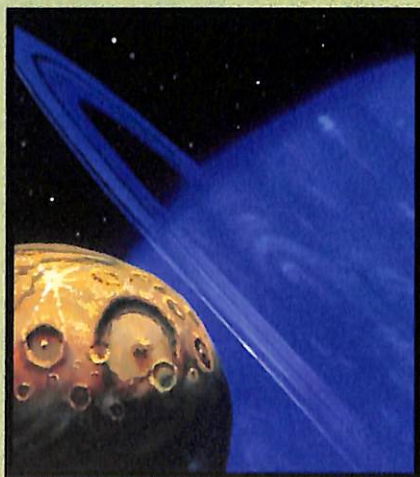
Black Border, same mix as the Limited Edition.

First Expansion due in October '95.

Blue Border, small run followed by a  
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100 unique cards with a rules expansion.

SYSTEM



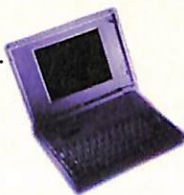
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# INQUISITION

## Run Naked Run Wild

Welcome back for a second helping of the *InQuest* letters page. Since it's still too early to run your reactions to our first issue—it hits the stands the week after this writing—we'll be running more questions and comments on our pre-#1 debut issue, as well as stuff sent to us via America Online. Before we go romping through the letters, let me ask you to put pen to paper and let us know what you think of our li'l mag here. We're still testing out new ideas and formats, and we can become the best magazine possible only if you tell us what you do and don't like. Anyway, on to the letters.

### More than Magic

I've been a roleplaying fan for most of my life now. I used to play *D&D* a lot, and like a lot of other people, we molded its rules and style to fit the way a fantasy game should be. You know, choosing which rules to play with and so forth, to make the game seem more real to us. RPGs allowed us the creative freedom to create our characters and explore the world with them.

These new card games are fun to play, but I hope they're not going to be the only things you cover. When you get into them, there isn't the same spark. If I took my *D&D* character and gave him to a friend to play, he wouldn't be the same, but if I gave my *Magic* deck to a friend, what's the difference? When I'm old and *Magic* has come and gone, I'll still remember my ninth-level paladin.

Ted Scott  
Royal Oak, MI

*If your circle of friends does nothing but play Magic, coerce them into trying new things. Yeah, Magic is great, but buy some Illuminati decks and give it a whirl, or dust off your old modules and character sheets and start them dice a-rollin'. If you're feeling particularly adventurous, go out and try something really new, like roller blading, whiffle ball, or meeting new people. Fill your life with*

*as many different experiences as possible; it's funner that way.*

### Thawed Out

What *Magic* expansion sets are coming out this year other than *Ice Age*?

Jamie Kleinman  
Buffalo, NY

*By the time you read this, the Magic Fourth Edition should be out. In June, Ice Age hits the shelves, and then comes Chronicles (reprinting cards from Legends, Antiquities, and so on), and the Ice Age expansion Home-lands (or whatever it's going to be called) should rear its head before year's end. Keep in mind, though, that our friends at Wizards of the Coast have a rep for running late.*

### Home Improvement

I picked up your premier issue, and I had some pointers for you.

1) Your card price guide should include descriptions for all the cards. That kind of information is clutch for gamers putting together new decks.

2) Have Anson Maddocks do every cover.

3) Don't focus on just *Magic*. There's a lot of great stuff out there. You're limiting yourself and the amount of readers that will



More Anson Maddocks art? Isn't *Icy Prison* cool enough for ya?" See page 18 for a sneak peek at more Maddocks *Ice Age* art.



■ In the new Batman movie Jim Carrey plays the part of the Riddler. Should SkyBox put out a DC Comics card game, you'll be sure to find this guy on one of them.



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Luis Carson  
Virginia Beach, VA

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2) That'd be neat, but he's a busy guy. Hope this issue's cover can tide you over until we can get him again.

3) We'll cover as many different games as we can in our 80 pages.

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### "Da-na-na-na-na-na..."

The new Batman movie is coming out and it looks great! Is there a Batman card game in the works?

Kurt Wayne  
Roundball, KY

Last we heard, SkyBox is doing the DC Comics card game, which should have Batman in it. As a side note, Fleer, which is owned by DC's comic book archnemesis, Marvel Comics, recently purchased SkyBox.

### Games<sup>2</sup>

Why are so many card games coming out now? When I go to the store, the countertop is covered by dozens of games, most of which I've never heard of. Is the market being flooded?

Justin Perry  
Lake Forest, CA

Yeah, there's a lot of games being released nowadays, but I don't think the market has reached an unmanageable level yet (though about 30 more card games will be released by the end of '95, so ask me again then). And remember, in *alla* them games there might be lurking another *Magic*.

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Roger Cohen  
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Yep. Check out this month's *Swan Song*.

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## The Men From The Boys

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What makes one card game more popular than the others? Why do some card games sell like crazy and others fail to spark any interest?

Anthony Chambers  
Brooklyn, NY



What a game must be, above all else, is fun. What makes a game fun? Well, humans, being a fairly warlike race, enjoy putting the kibosh on things. Especially each other. That's why *Magic* is so popular. Aside from being a very well thought-out and balanced card game, the object is to off your opponent. Many of the card games out there are either too unbalanced or don't have combat interactivity, which are two fairly important ingredients to a good card game.



And that, as they say, is that. See you again next month.

Send yer letters to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or:

**INQUISITION**

151 Wells Ave.

Congers, NY 10920

INQUISITION

# Stumpers



Q: If you have a Guardian Beast out and your Atoq wants to swallow one of your own artifacts, can he?

—J. Clark, Boston, MA

A: Sacrifice is a cost that cannot be prevented. If you want to sacrifice an artifact to Atoq, a Guardian Beast will not stop you. You can feed a White Knight to a Lord of the Pit, and protection from black will not save it.

Q: If you Fork a Wheel of Fortune to draw two consecutive seven-card hands, can you cast instants or interrupts from your first set before discarding them and drawing the second set?

—T. Pierce, Glenshaw, PA

A: Because of timing rules, you can only cast interrupts.

Q: I bring out a Benalish Hero and throw Holy Armor on it—then someone immediately Lightning Bolts the Hero. Is the enchantment cast? If so, do I have time to pump one white mana in and save the Hero?

—P. Troller, Schenectady, NY

A: If you had a spell that prevented, reduced, or redirected the damage—or a spell that regenerated the Hero—she'd be alive; however, pumping up the Holy Armor is none of those, so you can't use it. Unfortunately, your Hero dies.

Q: I cast Word of Command on my opponent, then cast his own Demonic Tutor. Who searches through my opponent's deck to find a card?

—K. Lamond, Champaign, IL

A: Word of Command forces your opponent to cast a spell, but you get to make any necessary decisions. The Word of Command caster gets to search through the deck (with the other guy watching) and give the card to his opponent.

Q: My Mons's Goblin Raiders gets steamrolled by a trampling War Mammoth. I have a Samite Healer, who prevents one point of damage to the Goblin Raiders. How much trample damage goes through to me?

—T. Jones, Wayne, MI

A: All damage is assigned simultaneously, so two points of Trample get through. Then healing effects gets used, so the goblin gets run over and, amazingly, still survives.

Q: Is Sol Ring pronounced like "Sol," as in the sun, or "soul," as in the spirit?

—R. Poinatte, Detroit, MI

A: We pronounce it like the sun.

Special thanks to Rich Redman at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**Stumpers** c/o **InQuest**

151 Wells Ave.

Congers, NY 10920

I'M SO HOT I'M BURNING MYSELF. HEYOW!



You say tomayto, I say tomahto...

C'mon, there are tremendous differences between soul and sol. Just ask James Brown, the Godfather of Soul.



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Anthony Chambers  
Brooklyn, NY



*What a game must be, above all else, is fun. What makes a game fun? Well, humans, being a fairly warlike race, enjoy putting the kibosh on things. Especially each other. That's why Magic is so popular. Aside from being a very well thought-out and balanced card game, the object is to off your opponent. Many of the card games out there are either too unbalanced or don't have combat interactivity, which are two fairly important ingredients to a good card game.*



And that, as they say, is that. See you again next month.

Send yer letters to [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or:

**INQUISITION**

151 Wells Ave.

Congers, NY 10920

# Stumpers



**Q:** If you have a Guardian Beast out and your Atoq wants to swallow one of your own artifacts, can he?

—J. Clark, Boston, MA

**A:** Sacrifice is a cost that cannot be prevented. If you want to sacrifice an artifact to Atoq, a Guardian Beast will not stop you. You can feed a White Knight to a Lord of the Pit, and protection from black will not save it.

**Q:** If you Fork a Wheel of Fortune to draw two consecutive seven-card hands, can you cast instants or interrupts from your first set before discarding them and drawing the second set?

—T. Pierce, Glenshaw, PA

**A:** Because of timing rules, you can only cast interrupts.

**Q:** I bring out a Benlish Hero and throw Holy Armor on it—then someone immediately Lightning Bolts the Hero. Is the enchantment cast? If so, do I have time to pump one white mana in and save the Hero?

—P. Traller, Schenectady, NY

**A:** If you had a spell that prevented, reduced, or redirected the damage—or a spell that regenerated the Hero—she'd be alive; however, pumping up the Holy Armor is none of those, so you can't use it. Unfortunately, your Hero dies.

**Q:** I cast Word of Command on my opponent, then cast his own Demonic Tutor. Who searches through my opponent's deck to find a card?

—K. Lamond, Champaign, IL

**A:** Word of Command forces your opponent to cast a spell, but you get to make any necessary decisions. The Word of Command caster gets to search through the deck (with the other guy watching) and give the card to his opponent.

**Q:** My Mons's Goblin Raiders gets steamrolled by a trampling War Mammoth. I have a Samite Healer, who prevents one point of damage to the Goblin Raiders. How much trample damage goes through to me?

—T. Jones, Wayne, MI

**A:** All damage is assigned simultaneously, so two points of Trample get through. Then healing effects gets used, so the goblin gets run over and, amazingly, still survives.

**Q:** Is Sol Ring pronounced like "Sol," as in the sun, or "soul," as in the spirit?

—R. Poinatte, Detroit, MI

**A:** We pronounce it like the sun.

Special thanks to **Rich Redman** at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at [InQuestMag@aol.com](mailto:InQuestMag@aol.com) or write to:

**Stumpers** c/o **InQuest**

151 Wells Ave.

Congers, NY 10920

I'M SO HOT I'M BURNING MYSELF. HEYOW!



■ You say tomayto. I say tomahto...

C'mon, there are tremendous differences between soul and sol. Just ask James Brown, the Godfather of Soul.

# HEARTBREAKER'S INQUISITION™

INQUISITION™, the first expansion for Doomtrooper™, is designed to take the game into some new directions. It will center around the most powerful forces in the universe, the Brotherhood and the Dark Legion. Most of the cards will have a link to these organisations, but are designed to please those who have specialized in any one of the corporations.

Inquisition will also introduce a new card category—RELICS—ancient objects and artifacts that hold tremendous powers. There will also be new personalities from all of the corporations (including the Supreme Cardinal of the Brotherhood and all five Dark Apostles), new vehicles, new equipment and more!

Besides new game play features, there's also other enhancements. LIMITED EDITION, GOLD FOIL packaging, over 100 new cards and randomly inserted cards signed by some of the top Doomtrooper artists will be included throughout the world-wide print run.

Inquisition booster packs will contain 8 cards each and there will be 60 booster packs per display.



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# MAGIC BANNED

## NEW YORK SCHOOL DISTRICT PROHIBITS GAME

IF IT'S NEWS,  
IT'S HERE!



**B**edford Central School District in Westchester County, N.Y., has imposed a 30-day ban on *Magic: The Gathering*.

The game, which was played in extracurricular clubs at Fox Lane Middle School and Pound Ridge Elementary School, caught Ceil DiNozzi's eye when her fourth graders brought a card home. "The picture on it was very graphic, and very indicative to me of just evil," she recalls.

DiNozzi found other cards, like Demonic Tutor and Demonic Hordes, that disturbed her. "There's no good and bad, it's just evil against evil," she says. "To me this is a seductive little satanic game.... I just don't think it's healthy for children."

With the help of Mary Ann DiBari, a lawyer whose grandchildren attend Pound Ridge, DiNozzi met with Bedford Superintendent Dr. Bruce Dennis, some school board members, and parents who supported the game. When a psychiatrist and a psychologist raised concerns over what they called occult symbolism, Dennis declared a moratorium in order to study the issue.

DiNozzi and DiBari say that *Magic* has caused Bedford players to threaten and intimidate other children. But several local parents and children support the game, denying that the card pictures are satanic.

"I think they have little meaning, little impact on the kids as they play it. They're really approaching it as a game," said the Rev. Paul D. Alcorn. He spoke at a recent tournament organized for Bedford students by his son and a friend. The tournament, which attracted about 50 players, was held in Bedford Presbyterian Church, where Alcorn is co-pastor; proceeds from the event went to a charity for the homeless.

Timothy Warden-Hertz, a Fox Lane sixth grader who helped organize the event, feels that young players can separate fantasy from reality. "We don't set up temples or sacrifice to the Lord of the Pit," he says. The game "doesn't hurt anyone, it hasn't hurt anyone." If anything, he says, *Magic* players have been the victim of teasing.

Although one parent mentioned incidents of children stealing *Magic* cards, many adults praise the game.

"What I think of the game is it's fantastic," says Sue Clark, who supervised the Pound Ridge elementary school *Magic* club. She notes that players will teach other children, even those with whom they might not normally socialize. Like

other parents, she feels the game helps children expand their vocabulary and hone their strategic planning.

But DiBari is concerned that *Magic's* religious allusions violate the Constitutional separation of church and state. "It is blasphemous of those who have other views, and they're not permitted to present [religious views] openly," she asserts.

Her group was upset when Dennis told a local paper that he would let his children play *Magic*. DiBari characterized this statement as an "endorsement" by a public school official.

But Clark feels that a ban on the cards would be unfair. "Mrs. DiNozzi has very strong personal convictions," Clark says, "but I think they're being imposed, and that's wrong."

Other parents suggested that *Magic* protesters want to ban other objectionable material. DiNozzi and DiBari say they're concerned only with *Magic*.

*Magic* manufacturer Wizards of the Coast sent a representative to meet with Dennis and attend the tournament. The spokesperson, Doug Ferguson, stressed that the cards are only a game. He noted that the company often heard praise from parents, but added that a pentagram had been removed from the Fourth Edition version of Unholy Strength to forestall criticism.

At press time, Bedford School District officials had not announced when they would rule on the status of *Magic*.

DiBari says her group will press for a permanent school ban on the game. "If you want to go to war over it, then we'll go to war over it, but we'd rather not. If I had my druthers, I'd like to go home and forget about the whole thing."

**"To me [*Magic*]  
is a seductive  
little satanic  
game..."**

—Ceil DiNozzi, angry parent

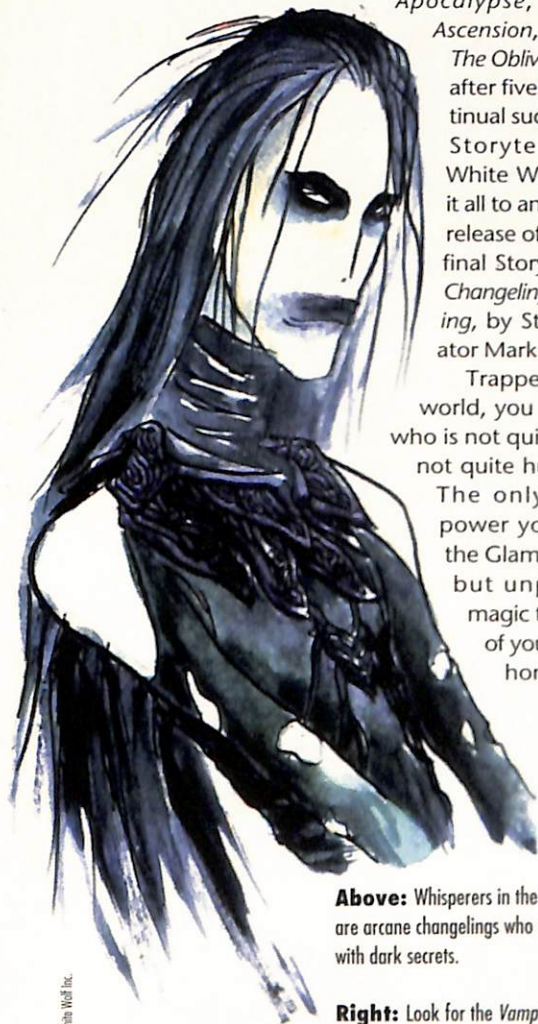


■ Evil is as evil  
does: does *Magic*  
cause satanism?

# White Wolf Release New Storyteller Game

**W**hite Wolf began the Storyteller tradition in 1991 with the release of *Vampire: The Masquerade*. It followed up with *Werewolf: The Apocalypse*, *Mage: The Ascension*, and *Wraith: The Oblivion*. This June, after five years of continual success with the Storyteller series, White Wolf will bring it all to an end with the release of the fifth and final Storyteller game, *Changeling: The Dreaming*, by Storyteller creator Mark Rein•Hagen.

Trapped in the real world, you play a being who is not quite faerie, but not quite human either. The only source of power you possess is the Glamour, a strong but unpredictable magic that is the last of your ties to your home, Arcadia.



**Above:** Whisperers in the night, the Sluagh are arcane changelings who concern themselves with dark secrets.

**Right:** Look for the *Vampire* TV series to hit the screens by early fall.

Unlike the other four entries in the Storyteller series, this entire 260-page book will be printed in full color.

*Changeling* will introduce a new add-on system using cards instead of dice. One hundred sixty-eight oversized Cantrip Cards will act as a supplemental Glamour magic system. The cards are slated for August release and will feature art from Richard Kane-Ferguson, Quinton Hoover, Richard Thomas, and others.

White Wolf has lined up a trilogy of sourcebooks and a trilogy of novels to support *Changeling*. Each *Immortal Eyes* sourcebook will be based on an *Immortal Eyes* novel. The first game book, *Toybox*, will ship in August, to be followed later in the year by a novel of the same name. The series should wrap up in mid-1996.

## White Wolf Vampire Series

Mark Rein•Hagen is overseeing a TV series for the Fox network based on his *Vampire: The Masquerade* RPG. The one-and-a-half-hour pilot was written by John Leekley, whose previous credits include the mini-series *The Blue and The Gray*. The show may premier in late summer or early fall.

White Wolf and Rein•Hagen were approached by Tony Krantz, a TV packager for Creative Artists Agency who has been involved in such hits as *Beverly Hills 90210*, *Twin Peaks*, and *ER*. Krantz got interested in *Vampire* after being told it was a best-selling game. He picked up the rule book, read it, and went to White Wolf with a proposal.

Wes Harris, White Wolf's vice president of new business and licensing, states, "I've been on the set and seen the dailies, and it looks great."

White Wolf had not released the show's cast at press time.



## WotC Buys Andon Unlimited

Wizards of the Coast has purchased Andon Unlimited, a gaming convention management company.

Andon, which relocated from Kent, Ohio, to WotC's Renton, Wash., offices, will retain its name. It will continue to run conventions it has previously managed, including AndCon, 3-Rivers Game Fest, the GAMA Trade Show, sponsored by the Game Manufacturers Association, and Origins, the second-largest gaming convention in the U.S.

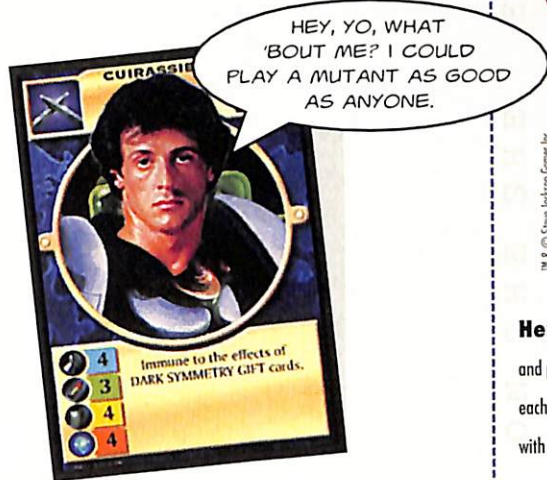
Andon will also manage WotC's Duelists Convocation, which sanctions *Magic* tournaments, the Convention Relations team, which plans WotC's convention appearances, and the new Demo Tour team, which will bring WotC personnel to gaming stores across the nation in various "Game Day" events.



## Mutants & Movies

Edward R. Pressman Film Corp. is reportedly seeking Arnold Schwarzenegger, Shaquille O'Neal, and Howie Long for starring roles in its *Mutant Chronicles* film. The trio would play Doomtroopers protecting Earth from a menace from the 10th planet.

Pressman, known for films like *Conan the Barbarian*, *Wall Street*, and the upcoming *Judge Dredd*, has already hired a writer and director. Philip Eisner has scripted for Robert DeNiro's *Tribeca* TV series. Director Stephen Norrington worked on James Cameron's hits *Aliens* and *Terminator*.



Sylvester Stallone courtesy Forever Collection.™ & © Target Games, AB

## Wing Commander Card Game

Mag Force 7 is working on the *Wing Commander Collectible Trading Card Game*, based on Origin Systems' best-selling CD-ROM game *Wing Commander III: Heart of the Tiger*. Designed by Jeff Grubb (*Marvel Superhero* roleplaying game and *Blood Wars*) and Don Perrin (*Star of the Guardians*), the game will pit the Terran Confederacy against the alien Kiltrathi and will feature images taken directly from the computer game.

The stars from the computer game, Mark Hamill, John Rhys-Davies, and Malcolm McDowell, will be featured on the cards in photorealistic paintings by book cover artists such as Bob Egerton, J.R. Daniels, and Bill Hodgson. Due to be released in August, the Limited Edition Set will contain 300 cards and be sold in 65-card starter decks for \$8.95 and 15-card booster packs for \$2.95.



Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



™ & © Steve Jackson Games, Inc.

NAME:	<b>INWO Factory Set</b>
COMPANY:	Steve Jackson Games
SET SIZE:	450 Cards
RELEASE:	April 1995
PACKAGING:	450-card boxed set
SUGGESTED RETAIL:	\$70 per set

**Here's the Deal:** The complete *Illuminati: New World Order*. This set has everything the collector and player could ever want. All 403 common, uncommon, rare, and special cards are included, plus three of each Illuminati card, and blank cards too! You still want more? You got it! Besides being completely playable with the *INWO* Limited and Unlimited Editions, the Factory Set card faces will have a different graphic design so collectors can distinguish them from all other *INWO* editions.



™ & © U.S. Games Systems, Inc.

NAME:	<b>Phoenix</b>
COMPANY:	U.S. Games Systems
SET SIZE:	90 cards
RELEASE:	May/June 1995
PACKAGING:	Eight-card booster pack
SUGGESTED RETAIL:	\$1.50 booster

**Here's the Deal:** *Phoenix* is the first expansion set for *Wyvern*. This 90-card set will feature more dragons and terrain cards, all drawn by Peter Pracownik. *Phoenix* will also feature a new, revised rules card, making game play easier for newcomers.

On the Shelves continued on page 15...

## The Spice of Life

FPG's first collectible card game, *Guardians*, is due in August. Designed by Luke Peterschmidt and fantasy artist Keith Parkinson, it features illustrations from Brom, Don Maitz, Mike Ploog, James Warhola, and Parkinson himself. This game pits warring armies against one another, and allows the combatants to tap the awesome power of godlike beings called Guardians. The 280-card set will be sold in 60-card starter decks retailing for \$8.95 and 14-card booster packs for \$2.79.

Collectors of *Galactic Empires* cards who don't have them all yet had better hurry. As soon as the Primary Edition and the first expansion set, *New Empires*, sell out, the new Unlimited Edition will debut. While it'll contain 600 cards from the first two sets, 65 of the original cards will go out of print at this time.

There's something special lurking in *Galactic Empires* Primary Edition boosters: Companion Games has inserted one of what it calls an Ultra Super Mega Rare and Valuable Beyond Belief Card. The card can be redeemed for \$10,000. Three similar cards redeemable for \$1,000 each are hidden in *New Empires* boosters.

## Spaced Out

Heartbreaker Hobbies & Games will release its newest collectible card game in July. In *Super Nova*, the object is to create the biggest intergalactic empire. Using military, economic, and diplomatic power, you must fight for control of planets and crush your enemies. The first printing will consist of 100 common, 35 uncommon, and 30 rare cards. *Super Nova* will be sold in master booster packs with 18 cards and a rules booklet, with a retail price of \$2.95 per pack.

Companion Games is releasing two new *Galactic Empires* expansions this summer. In July, Origins and DragonCon attendees can grab *Powers of the Mind*. This set lets players represent three empires of wizard-like psi-beings who use psionic powers, not starships, for defense. *Time Gates*, set for a Gen Con premiere, deals with the hazards of traveling through and altering time. Companion says that *Time Gates'* chaos and fast-paced action will turn *Galactic Empires* inside out.

*Battlelords*, a collectible card game based on the RPG of the same name, will be coming out in August from New Millennium Entertainment. You must command your corps in battle on the frontier of the 23rd-century Fornax Galaxy. Fame and fortune decks let you protect your power and provide you with money. The more than 300 cards are illustrated by Anson Maddocks, Quinton Hoover, Doug Shuler, and others.



© Brom

*Moons of Khadar*, a collectible card game from Outer Earth, is due August or September. You are a Khadan, a Klan Lord, and must lead your klan against opponents, employing a variety of objects and actions such as satellites, aircraft, vehicles, subversion, and influence to triumph in battle. The 60-card starter decks will retail for \$9.50 and the 15-card booster packs will be sold for \$3.50.

## Far Out

The Nephilim are ancient spirits that can possess a human body. The *Foes of the Nephilim* are a group of humans that want to eliminate these spirits. If you'd like to join the ranks of these hunters, pick up Chaosium's \$16.95 *Foes of the Nephilim* in June.

In August, *Arcana*, the 150-card expansion set for *On the Edge*, will hit the shelves. This Atlas Games set will answer questions about the mystical subculture of Al Amarja and all the strange happenings in places like the Center for Paranormal Control and D'Aubainne University. The 10-card expansion packs will retail for \$1.95.

*Wetworks*, November's expansion for *On the Edge*, makes a weird game even weirder. On-island conspira-



TM &amp; © Trident Inc.

cies thicken thanks to the Throckmorton Device's trans-temporal energy. The set will be chockablock with covert agents, their gear, and their secrets.

## Nonsense

What inspired *Illuminati*? The *Principia Discordia*, of course. Due in May for \$9.95, this unofficial bible of Discordianism is full of philosophy, clip art, political subversion, and even some '60s dope jokes.

A world where people are actually characters in an RPG? That's exactly what you'll get if you pick up *FRUP*, the new RPG being released in August by Hogshead Publishing. It all started 3,000 years ago, when three RPG books crashed to the ground and became the world's religion! For \$19.95, you can play a non-player character, a monster, a rules lawyer, or even a chain-mail-clad bikini babe.



## Men in Tights



WildStorm Productions' *WildStorms: The Expandable Super-Hero Card Game* will hit the market this August. All the popular characters from WildStorm's *Gen 13*, *WildC.A.T.s*, *StormWatch*, *Team 7*, and *WetWorks* comics will be included in the 315-card set. Certain rare cards will feature non-WildStorm characters. The game was designed by comic artist Jim Lee and

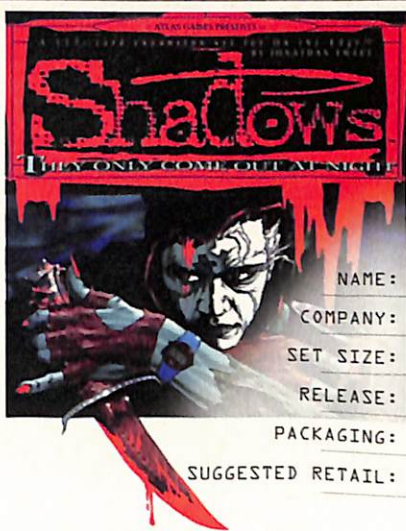
Drew Bittner, who has worked for Steve Jackson Games and TSR, with contributions from freelancer Matt Forbeck. Starters will sell for \$7.95, 15-card boosters for \$2.25.

*Gridiron*, the first trading card game to focus on—you guessed it—sports, should be available from Precedence for the start of the football season. With 400 cards in the set, the first 60-card starter deck will retail for \$7.95. Fifteen-card booster packs will follow with a \$1.95 price tag. The first set focuses on a down-and-dirty fictional football league.

## Boxes

This June, West End Games will release the *DarkStryder* box set for the *Star Wars* universe.

This campaign is set four years after the death of the emperor. Though ill-equipped, you and your band of rebels must hunt down an escaped Imperial moff.

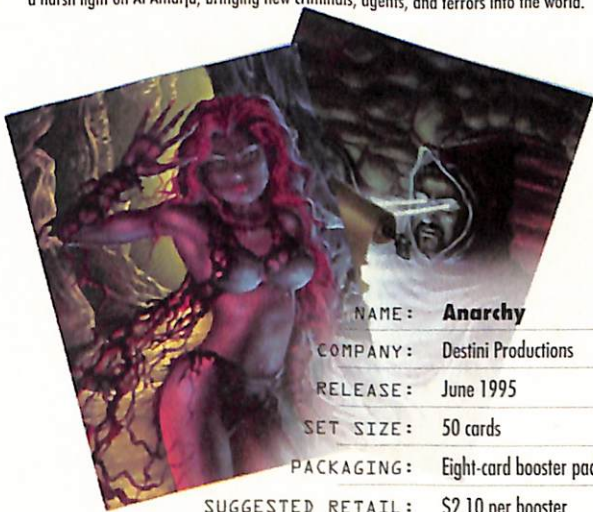


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Continued  
from page 13

NAME:	<b>Shadows</b>
COMPANY:	Atlas Games
SET SIZE:	117 cards
RELEASE:	May 1995
PACKAGING:	10-card booster packs
SUGGESTED RETAIL:	\$1.95 per booster

**Here's the Deal:** When you live *On the Edge*, night is a time of evil. This 117-card expansion set shines a harsh light on Al Amarja, bringing new criminals, agents, and terrors into the world.



TM & © Edward P. Beard Jr.

NAME:	<b>Anarchy</b>
COMPANY:	Destini Productions
RELEASE:	June 1995
SET SIZE:	50 cards
PACKAGING:	Eight-card booster packs
SUGGESTED RETAIL:	\$2.10 per booster

**Here's the Deal:** *Anarchy*, the first expansion set for *Flights of Fantasy*, is due in late June. The set will contain 10 unique enhancement cards, one for each of the five realms of battle. Destini has upgraded its card stock and UV-coated the art face to produce a more resilient and durable playing card. Ed Beard Jr., Ron Rousselle, and Ralph Peccio Jr. remain the main artists for the cards.



TM & © TSR Inc.

NAME:	<b>Factols &amp; Factions</b>
COMPANY:	TSR
SET SIZE:	134 cards
RELEASE:	June 1995
PACKAGING:	15-card booster packs
SUGGESTED RETAIL:	\$2.50 per booster

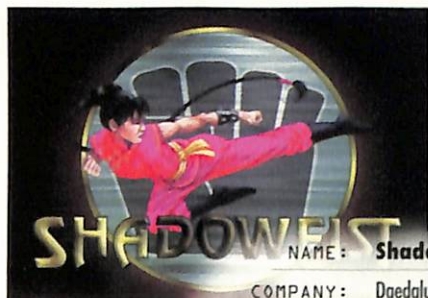
**Here's the Deal:** *Factols and Factions*, the second *Blood Wars* expansion set, introduces characters like the leader of the City of Doors and the Lady of Pain.



NAME: **Hybriorian Gates**  
 COMPANY: Cardz  
 RELEASE: June 1995  
 SET SIZE: 450 cards  
 PACKAGING: 110-card starter decks; 15-card boosters  
 SUGGESTED RETAIL: \$9.95 per starter; \$2.50 per booster

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**Here's the Deal:** Julie Bell and Boris Vallejo combined their talents for this new collectible card game that melds magic and technology. Using companion, magic, tech, and vehicle cards, you must battle enemies for the control of various dimensions.



NAME: **Shadowfist**  
 COMPANY: Daedalus Games  
 RELEASE: June 1995  
 SET SIZE: 300 cards  
 PACKAGING: 60-card starter decks;  
 12-card booster packs  
 SUGGESTED RETAIL: \$8.95 per starter; \$2.50 per booster

© Daedalus Games

**Here's the Deal:** Martial artists, gunmen and supernatural creatures are your source of attack and defense in this collectible card game. *Feng shui*, the ancient Chinese art of geomancy, is the source of your power. You must get your *feng shui* cards into play while stopping your opponents from getting theirs. Jesper Myrfors, of *Magic* fame, is the art director for *Shadowfist*.



NAME: **Super Deck! Slim Decks**  
 COMPANY: Card Sharks  
 RELEASE: June 1995  
 SET SIZE: 160 cards  
 PACKAGING: 30-card "slim decks"  
 SUGGESTED RETAIL: \$3.50 per deck

TM & © Card Sharks Inc.

**Here's the Deal:** Slim decks are 30-card packs filled with a selection of 160 all-new heroes, villains, powers, equipment, and monsters. There are two bonus cards, available one in every 10 slim decks, that can be redeemed for four powerful cards that are available in no other way.

Combat in Kowloon, an introductory box set for *Shadowfist*, will be appearing in August from Daedalus Games. The set, designed to bring new gamers into the world of *Shadowfist*, will contain glass bead counters, a colorful rule book with new illustrations and information, and two pre-figured decks of 60 cards each, including over 30 new cards. The art for the cards will come from talent such as Jesper Myrfors, Heather Hudson, Melissa Benson, and Susan Van Camp.



TM & © Daedalus Games

In August, look for the *Sky Point/Vivane* box set. Retailing for \$25, it'll give players of *Earthdawn* a better look at the Theran stronghold in Barsaive: the city of Vivane and the elevated Sky Point outpost. Gamemasters will learn what the Theran Empire has planned for the Kingdom of Throal and the rest of the province.

## The Library



**Miss Gibson**

Do you want to know all there is to know about Al Amarja? Now you can, with the *Surviving on the Edge* player's guide. This 224-page book, retailing for \$9.95, will debut

in June and give background on the game and suggest strategies, tactics, and hints.

R. Talsorian Games will be releasing two *Castle Falkenstein* products in August. *Comme Il Faut*, a referee's manual retailing for \$12, is filled with guidelines, ideas, and reference material for campaigns. *Sixguns and Sorcery* is the sourcebook for the Steam Age U.S.A. and will retail for \$16.

FASA has two new books slated for the summer. In July, *Technical Readout: 3058* (\$18 retail) will deliver stats and illustrations for the new BattleMechs discovered by the Inner Sphere. In August, look for *Virtual Realities 2.0* (also \$18). This updated second-edition *Shadowrun* sourcebook includes revised Matrix rules, stats for programs and countermeasures, and information on those Netrunning whiz kids known as the Otaku.

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**BEFORE THE ICE AGE...**



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**AHEAD OF THE GAME**

→



**Artist Anson Maddocks on the new *Magic Ice Age* expansion, how he got to be the Prince of Seattle, and that fateful blue monkey.**

**Anson Maddocks was the**

**subject of a brief Q&A in our**

**special edition. Readers told us**

**they wanted more, so we**

**obliged!**



**Blizzard**

**By Andrew Kardon**

**T**he first thing I ever painted was a blue monkey," reveals top-notch *Magic: The Gathering* artist Anson Maddocks, who began his illustrious art career in the seventh grade. "We were given random pages out of a *National Geographic*. I had a really great art teacher in junior high... He'd give us these different photographs, and we were supposed to reproduce the photographs, but in the exact opposite color schemes. So I ended up with a blue baby orangutan. My mother has it. It's one of her favorite pieces."

The Alaskan-born artist, who now resides in Seattle, Wash., has since become one of the most popular artists in the card market today. But it's not easy going from blue monkeys to Hurloon Minotaurs: Maddocks took on a number of odd, though highly creative, jobs before hitting it big with *Wizards of the Coast*.



**Anson and his artwork**

"I was working in a retail vintage clothing store, and we'd buy leather jackets from people and sell them," Maddocks remembers. "We bought a few that had paintings on them, and I thought it'd be kind of interesting to do a couple... People would come in, they'd like the jackets, but it'd be too much money for them to pay, so they'd ask me if I'd just paint one on the back of theirs. And that's how that got started."

Maddocks painted several jackets, including three for Geoff Tate, the lead singer of the band Queensrÿche. Then there were T-shirts and his first

color work in print—Ann Williams' book *Darkdreamer*.

"This girl had come up with a bunch of poetry that she used to help get herself out of a suicidal depression. It related with her and this fantasy figure of hers—this dark, brooding, male knight figure called Raven; her alter ego in the book was Amber. I had to do these illustrations that sort of reflected the tone of each poem. This is a project that she was waiting tables to pay for, and I think she's still paying for it. I think there were only 500 copies made."

His next move was to display his wares at coffee shops and clothing stores. And then, along with longtime friend and current *Magic* artist Mark Tedin, the two of them leapt from the second to the third dimension.

"Mark Tedin and I would rework entire night clubs based on a theme. One we did was called the Tragedy of Obsolescence—a techno-gothic theme. It was about 6,000 square feet

**"*Magic* creator Richard Garfield thought it'd be funny and he used my name in [Jyhad] as the Prince of Seattle. It stuck." —Anson**

of club space that we completely converted into this different alien sort of theme. We painted on the walls themselves, put in hardware, and had lights going on.

"We had a large figure hanging from the ceiling. His name was Grendel; he was like a mechanical skeleton with this big long umbilicus for a torso adhered to the wall. We had a fog machine inside him, and every once in a while the DJ could hit a switch and fog would billow out of his mouth."

During this time, Maddocks was also freelancing for *The Seattle Weekly* and *Technical Analysis of Stocks and Commodities*, but, according to Maddocks, "They stopped calling me after a while because the stuff I did was too strange."

The magic really started flowing while he was taking design classes at Cornish College of the Arts in Seattle. There he met Jesper Myrfors, Wizards of the Coast's art director. "He knew of me and my work and asked to see my portfolio," says Maddocks.

Myrfors offered Maddocks his first job for Wizards: illustrating *Thys-tram's Collectanea*, part of the *Talisanta* roleplaying game that WotC had long been carrying. Maddocks got Tedin in on the project.

And then lightning struck. "We were working on that together and then *Magic* came along."

For those of you living in caves, *Magic: The Gathering* is the hottest collectible card game to hit the nation since, well, since ever. *Magic* quickly stole the hearts and minds of gamers everywhere. Maddocks was catapulted into their consciousness thanks to his depictions of Cyclopean Tombs, Plague Rats, and Thrones of Bone. Maddocks contributed some 30 pieces to the first *Magic* set, or about 10 percent of all the original artwork. He's been painting for WotC ever since, including 17 pieces of art for *Magic's* newest expansion set, *Ice Age*.

"It's a nice project," Maddocks says. "The art for it is fantastic in general. Everybody's art that came in is just top-notch..."

"In *Fallen Empires*, the artwork quality is up quite a bit, and it's even more so in *Ice Age*. I think people are just generally getting better, and they're showing a stronger interest in doing good work for the game. There's competition with all the other artists—sort of an unwritten competition—that everybody's trying to be on par with who they think is excellent. I think that helps."

While designing new art for *Ice Age* lands and creating new creatures and spells, Maddocks ran into very few problems. But as every artist can tell you, translating an idea onto paper isn't always easy.

**"They give me a list of words, and I just grab my sketchbook and go find a quiet coffee shop that has good music."**

**—Anson**

"I had to completely redo Icy Prison because I didn't get the point across that I wanted. In redoing it, I ended up going with a different idea anyway. [Originally], it actually looked like someone was drowning under water, rather than trapped under ice," says Maddocks.

Maze of Ith from *The Dark* is "another one that I redid at the last minute because I got a better idea," he says.

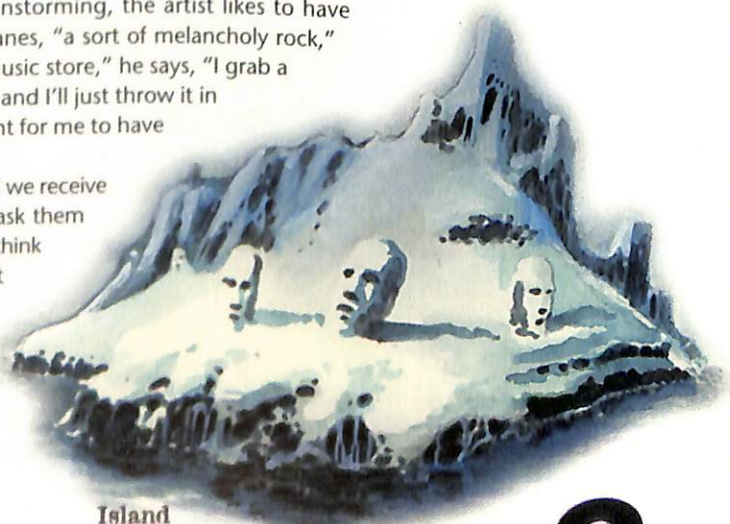
"The original idea I had was a sort of four-legged beast, and his face was sort of inspired by [a dog with a wrinkled face], a Sharpei, actually—its face all curled up and convoluted, forming a maze."

Of his own *Ice Age* cards, Maddocks' favorite is Infernal Order. "There's a male figure holding up a chalice. In the background, there's some tentacles raising a helmet to his head. He has chains that come out of his eye sockets and drape over his cheeks and then back up to a headband that goes over his head. It's interesting. It's dramatic. It sets up the mood."

Mood is something Maddocks definitely dwells on: whether he's sketching, painting, or merely brainstorming, the artist likes to have music around to set his mood. (The Cranes, "a sort of melancholy rock," are his favorites.) "Every time I pass by a music store," he says, "I grab a CD that seems like it might be interesting, and I'll just throw it in with the rest of my stuff. It's really important for me to have a good mood while I work."

Especially in the early stages of a card. "All we receive is the name," he says. "Sometimes we can ask them [for more information] and they'll tell us, and I think they would actually like that. But there's sort of this unwritten rule that designers don't tell the artists what they have in mind. It adds variety to the game. They let you know if it's a creature or a spell, and if it's flying."

"They give me a list of words, and I just grab my sketchbook and go find a quiet coffee shop that has good music. I'll just sit down and do as many sketches as I need to before







something clicks. The sketches are usually pretty vague—just enough to give me a compositional idea. And then I'll put it right to illustration board and finish it up.

"For some reason it's actually less distracting to go sit down at a table in a coffee shop. I don't have a phone. I don't have a television. You sort of isolate yourself at your table. There's nothing else for you to do but work."

For the record, the artist, who prefers a double-tall cappuccino, declares that there is no good coffee where he works in Renton.

Of his numerous contributions to *Magic*, Maddocks says the Hurloon Minotaur, which has become a mascot of sorts for *Magic*, is among his favorites. The fans, however, helped with this decision.

"I like the Minotaur in the sense that it makes so many other people happy, so that sort of kicks back on me and I have to appreciate it for that. But it's really hard for me to pick one in particular that I like the most, because I learn from each one that I do. I get something new out of it, and something different than the last one gave me."

The Hurloon Minotaur was indeed quite different from the usual half-man, half-bull hybrid. "Whenever you get something like an elf, or goblin, or orc, or minotaur," Maddocks reveals, "you automatically get pre-established images in your head that have come to you from movies or other illustrations. And whenever that happens, I always try to push it to left field and try to get something new out of it."

"With the Minotaur, I did four or five different sketches for it, and all of them were different. What I ended up with was trying to imagine the world of the minotaur—what sort of rituals they might have and how they might live—and I tried to pull the tribalistic aspect out of that. I went with the scarification and the sort of scrimshaw on the horns as a sort of totem or rite of passage."

Maddocks may have opened up a whole new world of Minotaurs—future sets, including *Magic's* next expansion, *The Homelands*, may include more of the horned creatures—but he's basically closed the door to a different species of the flying variety.

"I really don't like dragons at all," he says. "I did so many of them when I was younger, I can't portray them in a new way. It's really hard for me to rework them in a way that I haven't seen before. It sort of kills the interest."

Maddocks' career recently took a step sideways when he moved briefly to comics. Acclaim Comics launched its Armada imprint in March with comics based on *Magic*. Maddocks, who'll be providing covers to the two *Fallen Empires* issues as well as a Hurloon Minotaur one-shot, thoroughly enjoyed the project.

"It's nice to work large," he says. "I enjoy it more. You can put more detail in it and get more involved in it. You can get a lot more across. When you're working on the cards, you realize that half of the subtleties you put in there are gonna be completely lost because of the [size] reduction."

A number of interesting projects are on tap for the future. Maddocks redesigned the logo for WotC's *Vampire: The Eternal Struggle*, formerly known as *Jyhad*. He's also doing about 10 cards for the set. This seems only appropriate, considering he actually appeared in *Jyhad* as Anson, Prince of Seattle.

"Early on that was a joke in the play-test decks. [*Magic* creator] Richard Garfield thought it'd be funny and he used my name in the game as the Prince of Seattle. It stuck and actually got into the final rounds. I was asked to [paint it], but I thought it'd be too ridiculous, so I let Mark Tedin do it. We did this corny lit-



**Foul Familiar**

**"There was a portion in the lower left hand corner [of the Living Wall card] that I intended to be an esophagus. It was misinterpreted for another orifice."**

**—Anson**





tle photo shoot where we had all these different poses; the one he chose was quite odd."

Maddocks assures us that there aren't any other Anson appearances as far as cards go, but he does admit to a few other minor points of interest among his cards. "There's something written in *Spawning Pool*" from *Jyhad*, he confesses. "There's also something interesting in [*The Dark's*] Frankenstein's Monster. All these things are very subtle."

Another interesting fact is that Maddocks' Living Wall was the only *Magic* card ever to be censored. "There was a portion in the lower left-hand corner that I intended to be an esophagus. It was misinterpreted for another orifice"—he laughs—"and they glazed that out. They all voted on it. It was very democratic. I figured if they voted on it then it was OK."

The artist is also providing artwork for some other upcoming projects, including *Shadowfist* and *Battlelords of the 23rd Century*, new collectible card games from Daedalus Games and New Millennium Entertainment, respectively. "That's gonna keep me busy for a while," Maddocks explains. "I'm not at a point right now where I have time to look for any particular work, so I'm just sort of saying yes to the interesting things that have come along."

The artist, who uses "mostly acrylic in various stages of dilution, color pencils, and sometimes marker" to bring to life his depictions of Dominia's creatures, would choose to be a Chaos Orb if he did in fact live in the world of *Magic*. "It's just a vile cretin of a card, and I'm not a vile cretin of a person, but I like to project myself into another character sometimes."

If it sounds like Anson Maddocks is enjoying himself right now, you're right. When he manages to pry himself away from his work, he enjoys jumping in his Volkswagen Jetta or on his no-name-brand mountain bike (he traded a painting for it) and just going somewhere completely random. But Maddocks is also thinking about his future.

"I like European movies. I like the attitude of them. I'm getting more and more disinterested in Hollywood-style films. I wouldn't mind doing

some script writing or just conceptualizing. I did a lot of creative writing and won some small-time awards for it. It's sort of loose-end poetry as well. My writing's really descriptive—almost like a verbal illustration.

"I'd like to perhaps do some writing for scenes in movies, but that's way down the line. I was thinking about putting together a book that would have some writing in it and some illustration. It sort of brings the idea of a graphic novel closer to the surface."

As for the immediate future, Maddocks hopes to take his artistic skills to the next level.

"I would actually like to do more work in the fine art area and do more gallery shows,"

he says. "That would mean a lot to me personally. The amount of recognition I've gotten in such a short amount of time is really amazing. I see myself making more and more time to set aside and do these things. But it's really hard to say no to these really interesting projects that come along, because you don't want to kick yourself later for saying no."

But have no fear, *Magic* fans: Maddocks will still continue to add his artistic charm to the hottest collectible card game around.

"I hope for the best for *Magic*," says Maddocks. "The contributions that I make to it, I'll do my best. As long as they keep asking me, I'll be interested in doing work for them. I don't get bored with it. I just have to make sure that I supplement my diet with other stuff, so I don't get burned out. My work is what I eat and breathe."

*Andrew Kardon, a freakish copy editor of sorts for InQuest's sister publication, Wizard: The Guide to Comics, thinks it would've been much cooler if Anson had drawn the Hurlton Minotaur feasting on Theseus' bones.*



**"They stopped calling me after a while because the stuff I did was too strange."  
—Anson**



# BATTLELORDS™

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## A CALL TO ARMS THIS SUMMER

**NME**

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# The Fantastic



**Here's the lineup:**

- 1) Birds of Paradise, aka Mana Birds;
- 2) Instill Energy, aka The Special Effects Dynamo;
- 3) Kismet, aka Comes in Tapped; and
- 4) Stasis, aka "Where the hell did this art come from?," aka "You've got to be kidding me!"

The basic premise is to stop everything dead in its tracks. Stasis does a pretty darn good job of this. Couple it with Kismet and you've got a virtually unstoppable lock going—anything your opponent puts in play comes in tapped, and eats away precious mana that can't be untapped due to Stasis. It's quite the dilemma, and once your challenger runs out of untapped land, there's nothing she can do for the rest of the game. Stasis and Kismet alone can shut down an army of opponents.

That is, as long as you have enough mana to power Stasis. Islands might provide enough blue mana to keep Stasis out long enough for the kill, but you usually run out of land quickly, having stalled the game just long enough to draw a few extra cards (which is useful when you're falling prey to a fast-moving deck).

The true beauty of this deck, however, comes from the harmless-looking Mana Birds. Throw an Instill Energy on a Birds of Paradise and suddenly you have a creature that can provide one blue mana every turn *and* untap even with Stasis in play. In effect, the Birds can create a continual Stasis field.

And look out when you've set one up! Since your deck is tuned to deal with this kind of thing and your opponent's probably isn't, you have a distinct advantage. Your main weapons are the Black Vises, which injure your opponent when his hand swells with unplayable cards, and Serra Angels, big, tough, flying 4/4s that don't tap to attack and thus aren't affected by Stasis. If your opponent manages to tap them—with Word of Binding, Paralyze, or Winter Blast—you can pull out Twiddle to untap the Angels and put the pressure on once again.

Your card mix includes some Psionic Blasts, for direct damage and creature elimination; counterspells galore, for slowing down your opponent—and speeding yourself up, if you use a Mana Drain; and lots of library-related cards

Your opponent's at 20 life; you're at 1.

Normally you'd be praying for a sudden windstorm or something.

But not with this deck. Why? Because here, the idea is not to keep pace with your opponent, but to worry about getting four—count 'em, four!—cards in play. That's it. No matter what, if The Four come out and stay out—bingo, you win! Game over.

How is this possible in a game with an average tabletop spread worse than 52-Card Pickup? Easy. In *Magic*, a lock is a play your opponent is helpless against, a combination that will either win you the game outright or so severely cripple your opponent that he'd best make plans for a new set of ante cards. Stasis Lock does just what it says.

*Magic* players are accustomed to cranking out enough defense to match the other guy's offense, or shooting a fiery arsenal of direct damage that'd barbecue Satan himself. Not this time—you'll have to concentrate more on card combos than life totals.

If you care even the slightest bit about *Magic*, you've got to be wondering "What are the four cards that can bring about a game-ending lock?"

■ Our Fab Four:

- Kismet, Birds of Paradise, Stasis, and Instill Energy

By Michael Searle



## Stasis Lock

- Blue**
- 1 Ancestral Recall
  - 2 Boomerangs
  - 1 Braingeyser
  - 1 Copy Artifact
  - 1 Counterspell
  - 3 Mana Drains
  - 1 Mana Short
  - 1 Power Sink
  - 2 Psionic Blasts
  - 2 Resets

- 4 Stasises
- 1 Time Walk
- 2 Twiddles

- White**
- 1 Armageddon
  - 2 Disenchants
  - 3 Kismets

- Green**
- 4 Instill Energys
  - 1 Regrowth

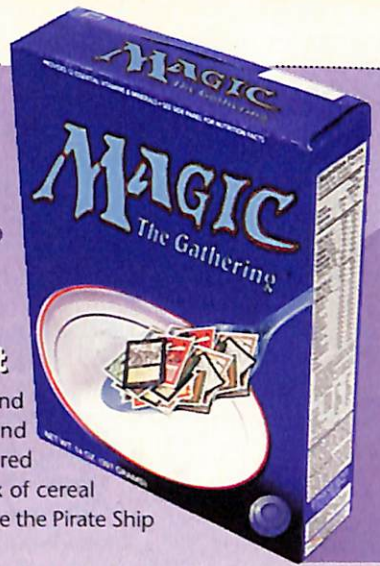
- 1 Sylvan Library

- Black**
- 1 Demonic Tutor

- Artifacts**
- 4 Black Vises
  - 1 Icy Manipulator
  - 1 Ivory Tower
  - 1 Meekstone
  - 1 Winter Orb

- CREATURES**
- Green**
  - 4 Birds of Paradise
  - White**
  - 4 Serra Angels

- S** 1 Bayou
- D** 7 Islands
- N** 1 Library of Alexandria
- A** 4 Tundras
- L** 4 Tropical Islands



# CEREAL KILLERS

## Part of a complete, balanced breakfast

I was sitting one morning eating Cap'n Crunch and waiting for the Tick cartoon to start when my mind began wandering. During that brief period of scattered mental tangents, I noticed that the ship on the box of cereal I was eating (mm... cardboard) looked an awful lot like the Pirate Ship from *Magic*.

Two thoughts entered my brain after this revelation. First, I'm playing this game way too much if I'm seeing *Magic* cards on cereal boxes. Second, how many more *Magic* cards could I find that tied into breakfast cereal? I still had a couple of minutes before *The Tick* started, so off I went flipping through my *Magic* binders.

I only expected to find two or three more that would tie into this weird idea for a Theme Deck. Wrongorama—there were enough cards to build a whole deck! And that's what I did (during commercials).

## N U T R I T I O N A L F A C T S

### Green

- 1 Aisling Leprechaun (Lucky Charms' Lucky)
- 1 Barbary Apes (Cocoa Crisps' monkey)
- 1 Birds of Paradise (Froot Loops' Toucan Sam)
- 1 Cat Warriors (Kellogg's Frosted Flakes' Tony the Tiger)
- 1 Chub Toad (Kellogg's Honey Smacks' Dig 'Em the frog)
- 2 Cockatrices (Kellogg's Corn Flakes' strange thingamajiggy)
- 1 Grizzly Bears (Sugar Bear)
- 1 Killer Bees (Honey-Nut Cheerios' smilin' inset)
- 1 Rabid Wombat (It just looks like he's eating cereal)

### Black

- 1 Frankenstein (Franken-Berry's Franken-Berry)
- 1 Ghost of the Damned (Boo-Berry's Boo-Berry)
- 1 Lesser Werewolf (Fruit-Brute's Werewolf)
- 3 Sengir Vampires (Count Chocula's Count Chocula)

### Blue

- 1 Pirate Ships (Cap'n Crunch's boat)
- 1 Prodigal Sorcerer (Cookie Crisps' conjurer)

### Red

- 1 Kobolds of Kher Keep (Rice Crispies' Snap, Crackle 'n' Pop)

### White

- 1 Witch Hunter (Quaker Oats' big Quaker fella)

### Green

- 1 Berserk (Go cuckoo for Cocoa Puffs!)
- 1 Venom (All that sugar's gotta be bad for you)

### Black

- 2 Howls from Beyond ("Tastes grrrrreat!!!")
- 1 Sewers of Estark (Where do you think all that sugary milk at the bottom of your bowl goes when you pour it out?)

### Blue

- 3 Unstable Mutations (Can you say "S-s-sugar r-r-rush?")

### White

- 1 Alabaster Potion (Main ingredient: milk!)
- 2 Balances (Essential for a nutritious breakfast)

### Artifacts

- 1 Bottle of Suleiman (A bottle of milk)
- 1 Chaos Orb (A really, really mean-lookin' Cocoa Puff)
- 1 Dark Sphere (A big Cocoa Puff)
- 1 Draconian Cylx (A cereal bowl)

- 1 Fountain of Youth (Looks more like a fountain of milk)
- 1 Golgothian Sylex (Another cereal bowl)
- 1 Ivory Cup (Or should we say...Ivory Cup of Milk?)
- 1 Sol Ring (A Cheerio)
- 1 Wooden Sphere (Another Cocoa Puff!)

- 4 Bayous
- 3 Savannahs
- 3 Scrublands
- 3 Tropical Islands
- 3 Tundras
- 4 Underground Seas

Pat McCallum  
Eater, Watcher,  
and Player



They don't call it roughage for nothing! A cereal that would make Mikey proud.

(Braingeyser, Sylvan Library, Demonic Tutor) to move through your deck as quickly as possible and secure The Four.

Once you've got The Four, heed this word of advice: patience. Kismet can always come out early, since it'll slow your opponent down and give you time to gather The Four, but your timing with the others is all-important—wait until you have ample mana for counter protection, or until your opponent is tapped out and can't do anything about it. When you cast Stasis, you must conserve your mana for protecting it and your Instilled-Energy Birds. Once you've built up a surplus, throw out a Vise or an Angel—either should finish the game nicely.

When you start playing Stasis Lock, you'll have to get used to taking a beating and then surging back for some late-game heroics. Actually, you might find it a relief not to have to worry much about what's going on over on the other side, and instead concentrating on drawing The Four. The only headaches you might have are managing your mana with Stasis out and the discarding that Stasis will likely force you to do. (It's almost never a good idea to toss any of The Four unless you're holding three or four Instills.)

Remember, take the punches in stride, and don't panic. Hold The Four until just the right time, then unload a knockout punch before your opponent knows what hit him!

- 2 Savannahs
- 2 Underground Seas

- D 1 Acid Rain
- R 1 Balance
- O 3 Blue Elemental Blasts
- B 2 Disenchants
- E 2 Energy Fluxes
- E 1 Gloom
- D 3 Psychic Purges
- I 1 Siren's Call
- S 1 Tsunami

# If Today is Tuesday,

## A brief tour of c nspiracies

BY ERIC BLACK



A November 23, 1963, newspaper, from the day after President Kennedy's assassination.

**P**layers of *Illuminati: New World Order* (INWO) vie for control of the world, constructing labyrinthine conspiracies shrouded in secrecy, infiltrating government agencies and subversive coalitions, and slipping each other 20s under the table to throw the game.

Unlike most collectible card games, INWO is not set in some alternate, fictitious universe where dragons belch enchanted napalm on bloodthirsty, singing sheep, or where spaceships travel from star to star without taking thousands of years to get there and without anybody ever having to go to the bathroom. For all of its oddities ("The Boy Sprouts, aided by Hillary Clinton, attack Switzerland with a Rain of Frogs"), INWO takes place right here, right now.

But when it comes to weirdness, INWO has nothing on the real world:

*Jesus was genetically engineered by extraterrestrials to bring mankind a message of peace and love. Their purpose was to make us more docile and less likely to resist invasion.*

*Not three, not four, not even five, but no less than 22 bullets were fired at President Kennedy in Dealey Plaza. Although five people were killed, including a Kennedy impersonator, Kennedy himself escaped and was seen the following year at a*

*birthday party for Truman Capote.*

*The baseball strike has been engineered by the Council on Foreign Relations in an attempt to erode confidence in a traditional American sport. Star athletes, Council members fear, pose a threat to their single-world-government agenda.*

I wish I could say I made those up.

If the world of conspiracy theory is new to you, consider this a Baedeker's for a strange, strange land...

### What the Heck's an Illuminati?

If you play INWO, you may think Steve Jackson, who created the game, created the Illuminati as well.

But Illuminati conspiracy theorists are very real. If you want to see some, go look at the John Birch Society. (Be sure to do it from a safe distance.)

And yes, the Illuminati are also real. Or at least they were.

The Order of Illuminati was founded in 1776 in Bavaria by a law professor named Adam Weishaupt. According to contemporary scholars, Weishaupt conceived the Illuminati as a secret society along the lines of the Masons, from whose ranks he recruited, but focusing more on overthrowing monarchs and clergy and less on driving around in parades in silly little cars.

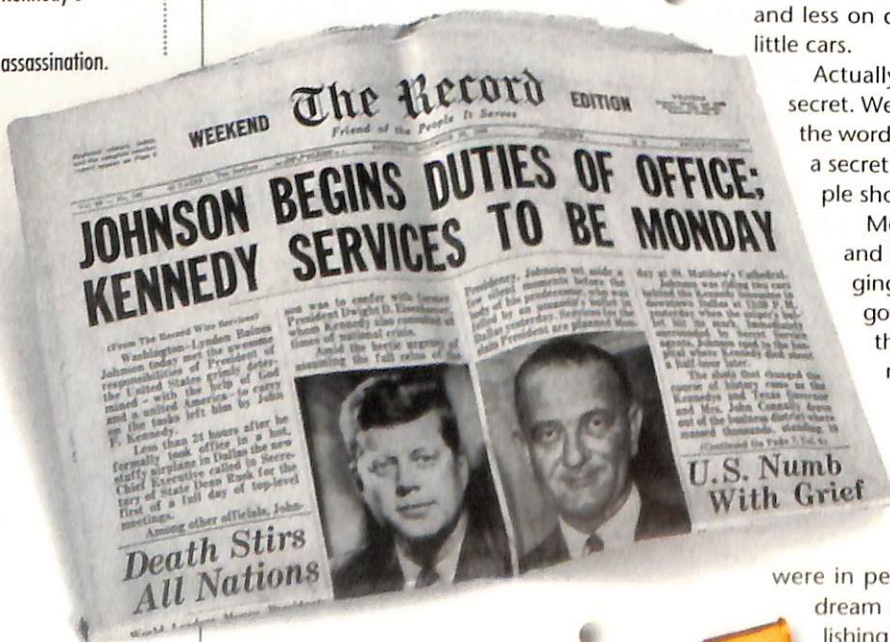
Actually, the Illuminati weren't all that secret. Weishaupt apparently had to spread the word around town that he was starting a secret society. Even then, only five people showed up at the first meeting.

Membership quickly grew, though, and in 1784, just as things were chugging along rather nicely, the Bavarian government stepped in and squashed the Illuminati, and that was pretty much the end of it.

Maybe.

Rumors of the Illuminati (or truths, depending upon how you look at it) persisted, fueled by the events of the time. The American and French revolutions

were in perfect keeping with Weishaupt's dream of toppling monarchs and establishing republics. Furthermore, many key



# This Must Be Area

# 51

TOP SECRET

figures in both upheavals were either Masons or had Masonic ties, and the Masons were allegedly an Illuminati front.

To top it off, in the midst of the French Revolution, the Comte de Cagliostro—who was a Jacobin, a Mason, and an Illuminatus (!)—testified before the Inquisition that the Illuminati still existed and were plotting revolutions all over Europe, using their control over banking families to finance their schemes.

To the eyes of the Illuminati theorist, the answer is clear: the Illuminati did not disband in 1784; rather, they continued to operate, this time in true secrecy. Using the banks and the Masons as fronts, they instigated the American and French revolutions, overthrowing pesky, irritable kings and replacing them with agents they could control.

With access to capital and power, the Illuminati built a hidden empire, engineering world events like the Russian Revolution, World Wars I and II, and the Kennedy assassination for their own shadowy purposes. They now control the world. *Bavaria, Bavaria! Great Mother of dairy products and collectible figurines! Long may you reign!*

The lack of variations on this theme among Illuminati believers suggests these people are as dour and monolithic as the conspiracy they imagine.

But there are some festive options. My personal favorite centers on George Washington. It seems that the painting of Washington we are all familiar with—the one reproduced on the \$1 bill—did not resemble him. This fact, combined with Washington's Masonic ties, has led some theorists to suspect that the Washington we know as the First President and Father of Our Country is, in fact, Adam Weishaupt. Forced to flee Bavaria, they claim, Weishaupt came to America, offed Washington, and took his place.

But as anyone who has ever posed for a high school yearbook photo knows, just because a picture makes you look like an ugly old German guy does not mean you have been replaced by Adam Weishaupt.

Leaving issues of evidence and logic aside, one of the big problems with the Illuminati theory is that it seems highly unlikely that some ordinary, Bavarian schlemiel would be able to construct the greatest conspiracy the world has ever known. It seems unlikely that *anyone* could, for that matter. We can't even put together a decent Super Bowl halftime

show, for heaven's sake.

The answer, some people believe, lies not on Earth.

## Hail, Clumsy Saucer Masters!

If UFO theorists are to be believed, extraterrestrials from a highly advanced society have developed a gravity-manipulation drive fueled by anti-matter reactors that warps space and allows them to travel millions of miles in the blink of an eye.

Using this technology, our unearthly superiors have traveled thousands of light years to our planet, passing nebulae and quasars, crossing meteor showers and asteroid fields, dodging treacherous black holes and wormholes, only to crash repeatedly upon arrival into solid, stationary ground.

Not only do our blundering interstellar visitors have no talent for keeping their craft in the air, they seem incapable of designing them to look cool. We don't get visited by an X-Wing; we get the transgalactic Bundt pan.

What's more, rather than consult any of the copious medical textbooks available in bookstores everywhere, they study human biology by picking speed-popping truck drivers and retired Air Force colonels off backwater highways and shining big, bright lights in their faces.

Frankly, they sound a lot like us.

A few theorists believe these aliens have been in contact with humans since the days of the Pharaohs, and some say they are the patrons of the Illuminati.

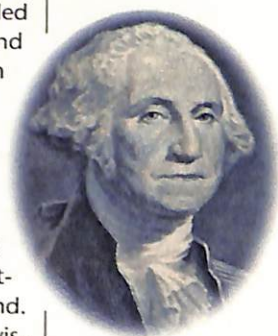
But most UFO conspiracy theorists follow a different path. Looking at reports of UFO sightings, abductions by extraterrestrials, cattle mutilations, and pervasive government secrecy, they see a connection.

In July 1947, something crashed into the desert near Roswell, N.M. Despite initial reports that the Army had recovered a "flying disc," Army officials stated that, in fact, they had retrieved the wreckage of a weather balloon.

Since then, investigators have discovered the weather balloon report was false. While the Army has yet to reveal what they actually took from the crash site, to some the answer is obvious:

*Aliens, aliens, aliens!*

Theorists believe that two spaceships crashed in the Roswell Incident. Saucer wreckage and little green corpses were recovered from both and taken to Wright-Patterson Air Force base in



Do you know this man?

He may not be the  
father of our country  
after all.



Aliens may have mas-  
tered interstellar travel,  
but they still can't build  
a cool flying saucer.

YOU BASTARDS!



"So this is the deal.

We give you some  
cows and a couple  
of humans and you  
give us some real  
cool stuff like laser  
technology, fiber-  
optics, and that  
flying saucer."

Dayton, Ohio, where they have been stored ever since in the mysterious Hangar 18.

Later that year, President Truman (a Mason!) allegedly signed into existence a secret bureau of military leaders called Majestic-12 (MJ-12). MJ-12's mission was to keep a lid on all UFO matters and to negotiate arrangements with the aliens that were favorable to national security interests.

Lest you doubt, theorists claim that part of the plan for keeping UFO contact under wraps was to discredit any eyewitnesses and make them look like imbeciles.

In 1954, MJ-12 brokered a deal with the "Grays," as the aliens are known, to trade human and cattle research subjects for Gray technology. The Grays started abducting people and cutting up cows, and Air Force pilots started tooling around in flying saucers at a top secret Nevada test range known as Area 51.

This arrangement continued in apparent mutual prosperity until 1982, when MJ-12 learned the Grays were abducting far more humans than indicated on the "official" list. Military investigators discovered that the Grays were attempting to cross-breed with some of their abductees, in strict violation of the original agreement.

The military conspirators, who had sponsored *Close Encounters of the Third Kind* and *ET: The Extra-Terrestrial* to inure the public to clammy, gray benefactors from the sky, realized they had been outsmarted.

Some theorists go on to say that another alien race has stepped in to help us out, and that this race is locked in a war with the Grays. Other theorists apparently feel you can't have too much of a good thing: they claim there are no fewer than six

different races vying for Earth.

Yet others believe that UFOs are actually flown by Nazis who live inside the Earth in an idyllic paradise lit by an inner sun. They fly in and out through giant holes in the polar ice caps that the Zionist conspiracy does not want you to know about.

No, I do not know what this last group is on.

### Strange Doings in Dallas

No day in American history has been more picked over than November 22, 1963, the day President Kennedy was assassinated.

To investigate the assassination is to wade into a morass of contradictory ballistics evidence, bungled forensics, eyewitnesses who suffered mysterious deaths, and strange connections between the Mob, the Cubans, the CIA, and the Texas oilmen.

"Morass, ho!" say the conspiracy-mongers, charging in in record numbers.

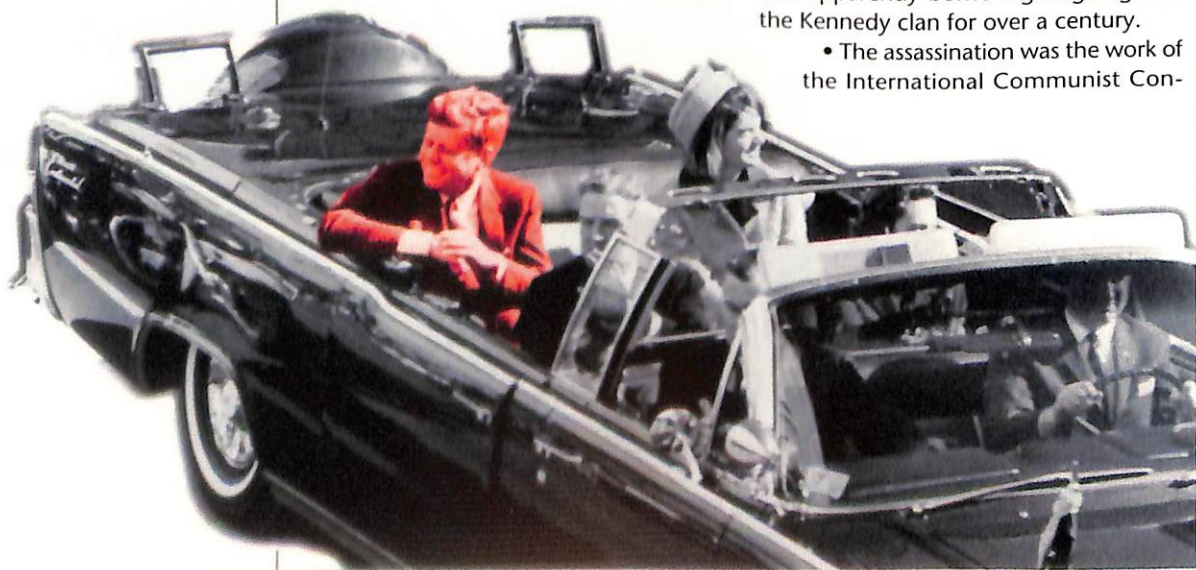
Chances are you're at least somewhat familiar with the Lone Gunman theory preferred by the Warren Commission, the Military-Industrial Complex Conspiracy theory preferred by Oliver Stone, and the Cuban Exile-Mafia Boss-Rogue CIA Agents theory preferred by most serious students of the assassination (sorry, Oliver).

But those aren't the only theories—oh no!

- The gunman who killed Kennedy was actually...Joe DiMaggio. The Mob allegedly picked Joltin' Joe because he was jealous over Kennedy's affair with Marilyn Monroe and because he had good eyes.

- A pamphlet entitled "The Assassination Festival of Jacqueline The Praying Mantis" claims that the Bouviers, Kennedy's in-laws, killed him. The family had apparently borne a grudge against the Kennedy clan for over a century.

- The assassination was the work of the International Communist Con-





spiracy. Despite carrying out a phony invasion of Cuba and collaborating with Khrushchev on a fake missile crisis, Kennedy was turning a little too *American* for the taste of his Marxist overlords.

- Oswald missed. The fatal shots came when the AR-15 of a Secret Service agent positioned in the limousine behind Kennedy accidentally discharged.

- The assassination was engineered by Texas oilmen in league with Lyndon Johnson. This particular theory was suggested by Jack Ruby, who apparently (and perhaps wisely) decided his own ties to the Mafia weren't worth mentioning.

- Kennedy was the victim of a right-wing homosexual thrill-kill ring.

- And, of course, Kennedy was killed by the Illuminati. One of the believers of this theory was an aide to Jim Garrison, the New Orleans attorney played by Kevin Costner in *JFK*. I wonder if he knew that one of the members of the Warren Commission, future President Gerald Ford, was a Mason...

Unfortunately, theories have yet to come to light pinning the blame on the Saucer Nazis.

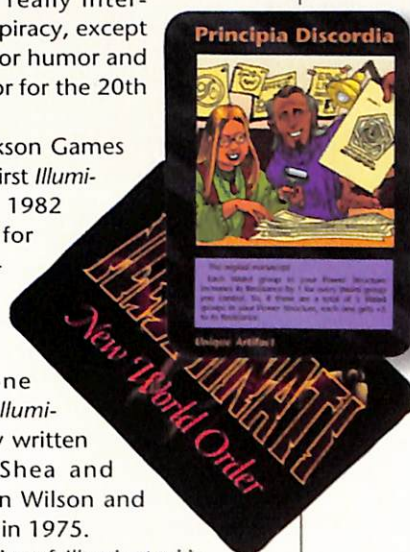
### Back to the Confines of Reality

*INWO* players may be interested to know that although the game draws on all of these conspiracy theories, and many others, Steve Jackson does not buy into any of them. "I'm a weirdness buff, not a conspiracy buff," Jackson says.

"I'm not really interested in conspiracy, except as a subject for humor and as a metaphor for the 20th century."

Steve Jackson Games released the first *Illuminati* game in 1982 (see sidebar for details). *Illuminati* drew much of its initial inspiration from one source: the *Illuminatus!* trilogy written by Robert Shea and Robert Anton Wilson and first released in 1975.

The premise of *Illuminatus!* is that every conspiracy theory ever imagined is true. Over the course of the story,



*Principia Discordia* isn't just a bible of a strange religion — it's the basis of a strange game, too.

## A History of *Illuminati*

Steve Jackson Games (SJG) released the first edition of *Illuminati* in 1982 in pocket-box format. For those of you who don't remember, the pocket box used to be SJG's *modus operandi*. It was a black, plastic, rectangular box that was designed to fit in the back pocket of a pair of jeans, although "designed to fit" was about as far as it went toward actually fitting. SJG had previously released *Ogre* and *Car Wars* in this highly portable format.

The original *Illuminati* played much the same way as *Illuminati: New World Order* (*INWO*) does, although there are significant differences. *Illuminati* had a smaller, fixed number of cards (every box contained a complete set); it included Money as a force of control along with Power; there was a pool of Uncontrolled Groups instead of a hand of Group cards for each player; and the rules openly encouraged cheating. The cards were also smaller and monochromatic. (I know, I know... *The horror!*)

The word from players was that the game was great but the cards were too small. SJG responded by releasing the Deluxe Edition in 1984, which came in a standard-size cardboard box and featured larger cards. There was also a letter from the Ancient Illuminated Seers of Bavaria on "official" letterhead. If you are interested in this last item, a similar letter can be found in the *Principia Discordia*.

Steve Jackson then spent a number of years thinking about reissuing the game with new cards, new rules, and full color art. "I spent 10 years looking at the newspaper thinking, 'That would make a great card,'" Jackson says. "And then trading cards happened, and it seemed obvious that's the way the game should have been done in the first place."

After the August 1993 debut of *Magic*, *INWO* rapidly went into development, with the bulk of the design work taking place in early 1994. That summer, the Deluxe Edi-

tion went out of print. It was replaced in December by the *INWO* Limited Edition, which sold out almost immediately. Eighty-four thousand starter sets have been sold, approximately 10 times the number of Deluxe Editions sold.

By the time you read this, the first release of the *INWO* Unlimited Edition should be available in stores. Jackson is already planning an expansion set that will keep the game up-to-date.

"One of the cards planned for the expansion set is a Newt Gingrich card," Jackson says. "But we haven't decided if it's going to be a Newt Gingrich personality card or a Newt World Order card."

Jackson will not divulge the theme of the expansion set.

There's also a play-by-mail version of *Illuminati*, started in 1985 by Flying Buffalo. It's a faithful adaptation of the original SJG *Illuminati*, with a few twists thrown in for good measure. Unlike the face-to-face version, you cannot see what the other players do unless they do it to you. You can, however, try to spy on them. You can also send another player your name, address, and phone number if you want to negotiate.

Negotiation, espionage, and betrayal are critical in this version. As Rick Loomis of Flying Buffalo puts it, "Our game fits in very well with the book; nobody really knows what's going on."

If you're interested in play-by-mail *Illuminati*, contact Flying Buffalo at P.O. Box 1467, Scottsdale, AZ 85252-1467. You can also call them at (602) 945-6917, or fax them at (602) 994-1170. *Illuminati* rule books are \$2 (including postage). Loomis strongly recommends getting the rule book before applying to play.

Steve Jackson Games is also affiliated with Illuminati Online, a computer service that provides SJG with Internet access and offers bulletin boards for fans of the company's products. New product information is also available. You can reach Illuminati Online by phone at (512) 462-0999 or by modem at (512) 448-8950.

—Eric Black

# Save a Booth at GEN CON for the Conspiracy

Strange Connections in the Collectible Card Game Industry

We all know Steve Jackson Games (SJG) released *Illuminati: New World Order (INWO)*.

But did you know they did it with financial help from their competitors, Wizards of the Coast?

They also had cooperation from Chaosium, who permitted a Servants of Cthulhu card, and with whom they developed *CthulhuPunks*.

And they had a secretive arrangement with Atlas Games, publishers of *On the Edge*. John Nephew, president of Atlas, and Steve Jackson have agreed to allude to each other's games; *On the Edge* contains a Bavarian Illuminati card, while the first *INWO* expansion set will include an Al Amarja card.

Meanwhile, Jonathan Tweet, who designed *On the Edge* for Atlas, now works for Wizards of the Coast. Which sometimes employs the services of publishing broker Darlene Miller, wife of Marc Miller, the designer of the *Super Deck!* collectible card game.

Elsewhere, Darwin Bromley (a double agent's name if there ever was one) worked on both *Star Trek: The Next Generation* for Decipher and *SimCity—The Card Game* for Mayfair Games.

*SimCity* is, of course, widely known as a computer game, and computers are the province of hackers. It was a connection with a former hacker that got SJG busted by the Secret Service in 1990. SJG was about to release *Cyberpunk GURPS* (a game not dissimilar to *CthulhuPunks*) when overzealous government agents decided the highly futuristic game was "a handbook for computer crime."

The Secret Service, mind you, is the same organization that investigated the Dallas-based Church of the SubGenius, which in turn has close ties with the Discordian Society. One of the founders of Discordianism is Kerry Thornley, a Marine buddy of Lee Harvey Oswald, who also has Texas-related ties to the Secret Service.

Discordianism inspired *Illuminatus!*, and both in turn inspired SJG's *INWO*.

SJG, by the way, is based in Austin. Which is in Texas.

—Eric Black

Illuminatus!™ & © Steve Jackson Games

the main characters uncover a giant conspiracy run by the Illuminati. They also uncover a secret organization called the Discordian Society that is working to save mankind from the Illuminati's grasp.

The idea for the game first struck Jackson when he was talking with David Martin, the artist who would go on to paint the master-and-puppet design used for the backs of *INWO* cards.

"We were sitting around Dave's house one night,"

Jackson recalls, "drinking some wine, talking about life, the universe, and everything. And we were talking about books we could make into games.

The trilogy came up and he said, 'It's a great subject, but you could never make it into a game. It's too weird.'"

Jackson agreed with Martin's assessment and put the thought aside for a few weeks.

"But then I started thinking about it, and I decided you couldn't use the Wilson and Shea trilogy for a game, but you could use the book it was based on, which was the *Principia Discordia*."

The *Principia Discordia* is the bible of the Discordians, who, by the way, are a real organization (or disorganization, as the case may be). Founded in 1958 by Gregory Hill and Kerry Thornley, the Discordian Society purports to worship a goddess of chaos and confusion. As presented in the *Principia Discordia*, Discordianism is a joke religion with a serious purpose: to get people to question their attitudes toward the world and, well, stop taking everything so seriously.

If you're interested in learning more about the Illuminati and their sick little pals, *Illuminatus!* is a great place to start. *INWO* fans and conspiracy buffs alike will get a big kick out of it, plus you'll get to find out the meaning of "fnord." The entire trilogy—*The Eye in the Pyramid*, *The Golden Apple*, and *Leviathan*—is bound in a single volume, *Illuminatus!*, and is available at most bookstores (Dell, \$14.95 retail).

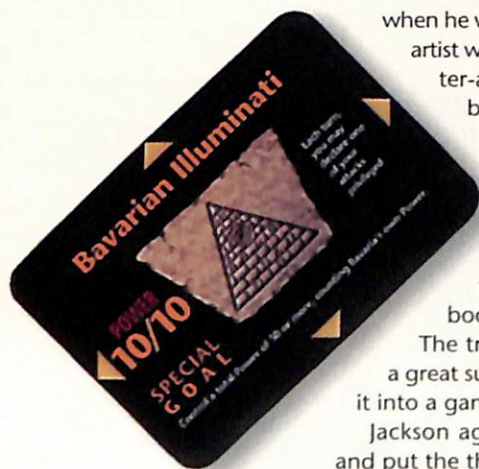
You might also want to check out the *Principia Discordia*, a sort of Zen joke book that is both funny and thought-provoking. The author is Malaclypse the Younger, aka Gregory Hill, co-founder of the Discordian Society. Steve Jackson Games is shipping its second printing of this public-domain book May 15 (\$9.95 retail).

If you do start to poke around, though, you should be warned: accidents have a way of happening to people who learn too much about the Bavarian Illuminati.

You might find it wise to adopt some sort of cover, like a derisive, mocking attitude.

Sort of like this article.

Eric Black is a freelance writer living in Los Angeles. He has the strength of 10 men.



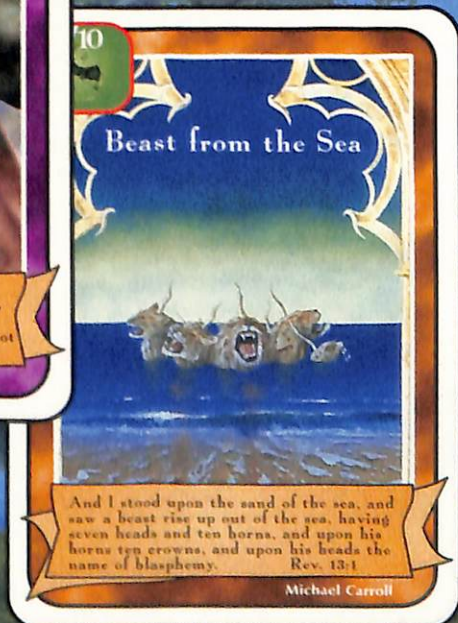
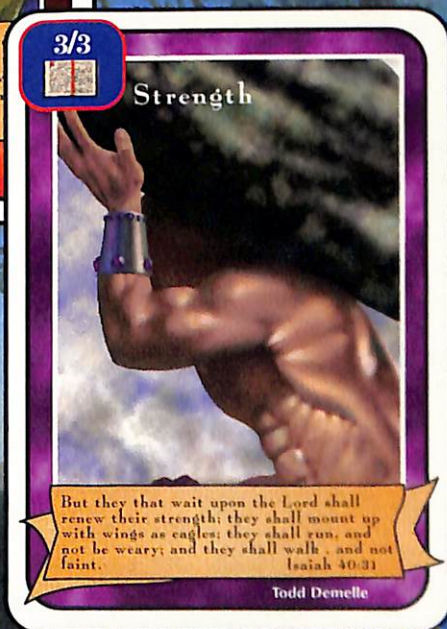
The Order of Illuminati was founded in 1776 in Bavaria by a law professor named Adam Weishaupt. (See page 27.) According to contemporary scholars, Weishaupt conceived the Illuminati as a secret society along the lines of the Masons.

# **R**edemption™ *It's Time for*

## The game of Redeeming the Lost.

Created by Rob Anderson

Redemption™ is an action packed collectable trading card game based on the Bible. Players lead a brave band of Heroes in a series of battles against the Forces of Darkness that are holding Lost Souls prisoner. Players win by rescuing the most Lost Souls. Cards are common, uncommon, and rare.



Features high quality artwork including works by:

Greg Hildebrandt, Ron DiCianni, Jeff Haynie, Michael W. Carroll, and many other talented artists.

The first printing is Limited Edition and will sell out fast. Contact your Distributor now.

**INQUEST**

# CONTEST

The Official  
**"My Deck  
is Better than Your Deck!"**

**InQuest Contest**

**Win! Killer Magic Decks!**

**Grand Prize** (Five winners)

Five master deckbuilders will win a one-color, 60-card deck that kicks giant ass!

OOPS, I  
HOPE THAT'S  
JUST GAS!

THIS GAME  
IS SO COOL...  
WHAT'S THAT  
SMELL?

MUST...  
KEEP... CHEEKS...  
CLENCHED!



Here's what we want. You, after choosing one of the five colors from *Magic: The Gathering*, must construct a tournament-legal deck using only that color. No artifacts are allowed, and only those lands that correspond to your deck's color (you can put Urborg in a black deck, or Pendelhaven in a green deck, but the Maze of Ith, Library of Alexandria, and such are all off-limits). Any card that specifically targets another color is out—meaning color-hosers like Acid Rain, Gloom, or Conversion, though creatures with color-related abilities like The Hand of Justice are OK. And your deck has to be exactly 60 cards.

Each deck will be pitted against a multitude of differently themed decks here at IQ HQ. If yours can go toe-to-toe with anything, it'll win for its color category.

All others will be deemed unworthy and flushed.

#### Legal Mumbo Jumbo

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and people who play multiple Rack/Visé decks. What the hell is wrong with you? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card and attach it to your deck card list. Enter as many times as you like. Mail each entry to The Official "My Deck is Better than Your Deck!" *InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Wizard Press will provide any version of its choosing in cases where multiple editions of a card have been printed. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Here's a fun twist to playing *Magic*: for every point of damage you inflict upon your opponent, he or she must eat a tablespoon of mayonnaise. Mmm-mm! All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The winner will be chosen on September 11, 1995, by Wizard Press based on creativity and originality. All decisions are final. Anybody trying to slip a Lotus into his or her deck will pantsed.

For a list of winners, available after September 13, 1995, send a stamped, self-addressed envelope to "My Deck is Better than Your Deck!" *InQuest* Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *InQuest*!



ME AND MY  
BLUE DECK (AHEM)  
ARE WILLING TO GO TO  
BATTLE. ARE YOU UP  
TO IT? ARE YOU?

So after you've spent what'll seem like a lifetime perfecting your well-oiled machine, send us your deck's card list, broken down by creatures (if any), spells (if any), and lands (if an...waitaminute!), all in alphabetical order (and tell us how *many* of each card you put in). Then fill out the official entry form below, attach it to the back of your

deck card list, and mail that sucker off to:

## *InQuest* Deck Contest

### c/o Wizard Press

P.O. Box 118  
Congers, NY 10920-0118

Contest Entry Form ▼

This contest expires **July 31, 1995**—  
so you'd better get your rear in gear!

My Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Phone #: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

Official *InQuest* Deck Contest

CONTEST

# Casting Call



InQuest casts the

**MAGIC**  
The Gathering™

movie. The Good Guys

By a bunch of InQuest staffers

**I**t has to have happened to you. You're sittin' there playin' *Magic*, waitin' for your opponent to finish untappin' his 97 1/1 creatures, when you notice how much the Spinal Villain looks like your math teacher. Or how your little brother is the spitting image of Orgg.

One such revelation started our wheels a-turnin', and led us to pick who we think would be great in a live-action *Magic: The Gathering* flick. So, with the understanding that all this is just foolin' around and doesn't represent any movie that's in production or anything, sit back, put your feet up, and enjoy!



### Serra Angel

The lovely Serra would be played by the equally lovely Sharon Stone, who, like the Serra, can kick ass. You know her best from *Basic Instinct* and *Total Recall*.

### Dwarven Warrior

We chose Joe Pesci for the role of the Dwarven Warrior, cause all ya gotta do is dab that beard in peroxide and bam, perfect likeness. You're familiar with Mr. Pesci's work in *Lethal Weapon 2* and *3*, *My Cousin Vinny*, and *With Honors*.



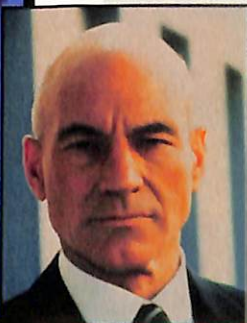
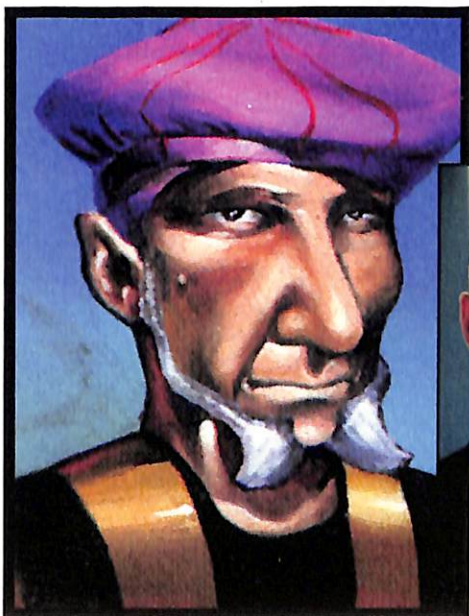
### Icavian Moneychanger

The sourpussed Moneychanger would be brought to life by Marlon Brando, who, before he retreated to Fantasy Island, became a Hollywood big shot with such flicks as *The Wild Ones*, *Last Tango in Paris*, and *The Godfather* (he was also Kal-El's dad in *Superman!*).



### Pixie Queen

When it came time to cast the Pixie babe here, we went with one of Tinsel Town's hottest actresses, Rebecca De Mornay. You know her from *Risky Business* (mrooww!) and *The Hand that Rocks the Cradle*.

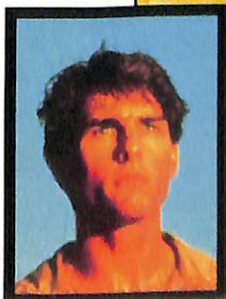
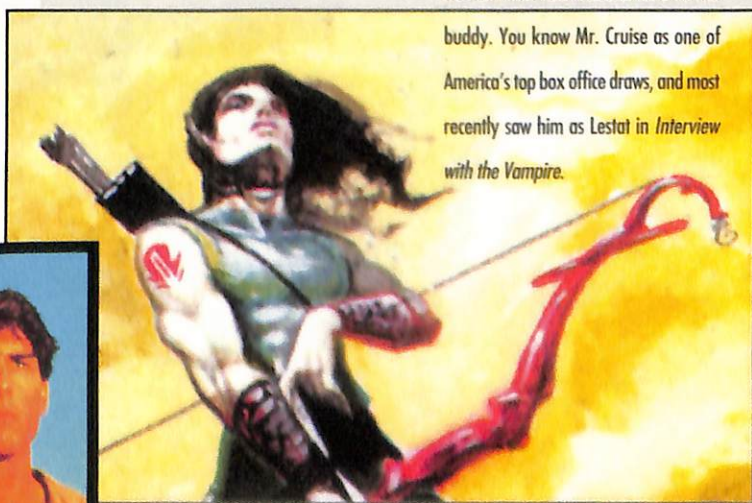


### Prodigal Sorcerer

Yeah, yeah, we know Tim here is nicknamed after John Cleese's sorcerer character from *Monty Python and the Holy Grail*, but you gotta admit he's the spittin' image of *Star Trek: The Next Generation's* Patrick Stewart.

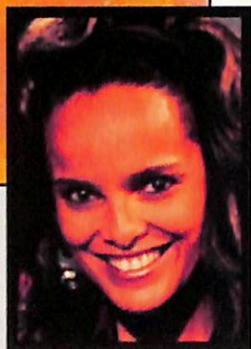
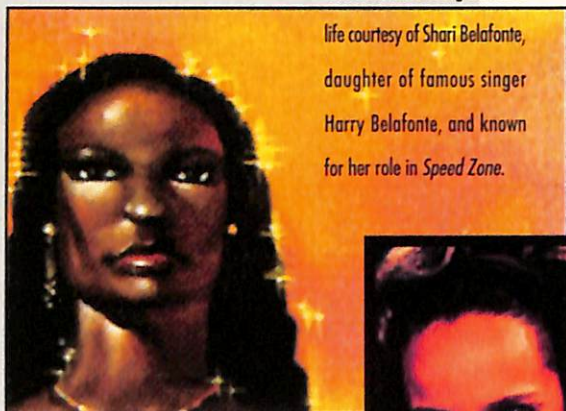
### Elvish Archer

To get some girls to come see this flick, we went with Tom Cruise as our li'l elvish buddy. You know Mr. Cruise as one of America's top box office draws, and most recently saw him as Lestat in *Interview with the Vampire*.



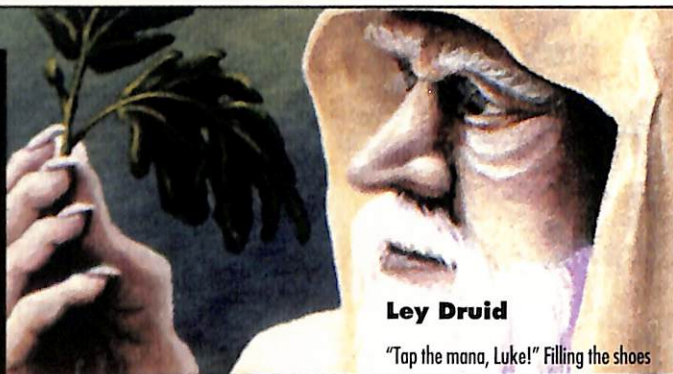
### Enchanted Being

The Enchanted Being comes to life courtesy of Shari Belafonte, daughter of famous singer Harry Belafonte, and known for her role in *Speed Zone*.



### D'Avenant Archer

Madeleine Stowe, best known for her parts in *Unlawful Entry* and *The Last of the Mohicans*, comes up to the plate to play the Archer of Avenant.



### Ley Druid

"Top the mana, Luke!" Filling the shoes of the Ley Druid is Sir Alec Guinness, who's best known for his role as Obi-Wan Kenobi in the *Star Wars* trilogy.

### Tracker

For the study Tracker, we picked Kenneth

Branagh, whom we last saw sewing dead things back together in *Mary Shelley's Frankenstein*.



### Benalish Hero

The Benalish Hero role went to Mary McDonnell, whom you know from *Dances with Wolves* and, more recently, the basketball flick *Blue Chips*.







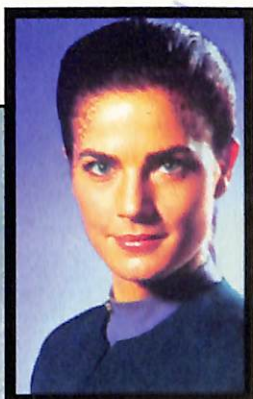
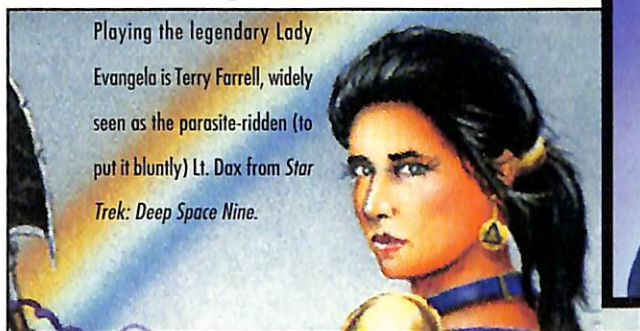
### Vesuvan Doppelganger

The sister team of Audrey and Judy Landers step into the role of the Vesuvan Doppelganger(s). You know them from about 100 different guest shots on various TV programs.



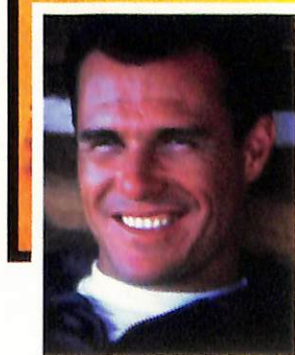
### Lady Evangela

Playing the legendary Lady Evangela is Terry Farrell, widely seen as the parasite-ridden (to put it bluntly) Lt. Dax from *Star Trek: Deep Space Nine*.



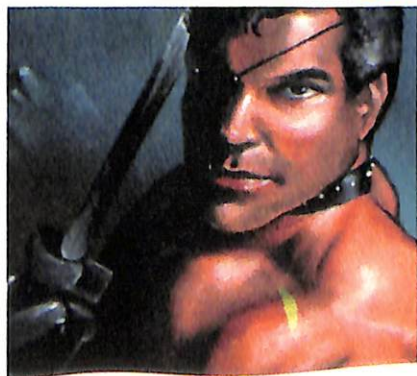
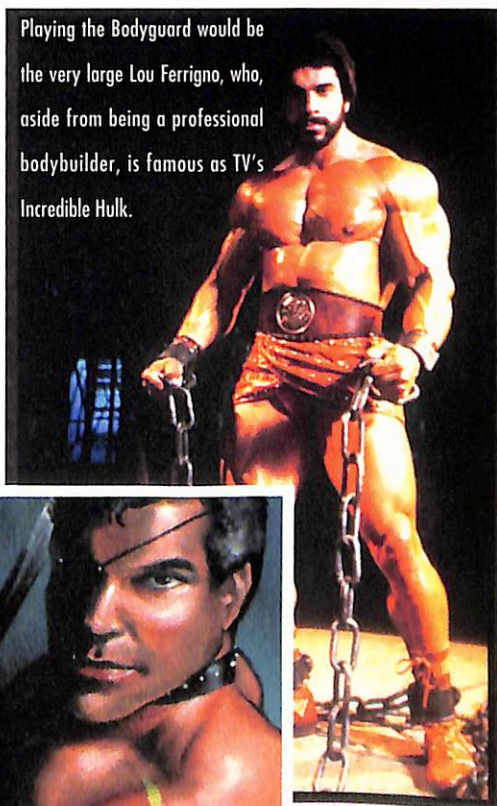
### Northern Paladin

As the no-nonsense Northern Paladin, we went with Brad Johnson, best known for his roles in *Always* and *Flight of the Intruder*.



### Veteran Bodyguard

Playing the Bodyguard would be the very large Lou Ferrigno, who, aside from being a professional bodybuilder, is famous as TV's Incredible Hulk.



**What?!? No bad guys?!?** Hey, relax. We only had enough room for the good guys this issue, but next issue we'll jam the pages full of cream-of-the-crop *Magic* scumbags.

*The InQuest staff, none of whom wear pants, agree with the American Dairy Association that cheese can indeed make all the difference.*

# The DJINN-EFREETS WAR

A NEW VARIANT FOR THE OLDEST MAGIC EXPANSION

**S**ure, you've controlled a jungle full of Kird Apes, or commanded the awesome power of Aladdin's Ring. You may even have faced the insidious Juzam Djinn with only a Camel and a handful of white magic.

If you have, you've stepped outside the bounds of the normal *Magic* Universe and entered the myriad of worlds that populate the multiverse of Dominia. How cool is it that Wizards of the Coast actually based their first expansion set on real fairy tales? Think of the possibilities: imagine a *Magic* set based on the Arthurian legends!

WotC's *Arabian Nights* is taken from *A Thousand and One Arabian Nights*, fairy tales that are supposed to have taken place during the eighth-century reign of Great Caliph Haroun al Raschid of Baghdad. The basic story goes that the Sultan Shahriyar married a new wife each evening and executed them the following morning. (Sounds like a nut case to me. Don't ask me why he offed them—I guess he's really fickle.)

One young bride told the sultan a story on her wedding night. Cleverly, she stopped her tale when she got to the most interesting part, just before dawn, and promised to conclude the tale the next day. It was a good scheme, and after continuing for 1,001 nights—the sultan might have had no patience for women, but he was a sucker for a good story—the sultan was convinced of her fidelity and intelligence, and she got to sleep without worrying about breakfast in bed being a knife blade.

Neat, huh? But did you know that the clever young bride's name was Shahrazad?

There's all kinds of other cool tidbits you can learn from actually reading the *Arabian Nights* tales. During Sindbad's great voyages, seven in number, he traveled to the treacherous Diamond Valley, was ensnared by the giant Rukh, and met the Old Man of the Sea. Ali from Cairo braved a deadly haunted house; he lived to tell about it, and gain great riches too. Ma'ru'f, the poor cobbler, rose to power with the help of a djinn. King Suleiman, seen by some as a prophet of God, was so powerful that he could imprison djinns and efreetts in bottles of brass, sealing them in with molten lead.

There are so many memorable tales...so many that we decided to build our own story...

## How to Play

Here's our variant for *Magic*. It creates a special world setting for the battling players. Here's a step-by-step breakdown on how to play:



By Michael Searle



**Overview:** The game is limited to *Arabian Nights* and Revised cards. The object of the game is to be the first team to reach 10 Victory Points. The Victory Points chart on page 40 tells you how to earn points.

**Team Play:** You can play with any amount of players (well, other than one). It probably works best with Emperor-style rules: three on three, with the Resources set to the side in plain sight of both teams. However, you can use whatever team-play rules you wish, or even try a big multiplayer chaos game.



**Setup:** Cards used in the setup cannot be used in player decks.

First, place all the one-point Resources in a row on the table. The two- and three-point Resources like City in a Bottle and King Suleiman should be in a separate row behind the first (see diagram on page 40).

Second, shuffle up all 18 Guardians (creatures from the Revised set—mix in weak and strong ones) and put them face up beside each Resource. One creature guards each of the Resources in the front row, and two or three guard the back-row Resources.

Finally, create the Treasures and Traps. The former are the remaining nine *Arabian Nights* artifacts (Jeweled Bird, an ante card, is out; you should have Bottle of Suleiman, Brass Man, Dancing Scimitar, Ebony Horse, Flying Carpet, Jandor's Ring, Jandor's Saddlebags, Pyramids, and Sandals of Abdallah). Then choose Traps—spells that will injure the player who uncovers them. We suggest Oubliette, Desert Twister, and Magnetic Mountain. Mix the Treasures and Traps together, then slip one face down under each Resource. Each will be revealed when its Resource is uncovered.

Try building player decks in different ways. Allow each player to use one of each remaining *Arabian Nights* card in her deck. Or take the leftover *Arabian Nights* cards and deal them out to the players. Fill out decks with Revised cards.

Sample Guardians: Air Elemental, Bog Wraith, Earth Elemental, Fire Elemental, Frozen Shade, Giant Spider, Juggernaut, Mahamoti Djinn, Mesa Pegasus, Savannah Lions, Scryb Sprites, Sea Serpent, Sengir Vampire, Serra Angel, Shivan Dragon, War Mammoth, Water Elemental, and White Knight.

**Story:** King Suleiman can destroy djinns and efreets whenever he feels like it. In order to gain King Suleiman's trust, you must sacrifice an *Arabian Nights* artifact to him—that's if you break through his Guardians and win an audience with him. If you break into the king's fortress, you can remove him from the game, though it's probably in your best interests to fork over an artifact and gain the most powerful ally in the game!

**Starting the Game:** Do whatever you normally do to decide who goes first and start the game.



**Attacking:** Basically, you have two choices: attack your opponents or attack the Resources. If you attack another team, follow your usual rules. If you attack the Resources—well, that's why we wrote this.

1) Decide which player is attacking which Resource. Only one attack can be launched at the same Resource by one player or team each turn; if you want to go for two separate ones, that's fine.

2) Follow the normal combat rules for *Magic*, except that the Guardian(s) blocks *all* creatures, regardless of flying or other special abilities. In addition, your opponents (the group to your immediate left in games with more than two teams) get to distribute damage to your attackers as they choose. If the Guardian has any special abilities, your opponents also control them, using their available mana as applicable.

3) To defeat a Guardian, you must kill it in combat. If a Guardian is alive, you cannot claim its Resource. If you destroy the Guardian and some of your creatures survive the fight, then you claim the Resource and the Treasure or Trap beneath as well. So if you attacked Diamond Valley and won, the Valley would come back untapped to your playing area and could be used immediately. However, if you kill the Guardian but lose all your attackers in the battle, the Resource lies open, and can be claimed by whoever can successfully send a creature. Remember, only one attack on a Resource per turn!

4) Beneath each Resource is a Treasure or Trap. The Treasures come straight into play on your side, just like a Resource. Should you pull a Trap, your opponents (or the group to your left in games with more than two teams) get to choose how the spell affects your team. If a Desert Twister lay in wait, your opponents would choose which card it destroyed.

5) Finally, and most importantly, all Guardians and unclaimed Resources are only considered in play during the combat phase of an attack. At all other times, they are considered out of play, and thus are unaffected by any general effects such as Earthquake, Wrath of God, or Pestilence.

**Ending the Game:** The game ends as soon as a team reaches 10 victory points, or all other teams are eliminated.

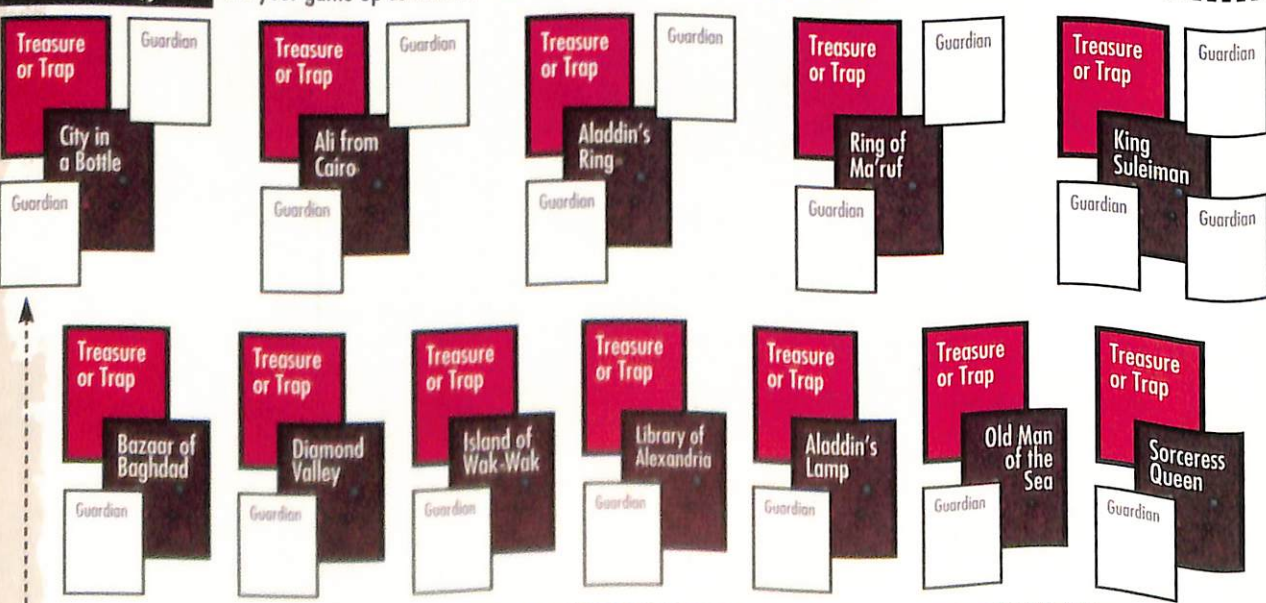
If you like this variation, there's lots more versions you can try. After all, why limit yourself to the *Arabian Nights* expansion? Just come up with your own story, set up the cards, and have some fun!

## Victory Points

### Task Completed or Resource Acquired . . . Points

Eliminating an Emperor (in Emperor games) . . . . .	3
Eliminating another player (in non-Emperor games) . . .	3
Eliminating a General (in Emperor games) . . . . .	2
King Suleiman . . . . .	3
Aladdin's Ring . . . . .	2
Ali from Cairo . . . . .	2
City in a Bottle . . . . .	2
Ring of Ma'ruf . . . . .	2
Aladdin's Lamp . . . . .	1
Bazaar of Baghdad . . . . .	1
Diamond Valley . . . . .	1
Island of Wak-Wak . . . . .	1
Library of Alexandria . . . . .	1
Old Man of the Sea . . . . .	1
Sorceress Queen . . . . .	1

### Game Diagram Set your game up as follows



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# CONTEST



## RAGE ON THE PAGE!

### **Grand Prize** (One winner)

Have your werewolf appear on a card in the next *Rage* expansion set from White Wolf!

### **Second Prize** (Twenty-four winners)

Twenty-four runners-up will walk away with a set of the forthcoming *Rage* expansion set, along with the knowledge that their werewolf was only second-best. Oh well.

Pretty neat, eh? So how do you go about getting your piece of werewolf art made into a **Rage** card? All ya gotta do is create an original, cool-looking werewolf, and boom, you're in. A couple of pointers, though. Before you wander off and get to work on your masterpiece, go look through some **Rage** cards and get a feel for the world of **Rage's** werewolves. It'll help. Second, your submissions can be in any medium (oils, crayon, line art, bloody stump, et cetera) except neon inks, glitter, and crap like that. Artwork must be NO larger than eight by 11 and one-quarter inches. Do not fold, roll, or bend art work—mail flat. And lastly, all submissions are NONreturnable.

Worked up into a frenzy yet? Good. When you're done with your art, fill out the official InQuest entry form below, attach it to the back of your hairy friend (hey, you know what we mean!) and mail that bad boy off to:

**Rage/InQuest Contest**  
**c/o Wizard Press**  
**P.O. Box 118**  
**Congers, NY 10920-0118**

**C o n t e s t   E n t r y   F o r m   ▼**

**TINY LEGAL WORDS**

No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf, their immediate families, and the people responsible for *The Howling II* through *XXIV* movies. Hey, you guys wouldn't be related to the geniuses behind *Highlander 2* and *3*, would ya? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card and attach it to your outRageous werewolf art. Enter as many times as you like. Mail each entry to **Rage Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118**. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. Wizard Press and White Wolf reserve the unconditional right to print renditions of the winning entries. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Betcha werewolves get dingleberries the size of grapefruits. All entries must be received at contest headquarters by July 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. The 25 prize-winners will be chosen on August 31, 1995, by Wizard Press based on creativity and originality; the grand prize winner will be selected by White Wolf on September 11, 1995. All decisions are final. Anybody caught tracing or copying gets a kidney punch from White Wolf's Steve Wieck.

For a list of winners, available after September 13, 1995, send a stamped, self-addressed envelope to **Rage Contest, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064**, or just keep watching *InQuest!*

This contest **expires July 31, 1995**—  
so don't just sit there, **do something!**

My Name: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Phone #: ( ) \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_

ZIP: \_\_\_\_\_

**Official Rage/InQuest**

**CONTEST**

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# Who knows what the future holds?

MARKET WATCH

18% 13% Alpha  
29% 4% Alpha  
8 1/4 5 1/2 Alpha  
10 1/2 3 Alpha  
8 1/2 4 1/2 Alpha  
6 1/4 4 1/2 Alpha  
12 1/4 8 1/2 Alpha  
21 1/4 14 1/2 Alpha  
35 1/4 21 1/2 Alpha  
4 1/4 1 1/2 Alpha  
18 1/2 7 1/2 Alpha  
5 1/2 2 1/2 Alpha  
4 1/4 3 1/2 Alpha  
15 1/2 12 1/2 Alpha  
13 1/4 11 1/2 Alpha  
13 1/4 11 Alpha  
52 36 1/2 Alpha  
21 15 Alpha  
39 1/2 18 1/2 Alpha  
39 1/4 17 1/2 Alpha  
12 3/4 5 1/2 Alpha  
7 1/2 6 1/2 Alpha  
11 1/2 5 1/2 Alpha  
6 7/8 2 1/2 Alpha  
3 1/2 3 1/2 Alpha  
10 1/2 5 1/2 Alpha  
1 1/4 1/4 Alpha  
15 1/4 11 1/2 Alpha  
28 1/4 9 1/2 Alpha  
7 1/2 3 1/2 Alpha  
11 1/2 5 1/2 Alpha  
14 1/2 5 1/2 Alpha  
4 1/2 2 1/2 Alpha  
7 1/2 3 1/2 Alpha  
25 1/2 19 1/2 Alpha  
15 1/2 1 1/2 Alpha  
4 1 1/2 Alpha  
9 1/2 7 1/2 Alpha  
3 1/4 2 1/2 Alpha  
69 1/2 61 1/2 Alpha  
7 1/2 2 1/2 Alpha  
7 1/2 5 1/2 Alpha  
3 1/2 3 1/2 Alpha  
3 1/2 3 1/2 Alpha

## Tomorrow's only a few hundred cards away.

By Douglas Goldstein

This is a pretty exciting time for *Magic: The Gathering* players. We've all gotten a taste of the upcoming 300-card *Ice Age* set and we can't wait for more. *Chronicles*, which will reprint the expansion sets except for *Fallen Empires*, has everyone but Mr. Suitcase waiting at the gates. Revised is out and Fourth Edition is in. (Fourth? Hm. I thought Alpha, Beta, Unlimited, Revised, and Fourth make *five*. My head hurts.) On top of all that, there's at least one more expansion set coming by year's end. Everyone is wondering what the new cards will be and how they'll affect the game.

The biggest question mark in everyone's mind as this fan types away is what cards will join the mighty ranks of the discontinued. When Unlimited was left behind for the Revised set, the most powerful cards the game has seen were dropped from the payroll and went on to make tons of bucks as free agents, even if they didn't deserve them. (I can't believe some stores are selling Copper Tablets for \$10.)

Who will be in and who's on the way out? The No. 1 rumor is that the Serra Angel is gone. She's a flying 4/4 that doesn't tap to attack, and everyone seems to think that Wizards of the Coast feels that's too much. People speculating that a discontinued Serra will go for big bucks are paying \$6 and more.

Other cards thought to be on the chopping block are the Bottle of Suleiman, Mahamoti Djinn, and the Shivan Dragon.

Shivans are moving up through the high teens, and people are willing to pay into the low \$20s to get one.

If, however, certain Washington whispers turn out to be true—namely, that no cards will be dropped from and that up to 100 will be added to the Fourth Edition!—all this purchasing will have been in vain in terms of investment value.

While the coming of the Fourth Edition is firing up the activity at the trading tables, the coming of *Chronicles* is actually slowing down trading of the earlier expansion sets. The summer release is still a long way away, so the strong desirability of expansion cards is making prices rise, but such cards would probably be going faster if people weren't afraid that the \$40-\$50 Mirror Universe they buy today won't be in a \$2 *Chronicles* booster pack tomorrow. Since the cards will be white-bordered, serious collectors will scoff at *Chronicles* and still seek out the original black-bordered cards, but the price of anything reprinted will almost assuredly go down.

Speaking of which, *Ice Age* will see a changing of the guard of sorts. Word of Undoing is a blue instant that costs one blue mana and unsummons any creature, returning any of your white enchantments on it to your hand. Why use the old Unsummon any more? Scaled Wurm is a green creature that costs G7 and is 7/6. That makes the Craw Wurm seem like yesterday's news. What other surprises are in store?

If you're looking for cards that will stay in high demand, try the out-of-print basics and the more powerful *Arabian Nights* and *Legends* cards.

Over the past three months, Time Walk has exploded into the spotlight as everyone's recognized the value of taking two turns in a row. Moving through the \$80-\$90 range and still climbing, this "OOP" (out of print) has risen to a par with the Moxes at least.

Speaking of Moxes, they and their cousin Black Lotus continue to dazzle the kiddies. Everyone loves to get big creatures on the first or second turn, yes? \$90 is the standard fare for a Mox, but prices go as high as \$125, and \$200 for the Lotus, since *Magic* players who have the money will do whatever it takes to get their hands on these game breakers. Owning them has become a status symbol.

The more exotic and useful cards are becoming more desirable as well. Ancestral



■ Maybe it's not a good thing if you can fly. The word is out that these two babies are going to be grounded.

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Recall, which had ballooned up in demand much like the Time Walk, now may have leveled off and settled in the low \$60s. Ali from Cairo is a life-saving card (you can't go below 1 life with Ali in play), and protecting it with a Spectral Cloak or Jade Monolith is almost a lock. Find it just below \$60. More exotic is the Two-Headed Giant (a 4/4 trampler that can block two attackers), which you can get for \$30-\$40. He's not a game breaker, but a creature can't get more useful than that.

Other creatures that can single-handedly affect the whole game are also drawing increased attention. The Old Man of the Sea can take creatures of equal power, and he doesn't have the restrictions of a Sea Singer or Preacher. Since you can put Unholy Strengths or other such boosters on him and take bigger creatures, people will pay \$30 and more for him. Carrion Ants are nearing this price range, since you can pump them with any, yes, any kind mana.

Always remember to buy what you want for your decks, but ask if there isn't something better cheaper instead. Natural Selection is a hard-to-find OOP, which explains its \$25 price tag, but do you need it when cards like Visions and Orcish Spy are lying around for a fraction of that price?

Lots of people are trying to make specific decks and will pay to improve them. The white weenie deck isn't complete without the Thunder Spirit (2/2 flying first strike), so all the weenie-enthusiasts out there are paying over \$20 to get it.

The Preacher also fills out that deck, and is moving around \$10. Since Berserk fits nicely into any creature-filled deck, it's moving past the \$20 range as well. Watch for Divine Transformation, Vesuvan Doppelganger, and Fork to move into the higher teens.

Watch out for *Illuminati* as well. This game has unlimited potential for expansion and is a lot of fun to play. Its fan following is growing, and the rare cards are starting to be worth a few bucks. The drawback is that the cards move around so much in play, it's tough to keep track of them. Will this game become 'collectible'? Let's see.

Collectibility happens to be the driving force behind *Star Trek: The Next Generation Customizable Card Game* cards. Enterprise, Picard, and Data cards are going for \$40-\$60 and higher while Worf and Riker go for \$25-\$40. Why? Well, each *Star Trek* fan has to have the stars of the show, of course, and it doesn't hurt that they're also the best cards in the game. Remember, the best indicator of whether a card will go up in dollar value is its playing value in the game.

# TOP 10 Most-Wanted Cards



■ A kin to the Moxes, the Black Lotus not only topped out our Top 10, but it hits the retail ceiling at nearly \$200.

## 1. Black Lotus

No killer deck is complete without one.

## 2. Time Walk

Sorry, did I say I was done? Wait a sec...

## 3. Moxes\*

Going like candy; everyone wants a set.

## 4. Ancestral Recall

Three more cards, in an instant; belongs in every deck.

## 5. Juzam Djinn

Dear god, this card is too much too fast!

## 6. Thunder Spirits

Everyone knows a white weenie deck kicks ass.

## 7. Forcefield

Lots of big, nasty creatures coming in? Who cares?

## 8. Berserk

Usually this ends the game when played; it's my favorite.

## 9. Ali From Cairo

Nope, that Channel Fireball won't be killing me just yet.

## 10. Serra Angel

Was she coming or going? Get her while she lasts!

\* OK, so the five Moxes really make this a Top 14 list. What're you gonna do, sue us?

Doug Goldstein, who is both production director and a regular columnist for *InQuest*, once killed a guy a prison.

# INQUEST

P R I C E G U I D E I N T R O

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.

Remember, though, that all values listed are only

guides—prices may vary depending upon the

local availability and popularity of a card. Before

you plunge into the price guide, though, there's

some other stuff you should know about it.

## CARD SETS

Most card games have been printed in at least two editions. For instance, the very first *Magic: The Gathering* release is called the Alpha edition. It has a black border to indicate that a limited number were printed. The next *Magic* set, the Beta edition, was changed in many ways, but has several cards that are virtually identical to their Alpha predecessors.

But don't be fooled: an Alpha Demonic Hordes is more valuable than a Beta Demonic Hordes in the same condition, which in turn is worth more than a Revised Demonic Hordes. If you're confused about where one of your cards came from, match up the logo on the card with the logo by the name of each set. If there's no logo, look in the basic sets.

## CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked.

**Mint:** Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

**Near Mint:** Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

**Excellent:** Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

**Good:** A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. Good cards sell for 15 to 30 percent of price guide listings.

**Fair:** Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

**Poor:** OK, let's get one thing straight: Poor cards are about as much fun to look at as a sandwich that's been sitting in the refrigerator for three months. Poor cards sell for less than five percent of price guide listings.

## RARITY

*InQuest* is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

C .....Common  
 U .....Uncommon  
 R .....Rare

## POWER 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 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.** These cards generally 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 with 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 resources. You can't win a game playing only these cards, but you can't win without 'em, either.

## LEGEND

See bottom of Price Guide page's for a complete listing of the Card Set legend.



■ Info, info, info—more than you can shake a kielbasa at. Turn the page to the champagne of price guides...

# MAGIC

## The Gathering™

### ALPHA

Booster Pack	\$90.00
Booster Box	\$3,250.00
Full Alpha Set (295)	\$2,750.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>ARTIFACTS</b>						
Ankh of Mishra Do 2 damage to any player who puts a new land into play.	ART	R	••	Amy Weber	2	6.00
Basalt Monolith T: Add 3 to your mana pool. Spend 3 to untap at any time.	ART	U	•••	Jesper Myrfors	3	2.00
• Black Lotus T: Discard to add 3 mana of any single color to your mana pool.	ART	R	•••••	Christopher Rush	0	225.00
Black Vise Do 1 damage for each card over four opponent has in hand during upkeep.	ART	U	••••	Richard Thomas	1	3.50
Celestial Prism 2, T: Provides 1 mana of any color (play as an interrupt).	ART	U	••••	Amy Weber	3	2.00
• Chaos Orb 1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.	ART	R	••••	Mark Tedin	2	110.00
Clockwork Beast Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep, controller may pay 1 and tap Beast to regain a lost counter. 0/4.	AC	R	•••	Drew Tucker	6	7.50
Conservator 3, T: Negate the loss of up to 2 life.	ART	U	•••	Amy Weber	4	1.00
Copper Tablet All players take 1 damage during their upkeep as long as Copper Tablet is in play.	ART	U	••	Amy Weber	2	11.00
Crystal Rod 1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.	ART	U	••	Amy Weber	1	1.00
Cyclopean Tomb 2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.	ART	R	•••	Anson Maddocks	4	90.00
Dingus Egg Whenever anyone loses a land, do 2 damage to that player for each lost land. Yikes!	ART	R	••	Dan Frazier	4	7.00
Disrupting Scepter 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.	ART	R	•••	Dan Frazier	3	7.00



For two white mana, the Archeologist can bring any artifact from your graveyard to your hand. That, combined with a zero-casting-cost artifact, like the Lotus, makes for some pretty nasty combos. It's also a great way to keep the artifact-eatin' Yawgmoth Demon from turnin' his sights on you, and a neat way to pump lil' Atog into a miniature purple Schwarzenegger.

Forcefield	ART	R	•••••	Dan Frazier	3	135.00
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	150.00
All mountains produce an extra mana. Give all red creatures +1/+1.						
Glasses of Urza	ART	U	•••	Douglas Shuler	1	2.00
1: Look at opponent's hand. No, his cards!						
Helm of Chutzak	ART	R	•••	Mark Tedin	1	5.00
1, T: Give one creature banding ability until end of turn.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Hive, The 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	•••	Sandra Everingham	5	9.00
Hawling Mine Everyone must draw an extra card during his or her draw phase.	ART	R	••••	Mark Poole	2	11.00
Icy Manipulator 1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.	ART	U	•••••	Douglas Shuler	4	100.00
Illusory Mask X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.	ART	R	•••	Amy Weber	2	75.00
Iron Star 1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	••	Dan Frazier	1	1.00
Ivory Cup 1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	••	Anson Maddocks	1	1.00
Jade Monolith 1: Take all damage done to any creature on yourself instead.	ART	R	••	Anson Maddocks	4	4.00
Jade Statue 2: Make Jade Statue a 3/6 artifact creature that may only attack or block.	ART	U	••••	Dan Frazier	4	18.00
Jayemdae Tome 4, T: Draw 1 extra card.	ART	R	••••	Mark Tedin	4	7.00
Juggernaut Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	••••	Dan Frazier	4	4.00
Kormus Bell Treat all swamps in play as 1/1 creatures that can be tapped for B.	ART	R	••	Christopher Rush	4	6.00
Library of Leng Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	•••	Daniel Gelon	1	2.00
Living Wall Counts as a wall. 1: Regenerates. 0/6.	AC	U	•••	Anson Maddocks	4	2.00
Mana Vault T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.	ART	R	••••	Mark Tedin	1	7.00
Meekstone Any creature with power greater than 2 may not be untapped as normal during the untap phase.	ART	R	••••	Quinton Hoover	1	8.00
• Max Emerald T: Add G to your mana pool.	ART	R	•••••	Dan Frazier	0	175.00
• Max Jet T: Add B to your mana pool.	ART	R	•••••	Dan Frazier	0	175.00
• Max Pearl T: Add W to your mana pool.	ART	R	•••••	Dan Frazier	0	175.00
• Max Ruby T: Add R to your mana pool.	ART	R	•••••	Dan Frazier	0	175.00
• Max Sapphire T: Add U to your mana pool.	ART	R	•••••	Dan Frazier	0	175.00
Nevinyrral's Disk 1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.	ART	R	••••	Mark Tedin	4	8.00
Obsidian Golem 4/6	AC	U	•••	Jesper Myrfors	6	2.00
Rod of Ruin 3, T: Do 1 damage to any target.	ART	U	•••	Christopher Rush	4	2.00
• Sol Ring T: Add 2 to your mana pool (play as an interrupt).	ART	U	••••	Mark Tedin	1	4.00
Soul Net 1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.	ART	U	••	Dameon Willich	1	2.00
Sunglasses of Urza Your plains may generate either white or red mana.	ART	R	••••	Dan Frazier	3	7.00
Throne of Bone 1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.	ART	U	••	Anson Maddocks	1	1.00
• Time Vault T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.	ART	R	••••	Mark Tedin	2	75.00
Winter Orb Each player may only untap up to 1 land during untap phase.	ART	R	•••	Mark Tedin	2	7.00
Wooden Sphere 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.	ART	U	••	Mark Tedin	1	1.00

### BLACK

Animate Dead Bring a creature from any graveyard into play on your side with -1 power.	EC	U	••••	Anson Maddocks	B1	2.00
Bad Moon All black creatures in play get +1/+1.	EN	R	•••	Jesper Myrfors	B1	11.00
Black Knight Protection from white, first strike. 2/2.	SC	U	••••	Jeff A. Menges	BB	4.00
Bog Wraith Swampwalk. 3/3.	SC	U	•••	Jeff A. Menges	B3	3.00
• Contract from Below Discard your hand; draw a new ante card plus seven cards.	SOR	R	••	Douglas Shuler	B	4.00
Cursed Land Do 1 damage to controller of target land during upkeep.	EL	U	••••	Jesper Myrfors	BB2	1.00
Dark Ritual Add BBB to your pool of mana.	INT	C	•••••	Anson Maddocks	B	1.00
• Darkpact Swap your topmost undrawn card with either ante card.	SOR	R	••••	Quinton Hoover	BBB	4.00

•/• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Deathgrip</b> BB: Counter a green spell (play as an interrupt).	EN	U	•••	Anson Maddocks	BB	2.00
<b>Deathlace</b> Change the color of one card being played or in play to black.	INT	R	•••	Sandra Everingham	B	5.00
• <b>Demonic Attorney</b> Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	••	Daniel Gelon	B	5.00
<b>Demonic Hordes</b> T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	••••	Jesper Myrfors	BBB3	12.00
• <b>Demonic Tutor</b> Choose one card from your library, then reshuffle your library.	SOR	U	•••••	Douglas Shuler	B1	5.00
<b>Drain Life</b> Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	•••	Douglas Shuler	B1X	1.00
<b>Drudge Skeletons</b> B: Regenerates. 1/1.	SC	C	••••	Sandra Everingham	B1	1.00
<b>Evil Presence</b> Target land is now a basic swamp.	EL	U	•••	Sandra Everingham	B	2.00
<b>Fear</b> Only black or artifact creatures may block target creature.	EC	C	••••	Mark Poole	BB	1.00
<b>Frozen Shade</b> B: +1/+1 until end of turn. 1/1.	SC	C	•••	Douglas Shuler	B2	1.00
<b>Gloom</b> 0/1. White spells and white enchantment activation costs now require 3 extra mana.	EN	U	••••	Dan Frazier	B2	2.00
<b>Howl from Beyond</b> Target creature gains +X/+0 until end of turn.	INS	C	••••	Mark Poole	BX	1.00
<b>Hypnotic Specter</b> Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.	SC	U	••••	Douglas Shuler	BB1	5.00
<b>Lich</b> Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	••	Daniel Gelon	BBBB	95.00
<b>Lord of the Pit</b> Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	•••	Mark Tedin	BBB4	16.00
• <b>Mind Twist</b> Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	•••••	Julie Baroh	BX	9.00
<b>Nether Shadow</b> If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	•••	Christopher Rush	BB	8.00
<b>Nettling Imp</b> T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	•••	Quinton Hoover	B2	4.00
<b>Nightmare</b> Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	•••••	Melissa Benson	B5	19.00
<b>Paralyze</b> Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	•••	Anson Maddocks	B	1.00
<b>Pestilence</b> B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	•••••	Jesper Myrfors	B	1.00
<b>Plague Rats</b> Power and toughness equal number of Plague Rats in play.	SC	C	••	Anson Maddocks	B2	1.00
<b>Raise Dead</b> Bring a creature from your graveyard into your hand.	SOR	C	•••	Jeff A. Menges	B	1.00
<b>Royal Assassin</b> T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.	SC	R	•••••	Tom Wänerstrand	BB1	22.00
<b>Sacrifice</b> Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	•	Dan Frazier	B	2.00
<b>Scathe Zombies</b> 2/2.	SC	C	••	Jesper Myrfors	B2	1.00
<b>Scavenging Ghoul</b> At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.	SC	U	•••	Jeff A. Menges	B3	2.00
<b>Sengir Vampire</b> Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.	SC	U	••••	Anson Maddocks	BB3	8.00
<b>Simulacrum</b> Retrospectively divert all damage done to you this turn to one of your creatures.	INS	U	••••	Mark Poole	B1	2.00
<b>Sinkhole</b> Destroy a land.	SOR	C	•••	Sandra Everingham	BB	14.00
<b>Terror</b> Bury target creature. Cannot target black or artifact creatures.	INS	C	••••	Ron Spencer	B1	1.00
<b>Unholy Strength</b> Target creature gains +2/+1.	EC	C	•••	Douglas Shuler	B	1.00
<b>Wall of Bone</b> B: Regenerates. 1/4.	SC	U	••	Anson Maddocks	B2	2.00
<b>Warp Artifact</b> Do 1 damage to target artifact's controller during upkeep.	EA	R	•••	Amy Weber	BB	6.00
<b>Weakness</b> Target creature loses -2/-1.	EC	C	••••	Douglas Shuler	B	1.00
<b>Will-O'-The-Wisp</b> Flying. B: Regenerates. 0/1.	SC	R	•••••	Jesper Myrfors	B	12.00
<b>Word of Command</b> Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	•	Jesper Myrfors	BB	95.00
<b>Zombie Master</b> All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.	SC	R	••	Jeff A. Menges	BB1	9.00

BLUE						
Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Air Elemental</b> Flying. 4/4.	SC	U	••••	Richard Thomas	UU3	3.00
• <b>Ancestral Recall</b> Target player must draw 3 cards.	INS	R	•••••	Mark Poole	U	130.00
<b>Animate Artifact</b> Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	•••	Douglas Shuler	U3	2.00
<b>Blue Elemental Blast</b> Counter a red spell being cast or destroys a red card in play.	INT	C	•••	Richard Thomas	U	1.00
• <b>Braingeyser</b> Target player must draw X cards.	SOR	R	••••	Mark Tedin	UUX	9.00
<b>Clone</b> Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.	SC	U	••••	Julie Baroh	U3	5.00
<b>Control Magic</b> Control target creature until enchantment is discarded or game ends.	EC	U	•••••	Dameon Willich	UU2	5.00
• <b>Copy Artifact</b> Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	••••	Amy Weber	U1	7.00



For every enchantment played on him, ol' Rabid Wombat goes up +2/+2, and he doesn't tap to attack! So load him up with a whole mess of Holy Strengths, Wards, and what have you, and if your opponent tries anything sneaky like Terroring him—whammo, a Word of Undoing sends him and all the enchantments back to your hand. Eat that!

<b>Counterspell</b> Counter target spell as it is being cast.	INT	U	•••••	Mark Poole	UU	5.00
<b>Creature Bond</b> If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	••	Anson Maddocks	U1	1.00
<b>Drain Power</b> Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	••••	Douglas Shuler	UU	9.00
<b>Feedback</b> Do 1 damage to controller of target enchantment during upkeep.	EE	U	••	Quinton Hoover	U2	1.00
<b>Flight</b> Target creature now has flying.	EC	C	••••	Anson Maddocks	U	1.00
<b>Invisibility</b> Target creature may only be blocked by walls.	EC	C	••••	Anson Maddocks	UU	12.00
<b>Jump</b> Target creature has flying until end of turn.	INS	C	••	Mark Poole	U	1.00
<b>Lifetap</b> Gain 1 life whenever opponent taps a forest.	EN	U	••••	Anson Maddocks	UU	2.00
<b>Lord of Atlantis</b> While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•••	Melissa Benson	UU	12.00
<b>Magical Hack</b> Change the text of a card being played or in play by switching one basic land type with another.	INT	R	•••••	Julie Baroh	U	11.00
<b>Mahamoti Djinn</b> Flying. 5/6.	SC	R	•••••	Dan Frazier	UU4	14.00
<b>Mana Short</b> All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	••••	Dameon Willich	U2	8.00
<b>Merfolk of the Pearl Trident</b> 1/1.	SC	C	••	Jeff A. Menges	U	1.00
<b>Phantasmal Forces</b> Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	••	Mark Poole	U3	2.00
<b>Phantasmal Terrain</b> Target land switches to any basic land type chosen by caster.	EL	C	••••	Dameon Willich	UU	1.00
<b>Phantom Monster</b> Flying. 3/3.	SC	U	••••	Jesper Myrfors	U3	2.00
<b>Pirate Ship</b> T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	••••	Tom Wänerstrand	U4	8.00
<b>Power Leak</b> Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	C	••	Drew Tucker	U1	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Power Sink</b> Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.	INT	C	◆◆◆◆	Richard Thomas	UX	1.00
<b>Prodigal Sorcerer</b> T: Do 1 damage to any target. 1/1.	SC	C	◆◆◆◆	Douglas Shuler	U2	1.00
<b>Psionic Blast</b> Do 4 damage to any target and 2 damage to you.	INS	U	◆◆◆◆	Douglas Shuler	U2	22.00
<b>Psychic Venom</b> Do 2 damage to target land's controller whenever target land is tapped.	EL	C	◆◆	Brian Snoddy	U1	1.00
<b>Sea Serpent</b> Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	◆◆	Jeff A. Menges	U5	1.00
<b>Siren's Call</b> All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	◆◆◆	Anson Maddocks	U	3.00
<b>Sleight of Mind</b> Change the text of a card being played or in play by switching one color word with another.	INT	R	◆◆◆◆◆	Mark Poole	U	10.00
<b>Spell Blast</b> Counter target spell; X is casting cost of target spell.	INT	C	◆◆◆◆	Brian Snoddy	UX	1.00
<b>Stasis</b> Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	◆◆◆	Fay Jones	U1	7.00
<b>Steal Artifact</b> Take control of target artifact.	EA	U	◆◆◆	Amy Weber	UU2	2.00
<b>Thoughtlace</b> Change the color of a card being played or already in play to blue.	INT	R	◆◆◆	Mark Poole	U	5.00
<b>Time Walk</b> Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	◆◆◆◆◆	Amy Weber	U1	180.00
<b>Timewalker</b> Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	◆◆◆◆◆	Mark Tedin	U2	130.00
<b>Twiddle</b> Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	◆◆◆◆◆	Rob Alexander	U	11.00
<b>Unsummon</b> Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	◆◆◆	Douglas Shuler	U	1.00
<b>Vesuvan Doppelganger</b> Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.	SC	R	◆◆◆◆◆	Quinton Hoover	UU3	20.00
<b>Volcanic Eruption</b> Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	◆◆◆	Douglas Shuler	UUUX	7.00
<b>Wall of Air</b> Flying. 1/5.	SC	U	◆◆◆	Richard Thomas	UU1	2.00
<b>Wall of Water</b> U: +1/+0. 0/5.	SC	U	◆◆	Richard Thomas	UU1	1.00
<b>Water Elemental</b> 5/4.	SC	U	◆◆	Jeff A. Menges	UU3	3.00

**GREEN**

<b>Aspect of Wolf</b> Increase target creature's power and toughness by half the number of forests caster has in play.	EC	R	◆◆◆◆	Jeff A. Menges	G1	9.00
<b>Berserk</b> Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U	◆◆◆◆◆	Dan Frazier	G	45.00
<b>Birds of Paradise</b> Flying. T: Add one mana of any color to your mana pool. 0/1.	SC	R	◆◆◆◆◆	Mark Poole	G	10.00
<b>Camouflage</b> Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	◆◆◆	Jesper Myrfors	G	12.00
<b>Channel</b> Add 1 colorless mana to your pool for each life point you sacrifice.	SOR	U	◆◆	Richard Thomas	GG	2.00
<b>Cockatrice</b> Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.	SC	R	◆◆◆◆	Dan Frazier	GG3	12.00
<b>Crow Wurm</b> 6/4.	SC	C	◆◆	Daniel Gelon	GG4	1.00
<b>Elvish Archers</b> First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.	SC	R	◆◆	Anson Maddocks	G1	8.00
<b>Fastbond</b> Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	◆◆	Mark Poole	G	6.00
<b>Fog</b> Creatures do not affect one another in combat.	INS	C	◆◆◆	Jesper Myrfors	G	1.00
<b>Force of Nature</b> Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	◆◆◆◆	Douglas Shuler	GGGG2	16.00
<b>Fungusaur</b> Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	◆◆	Daniel Gelon	G3	9.00
<b>Gaea's Liege</b> T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal number of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.	SC	R	◆◆◆◆	Dameon Willich	GGG3	13.00
<b>Giant Growth</b> Target creature gets +3/+3 until end of turn.	INS	C	◆◆◆◆	Sandra Everingham	G	1.00
<b>Giant Spider</b> Doesn't fly, but can block flying creatures. 2/4.	SC	C	◆◆◆◆	Sandra Everingham	G3	1.00
<b>Grizzly Bears</b> 2/2.	SC	C	◆◆◆	Jeff A. Menges	G1	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Hurricane</b> Do X damage to all players and flying creatures.	SOR	U	◆◆◆◆	Dameon Willich	GX	2.00
<b>Ice Storm</b> Destroy any one land.	SOR	U	◆◆◆	Dan Frazier	G2	24.00
<b>Instill Energy</b> Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	◆◆◆◆	Dameon Willich	G	2.00
<b>Ironroot Treefolk</b> 3/5.	SC	C	◆◆◆	Jesper Myrfors	G4	1.00
<b>Kudzu</b> When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	◆	Mark Poole	GG1	6.00
<b>Ley Druid</b> T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	◆◆◆	Sandra Everingham	G2	2.00



How's this for a neat trick: When you have too many cards but too little mana, discard a powerhouse like the Scaled Wurm. On your next turn, cast whatever little weenie creature you've got followed by Soul Exchange, swapping your lil' critter for the Scaled Wurm. Then proceed to kick butt.

<b>Lifeforce</b> GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	◆◆◆◆	Dameon Willich	GG	2.00
<b>Lifelace</b> Changes the color of one card in play to green.	INT	R	◆	Amy Weber	G	5.00
<b>Living Artifact</b> Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	◆◆◆	Anson Maddocks	G	6.00
<b>Living Lands</b> Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	◆◆	Jesper Myrfors	G3	7.00
<b>Llanowar Elves</b> T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	◆◆◆◆	Anson Maddocks	G	1.00
<b>Lure</b> All creatures that can block target creature must do so.	EC	U	◆◆◆◆◆	Anson Maddocks	GG1	2.00
<b>Natural Selection</b> Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	◆	Mark Poole	G	52.00
<b>Regeneration</b> G: Target creature regenerates.	EC	C	◆◆◆◆	Quinton Hoover	G1	1.00
<b>Regrowth</b> Bring a card from your graveyard into your hand.	SOR	U	◆◆◆◆	Dameon Willich	G1	4.00
<b>Scrib Sprites</b> Flying. 1/1.	SC	C	◆◆◆◆	Amy Weber	G	1.00
<b>Shanodin Dryads</b> Forestwalk. 1/1.	SC	C	◆◆◆	Anson Maddocks	G	1.00
<b>Stream of Life</b> Target player gains X life.	SOR	C	◆◆◆◆	Mark Poole	GX	1.00
<b>Thicket Basilisk</b> Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	◆◆◆◆	Dan Frazier	GG3	5.00
<b>Timber Wolves</b> Bands. 1/1.	SC	R	◆◆◆	Melissa Benson	G	7.00
<b>Tranquility</b> Discard all enchantments in play.	SOR	C	◆◆◆◆	Douglas Shuler	G2	1.00
<b>Tsunami</b> Destroy all islands in play.	SOR	U	◆◆	Richard Thomas	G3	2.00
<b>Verduran Enchantress</b> Draw a card each time you cast an enchantment. 0/2.	SC	R	◆◆	Kev Brockschmidt	GG1	9.00
<b>Wall of Brambles</b> G: Regenerates. 2/3.	SC	U	◆◆◆	Anson Maddocks	G2	2.00
<b>Wall of Ice</b> 0/7.	SC	U	◆◆◆	Richard Thomas	G2	2.00
<b>Wall of Wood</b> 0/3.	SC	C	◆◆	Mark Tedin	G	1.00
<b>Wanderlust</b> Do 1 damage to controller of target creature during upkeep.	EC	U	◆◆◆	Cornelius Brudi	G2	2.00
<b>War Mammoth</b> Trample. 3/3.	SC	C	◆◆◆◆	Jeff A. Menges	G3	1.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Web</b> Target creature gains +0/+2 and may block flying creatures.	EC	R	♦♦♦♦	Rob Alexander	G	7.00
<b>Wild Growth</b> Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL	C	♦♦	Mark Poole	G	1.00
<b>RED</b>						
<b>Burrowing</b> Target creature gains mountainwalk.	EC	C	♦♦♦	Mark Poole	R	2.00
<b>Chaoslace</b> Changes the color of a card being played or in play to red.	INT	R	♦♦♦	Dameon Willich	R	5.00
<b>Disintegrate</b> Do X damage to a target. If target dies this turn, it is removed from game.	SOR	C	♦♦♦♦	Anson Maddocks	RX	1.00
<b>Dragon Whelp</b> Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	♦♦♦♦	Amy Weber	RR2	5.00
<b>Dwarven Demolition Team</b> T: Destroy a wall.	SC	U	♦♦♦	Kevin Brockschmidt	R2	13.00
<b>Dwarven Warriors</b> T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	♦♦♦♦	Douglas Shuler	R2	1.00
<b>Earth Elemental</b> 4/5.	SC	U	♦♦♦	Dan Frazier	RR3	4.00
<b>Earthbind</b> Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	♦♦♦	Quinton Hoover	R	1.00
<b>Earthquake</b> Do X damage to all players and non-flying creatures in play.	SOR	R	♦♦♦	Dan Frazier	RX	8.00
<b>False Orders</b> Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	♦♦♦♦	Anson Maddocks	R	8.00
<b>Fire Elemental</b> 5/4.	SC	U	♦♦♦	Melissa Benson	RR3	3.00
<b>Fireball</b> Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	♦♦♦♦	Mark Tedin	RX	1.00
<b>Firebreathing</b> R: +1/+0.	EC	C	♦♦♦♦	Dan Frazier	R	1.00
<b>Flashfires</b> Destroy all plains in play.	SOR	U	♦♦♦♦	Dameon Willich	R3	2.00
<b>Fork</b> Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	♦♦♦♦♦	Amy Weber	RR	24.00
<b>Goblin Balloon Brigade</b> R: Gains flying until end of turn. 1/1.	SC	U	♦♦♦	Andi Rusu	R	2.00
<b>Goblin King</b> While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	♦♦♦	Jesper Myrfors	RR1	13.00
<b>Granite Gargoyle</b> Flying. R: +0/+1. 2/2.	SC	R	♦♦♦	Christopher Rush	R2	9.00
<b>Gray Ogre</b> 2/2.	SC	C	♦♦	Dan Frazier	R2	1.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Orchis Artillery</b> T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.	SC	U	♦♦♦	Anson Maddocks	RR1	4.00
<b>Orchis Oriflame</b> All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	♦♦♦	Dan Frazier	R1	5.00
<b>Power Surge</b> Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	♦♦♦♦	Douglas Shuler	RR	6.00
<b>Raging River</b> When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	♦♦♦	Sandra Everingham	RR	70.00
<b>Red Elemental Blast</b> Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	♦♦♦♦	Richard Thomas	R	1.00
<b>Roc of Kher Ridges</b> Flying. 3/3.	SC	R	♦♦♦	Andi Rusu	R3	8.00
<b>Rock Hydra</b> Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	♦♦♦	Jeff A. Menges	RRX	13.00
<b>Sedge Troll</b> B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.	SC	R	♦♦♦	Dan Frazier	R2	8.00
<b>Shatter</b> Destroy target artifact.	INS	C	♦♦♦♦	Amy Weber	R1	1.00
<b>Shivan Dragon</b> Flying. R: +1/+0. 5/5.	SC	R	♦♦♦♦	Melissa Benson	RR4	30.00
<b>Smoke</b> Each player may only untap one creature during untap phase.	EN	R	♦♦	Jesper Myrfors	RR	7.00
<b>Stone Giant</b> T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.	SC	U	♦♦♦	Dameon Willich	RR2	2.00
<b>Stone Rain</b> Destroy any one land.	SOR	C	♦♦♦	Daniel Gelon	R2	1.00
<b>Tunnel</b> Bury one wall.	SOR	U	♦♦	Dan Frazier	R	1.00
<b>Two-Headed Giant of Forys</b> Triumph. May block two creatures in combat. 4/4.	SC	R	♦♦♦♦	Anson Maddocks	R4	80.00
<b>Uthden Troll</b> R: Regenerates. 2/2.	SC	U	♦♦♦♦	Douglas Shuler	R2	4.00
<b>Wall of Fire</b> R: +1/+0. 0/5.	SC	U	♦♦♦	Richard Thomas	RR1	2.00
<b>Wall of Stone</b> 0/8.	SC	U	♦♦♦	Dan Frazier	RR1	2.00
<b>Wheel of Fortune</b> All players must discard their hands and draw seven new cards.	SOR	R	♦♦♦♦	Daniel Gelon	R2	9.00



■ Don't completely load up your deck with giant monsters like the *Craw Wurm* and *Shivan Dragon*. Some light- and middleweight creatures should ensure your protection until your big guns come out. Pounded for pound, the *Barbarians* have one of the best power/cost ratios in *Magic*!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Animate Wall</b> Target wall may now attack.	EC	R	♦♦	Dan Frazier	W	6.00
<b>Armageddon</b> Destroy all lands in play.	SOR	R	♦♦♦♦	Jesper Myrfors	W1	9.00
<b>Balance</b> All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.	SOR	R	♦♦♦♦	Mark Poole	W1	9.00
<b>Benalish Hero</b> Bands. 1/1.	SC	C	♦♦♦	Douglas Shuler	W	1.00
<b>Block Ward</b> Target creature gains protection from block.	EC	U	♦♦♦	Dan Frazier	W	1.00
<b>Blaze of Glory</b> Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.	INS	R	♦♦♦	Richard Thomas	W	62.00
<b>Blessing</b> W: +1/+1.	EC	R	♦♦♦	Julie Borsh	WW	9.00
<b>Blue Ward</b> Target creature gains protection from blue.	EC	U	♦♦♦	Dan Frazier	W	1.00
<b>Castle</b> Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.	EN	U	♦♦♦	Dameon Willich	W3	4.00
<b>Circle of Protection: Blue</b> 1. Prevent all damage to you from one blue source.	EN	C	♦♦♦	Dameon Willich	W1	1.00
<b>Circle of Protection: Green</b> 1. Prevent all damage to you from one green source.	EN	C	♦♦♦	Sandra Everingham	W1	1.00
<b>Circle of Protection: Red</b> 1. Prevent all damage to you from one red source.	EN	C	♦♦♦	Mark Tedin	W1	1.00
<b>Circle of Protection: White</b> 1. Prevent all damage to you from one white source.	EN	C	♦♦♦	Douglas Shuler	W1	1.00
<b>Consecrate Land</b> Target land is immune from all effects that would destroy it.	EL	U	♦♦♦♦	Jeff A. Menges	W	19.00
<b>Conversion</b> All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.	EN	U	♦♦♦	Jesper Myrfors	WW2	4.00
<b>Crusade</b> All white creatures gain +1/+1.	EN	R	♦♦♦	Mark Poole	WW	10.00
<b>Death Ward</b> Regenerates target creature.	INS	C	♦♦♦	Mark Poole	W	1.00

♦/♦ Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Disenchant Destroy target enchantment or artifact.	INS	C	*****	Amy Weber	W1	1.00
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	•	Mark Poole	WWW	6.00
Green Ward Target creature gains protection from green.	EC	U	***	Dan Frazier	W	1.00
Guardian Angel Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	***	Anson Maddocks	WX	1.00
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	Dan Frazier	W	1.00
Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	***	Melissa Benson	W	1.00
Holy Strength Target creature gains +1/+2.	EC	C	***	Anson Maddocks	W	1.00
Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	••	Mark Poole	W1	7.00
Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	*****	Richard Thomas	WW2	2.00
Lance Target creature gains first strike.	EC	U	••	Rob Alexander	W	2.00
Mesa Pegasus Flying, bands. 1/1.	SC	C	****	Melissa Benson	W1	1.00
Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	****	Douglas Shuler	WW2	14.00



■ This one's a riot. The Juggernaut is a huge critter that can blast away for five points, and it can't be blocked by walls. Invisibility makes your creature, well, invisible, meaning he can only be blocked by walls. Get it? It's an unblockable Juggernaut, by jove! Somebody call 911!

Pearl Unicorn 2/2.	SC	C	••	Cornelius Brudi	W2	1.00
Personal Incarnation If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	***	Kev Brockschmidt	WWW3	11.00
Purelace Change the color of one card being played or in play to white.	INT	R	***	Sandra Everingham	W	5.00
Red Ward Target creature gains protection from red.	EC	U	****	Dan Frazier	W	1.00
Resurrection Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	****	Dameon Willich	WW2	2.00
Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	*****	Dameon Willich	WW1	9.00
Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	***	Douglas Shuler	W	9.00
Samite Healer T: Prevent 1 damage to any target. 1/1.	SC	C	***	Torn Wänerstrand	W1	1.00
Savannah Lions 2/1.	SC	R	***	Daniel Gelon	W	8.00
Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	*****	Douglas Shuler	WW3	10.00
Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to its power.	INS	U	*****	Jeff A. Menges	W	3.00
Veteran Bodyguard Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	****	Douglas Shuler	WW3	11.00
Wall of Swords Flying. 3/5.	SC	U	****	Mark Tedin	W3	4.00
White Knight Protection from black, first strike. 2/2.	SC	U	****	Daniel Gelon	WW	4.00
White Ward Target creature gains protection from white.	EC	U	***	Dan Frazier	W	1.00
Wrath of God Bury all creatures in play.	INS	R	****	Quinton Hoover	WW2	10.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>LANDS</b>						
Badlands T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.	LAN	R	****	Rob Alexander		12.00
Bayou T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.	LAN	R	****	Jesper Myrfors		12.00
Forest T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Christopher Rush		0.50
Island T: Add U to your mana pool. Four versions.	LAN	R	—	Mark Poole		0.70
Island T: Add U to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Mark Poole		0.50
Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Douglas Shuler		0.50
Plains T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Jesper Myrfors		0.50
Plateau T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	****	Drew Tucker		13.00
Savannah T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	****	Rob Alexander		12.00
Scrubland T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	****	Jesper Myrfors		12.00
Swamp T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	Dan Frazier		0.50
Taiga T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	****	Rob Alexander		12.00
Tropical Island T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	****	Jesper Myrfors		12.00
Tundra T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	****	Jesper Myrfors		12.00
Underground Sea T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	****	Rob Alexander		12.00

### BETA

Booster Pack \$60.00  
Booster Box \$2,200.00  
Full Beta Set (302) \$2,000.00

### ARTIFACTS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Ankh of Mishra	ART	R	••	Amy Weber	2	ALPHA	5.00
Basalt Monolith	ART	U	•••	Jesper Myrfors	3	ALPHA	1.50
Black Lotus	ART	R	*****	Christopher Rush	0	ALPHA	200.00
Black Vise	ART	U	•••••	Richard Thomas	1	ALPHA	3.00
Celestial Prism	ART	U	•••••	Amy Weber	3	ALPHA	1.50
Chaos Orb	ART	R	•••••	Mark Tedin	2	ALPHA	90.00
Clockwork Beast	AC	R	•••	Drew Tucker	6	ALPHA	6.00
Conservator	ART	U	•••	Amy Weber	4	ALPHA	1.00
Copper Tablet	ART	U	••	Amy Weber	2	ALPHA	9.00
Crystal Rod	ART	U	••	Amy Weber	1	ALPHA	1.00
Cyclopean Tomb	ART	R	•••	Anson Maddocks	4	ALPHA	70.00
Dingus Egg	ART	R	••	Dan Frazier	4	ALPHA	6.00
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	5.50
Forcefield	ART	R	•••••	Dan Frazier	3	ALPHA	100.00
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	ALPHA	110.00
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	1.50
Helm of Chatzuk	ART	R	•••	Mark Tedin	1	ALPHA	3.50
Hive, The	ART	R	•••	Sandra Everingham	5	ALPHA	7.50
Howling Mine	ART	R	•••••	Mark Poole	2	ALPHA	9.00
Icy Manipulator	ART	U	•••••	Douglas Shuler	4	ALPHA	85.00
Illusory Mask	ART	R	•••	Amy Weber	2	ALPHA	60.00
Iron Star	ART	U	••	Dan Frazier	1	ALPHA	1.00
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	1.00
Jade Monolith	ART	R	••	Anson Maddocks	4	ALPHA	3.50
Jade Statue	ART	U	•••••	Dan Frazier	4	ALPHA	14.00
Jayemdae Tome	ART	R	•••••	Mark Tedin	4	ALPHA	5.50
Juggernaut	AC	U	•••••	Dan Frazier	4	ALPHA	3.50
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	4.50
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	1.50
Living Wall	AC	U	•••	Anson Maddocks	4	ALPHA	1.50
Mana Vault	ART	R	•••••	Mark Tedin	1	ALPHA	5.00
Meekstone	ART	R	•••••	Quinton Hoover	1	ALPHA	6.00
Mox Emerald	ART	R	•••••	Dan Frazier	0	ALPHA	130.00
Mox Jet	ART	R	•••••	Dan Frazier	0	ALPHA	130.00
Mox Pearl	ART	R	•••••	Dan Frazier	0	ALPHA	130.00
Mox Ruby	ART	R	•••••	Dan Frazier	0	ALPHA	130.00
Mox Sapphire	ART	R	•••••	Dan Frazier	0	ALPHA	130.00
Nevinyrral's Disk	ART	R	•••••	Mark Tedin	4	ALPHA	6.00
Obsidian Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.50
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.50
Sol Ring	ART	U	•••••	Mark Tedin	1	ALPHA	3.50
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	1.50
Sunglasses of Urza	ART	R	•••	Dan Frazier	3	ALPHA	5.50
Throne of Bone	ART	U	•••	Anson Maddocks	1	ALPHA	1.00
Time Vault	ART	R	•••••	Mark Tedin	2	ALPHA	55.00
Winter Orb	ART	R	•••	Mark Tedin	2	ALPHA	6.00
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	1.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
<b>BLACK</b>							
Animate Dead	EC	U	●●●●	Anson Maddocks	B1	ALPHA	1.50
Bad Moon	EN	R	●●●	Jesper Myrfors	B1	ALPHA	9.00
Black Knight	SC	U	●●●●	Jeff A. Menges	BB	ALPHA	3.50
Bog Wraith	SC	U	●●●	Jeff A. Menges	B3	ALPHA	2.50
• Contract from Below	SOR	R	●●	Douglas Shuler	B	ALPHA	3.50
Cursed Land	EL	U	●●●	Jesper Myrfors	BB2	ALPHA	1.00
Dark Ritual	INT	C	●●●●	Anson Maddocks	B	ALPHA	1.00
• Darkpact	SOR	R	●●●●	Quinton Hoover	BBB	ALPHA	3.00
Deathgrip	EN	U	●●●	Anson Maddocks	BB	ALPHA	1.50
Deathlace	INT	R	●●●	Sandra Everingham	B	ALPHA	3.50
• Demonic Attorney	SOR	R	●●	Daniel Gelon	B	ALPHA	4.00
Demonic Horde	SC	R	●●●●	Jesper Myrfors	BBB3	ALPHA	10.00
• Demonic Tutor	SOR	U	●●●●	Douglas Shuler	B1	ALPHA	3.50
Drain Life	SOR	C	●●●	Douglas Shuler	B1X	ALPHA	1.00
Drudge Skeletons	SC	C	●●●	Sandra Everingham	B1	ALPHA	1.00
Evil Presence	EL	U	●●●	Sandra Everingham	B	ALPHA	1.50
Fear	EC	C	●●●●	Mark Poole	BB	ALPHA	1.00
Frozen Shade	SC	C	●●●	Douglas Shuler	B2	ALPHA	1.00
Gloom	EN	U	●●●●	Dan Frazier	B2	ALPHA	1.50
Howl from Beyond	INS	C	●●●●	Mark Poole	BX	ALPHA	1.00
Hypnotic Specter	SC	U	●●●●	Douglas Shuler	BB1	ALPHA	3.50
Lich	EN	R	●●	Daniel Gelon	BBB4	ALPHA	70.00
Lord of the Pit	SC	R	●●●	Mark Tedin	BBB4	ALPHA	12.00
• Mind Twist	SOR	R	●●●●	Julie Baroh	BX	ALPHA	7.50
Nether Shadow	SC	R	●●●	Christopher Rush	BB	ALPHA	6.50
Nettling Imp	SC	U	●●●	Quinton Hoover	B2	ALPHA	3.50
Nightmare	SC	R	●●●●	Melissa Benson	B5	ALPHA	15.00
Paralyze	EC	C	●●●	Anson Maddocks	B	ALPHA	1.00
Pestilence	EN	C	●●●●	Jesper Myrfors	B	ALPHA	1.00
Plague Rats	SC	C	●●	Anson Maddocks	B2	ALPHA	1.00
Raise Dead	SOR	C	●●●	Jeff A. Menges	B	ALPHA	1.00
Royal Assassin	SC	R	●●●●	Tom Wänerstrand	BB1	ALPHA	17.50
Sacrifice	INT	U	●	Dan Frazier	B	ALPHA	1.50
Scathe Zombies	SC	C	●●	Jesper Myrfors	B2	ALPHA	1.00
Scavenging Ghoul	SC	U	●●●	Jeff A. Menges	B3	ALPHA	1.50
Sengir Vampire	SC	U	●●●●	Anson Maddocks	BB3	ALPHA	6.00
Simulacrum	INS	U	●●●●	Mark Poole	BB	ALPHA	1.50
Sinkhole	SOR	C	●●●	Sandra Everingham	B1	ALPHA	11.00
Terror	INS	C	●●●●	Ron Spencer	B1	ALPHA	1.00
Unholy Strength	EC	C	●●●	Douglas Shuler	B	ALPHA	1.00
Wall of Bone	SC	U	●●●	Anson Maddocks	B2	ALPHA	1.50
Warp Artifact	EA	R	●●●	Amy Weber	BB	ALPHA	4.00
Weakness	EC	C	●●●●	Douglas Shuler	B	ALPHA	1.00
Will-O'-The-Wisp	SC	R	●●●●	Jesper Myrfors	B	ALPHA	10.00
Word of Command	INS	R	●●	Jesper Myrfors	BB	ALPHA	70.00
Zombie Master	SC	R	●●	Jeff A. Menges	BB1	ALPHA	7.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
<b>BLUE</b>							
Air Elemental	SC	U	●●●●	Richard Thomas	UU3	ALPHA	2.50
• Ancestral Recall	INS	R	●●●●	Mark Poole	U	ALPHA	95.00
Animate Artifact	EA	U	●●●	Douglas Shuler	U3	ALPHA	1.50
Blue Elemental Blast	INT	C	●●●	Richard Thomas	U	ALPHA	1.00
• Braingeyser	SOR	R	●●●●	Mark Tedin	UUX	ALPHA	7.00
Clone	SC	U	●●●●	Julie Baroh	U3	ALPHA	3.50
Control Magic	EC	U	●●●●	Dameon Willich	UU2	ALPHA	3.50
• Copy Artifact	EN	R	●●●●	Amy Weber	U1	ALPHA	5.50
Counterspell	INT	U	●●●●	Mark Poole	UU	ALPHA	4.00
Creature Bond	EC	C	●●●	Anson Maddocks	U1	ALPHA	1.00
Drain Power	SOR	R	●●●●	Douglas Shuler	UU	ALPHA	6.50
Feedback	EE	U	●●●	Quinton Hoover	U2	ALPHA	1.00
Flight	EC	C	●●●	Anson Maddocks	U	ALPHA	1.00
Invisibility	EC	C	●●●●	Anson Maddocks	UU	ALPHA	9.00
Jump	INS	C	●●	Mark Poole	U	ALPHA	1.00
Lifetap	EN	U	●●●●	Anson Maddocks	UU	ALPHA	1.50
Lord of Atlantis	SC	R	●●●●	Melissa Benson	UU	ALPHA	10.00
Magical Hack	INT	R	●●●●	Julie Baroh	U	ALPHA	8.50
Mahamoti Djinn	SC	R	●●●●	Dan Frazier	UU4	ALPHA	11.50
Mana Short	INS	R	●●●●	Dameon Willich	U2	ALPHA	6.50
Merfolk of the Pearl Trident	SC	C	●●	Jeff A. Menges	U	ALPHA	1.00
Phantasmal Forces	SC	U	●●●	Mark Poole	U3	ALPHA	1.50
Phantasmal Terrain	EL	C	●●●●	Dameon Willich	UU	ALPHA	1.00
Phantom Monster	SC	U	●●●●	Jesper Myrfors	U3	ALPHA	1.50
Pirate Ship	SC	R	●●●●	Tom Wänerstrand	U4	ALPHA	6.50
Power Leak	EE	C	●●	Drew Tucker	U1	ALPHA	1.00
Power Sink	INT	C	●●●	Richard Thomas	UX	ALPHA	1.00
Prodigal Sorcerer	SC	C	●●●●	Douglas Shuler	U2	ALPHA	1.00
Psionic Blast	INS	U	●●●	Douglas Shuler	U2	ALPHA	16.50
Psychic Venom	EL	C	●●●	Brian Snoddy	U1	ALPHA	1.00
Sea Serpent	SC	C	●●	Jeff A. Menges	U5	ALPHA	1.00
Siren's Call	INS	U	●●●●	Anson Maddocks	U	ALPHA	2.50
Sleight of Mind	INT	R	●●●●	Mark Poole	U	ALPHA	8.00
Spell Blast	INT	C	●●●●	Brian Snoddy	UX	ALPHA	1.00
Stasis	EN	R	●●●	Fay Jones	U1	ALPHA	6.00
Steal Artifact	EA	U	●●●	Amy Weber	UU2	ALPHA	1.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Thoughtlace	INT	R	●●●	Mark Poole	U1	ALPHA	3.50
• Time Walk	SOR	R	●●●●	Amy Weber	U1	ALPHA	135.00
• Timetwister	SOR	R	●●●●	Mark Tedin	U2	ALPHA	100.00
Twiddle	INS	C	●●●●	Rob Alexander	U	ALPHA	9.00
Unsummon	INS	C	●●●	Douglas Shuler	U	ALPHA	1.00
Vesuvius Doppelganger	SC	R	●●●●	Quinton Hoover	UU3	ALPHA	16.50
Volcanic Eruption	SOR	R	●●●	Douglas Shuler	UUUX	ALPHA	5.00
Wall of Air	SC	U	●●●	Richard Thomas	UU1	ALPHA	1.50
Wall of Water	SC	U	●●	Richard Thomas	UU1	ALPHA	1.00
Water Elemental	SC	U	●●	Jeff A. Menges	UU3	ALPHA	2.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
<b>GREEN</b>							
Aspect of Wolf	EC	R	●●●●	Jeff A. Menges	G1	ALPHA	7.50
• Berserk	INS	U	●●●●	Dan Frazier	G	ALPHA	32.00
Birds of Paradise	SC	R	●●●●	Mark Poole	G	ALPHA	8.00
Camouflage	INS	U	●●●	Jesper Myrfors	G	ALPHA	9.50
• Channel	INS	U	●●●	Richard Thomas	GG	ALPHA	1.50
Cockatrice	SC	R	●●●●	Dan Frazier	GG3	ALPHA	10.00
Crow Wurm	SC	C	●●●●	Daniel Gelon	GG4	ALPHA	1.00
Elvish Archers	SC	R	●●	Anson Maddocks	G1	ALPHA	6.00
Fastbond	EN	R	●●	Mark Poole	G	ALPHA	5.00
Fog	INS	C	●●●	Jesper Myrfors	G	ALPHA	1.00
Force of Nature	SC	R	●●●●	Douglas Shuler	GGGG2	ALPHA	12.00
Fungusaur	SC	R	●●●	Daniel Gelon	G3	ALPHA	6.50
Gaea's Liege	SC	R	●●●●	Dameon Willich	GGG3	ALPHA	10.00
Giant Growth	INS	C	●●●●	Sandra Everingham	G	ALPHA	1.00
Giant Spider	SC	C	●●●●	Sandra Everingham	G3	ALPHA	1.00
Grizzuly Bears	SC	C	●●●	Jeff A. Menges	G1	ALPHA	1.00
Hurricane	SOR	U	●●●●	Dameon Willich	GX	ALPHA	1.50
Ice Storm	SOR	U	●●●	Dan Frazier	G2	ALPHA	18.00
Instill Energy	EC	U	●●●●	Dameon Willich	G	ALPHA	1.50
Ironroot Treefolk	SC	R	●●●	Jesper Myrfors	G4	ALPHA	1.00
Kudzu	EL	C	●●	Mark Poole	GG1	ALPHA	4.00
Lev Druid	SC	U	●●●	Sandra Everingham	G2	ALPHA	1.50
Lifelorce	EN	U	●●●●	Dameon Willich	GG	ALPHA	1.50
Lifelace	INT	R	●●	Amy Weber	G	ALPHA	3.50
Living Artifact	EA	R	●●●	Anson Maddocks	G	ALPHA	5.00
Living Lands	EN	R	●●	Jesper Myrfors	G3	ALPHA	5.00
Llanowar Elves	SC	C	●●●●	Anson Maddocks	G	ALPHA	1.00
Lure	EC	U	●●●●	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	C	●●	Mark Poole	G	ALPHA	40.00
Regeneration	EC	C	●●●●	Quinton Hoover	G1	ALPHA	1.00
• Regrowth	SOR	U	●●●●	Dameon Willich	G1	ALPHA	3.50
Scrib Sprites	SC	C	●●●	Amy Weber	G	ALPHA	1.00
Shanodin Dryads	SC	C	●●●●	Anson Maddocks	G	ALPHA	1.00
Stream of Life	SOR	C	●●●●	Mark Poole	GX	ALPHA	1.00
Thicket Basilisk	SC	U	●●●●	Dan Frazier	GG3	ALPHA	3.50
Timber Wolves	SC	R	●●●	Melissa Benson	G	ALPHA	6.00
Tranquility	SOR	C	●●●	Douglas Shuler	G2	ALPHA	1.00
Tsunami	SOR	U	●●	Richard Thomas	G3	ALPHA	1.50
Verduran Enchantress	SC	R	●●	Kevin Brackschmidt	GG1	ALPHA	7.00



Just because you have a card in hand doesn't mean you have to use it right away. Which is better: zapping your opponent early on with a Giant Growthed Scrib Sprite or playing it cool so your Scrib can nail your opponent's Serra?

Wall of Brambles	SC	U	●●●	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	U	●●●	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	C	●●	Mark Tedin	G	ALPHA	1.00
Wanderlust	EC	U	●●●	Comelius Brudi	G2	ALPHA	1.50
War Mammoth	SC	C	●●●●	Jeff A. Menges	G3	ALPHA	1.00
Web	EC	R	●●●●	Rob Alexander	G	ALPHA	5.00
Wild Growth	EL	C	●●	Mark Poole	G	ALPHA	1.00
<b>RED</b>							
Barrowing	EC	C	●●●	Mark Poole	R	ALPHA	1.50
Chooselace	INT	R	●●●	Dameon Willich	R	ALPHA	3.50
Disintegrate	SOR	C	●●●●	Anson Maddocks	RX	ALPHA	1.00
Dragon Whelp	SC	U	●●●●	Amy Weber	RR2	ALPHA	3.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Dwarven Demolition Team	SC	U	●●●	Key Brockschmidt	R2	ALPHA	10.00	Conversion	EN	U	●●●●	Jesper Myrfors	WW2	ALPHA	3.50
Dwarven Warriors	SC	C	●●●●●	Douglas Shuler	R2	ALPHA	1.00	Crusade	EN	R	●●●●	Mark Poole	WW	ALPHA	8.00
Earth Elemental	SC	U	●●●	Dan Frazier	RR3	ALPHA	3.50	Death Ward	INS	C	●●●●	Mark Poole	W	ALPHA	1.00
Earthbind	EC	C	●●●	Quinton Hoover	R	ALPHA	1.00	Disenchant	INS	C	●●●●●	Amy Weber	W1	ALPHA	1.00
Earthquake	SOR	R	●●●	Dan Frazier	RX	ALPHA	6.00	Farmstead	EL	R	●	Mark Poole	WWW	ALPHA	5.00
False Orders	INS	C	●●●●	Anson Maddocks	R	ALPHA	6.00	Green Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.00
Fire Elemental	SC	U	●●●	Melissa Benson	RR3	ALPHA	2.50	Guardian Angel	INS	C	●●●	Anson Maddocks	WX	ALPHA	1.00
Fireball	SOR	C	●●●	Mark Tedin	RX	ALPHA	1.00	Healing Salve	INS	C	●●●	Dan Frazier	W	ALPHA	1.00
Firebreathing	EC	C	●●●●	Dan Frazier	R	ALPHA	1.00	Holy Armor	EC	C	●●●	Melissa Benson	W	ALPHA	1.00
Flashfires	SOR	U	●●●●	Dameon Willich	R3	ALPHA	1.50	Holy Strength	EC	C	●●●	Anson Maddocks	W	ALPHA	1.00
Fork	INT	R	●●●●●	Amy Weber	RR	ALPHA	20.00	Island Sanctuary	EN	R	●●	Mark Poole	W1	ALPHA	6.00
Goblin Balloon Brigade	SC	U	●●●	Andi Rusu	R	ALPHA	1.50	Karma	EN	U	●●●●●	Richard Thomas	WW2	ALPHA	1.50
Goblin King	SC	R	●●●	Jesper Myrfors	RR1	ALPHA	11.00	Lance	EC	U	●●	Rob Alexander	W	ALPHA	1.50
Granite Gargoyle	SC	R	●●●	Christopher Rush	R2	ALPHA	6.50	Mesa Pegasus	SC	C	●●●●	Melissa Benson	W1	ALPHA	1.00
Gray Ogre	SC	C	●●	Dan Frazier	R2	ALPHA	1.00	Northern Paladin	SC	R	●●●●	Douglas Shuler	WW2	ALPHA	10.50
Hill Giant	SC	C	●●	Dan Frazier	R3	ALPHA	1.00	Pearled Unicorn	SC	C	●●	Cornelius Brudi	W2	ALPHA	1.00
Hurlcon Minotaur	SC	C	●●	Anson Maddocks	RR1	ALPHA	1.00	Personal Incarnation	SC	R	●●●	Key Brockschmidt	WWW3	ALPHA	9.00
Ironclaw Orcs	SC	C	●	Anson Maddocks	R1	ALPHA	4.50	Purelace	INT	R	●●●	Sandra Everingham	W	ALPHA	3.50
Keldon Warlord	SC	U	●●●●	Key Brockschmidt	RR2	ALPHA	3.50	Red Ward	EC	U	●●●●	Dan Frazier	W	ALPHA	1.00
Lightning Bolt	INS	C	●●●●	Christopher Rush	R	ALPHA	1.00	Resurrection	SOR	U	●●●●	Dameon Willich	WW2	ALPHA	1.50
Mana Flare	EN	R	●●●●	Christopher Rush	R2	ALPHA	7.50	Reverse Damage	INS	R	●●●●●	Dameon Willich	WW1	ALPHA	7.50



Did someone just make an Earthquake or Hurricane big enough to take down your creatures? Hey, no problem. Just Blood of the Martyr all the damage to yourself, then come out of the whole mess scott-free by activating your COP: White.

Reverse Damage	INS	R	●●●●●	Dameon Willich	WW1	ALPHA	7.50	Savannah Lions	SC	R	●●●	Daniel Gelon	W	ALPHA	6.00
Righteousness	INS	R	●●●●	Douglas Shuler	W	ALPHA	7.50	Serra Angel	SC	U	●●●●●	Douglas Shuler	WW3	ALPHA	8.50
Samite Healer	SC	C	●●●	Tom Wänerstrand	W1	ALPHA	1.00	Swords to Plowshares	INS	U	●●●●●	Jeff A. Menges	W	ALPHA	2.50
Savannah Lions	SC	R	●●●	Daniel Gelon	W	ALPHA	6.00	Veteran Bodyguard	SC	R	●●●●	Douglas Shuler	WW3	ALPHA	9.50
Serra Angel	SC	U	●●●●●	Douglas Shuler	WW3	ALPHA	8.50	Wall of Swords	SC	U	●●●●	Mark Tedin	W3	ALPHA	3.50
Swords to Plowshares	INS	U	●●●●●	Jeff A. Menges	W	ALPHA	2.50	White Knight	SC	U	●●●●	Daniel Gelon	WW	ALPHA	3.50
Veteran Bodyguard	SC	R	●●●●	Douglas Shuler	WW3	ALPHA	9.50	White Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.00
Wall of Swords	SC	U	●●●●	Mark Tedin	W3	ALPHA	3.50	Wrath of God	INS	R	●●●●	Quinton Hoover	WW2	ALPHA	7.50
White Knight	SC	U	●●●●	Daniel Gelon	WW	ALPHA	3.50								
White Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.00								
Wrath of God	INS	R	●●●●	Quinton Hoover	WW2	ALPHA	7.50								

### HANDS

Badlands	LAN	R	●●●●	Rob Alexander	ALPHA	10.00
Bayou	LAN	R	●●●●	Jesper Myrfors	ALPHA	10.00
Forest	LAN	C	—	Christopher Rush	ALPHA	.30
Island	LAN	R	—	Mark Poole	ALPHA	.40
Island	LAN	C	—	Mark Poole	ALPHA	.30
Mountain	LAN	C	—	Douglas Shuler	ALPHA	.30
Plains	LAN	C	—	Jesper Myrfors	ALPHA	.30
Plateau	LAN	R	●●●●	Drew Tucker	ALPHA	10.50
Savannah	LAN	R	●●●●	Rob Alexander	ALPHA	10.00
Scrubland	LAN	R	●●●●	Jesper Myrfors	ALPHA	10.00
Swamp	LAN	C	—	Dan Frazier	ALPHA	.30
Taiga	LAN	R	●●●●	Rob Alexander	ALPHA	10.00
Tropical Island	LAN	R	●●●●	Jesper Myrfors	ALPHA	10.00
Tundra	LAN	R	●●●●	Jesper Myrfors	ALPHA	10.00
Underground Sea	LAN	R	●●●●	Rob Alexander	ALPHA	10.00
Volcanic Island	LAN	R	●●●●	Brian Snoddy	BETA	10.00

T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.

## UNLIMITED EDITION

Booster Pack	\$40.00
Booster Box	\$1,500.00
Full Set (302)	\$1,300.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Ankh of Mishra	ART	R	●●	Amy Weber	2	ALPHA	4.00
Basalt Monolith	ART	U	●●●	Jesper Myrfors	3	ALPHA	1.50
Black Lotus	ART	R	●●●●●	Christopher Rush	0	ALPHA	175.00
Black Vise	ART	U	●●●●	Richard Thomas	1	ALPHA	2.50
Celestial Prism	ART	U	●●●●	Amy Weber	3	ALPHA	1.50
Chaos Orb	ART	R	●●●●	Mark Tedin	2	ALPHA	55.00
Clockwork Beast	AC	R	●●●	Drew Tucker	6	ALPHA	4.50
Conservator	ART	U	●●●	Amy Weber	4	ALPHA	1.50
Copper Tablet	ART	U	●●	Amy Weber	2	ALPHA	5.50
Crystal Rod	ART	U	●●	Amy Weber	1	ALPHA	1.50
Cyclopean Tomb	ART	R	●●●	Anson Maddocks	4	ALPHA	45.00
Dingus Egg	ART	R	●●	Dan Frazier	4	ALPHA	5.00
Disrupting Scepter	ART	R	●●●	Dan Frazier	3	ALPHA	5.00
Forcefield	ART	R	●●●●●	Dan Frazier	3	ALPHA	70.00
Gauntlet of Might	ART	R	●●●●●	Christopher Rush	4	ALPHA	75.00
Glasses of Urza	ART	U	●●●	Douglas Shuler	1	ALPHA	1.50
Helm of Chatzuk	ART	R	●●●	Mark Tedin	1	ALPHA	3.50
Hive, The	ART	R	●●●	Sandra Everingham	5	ALPHA	6.00
Howling Mine	ART	R	●●●●	Mark Poole	2	ALPHA	7.50
Icy Manipulator	ART	U	●●●●●	Douglas Shuler	4	ALPHA	50.00
Illusory Mask	ART	R	●●●	Amy Weber	2	ALPHA	37.50
Iron Star	ART	U	●●	Dan Frazier	1	ALPHA	1.50
Ivory Cup	ART	U	●●	Anson Maddocks	1	ALPHA	1.50
Jade Monolith	ART	R	●●	Anson Maddocks	4	ALPHA	3.00
Jade Statue	ART	U	●●●●	Dan Frazier	4	ALPHA	9.00
Jayemdae Tome	ART	R	●●●●	Mark Tedin	4	ALPHA	4.50
Juggernaut	AC	U	●●●●	Dan Frazier	4	ALPHA	2.50
Kormus Bell	ART	R	●●	Christopher Rush	4	ALPHA	4.00
Library of Leng	ART	U	●●●	Daniel Gelon	1	ALPHA	1.50

Indicates Price Increase

Indicates Price Decrease

Manabars	EN	R	●●	Christopher Rush	R3	ALPHA	5.00
Mons's Goblin Raiders	SC	C	●●	Jeff A. Menges	R	ALPHA	1.00
Orcish Artillery	SC	U	●●●	Anson Maddocks	RR1	ALPHA	1.50
Orcish Oriflamme	EN	U	●●●	Dan Frazier	R3	ALPHA	3.50
Power Surge	EN	R	●●●●●	Douglas Shuler	RR	ALPHA	5.00
Raging River	EN	R	●●●	Sandra Everingham	RR	ALPHA	52.50
Red Elemental Blast	INT	C	●●●●●	Richard Thomas	R	ALPHA	1.00
Roc of Kher Ridges	SC	R	●●●	Andi Rusu	R3	ALPHA	6.50
Rock Hydra	SC	R	●●●	Jeff A. Menges	RRX	ALPHA	10.00
Sedge Troll	SC	R	●●●	Dan Frazier	R2	ALPHA	6.00
Shatter	INS	C	●●●●	Amy Weber	R1	ALPHA	1.00
Shivan Dragon	SC	R	●●●●●	Melissa Benson	RR4	ALPHA	25.00
Smoke	EN	R	●●	Jesper Myrfors	RR	ALPHA	5.00
Stone Giant	SC	U	●●●	Dameon Willich	RR2	ALPHA	1.50
Stone Rain	SOR	C	●●●	Daniel Gelon	R2	ALPHA	1.00
Tunnel	SOR	U	●●	Dan Frazier	R	ALPHA	1.00
Two-Headed Giant of Foriys	SC	R	●●●●	Anson Maddocks	R4	ALPHA	60.00
Uthden Troll	SC	U	●●●●	Douglas Shuler	R2	ALPHA	3.50
Wall of Fire	SC	U	●●●	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	U	●●●	Dan Frazier	RR1	ALPHA	1.50
Wheel of Fortune	SOR	R	●●●●●	Daniel Gelon	R2	ALPHA	8.00

### WHITE

Animate Wall	EC	R	●●	Dan Frazier	W	ALPHA	4.00
Armageddon	SOR	R	●●●●	Jesper Myrfors	W1	ALPHA	7.00
Balance	SOR	R	●●●●●	Mark Poole	W1	ALPHA	7.00
Benalish Hero	SC	C	●●●	Douglas Shuler	W	ALPHA	1.00
Black Ward	EC	U	●●●●	Dan Frazier	W	ALPHA	1.00
Blaze of Glory	INS	R	●●●	Richard Thomas	W	ALPHA	45.00
Blessing	EC	R	●●●	Julie Baroh	WW	ALPHA	7.50
Blue Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.00
Castle	EN	U	●●●	Dameon Willich	W3	ALPHA	3.50
Circle of Protection: Black	EN	C	●●●●	Jesper Myrfors	W1	BETA	1.00
Circle of Protection: Blue	EN	C	●●●	Dameon Willich	W1	ALPHA	1.00
Circle of Protection: Green	EN	C	●●●	Sandra Everingham	W1	ALPHA	1.00
Circle of Protection: Red	EN	C	●●●●	Mark Tedin	W1	ALPHA	1.00
Circle of Protection: White	EN	C	●●●	Douglas Shuler	W1	ALPHA	1.00
Consecrate Land	EL	U	●●●●	Jeff A. Menges	W	ALPHA	14.00

1: Prevent all damage to you from one black source.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Living Wall	AC	U	•••	Anson Maddocks	4	ALPHA	1.50
Mana Vault	ART	R	••••	Mark Tedin	1	ALPHA	4.50
Meekstone	ART	R	••••	Quinton Hoover	1	ALPHA	5.00
• Max Emerald	ART	R	•••••	Dan Frazier	0	ALPHA	90.00
• Max Jet	ART	R	•••••	Dan Frazier	0	ALPHA	90.00
• Max Pearl	ART	R	•••••	Dan Frazier	0	ALPHA	90.00
• Max Ruby	ART	R	•••••	Dan Frazier	0	ALPHA	90.00
• Max Sapphire	ART	R	•••••	Dan Frazier	0	ALPHA	90.00
Nevinyrral's Disk	ART	R	••••	Mark Tedin	4	ALPHA	5.00
Obsidian Golem	AC	U	•••	Jesper Myrforts	6	ALPHA	1.50
Rob of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.50
• Sol Ring	ART	U	••••	Mark Tedin	1	ALPHA	2.50
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	1.50
Sunglasses of Urza	ART	R	••••	Dan Frazier	3	ALPHA	4.50
Throne of Bone	ART	U	••	Anson Maddocks	1	ALPHA	1.50
• Time Vault	ART	R	••••	Mark Tedin	2	ALPHA	37.50
Winter Orb	ART	R	••••	Mark Tedin	2	ALPHA	4.50
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	1.50

**BLACK**

Animate Dead	EC	U	••••	Anson Maddocks	B1	ALPHA	1.50
Bad Moon	EN	R	•••	Jesper Myrforts	B1	ALPHA	7.50
Black Knight	SC	U	••••	Jeff A. Menges	BB	ALPHA	3.00
Bog Wraith	SC	U	•••	Jeff A. Menges	B3	ALPHA	2.00
• Contract from Below	SOR	R	••	Douglas Shuler	B	ALPHA	3.00
Cursed Land	EL	U	•••	Jesper Myrforts	BB2	ALPHA	1.50
Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	1.50
• Darkpact	SOR	R	••••	Quinton Hoover	BBB	ALPHA	2.50
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.50
Deathlace	INT	R	•••	Sandra Everingham	B	ALPHA	3.00
• Demonic Attorney	SOR	R	••	Daniel Gelon	B	ALPHA	3.00
• Demonic Hordes	SC	R	••••	Jesper Myrforts	BBB3	ALPHA	8.00
• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	ALPHA	3.00
Drain Life	SOR	C	•••	Douglas Shuler	B1X	ALPHA	1.50
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	ALPHA	1.50
Evil Presence	EL	U	•••	Sandra Everingham	B	ALPHA	1.50
Fear	EC	C	••••	Mark Poole	BB	ALPHA	1.50
Frozen Shade	SC	C	•••	Douglas Shuler	B2	ALPHA	1.50
Gloom	EN	U	••••	Dan Frazier	B2	ALPHA	1.50
Howl from Beyond	INS	C	••••	Mark Poole	BX	ALPHA	1.50
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	ALPHA	3.00
Lich	EN	R	••	Daniel Gelon	BBBB	ALPHA	47.50
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	ALPHA	10.00
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	ALPHA	6.00
Nether Shadow	SC	R	•••	Christopher Rush	BB	ALPHA	5.00
Nettling Imp	SC	U	•••	Quinton Hoover	B2	ALPHA	3.00
Nightmare	SC	R	•••••	Melissa Benson	B5	ALPHA	12.00
Paralyze	EC	C	•••	Anson Maddocks	B	ALPHA	1.50
Pestilence	EN	C	•••••	Jesper Myrforts	B	ALPHA	1.50
Plague Rats	SC	C	••	Anson Maddocks	B2	ALPHA	1.50
Raise Dead	SOR	C	•••	Jeff A. Menges	B	ALPHA	1.50
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	ALPHA	14.50
Sacrifice	INT	U	•	Dan Frazier	B	ALPHA	1.50
Scathe Zombies	SC	C	••	Jesper Myrforts	B2	ALPHA	1.50
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	2.00
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	ALPHA	5.00
Simulacrum	INS	U	••••	Mark Poole	B1	ALPHA	1.50
Sinkhole	SOR	C	•••	Sandra Everingham	BB	ALPHA	7.00
Terror	INS	C	••••	Ron Spencer	B1	ALPHA	1.50
Unholy Strength	EC	C	•••	Douglas Shuler	B	ALPHA	1.50
Wall of Bone	SC	U	••	Anson Maddocks	B2	ALPHA	1.50
Warp Artifact	EA	R	•••	Amy Weber	BB	ALPHA	3.50
Weakness	EC	C	••••	Douglas Shuler	B	ALPHA	1.50
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrforts	B	ALPHA	8.00
Word of Command	INS	R	•	Jesper Myrforts	BB	ALPHA	47.50
Zombie Master	SC	R	••	Jeff A. Menges	BB1	ALPHA	6.00

**BLUE**

Air Elemental	SC	U	••••	Richard Thomas	UU3	ALPHA	2.00
• Ancestral Recall	INS	R	•••••	Mark Poole	U	ALPHA	64.00
Animate Artifact	EA	U	•••	Douglas Shuler	U3	ALPHA	1.50
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	ALPHA	1.50
• Braingeyser	SOR	R	••••	Mark Tedin	UUx	ALPHA	5.50
Clone	SC	U	••••	Julie Baroh	U3	ALPHA	3.00
Control Magic	EC	U	•••••	Dameon Willich	UU2	ALPHA	3.00
• Copy Artifact	EN	R	•••••	Amy Weber	U1	ALPHA	4.50
Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	3.00
Creature Bond	EC	C	••	Anson Maddocks	U1	ALPHA	1.50
Drain Power	SOR	R	••••	Douglas Shuler	UU	ALPHA	6.00
Feedback	EE	U	••	Quinton Hoover	U2	ALPHA	1.50
Flight	EC	C	••••	Anson Maddocks	U	ALPHA	1.50
Invisibility	EC	C	••••	Anson Maddocks	UU	ALPHA	6.00
Jump	INS	C	••	Mark Poole	U	ALPHA	1.50
Lifetap	EN	U	••••	Anson Maddocks	UU	ALPHA	1.50
Lord of Atlantis	SC	R	•••	Melissa Benson	UU	ALPHA	7.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Magical Hack	INT	R	•••••	Julie Baroh	U	ALPHA	6.50
Mahomoti Djinn	SC	R	•••••	Dan Frazier	UU4	ALPHA	9.00
Mana Short	INS	R	•••••	Dameon Willich	U2	ALPHA	5.00
Marfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	ALPHA	1.50
Phantasmal Forces	SC	U	••	Mark Poole	U3	ALPHA	1.50
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	ALPHA	1.50
Phantom Monster	SC	U	••••	Jesper Myrforts	U3	ALPHA	2.00
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	ALPHA	5.00
Power Leak	EE	C	••	Drew Tucker	U1	ALPHA	1.50
Power Sink	INT	C	••••	Richard Thomas	UX	ALPHA	1.50
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	1.50
Psionic Blast	INS	U	••••	Douglas Shuler	U2	ALPHA	11.00
Psychic Venom	EL	C	••	Brian Snoddy	U1	ALPHA	1.50
Sea Serpent	SC	C	••	Jeff A. Menges	U5	ALPHA	1.50
Siren's Call	INS	U	•••	Anson Maddocks	U	ALPHA	1.50
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	6.00
Spell Blast	INT	C	••••	Brian Snoddy	UX	ALPHA	1.50
Stasis	EN	R	•••	Fay Jones	U1	ALPHA	4.50
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	2.00
Thoughtlace	INT	R	•••	Mark Poole	U	ALPHA	3.00
• Time Walk	SOR	R	•••••	Amy Weber	U1	ALPHA	90.00
• Timewalker	SOR	R	•••••	Mark Tedin	U2	ALPHA	65.00
Twiddle	INS	C	••••	Rob Alexander	U	ALPHA	6.00
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	1.50
Vesuvan Doppelganger	SC	R	•••••	Quinton Hoover	UU3	ALPHA	12.50
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	4.50
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	1.50
Wall of Water	SC	U	••	Richard Thomas	UU1	ALPHA	1.50
Water Elemental	SC	U	••	Jeff A. Menges	UU3	ALPHA	1.50

**GREEN**

Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	6.00
• Berserk	INS	U	•••••	Dan Frazier	G	ALPHA	22.00
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	6.00
Camouflage	INS	U	•••	Jesper Myrforts	G	ALPHA	6.00
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	1.50
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	7.50
Crow Wurm	SC	C	••	Daniel Gelon	GG4	ALPHA	1.50
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	5.00
Fastbond	EN	R	••	Mark Poole	G	ALPHA	3.50
Fog	INS	C	•••	Jesper Myrforts	G	ALPHA	1.50
Force of Nature	SC	R	••••	Douglas Shuler	GGGG2	ALPHA	11.00
Fungusaur	SC	R	•••	Daniel Gelon	G3	ALPHA	6.00
Gaea's Liege	SC	R	•••••	Dameon Willich	GGG3	ALPHA	9.00
Giant Growth	INS	C	••••	Sandra Everingham	G	ALPHA	1.50
Giant Spider	SC	C	••••	Sandra Everingham	G3	ALPHA	1.50
Grizzly Bears	SC	C	•••	Jeff A. Menges	G1	ALPHA	1.50
Hurricane	SOR	U	••••	Dameon Willich	GX	ALPHA	1.50
Ice Storm	SOR	U	•••	Dan Frazier	G2	ALPHA	12.00



■ Whoo-hool No tips here, but with this card's release, there's finally enough wolf stuff to build an all-wolf deck! Hot damn!

Instill Energy	EC	U	••••	Dameon Willich	G	ALPHA	1.50
Ironroot Treefolk	SC	C	••••	Jesper Myrforts	G4	ALPHA	1.50
Kudzu	EL	R	•	Mark Poole	GG1	ALPHA	3.50
Ley Druid	SC	U	•••	Sandra Everingham	G2	ALPHA	1.50
Lifeforce	EN	U	••••	Dameon Willich	GG	ALPHA	1.50
Lifelace	INT	R	•	Amy Weber	G	ALPHA	3.00
Living Artifact	EA	R	•••	Anson Maddocks	G	ALPHA	3.50
Living Lands	EN	R	••	Jesper Myrforts	G3	ALPHA	4.50
Llanowar Elves	SC	C	••••	Anson Maddocks	G	ALPHA	1.50
Lure	EC	U	•••••	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	R	•	Mark Poole	G	ALPHA	25.00
Regeneration	EC	C	••••	Quinton Hoover	G1	ALPHA	1.50
• Regrowth	SOR	U	•••••	Dameon Willich	G1	ALPHA	3.00
Scrib Sprites	SC	C	•••	Amy Weber	G	ALPHA	1.50
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	ALPHA	1.50

•/• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Society

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Stream of Life	SOR	C	●●●●	Mark Poole	GX	ALPHA	1.50
Thicket Basilisk	SC	U	●●●●	Dan Frazier	G63	ALPHA	3.00
Timber Wolves	SC	R	●●●●	Melissa Benson	G	ALPHA	4.50
Tranquility	SOR	C	●●●●	Douglas Shuler	G2	ALPHA	1.50
Tsunami	SOR	U	●●	Richard Thomas	G3	ALPHA	1.50
Verduran Enchantress	SC	R	●●	Kev Brockschmidt	GG1	ALPHA	6.00
Wall of Brambles	SC	U	●●●	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	U	●●●	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	C	●●	Mark Tedin	G	ALPHA	1.50
Wanderlust	EC	U	●●●	Cornelius Brudi	G2	ALPHA	1.50
War Mammoth	SC	C	●●●●	Jeff A. Menges	G3	ALPHA	1.50
Web	EC	R	●●●●	Rob Alexander	G	ALPHA	4.50
Wild Growth	EL	C	●●	Mark Poole	G	ALPHA	1.50



■ Is your opponent's Royal Assassin or Sorceress Queen giving you a headache? Try a Gaze of Pain on your Serra to off the Assassin, and throw in a Giant Growth if the Sorceress Queen puts the whammy on the Serra.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Burrowing	EC	C	●●●	Mark Poole	R	ALPHA	1.50
Chaoslace	INT	R	●●●	Dameon Willich	R	ALPHA	3.00
Disintegrate	SOR	C	●●●●	Anson Maddocks	RX	ALPHA	1.50
Dragon Whelp	SC	U	●●●●	Amy Weber	RR2	ALPHA	3.00
Dwarven Demolition Team	SC	U	●●●	Kev Brockschmidt	R2	ALPHA	6.50
Dwarven Warriors	SC	C	●●●●	Douglas Shuler	R2	ALPHA	1.50
Earth Elemental	SC	U	●●●	Dan Frazier	RR3	ALPHA	2.50
Earthbind	EC	C	●●●	Quinton Hoover	R	ALPHA	1.50
Earthquake	SOR	R	●●●	Dan Frazier	RX	ALPHA	5.00
False Orders	INS	C	●●●●	Anson Maddocks	R	ALPHA	4.00
Fire Elemental	SC	U	●●●	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	●●●●	Mark Tedin	RX	ALPHA	1.50
Firebreathing	EC	C	●●●●	Dan Frazier	R	ALPHA	1.50
Flashfires	SOR	U	●●●●	Dameon Willich	R3	ALPHA	1.50
Fork	INT	R	●●●●	Amy Weber	RR	ALPHA	15.00
Goblin Balloon Brigade	SC	U	●●●	Andi Rusu	R	ALPHA	1.50
Goblin King	SC	R	●●●	Jesper Myrfors	RR1	ALPHA	8.00
Granite Gargoyle	SC	R	●●●	Christopher Rush	R2	ALPHA	6.00
Gray Ogre	SC	C	●●	Dan Frazier	R2	ALPHA	1.50
Hill Giant	SC	C	●●	Dan Frazier	R3	ALPHA	1.50
Hurlon Minotaur	SC	C	●●	Anson Maddocks	RR1	ALPHA	1.50
Ironclaw Orcs	SC	C	●●	Anson Maddocks	R1	ALPHA	3.00
Keldon Warlord	SC	U	●●●	Kev Brockschmidt	RR2	ALPHA	3.00
Lightning Bolt	INS	C	●●●●	Christopher Rush	R	ALPHA	1.50
Mana Flare	EN	R	●●●●	Christopher Rush	R2	ALPHA	5.50
Manabarb	EN	R	●●	Christopher Rush	R3	ALPHA	4.50
Mons's Goblin Raiders	SC	C	●	Jeff A. Menges	R	ALPHA	1.50
Orcish Artillery	SC	U	●●●	Anson Maddocks	RR1	ALPHA	1.50
Orcish Oriflamme	EN	U	●●●	Dan Frazier	R3	ALPHA	3.00
Power Surge	EN	R	●●●●	Douglas Shuler	RR	ALPHA	3.50
Raging River	EN	R	●●●	Sandra Everingham	RR	ALPHA	35.00
Red Elemental Blast	INT	C	●●●●	Richard Thomas	R	ALPHA	1.50
Roc of Kher Ridges	SC	R	●●●●	Andi Rusu	R3	ALPHA	5.50
Rock Hydra	SC	R	●●●	Jeff A. Menges	RRX	ALPHA	9.00
Sedge Troll	SC	R	●●●	Dan Frazier	R2	ALPHA	5.00
Shatter	INS	C	●●●●	Amy Weber	R1	ALPHA	1.50
Shivan Dragon	SC	R	●●●●	Melissa Benson	RR4	ALPHA	20.00
Smoke	EN	R	●●	Jesper Myrfors	RR	ALPHA	4.00
Stone Giant	SC	U	●●●	Dameon Willich	RR2	ALPHA	1.50
Stone Rain	SOR	C	●●●	Daniel Gelon	R2	ALPHA	1.50
Tunnel	SOR	U	●●●	Dan Frazier	R	ALPHA	1.50
Two-Headed Giant of Foriys	SC	R	●●●●	Anson Maddocks	R4	ALPHA	40.00
Uthden Troll	SC	U	●●●●	Douglas Shuler	R2	ALPHA	2.50
Wall of Fire	SC	U	●●●	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	U	●●●	Dan Frazier	RR1	ALPHA	1.50
Wheel of Fortune	SOR	R	●●●●	Daniel Gelon	R2	ALPHA	5.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Animate Wall	EC	R	●●	Dan Frazier	W	ALPHA	3.50
Armageddon	SOR	R	●●●●	Jesper Myrfors	W1	ALPHA	6.00
Balance	SOR	R	●●●●	Mark Poole	W1	ALPHA	6.00
Benalish Hero	SC	C	●●●	Douglas Shuler	W	ALPHA	1.50
Black Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.50
Blaze of Glory	INS	R	●●●	Richard Thomas	W	ALPHA	31.00
Blessing	EC	R	●●●	Julie Baroh	WW	ALPHA	5.50
Blue Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.50
Castle	EN	U	●●●	Dameon Willich	W3	ALPHA	3.00
Circle of Protection: Black	EN	C	●●●●	Jesper Myrfors	W1	BETA	1.50
Circle of Protection: Blue	EN	C	●●●	Dameon Willich	W1	ALPHA	1.50
Circle of Protection: Green	EN	C	●●●	Sandra Everingham	W1	ALPHA	1.50
Circle of Protection: Red	EN	C	●●●●	Mark Tedin	W1	ALPHA	1.50
Circle of Protection: White	EN	C	●●●	Douglas Shuler	W1	ALPHA	1.50
Consecrate Land	EL	U	●●●	Jeff A. Menges	W	ALPHA	9.50
Conversion	EN	U	●●●●	Jesper Myrfors	WW2	ALPHA	3.00
Crusade	EN	R	●●●●	Mark Poole	WW	ALPHA	6.00
Death Ward	INS	C	●●●●	Mark Poole	W	ALPHA	1.50
Disenchant	INS	C	●●●●	Amy Weber	W1	ALPHA	1.50
Farmstead	EL	R	●	Mark Poole	WWW	ALPHA	3.50
Green Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.50
Guardian Angel	INS	C	●●●	Anson Maddocks	WX	ALPHA	1.50
Healing Salve	INS	C	●●●	Dan Frazier	W	ALPHA	1.50
Holy Armor	EC	C	●●●	Melissa Benson	W	ALPHA	1.50
Holy Strength	EC	C	●●●	Anson Maddocks	W	ALPHA	1.50
Island Sanctuary	EN	R	●●	Mark Poole	W1	ALPHA	4.50
Karma	EN	U	●●●●	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	U	●●●	Rob Alexander	W	ALPHA	1.00
Mesa Pegasus	SC	C	●●●●	Melissa Benson	W1	ALPHA	1.50
Northern Paladin	SC	R	●●●	Douglas Shuler	WW2	ALPHA	9.50
Pearled Unicorn	SC	C	●●●	Cornelius Brudi	W2	ALPHA	1.50
Personal Incarnation	SC	R	●●●	Kev Brockschmidt	WWW3	ALPHA	6.50
Purloach	INT	R	●●●	Sandra Everingham	W	ALPHA	3.00
Red Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.50
Resurrection	SOR	U	●●●●	Dameon Willich	WW2	ALPHA	1.50
Reverse Damage	INS	R	●●●●	Dameon Willich	WW1	ALPHA	5.50
Righteousness	INS	R	●●●●	Douglas Shuler	W	ALPHA	5.50
Samite Healer	SC	C	●●●	Tom Wänerstrand	W1	ALPHA	1.50
Savannah Lions	SC	R	●●●	Daniel Gelon	W	ALPHA	5.00
Serra Angel	SC	U	●●●●	Douglas Shuler	WW3	ALPHA	7.00
Swords to Plowshares	INS	U	●●●●	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	●●●●	Douglas Shuler	WW3	ALPHA	7.00
Wall of Swords	SC	U	●●●	Mark Tedin	W3	ALPHA	2.50
White Knight	SC	U	●●●	Daniel Gelon	WW	ALPHA	3.00
White Ward	EC	U	●●●	Dan Frazier	W	ALPHA	1.50
Wrath of God	INS	R	●●●	Quinton Hoover	WW2	ALPHA	6.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Badlands	LAN	R	●●●●	Rob Alexander	ALPHA	8.00	
Bayou	LAN	R	●●●●	Jesper Myrfors	ALPHA	8.00	
Forest	LAN	C	—	Christopher Rush	ALPHA	.15	
Island	LAN	R	—	Mark Poole	ALPHA	.20	
Island	LAN	C	—	Mark Poole	ALPHA	.15	
Mountain	LAN	C	—	Douglas Shuler	ALPHA	.15	
Plains	LAN	C	—	Jesper Myrfors	ALPHA	.15	
Plateau	LAN	R	●●●●	Drew Tucker	ALPHA	8.50	
Savannah	LAN	R	●●●●	Rob Alexander	ALPHA	8.00	
Scrubland	LAN	R	●●●●	Jesper Myrfors	ALPHA	8.00	
Swamp	LAN	C	—	Dan Frazier	ALPHA	.15	
Taiga	LAN	R	●●●●	Rob Alexander	ALPHA	8.00	
Tropical Island	LAN	R	●●●●	Jesper Myrfors	ALPHA	8.00	
Tundra	LAN	R	●●●●	Jesper Myrfors	ALPHA	8.00	
Underground Sea	LAN	R	●●●●	Rob Alexander	ALPHA	8.00	
Volcanic Island	LAN	R	●●●●	Brian Snoddy	BETA	8.00	

## REVISED EDITION

Booster Pack \$2.50  
 Booster Box \$90.00  
 Full Set (302) \$250.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Aladdin's Lamp	ART	R	●●●	Mark Tedin	10	AN	3.00
Aladdin's Ring	ART	R	●●●	Dan Frazier	8	AN	4.00
Ankh of Mishra	ART	R	●●	Amy Weber	2	ALPHA	3.00
Armageddon Clock	ART	R	●●	Amy Weber	6	AQ	3.00
Basalt Monolith	ART	U	●●●	Jesper Myrfors	3	ALPHA	1.00
Black Vise	ART	U	●●●●	Richard Thomas	1	ALPHA	1.50
Bottle of Suleiman	ART	R	●●●	Jesper Myrfors	4	AN	3.50
Brass Man	AC	U	●●●	Christopher Rush	1	AN	1.00
Celestial Prism	ART	U	●●●●	Amy Weber	3	ALPHA	1.00
Clockwork Beast	AC	R	●●●	Drew Tucker	6	ALPHA	3.50
Conservator	ART	U	●●●	Amy Weber	4	ALPHA	.50
Crystal Rod	ART	U	●●●	Amy Weber	1	ALPHA	.50
Dancing Scimitar	AC	R	●●●	Anson Maddocks	4	AN	2.50
Dingus Egg	ART	R	●●	Dan Frazier	4	ALPHA	3.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Disrupting Scepter	ART	R	•••	Dan Frazier	3	ALPHA	3.50	<b>BLUE</b>							
Dragon Engine	AC	R	••	Anson Maddocks	3	AQ	1.50	Air Elemental	SC	U	••••	Richard Thomas	UU3	ALPHA	1.50
Ebony Horse	ART	R	•	Dameon Willich	3	AN	3.00	Animate Artifact	EA	U	••••	Douglas Shuler	U3	ALPHA	1.00
Flying Carpet	ART	R	•••••	Mark Tedin	4	AN	3.50	Blue Elemental Blast	INT	C	••••	Richard Thomas	U	ALPHA	.50
Glasses of Urza	ART	U	•••	Douglas Shuler	1	ALPHA	1.00	• Braingeyser	SOR	R	•••••	Mark Tedin	UUX	ALPHA	4.50
Helm of Chazuk	ART	R	••••	Mark Tedin	1	ALPHA	2.50	Clone	SC	U	•••••	Julie Baroh	UU3	ALPHA	2.50
Hive, The	ART	R	••••	Sandra Everingham	5	ALPHA	4.50	Control Magic	EC	C	•••••	Dameon Willich	UU2	ALPHA	2.50
Howling Mine	ART	R	••••	Mark Poole	2	ALPHA	5.50	• Copy Artifact	EN	R	•••••	Amy Weber	U1	ALPHA	3.50
Iron Star	ART	U	•••	Dan Frazier	1	ALPHA	.50	Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	2.50
Ivory Cup	ART	U	••	Anson Maddocks	1	ALPHA	.50	Creature Bond	EC	C	••	Anson Maddocks	U1	ALPHA	.50
• Ivory Tower	ART	R	•••••	Margaret Organ-Keen	1	AQ	4.00	Drain Power	SOR	R	••••	Douglas Shuler	UU	ALPHA	4.50
Jade Monolith	ART	R	••	Anson Maddocks	4	ALPHA	2.00	Energy Flux	EN	U	••••	Kaja Foglio	U2	ANT	1.00
Jandor's Ring	ART	R	••	Dan Frazier	6	AN	3.00	Feedback	EE	U	••	Quinton Hoover	U2	ALPHA	.50
Jandor's Saddlebags	ART	R	••••	Dameon Willich	6	AN	3.50	Flight	EC	C	•••••	Anson Maddocks	U	ALPHA	.50
Jayemdae Tome	ART	R	•••••	Mark Tedin	4	ALPHA	3.50	Hurky's Recall	INS	R	••••	Né Né Thomas	U1	AQ	4.00
Juggernaut	AC	U	•••••	Dan Frazier	4	ALPHA	2.00	Island Fish Jasconius	SC	R	••	Jesper Myrfors	UUU4	AN	4.00
Kormus Bell	ART	R	••	Christopher Rush	4	ALPHA	3.00	Jump	INS	C	••	Mark Poole	U	ALPHA	.50
Library of Leng	ART	U	•••	Daniel Gelon	1	ALPHA	1.00	Lifetap	EN	U	•••••	Anson Maddocks	UU	ALPHA	1.00
Living Wall	AC	U	••••	Anson Maddocks	4	ALPHA	1.00	Lord of Atlantis	SC	R	••••	Melissa Benson	UU	ALPHA	6.00
Mana Vault	ART	R	••••	Mark Tedin	1	ALPHA	3.50	Magical Hack	INT	R	•••••	Julie Baroh	U	ALPHA	5.50
Meekestone	ART	R	••••	Quinton Hoover	1	ALPHA	4.00	Mahamoti Dijan	SC	R	•••••	Dan Frazier	UU4	ALPHA	7.00
Millstone	ART	R	•••	Kaja Foglio	2	AQ	2.50	Mana Short	INS	R	••••	Dameon Willich	U2	ALPHA	4.00
Mishra's War Machine	AC	R	•	Amy Weber	7	AQ	2.50	Merfolk of the Pearl Trident	SC	C	••	Jeff A. Menges	U	ALPHA	.50
Nevinyrral's Disk	ART	R	•••••	Mark Tedin	4	ALPHA	4.00								
Obsidian Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.00								
Onulet	AC	R	••	Anson Maddocks	3	AQ	2.00								
Ornithopter	AC	U	••	Amy Weber	0	AQ	1.00								
Primal Clay	AC	R	••	Kaja Foglio	4	AQ	3.00								
Rack, The	ART	U	•••	Richard Thomas	1	AQ	1.50								
Rocket Launcher	ART	R	•••	Pete Venters	4	AQ	2.50								
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.00								
• Sal Ring	ART	U	•••••	Mark Tedin	1	ALPHA	2.00								
Soul Net	ART	U	••	Dameon Willich	1	ALPHA	1.00								
Sunglasses of Urza	ART	R	•••••	Dan Frazier	3	ALPHA	3.50								
Throne of Bone	ART	U	••	Anson Maddocks	1	ALPHA	.50								
Winter Orb	ART	R	•••	Mark Tedin	2	ALPHA	3.50								
Wooden Sphere	ART	U	••	Mark Tedin	1	ALPHA	.50								

**BLACK**

Animate Dead	EC	U	••••	Anson Maddocks	B1	ALPHA	1.00
Bad Moon	EN	R	••••	Jesper Myrfors	B1	ALPHA	5.50
Black Knight	SC	U	••••	Jeff A. Menges	BB	ALPHA	2.00
Bog Wraith	SC	U	••	Jeff A. Menges	B3	ALPHA	1.50
• Contract from Below	SOR	R	••	Douglas Shuler	B	ALPHA	2.00
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	ALPHA	.50
Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	.50
• Darkpact	SOR	R	•••••	Quinton Hoover	BBB	ALPHA	2.00
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.00
Deathlace	INT	R	••	Sandra Everingham	B	ALPHA	2.50
• Demonic Attorney	SOR	R	••	Daniel Gelon	B	ALPHA	2.50
Demonic Hordes	SC	R	••••	Jesper Myrfors	BBB3	ALPHA	6.00
• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	ALPHA	2.50
Drain Life	SOR	C	•••	Douglas Shuler	B1X	ALPHA	.50
Drudge Skeletons	SC	C	••••	Sandra Everingham	B1	ALPHA	.50
El-Hajjaj	SC	R	••	Dameon Willich	BB1	AN	4.50
Erg Raiders	SC	C	••	Dameon Willich	B1	AN	.50
Evil Presence	EL	U	•••	Sandra Everingham	B	ALPHA	1.00
Fear	EC	C	••••	Mark Poole	BB	ALPHA	.50
Frozen Shade	SC	C	•••	Douglas Shuler	B2	ALPHA	.50
Gloom	EN	U	••••	Dan Frazier	B2	ALPHA	1.00
Howl from Beyond	INS	C	••••	Mark Poole	BX	ALPHA	.50
Hypnotic Specter	SC	U	••••	Douglas Shuler	BB1	ALPHA	2.50
Lord of the Pit	SC	R	•••	Mark Tedin	BBB4	ALPHA	8.00
• Mind Twist	SOR	R	•••••	Julie Baroh	BX	ALPHA	4.50
Nether Shadow	SC	R	••	Christopher Rush	BB	ALPHA	4.00
Nettling Imp	SC	U	•••	Quinton Hoover	B2	ALPHA	2.00
Nightmare	SC	R	•••••	Melissa Benson	B5	ALPHA	9.50
Paralyze	EC	C	•••	Anson Maddocks	B	ALPHA	.50
Pestilence	EN	C	•••••	Jesper Myrfors	B	ALPHA	.50
Plague Rats	SC	C	••	Anson Maddocks	B2	ALPHA	.50
Raise Dead	SOR	C	••	Jeff A. Menges	B	ALPHA	.50
Royal Assassin	SC	R	•••••	Tom Wänerstrand	BB1	ALPHA	11.00
Sacrifice	INT	U	•	Dan Frazier	B	ALPHA	1.00
Scathe Zombies	SC	C	••	Jesper Myrfors	B2	ALPHA	.50
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.00
Sengir Vampire	SC	U	••••	Anson Maddocks	BB3	ALPHA	4.00
Simulacrum	INS	U	••••	Mark Poole	B1	ALPHA	1.00
Sorceress Queen	SC	R	•••••	BB1	AN	5.50	
Terror	INS	C	••••	Kaja Foglio	BB1	AN	5.50
Unholy Strength	EC	C	•••	Ron Spencer	B1	ALPHA	.50
Wall of Bone	SC	U	••	Douglas Shuler	B	ALPHA	.50
Warp Artifact	EA	R	•••	Anson Maddocks	B2	ALPHA	1.00
Weakness	EC	C	••••	Amy Weber	BB	ALPHA	3.00
Will-O'-The-Wisp	SC	R	•••••	Douglas Shuler	B	ALPHA	.50
Zombie Master	SC	R	••	Jesper Myrfors	B	ALPHA	6.00
				Jeff A. Menges	BB1	ALPHA	4.50



Whenever multiple Aurochs attacks, each gets a +1/+0 for every additional attacker. So get a few out, then start Clonin', Doppelgangerin', Dance of Manyin', and go in for the stampeel Yipple-ki-yai!

Phantasmal Forces	SC	U	••	Mark Poole	U3	ALPHA	1.00
Phantasmal Terrain	EL	C	••••	Dameon Willich	UU	ALPHA	.50
Phantom Monster	SC	U	••••	Jesper Myrfors	U3	ALPHA	1.00
Pirate Ship	SC	R	••••	Tom Wänerstrand	U4	ALPHA	4.00
Power Leak	EE	C	••	Drew Tucker	U1	ALPHA	.50
Power Sink	INT	C	•••••	Richard Thomas	UX	ALPHA	.50
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	.50
Psychic Venom	EL	C	••	Brian Snoddy	U1	ALPHA	.50
Reconstruction	SOR	C	•••	Anson Maddocks	U	AQ	.50
Sea Serpent	SC	C	••	Jeff A. Menges	U5	ALPHA	.50
Serenidä Efreeth	SC	R	•••	Anson Maddocks	U2	AN	4.50
Siren's Call	INS	U	•••	Anson Maddocks	U	ALPHA	1.50
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	5.00
Spell Blast	INT	C	•••••	Brian Snoddy	UX	ALPHA	.50
Stasis	EN	R	•••	Foy Jones	U1	ALPHA	3.50
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	1.00
Thoughtlance	INT	R	•••	Mark Poole	U	ALPHA	2.50
Unstable Mutation	EC	C	•••	Douglas Shuler	U	AN	.50
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	.50
Vesuvius Doppelganger	SC	R	•••••	Quinton Hoover	UU3	ALPHA	10.00
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	3.50
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	1.00
Wall of Water	SC	U	••	Richard Thomas	UU1	ALPHA	.50
Water Elemental	SC	U	••	Jeff A. Menges	UU3	ALPHA	1.50

<b>GREEN</b>															
Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	4.50								
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	5.00								
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	1.00								
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	6.00								
Crow Wurm	SC	C	••	Daniel Gelon	GG4	ALPHA	.50								
Crumble	INS	U	•••	Jesper Myrfors	G	AQ	.50								
Desert Twister	SOR	U	••••	Susan Van Camp	GG4	AN	2.00								
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	4.00								
Fastbond	EN	R	••	Mark Poole	G	ALPHA	3.00								

•/• Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Fog	INS	C	●●●	Jesper Myrfors	G	ALPHA	.50
Force of Nature	SC	R	●●●●	Douglas Shuler	GGG2	ALPHA	8.00
Fungusaur	SC	R	●●●	Daniel Gelon	G3	ALPHA	4.50
Gaea's Liege	SC	R	●●●●●	Dameon Willich	GG3	ALPHA	6.50
Giant Growth	INS	C	●●●●	Sandra Everingham	G	ALPHA	.50
Giant Spider	SC	C	●●●●	Sandra Everingham	G3	ALPHA	.50
Grizzly Bears	SC	C	●●●	Jeff A. Menges	G1	ALPHA	.50
Hurricane	SOR	U	●●●●	Dameon Willich	GX	ALPHA	1.00
Instill Energy	EC	U	●●●●	Dameon Willich	G	ALPHA	1.00
Ironroot Treefolk	SC	C	●●●	Jesper Myrfors	G4	ALPHA	.50
Kudzu	EL	R	●	Mark Poole	GG1	ALPHA	3.00
Ley Druid	SC	U	●●●●	Sandra Everingham	G2	ALPHA	1.00
Lifeforce	EN	U	●●●●	Dameon Willich	GG	ALPHA	1.00
Lifeface	INT	R	●	Amy Weber	G	ALPHA	2.50
Living Artifact	EA	R	●	Anson Maddocks	G	ALPHA	3.00
Living Lands	EN	R	●●	Jesper Myrfors	G3	ALPHA	3.50



■ Wanna see all the veins in your opponent's head pop out? Play a light land mana deck (use Birds of Paradise, Sol Rings, and such instead), throw a couple of Psychic Venoms on your opponent's lands early on, then drop down a Power Surge. Great fun at parties.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Lightning Bolt	INS	C	●●●●●	Christopher Rush	R	ALPHA	.50
Magnetic Mountain	EN	R	●●●●	Susan Von Camp	RR1	AN	3.50
Mana Flare	EN	R	●●●	Christopher Rush	R2	ALPHA	4.50
Manabarbs	EN	R	●●	Christopher Rush	R3	ALPHA	3.50
Mijae Djinn	SC	R	●●●●	Susan Von Camp	RRR	AN	3.50
Mons' Goblin Raiders	SC	C	●	Jeff A. Menges	R	ALPHA	.50
Orcish Artillery	SC	U	●●●	Anson Maddocks	RR1	ALPHA	1.00
Orcish Oriflamme	EN	U	●●●	Dan Frazier	R3	ALPHA	2.50
Power Surge	EN	R	●●●●●	Douglas Shuler	RR	ALPHA	3.00
Red Elemental Blast	INT	C	●●●●●	Richard Thomas	R	ALPHA	.50
Roc of Kher Ridges	SC	R	●●●	Andi Rusu	R3	ALPHA	4.00
Rock Hydra	SC	R	●●●	Jeff A. Menges	RRX	ALPHA	6.50
Sedge Troll	SC	R	●●●	Dan Frazier	R2	ALPHA	4.00
Shatter	INS	C	●●●●	Amy Weber	R1	ALPHA	.50
Shatterstorm	SOR	U	●●●	Mark Poole	RR2	AQ	2.50
Shivan Dragon	SC	R	●●●●●	Melissa Benson	RR4	ALPHA	15.00
Smoke	EN	R	●●	Jesper Myrfors	RR	ALPHA	3.50
Stone Giant	SC	U	●●●	Dameon Willich	RR2	ALPHA	1.00
Stone Rain	SOR	C	●●●	Daniel Gelon	R2	ALPHA	.50
Tunnel	SOR	U	●●	Dan Frazier	R	ALPHA	.50
Uthden Troll	SC	U	●●●●	Douglas Shuler	R2	ALPHA	2.00
Wall of Fire	SC	U	●●●	Richard Thomas	RR1	ALPHA	1.00
Wall of Stone	SC	U	●●●	Dan Frazier	RR1	ALPHA	1.00
Wheel of Fortune	SOR	R	●●●●●	Daniel Gelon	R2	ALPHA	4.50

WHITE							
Animate Wall	EC	R	●●	Dan Frazier	W	ALPHA	3.00
Armageddon	SOR	R	●●●●●	Jesper Myrfors	W1	ALPHA	4.50
Balance	SOR	R	●●●●●	Mark Poole	W1	ALPHA	4.50
Benalish Hero	SC	C	●●●	Douglas Shuler	W	ALPHA	.50
Black Ward	EC	U	●●●●	Dan Frazier	W	ALPHA	.50
Blessing	EC	R	●●●●	Julie Baroh	WW	ALPHA	4.50
Blue Ward	EC	U	●●●	Dan Frazier	W	ALPHA	.50
Castle	EN	U	●●●	Dameon Willich	W3	ALPHA	2.00
Grde of Protection: Black	EN	C	●●●●	Jesper Myrfors	W1	ALPHA	.50
Grde of Protection: Blue	EN	C	●●●●	Dameon Willich	W1	ALPHA	.50
Grde of Protection: Green	EN	C	●●●●	Sandra Everingham	W1	ALPHA	.50
Grde of Protection: Red	EN	C	●●●●	Mark Tedin	W1	ALPHA	.50
Grde of Protection: White	EN	C	●●●●	Douglas Shuler	W1	ALPHA	.50
Conversion	EN	U	●●●●	Jesper Myrfors	WW	ALPHA	2.00
Crusade	EN	R	●●●●	Mark Poole	WW	ALPHA	5.00
Death Ward	INS	C	●●●●	Mark Poole	W	ALPHA	.50
Disenchant	INS	C	●●●●●	Amy Weber	W1	ALPHA	.50
Eye for an Eye	INS	R	●●●●	Mark Poole	WW	AN	4.00
Farmstead	EL	R	●	Mark Poole	WWW	ALPHA	3.00
Green Ward	EC	U	●●●	Dan Frazier	W	ALPHA	.50
Guardian Angel	INS	C	●●●	Anson Maddocks	WX	ALPHA	.50
Healing Salve	INS	C	●●●	Dan Frazier	W	ALPHA	.50
Holy Armor	EC	C	●●●	Melissa Benson	W	ALPHA	.50
Holy Strength	EC	C	●●●	Anson Maddocks	W	ALPHA	.50
Island Sanctuary	EN	R	●●	Mark Poole	W1	ALPHA	3.50
Karma	EN	U	●●●●●	Richard Thomas	WW2	ALPHA	1.00
Lance	EC	U	●●	Rob Alexander	W	ALPHA	1.00
Mesa Pegasus	SC	C	●●●●	Melissa Benson	W1	ALPHA	.50
Northern Paladin	SC	R	●●●●	Douglas Shuler	WW2	ALPHA	7.00
Pearled Unicorn	SC	C	●●	Cornelius Brudi	W2	ALPHA	.50
Personal Incarnation	SC	R	●●●	Key Brackschmidt	WWW3	ALPHA	5.50
Purelace	INT	R	●●●	Sandra Everingham	W	ALPHA	2.50
Red Ward	EC	U	●●●●	Dan Frazier	W	ALPHA	.50
Resurrection	SOR	U	●●●●	Dameon Willich	WW2	ALPHA	1.00
Reverse Damage	INS	R	●●●●	Dameon Willich	WW1	ALPHA	4.50
Reverse Polarity	INS	U	●●●	Justin Hampton	WW	AQ	.50
Righteousness	INS	R	●●●●	Douglas Shuler	W	ALPHA	4.50
Samite Healer	SC	C	●●●	Tom Wünerstrand	W1	ALPHA	.50
Savannah Lions	SC	R	●●●	Daniel Gelon	W	ALPHA	4.00
Serra Angel	SC	U	●●●●●	Douglas Shuler	WW3	ALPHA	5.00
Swords to Plowshares	INS	U	●●●●●	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	R	●●●●	Douglas Shuler	WW3	ALPHA	5.50
Wall of Swords	SC	U	●●●●	Mark Tedin	W3	ALPHA	2.00
White Knight	SC	U	●●●●	Daniel Gelon	WW	ALPHA	2.00
White Ward	EC	U	●●●	Dan Frazier	W	ALPHA	.50
Wrath of God	INS	R	●●●●	Quinton Hoover	WW2	ALPHA	5.00

LANDS							
Badlands	LAN	R	●●●	Rob Alexander	ALPHA	6.00	
Bayou	LAN	R	●●●●	Jesper Myrfors	ALPHA	6.00	
Forest	LAN	C	—	Christopher Rush	ALPHA	.05	
Island	LAN	C	—	Mark Poole	ALPHA	.05	
Mountain	LAN	C	—	Douglas Shuler	ALPHA	.05	
Plains	LAN	C	—	Jesper Myrfors	ALPHA	.05	
Plateau	LAN	R	●●●●	Cornelius Brudi	ALPHA	6.50	
Savannah	LAN	R	●●●●	Rob Alexander	ALPHA	6.00	
Scrubland	LAN	R	●●●●	Jesper Myrfors	ALPHA	6.00	
Swamp	LAN	C	—	Dan Frazier	ALPHA	.05	
Taiga	LAN	R	●●●●	Rob Alexander	ALPHA	6.00	
Tropical Island	LAN	R	●●●●	Jesper Myrfors	ALPHA	6.00	
Tundra	LAN	R	●●●●	Jesper Myrfors	ALPHA	6.00	
Underground Sea	LAN	R	●●●●	Rob Alexander	ALPHA	6.00	
Volcanic Island	LAN	R	●●●●	Brian Snoddy	BETA	6.00	

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
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## ARABIAN NIGHTS

Booster Pack	\$50.00
Booster Box	\$3,000.00
Full Set (77)	\$600.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
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### ARTIFACTS

<b>Aladdin's Lamp</b>	ART	U	●●●	Mark Tedin	10	5.00
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
<b>Aladdin's Ring</b>	ART	U	●●●	Dan Frazier	8	7.00
8, T: Do 4 damage to any target.						
<b>Bottle of Suleiman</b>	ART	R	●●●	Jesper Myrfors	4	6.50
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
<b>Brass Man</b>	AC	U	●●●	Christopher Rush	1	1.50
Pay 1 during upkeep to untap. 1/3.						
<b>City in a Bottle</b>	ART	R	●	Drew Tucker	2	15.00
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
<b>Dancing Scimitar</b>	AC	R	●●●	Anson Maddocks	4	5.00
Flying. 1/5.						
<b>Ebony Horse</b>	ART	R	●	Dameon Willich	3	4.50
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
<b>Flying Carpet</b>	ART	R	●●●●	Mark Tedin	4	6.00
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
<b>Jandor's Ring</b>	ART	R	●●	Dan Frazier	6	4.00
2, T: Discard a card you just drew, and draw another to replace it.						
<b>Jandor's Saddlebags</b>	ART	R	●●●●	Dameon Willich	2	7.00
3, T: Untap a creature.						
<b>Jeweled Bird</b>	ART	R	●	Amy Weber	1	8.50
T: Exchange Bird for your ante, then draw a new card.						
<b>Pyramids</b>	ART	R	●●	Amy Weber	6	20.00
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
<b>Ring of Ma'ruf</b>	ART	R	●●●●	Dan Frazier	5	25.00
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
<b>Sandals of Abdallah</b>	ART	R	●●	Dan Frazier	4	7.00
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						

### BLACK

<b>Cuombaji Witches</b>	SC	C	●●●	Kaja Foglio	BB	3.50
T: Each player does 1 damage to any target. 1/3.						
<b>El-Hajjaj</b>	SC	R	●●●	Dameon Willich	BB1	9.00
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
<b>Erg Raiders</b>	SC	C	●●	Dameon Willich	B1	1.00
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
<b>Guardian Beast</b>	SC	R	●●●●	Ken Meyer Jr.	B3	51.00
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
<b>Hasran Ogress</b>	SC	C	●	Dan Frazier	BB	2.00
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
<b>Junun Efreet</b>	SC	R	●●●	Christopher Rush	BB1	16.00
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.						
<b>Juzam Djinn</b>	SC	R	●●●●	Mark Tedin	BB2	45.00
Lose 1 life during upkeep. 5/5.						
<b>Khabal Ghoul</b>	SC	R	●●●●	Douglas Shuler	B2	28.50
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
<b>Oubliette</b>	EN	C	●●●●	Douglas Shuler	BB1	5.50
Place target creature out of play.						
<b>Sorceress Queen</b>	SC	R	●●●●●	Kaja Foglio	BB1	11.00
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
<b>Stone-Throwing Devils</b>	SC	C	●●●	Ken Meyer Jr.	B	4.50
First strike. 1/1.						

### BLUE

<b>Dandan</b>	SC	C	●	Drew Tucker	UU	3.00
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
<b>Fishliver Oil</b>	EC	C	●●●	Anson Maddocks	U1	2.50
Give target creature islandwalk.						
<b>Flying Men</b>	SC	C	●●●●	Christopher Rush	U	3.50
Flying. 1/1.						
<b>Giant Tortoise</b>	SC	C	●●	Kaja Foglio	U1	2.00
+0/+3 while untapped. 1/1.						
<b>Island Fish Jasconius</b>	SC	R	●●	Jesper Myrfors	UUU4	6.50
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
<b>Merchant Ship</b>	SC	R	●●●	Tom Wänerstrand	U	9.00
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.						
<b>Old Man of the Sea</b>	SC	R	●●●●	Susan Van Camp	UU1	30.00
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
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<b>Serendib Djinn</b>	SC	R	●●	Anson Maddocks	UU2	16.00
Flying. Destroy a land during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
<b>Serendib Efreet</b>	SC	R	●●●	Anson Maddocks	U2	9.00
Flying. Does 1 damage to you during upkeep. 3/4.						
<b>Sindbad</b>	SC	R	●	Julie Baroh	U1	10.00
T: Draw a new card; you may only keep it if it is a land. 1/1.						
<b>Unstable Mutation</b>	EC	C	●●●	Douglas Shuler	U	1.00
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						

### GREEN

<b>Cyclone</b>	EN	R	●●	Mark Tedin	GG2	9.50
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
<b>Desert Twister</b>	SOR	U	●●●●	Susan Van Camp	GG4	3.00
Destroy any one card in play.						
<b>Drop of Honey</b>	EN	R	●●●	Anson Maddocks	G	22.50
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
<b>Erhnam Djinn</b>	SC	R	●●●	Ken Meyer Jr.	G3	19.00
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
<b>Ghazban Ogre</b>	SC	C	●	Jesper Myrfors	G	2.50
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
<b>Ih-biff Efreet</b>	SC	R	●●●	Jesper Myrfors	GG2	21.50
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						



Sorry. We can't think of a single use for this card. Nice artwork, though. Next.

<b>Metamorphosis</b>	SOR	C	●	Christopher Rush	G	2.50
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
<b>Naf's Asp</b>	SC	C	●●	Christopher Rush	G	3.50
If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
<b>Sandstorm</b>	INS	C	●●	Brian Snoddy	G	3.50
Do 1 damage to all attacking creatures.						
<b>Singing Tree</b>	SC	R	●●●●	Rob Alexander	G3	30.00
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
<b>Wyluli Wolf</b>	SC	C	●●●●	Susan Van Camp	G1	5.00
T: Give a creature +1/+1 until end of turn. 1/1.						

### RED

<b>Aladdin</b>	SC	R	●●●●	Julie Baroh	RR2	25.50
RR1: Steal artifact. 1/1.						
<b>Ali Baba</b>	SC	R	●●●	Julie Baroh	R	10.00
R: Tap a wall. 1/1.						
<b>Ali from Cairo</b>	SC	R	●●●●	Mark Poole	RR2	58.00
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.						
<b>Bird Maiden</b>	SC	C	●●	Jeff A. Menges	R2	4.00
Flying. 1/2.						
<b>Desert Nomads</b>	SC	C	●●	Christopher Rush	R2	3.00
Desertwalk. Immune to damage from Deserts. 2/2.						
<b>Hurr Jackal</b>	SC	C	●●●	Drew Tucker	R	3.00
T: Prevent creature from regenerating this turn. 1/1.						
<b>Kird Ape</b>	SC	C	●●●	Ken Meyer Jr.	R	2.00
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
<b>Magnetic Mountain</b>	SC	R	●●●	Susan Van Camp	RR1	5.00
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!						
<b>Mijae Djinn</b>	SC	R	●●●	Susan Van Camp	RRR	6.00
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
<b>Rukh Egg</b>	SC	C	●●●●	Christopher Rush	R3	7.50
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
<b>Ydwen Efreet</b>	SC	R	●	Drew Tucker	RRR	11.00
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						

●/●	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>WHITE</b>						
<b>Abu Ja'far</b>	SC	R	••••	Ken Meyer Jr.	W	13.00
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
<b>Army of Allah</b>	INS	C	••••	Brian Snoddy	WW1	5.50
+2/+0 to all attacking creatures until end of turn.						
<b>Camel</b>	SC	C	•	Sandra Everingham	W	2.50
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
<b>Eye for an Eye</b>	INS	R	••••	Mark Poole	WW	8.00
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
<b>Jihad</b>	EN	R	••••	Brian Snoddy	WWW	30.00
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
<b>King Suleiman</b>	SC	R	••	Mark Poole	W1	14.50
T: Destroy an Efreet or Djinn. 1/1.						
<b>Moorish Cavalry</b>	SC	C	•••	Dameon Willich	WW2	5.50
Trample. 3/3.						
<b>Piety</b>	INS	C	••	Mark Poole	W2	2.50
+0/+3 to all defending creatures until end of turn.						
<b>Repentant Blacksmith</b>	SC	R	•••	Drew Tucker	W1	11.00
Protection from red. 1/2.						
<b>Shahrazad</b>	SOR	R	•	Kaja Foglio	WW	16.00
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.						
<b>War Elephant</b>	SC	C	••••	Kristen Bishop	W3	5.50
Bands, trample. 2/2.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>LANDS</b>						
<b>Bazaar of Baghdad</b>	LAN	R	••	Jeff A. Menges		13.00
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
<b>City of Brass</b>	LAN	R	••••	Mark Tedin		27.50
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
<b>Desert</b>	LAN	C	•••	Jesper Myrfors		5.00
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.						
<b>Diamond Valley</b>	LAN	R	•••••	Brian Snoddy		40.00
T: Sacrifice a creature to gain life equal to its toughness.						
<b>Elephant Graveyard</b>	LAN	R	•••	Rob Alexander		24.00
T: Add 1. T: Regenerate an Elephant or Mammoth.						
<b>Island of Wak-Wak</b>	LAN	R	•••••	Douglas Shuler		25.00
T: Reduce the power of one flying creature to 0 until end of turn.						
<b>Library of Alexandria</b>	LAN	R	•••••	Mark Poole		30.00
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.						
<b>Oasis</b>	LAN	R	•••	Brian Snoddy		7.00
T: Negate 1 damage to any creature.						



While All is out, you can't go below one life point. With the Jade Monolith, you can redirect all damage done to one of your creatures to you instead. Sooooo...you can take a 700-point Fireball aimed at poor ol' All to yourself, and no matter how much damage you take, All keeps you at one. Swell way to give your opponent a facial tic.

## ANTIQUITIES

Booster Pack	\$15.00
Booster Box	\$750.00
Full Set (85)	\$375.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>ARTIFACTS</b>						
<b>Amulet of Kroog</b>	ART	C	••	Margaret Organ-Keen	2	1.00
2, T: Prevent 1 damage to any target.						
<b>Armageddon Clock</b>	ART	U	••	Amy Weber	6	5.00
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Ashnod's Altar</b>	ART	U	•	Anson Maddocks	3	3.00
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						
<b>Ashnod's Battle Gear</b>	ART	U	••	Mark Poole	2	4.00
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
<b>Ashnod's Transmogrant</b>	ART	U	•••	Mark Tedin	1	3.50
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant after it has been used.						
<b>Battering Ram</b>	AC	C	••	Jeff A. Menges	2	1.50
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
<b>Bronze Tablet</b>	ART	R	•	Tom Wänerstrand	6	9.50
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
<b>Candelabra of Tawnos</b>	ART	R	•••••	Douglas Shuler	1	21.00
X: Untap X separate lands.						
<b>Clay Statue</b>	AC	C	•••	Jesper Myrfors	4	1.50
2: Regenerates. 3/1.						
<b>Clockwork Avian</b>	AC	R	•••	Randy Asplund-Faith	5	15.00
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						
<b>Colossus of Sardia</b>	AC	R	••••	Jesper Myrfors	9	21.00
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
<b>Coral Helm</b>	ART	R	••	Amy Weber	3	7.50
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
<b>Cursed Rack</b>	ART	U	••	Richard Thomas	4	4.00
Opponent must discard to 4 cards during discard phase.						
<b>Dragon Engine</b>	AC	C	••	Anson Maddocks	3	2.00
2: +1/+0 until end of turn. 1/3.						
<b>Feldon's Cane</b>	ART	U	••••	Mark Tedin	1	10.00
0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.						
<b>Golgothian Sylex</b>	ART	R	•	Kerstin Kaman	4	8.00
1: Discard all Antiquities cards, including Golgothian Sylex, from play.						
<b>Grapeshot Catapult</b>	AC	C	•••	Dan Frazier	4	2.00
T: Do 1 damage to a target flying creature. 2/3						
<b>Ivory Tower</b>	ART	U	•••••	Margaret Organ-Keen	1	6.00
Take 1 life for each card over four you have in hand during upkeep.						
<b>Jalum Tome</b>	ART	R	•••	Tom Wänerstrand	3	5.00
2: Draw a card from your library and discard a card of your choosing to your graveyard.						
<b>Mightstone</b>	ART	U	••	Pete Venters	4	3.00
All attacking creatures gain +1/+0.						
<b>Millstone</b>	ART	U	•••	Kaja Foglio	2	4.00
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
<b>Mishra's War Machine</b>	AC	R	•	Amy Weber	7	5.00
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
<b>Obelisk of Undoing</b>	ART	R	••	Tom Wänerstrand	1	15.00
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
<b>Onulet</b>	AC	U	••	Anson Maddocks	3	3.00
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
<b>Ornithopter</b>	AC	C	••	Amy Weber	0	1.00
Flying. 0/2.						
<b>Primal Clay</b>	AC	U	••	Kaja Foglio	6	5.00
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
<b>Rack, The</b>	ART	U	•••	Richard Thomas	1	1.50
Do 1 damage for each card under three opponent has in hand during upkeep.						
<b>Rakalite</b>	ART	U	••	Christopher Rush	6	2.50
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
<b>Rocket Launcher</b>	ART	U	•••	Pete Venters	4	5.50
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
<b>Shapeshifter</b>	AC	R	•••••	Dan Frazier	6	11.50
*(any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).						
<b>Staff of Zegon</b>	ART	C	•	Mark Poole	4	1.00
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.						
<b>Su-Chi</b>	AC	U	•	Christopher Rush	4	3.50
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
<b>Tablet of Epytir</b>	ART	C	•	Christopher Rush	1	.50
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
<b>Tawnos's Coffin</b>	ART	R	••••	Christopher Rush	4	18.00
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
<b>Tawnos's Wand</b>	ART	U	••	Douglas Shuler	4	3.50
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
<b>Tawnos's Weaponry</b>	ART	U	•••	Dan Frazier	2	3.50
2: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						

Indicates Price Increase

Indicates Price Decrease



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Tetravus</b> Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.	AC	R	●●●	Mark Tedin	6	16.00
<b>Triskelion</b> Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	●●●●	Douglas Shuler	6	12.50
<b>Urza's Avenger</b> 0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.	AC	R	●●●●	Amy Weber	6	15.50
<b>Urza's Chalice</b> 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	●●	Jeff A. Menges	1	.50
<b>Urza's Miter</b> 3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.	ART	R	●●	Randy Asplund-Faith	3	8.00
<b>Wall of Spears</b> First strike, counts as a wall. 2/3.	AC	U	●●	Sandra Everingham	3	3.50
<b>Weakstone</b> All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.	ART	U	●●	Justin Hampton	4	3.00
<b>Yotian Soldier</b> Yotian Soldier does not tap when attacking. 1/4.	AC	C	●●●	Christopher Rush	3	2.50

**BLACK**

<b>Artifact Possession</b> Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	●●	Christopher Rush	B2	1.00
<b>Gate to Phyrexia</b> Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	●●●	Sandra Everingham	BB	3.00
<b>Haunting Wind</b> Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	●●	Jeff A. Menges	B3	3.50
<b>Phyrexian Gremlins</b> T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's upkeep phase. You may choose not to untap Gremlins. 1/1.	SC	C	●●●●	Amy Weber	B2	2.00
<b>Priest ofYawmoth</b> T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	●	Mark Tedin	B1	1.00
<b>Xenic Paltergeist</b> T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	U	●●●	Don Frazier	BB1	3.50
<b>Yawmoth Demon</b> Flying, first strike. During your upkeep, sacrifice one of your artifacts in play or Yawmoth Demon taps to do 2 damage to you. 6/6.	SC	R	●●	Sandra Everingham	BB4	16.00

**BLUE**

<b>Drafna's Restoration</b> Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	●●	Amy Weber	U	1.50
<b>Energy Flux</b> Each artifact requires 2 during upkeep or it must be discarded.	EN	U	●●●	Kaia Foglio	U2	2.00
<b>Hurkyl's Recall</b> Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	●●●	Né Né Thomas	U1	7.00
<b>Power Artifact</b> Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	●●	Douglas Shuler	UU	4.00
<b>Reconstruction</b> Bring an artifact from your graveyard into your hand.	SOR	C	●●●	Anson Maddocks	U	1.00
<b>Sage of Lat-Nam</b> T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.	SC	C	●	Pete Venters	U1	1.00
<b>Transmute Artifact</b> Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	●●●	Anson Maddocks	UU	4.00

**GREEN**

<b>Argothian Pixies</b> Cannot be blocked by artifact creatures. Damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.	SC	C	●●	Amy Weber	G1	1.50
<b>Argothian Treefolk</b> Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.	SC	C	●●●	Amy Weber	G63	1.50
<b>Citanul Druid</b> Add a +1/+1 counter whenever opponent casts an artifact. 1/1.	SC	U	●●	Jeff A. Menges	G1	4.00
<b>Crumble</b> Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.	INS	C	●●●●	Jesper Myrfors	G	1.00
<b>Gaea's Avenger</b> * = number of artifacts opponent has in play. *+1/+1.	SC	R	●●●	Pete Venters	GG1	12.50
<b>Powerleech</b> Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.	EN	U	●●●	Christopher Rush	GG	4.00

<b>Titania's Song</b> Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.	EN	U	●●●	Kerstin Kaman	G3	5.00
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**RED**

<b>Artifact Blast</b> Counter any artifact as it is being cast.	INT	C	●	Mark Poole	R	1.00
<b>Atoq</b> 0: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	●●	Jesper Myrfors	R1	.50
<b>Detonate</b> Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.	SOR	U	●●	Randy Asplund-Faith	RX	4.50



■ Play your Ashnod's Transmogrator, an artifact that can turn one of your creatures into an artifact creature with a +1/+1, early on in the game. Then, when one of your critters would normally take lethal damage from another creature or spell, you can pump it up that much-needed life point! Supereffective when your opponent goes to Terror your creature, because artifact creatures are immune to Terrors!

<b>Dwarven Weaponsmith</b> T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	●●●	Mark Poole	R1	1.50
<b>Goblin Artisans</b> If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	●●	Julie Baroh	R	3.50
<b>Orchish Mechanics</b> T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.	SC	C	●●●	Pete Venters	Cost R2	1.00
<b>Shatterstorm</b> Bury all artifacts in play. Artifact creatures may not be regenerated.	SOR	R	●●●	Mark Poole	RR2	5.00

**WHITE**

<b>Argivian Archaeologist</b> 2: T: Bring an artifact from your graveyard to your hand. 1/1.	SC	R	●●●●	Amy Weber	WW1	23.00
<b>Argivian Blacksmith</b> T: Negate 2 damage to target artifact creature. 2/2.	SC	C	●●	Kerstin Kaman	WW1	1.00
<b>Artifact Ward</b> Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.	EC	C	●●	Douglas Shuler	W	1.00
<b>Circle of Protection: Artifacts</b> 2: Prevent all damage against you from an artifact source.	EN	U	●●●●	Pete Venters	W1	13.00
<b>Damping Field</b> No one may untap more than one artifact in each of his or her own untap phases.	EN	U	●	Justin Hampton	W2	3.00
<b>Martyrs of Korlis</b> Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	●●●	Margaret Organ-Keen	WW3	5.00
<b>Reverse Polarity</b> All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	●●●	Justin Hampton	WW	1.00

**LANDS**

<b>Mishra's Factory</b> T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.	LAN	U	●●●●	Kaia & Phil Foglio		12.00
<b>Mishra's Factory</b> T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Summer picture.	LAN	U	●●●●	Kaia & Phil Foglio		13.00

●/● Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• <b>Mishra's Workshop</b> T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	●●●	Kaja Foglio		18.00
<b>Strip Mine</b> T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	●●●●	Daniel Gelon		11.00
<b>Strip Mine</b> T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice. Picture with tower in the strip mine.	LAN	U	●●●●	Daniel Gelon		13.00
<b>Urza's Mine</b> T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	●●	Anson Maddocks		3.00
<b>Urza's Power Plant</b> T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.	LAN	C	●●	Mark Tedin		3.00
<b>Urza's Tower</b> T: Add 1 to your mana pool. If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.	LAN	C	●●	Mark Poole		4.00

## LEGENDS

Booster Pack \$30.00  
Booster Box \$1,200.00  
Full Set (310) \$1,100.00



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>ARTIFACTS</b>						
<b>Al-abara's Carpet</b> 5, T: Prevent all damage done to you by attacking non-flying creatures.	ART	R	●●●●	Kaja Foglio	5	9.00
<b>Alchor's Tomb</b> 2, T: Change the color of target permanent you control.	ART	R	●●●●	Harold McNeill	4	12.00
<b>Arena of the Ancients</b> Tap all Legends when casting Arena. Legends do not untap normally during untap phase.	ART	R	●	Tom Wänerstrand	3	10.00
<b>Black Mana Battery</b> 2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).	ART	U	●●●	Anson Maddocks	4	6.50
<b>Blue Mana Battery</b> 2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).	ART	U	●●●	Amy Weber	4	6.00
<b>Bronze Horse</b> Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.	AC	R	●●	Mark Poole	7	10.00
<b>Forethought Amulet</b> Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	●●●●	Melissa Benson	5	12.00
<b>Gauntlets of Chaos</b> Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	●●●●	Dan Frazier	5	15.00
<b>Green Mana Battery</b> 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	U	●●●	Christopher Rush	4	6.00
<b>Horn of Deafening</b> 2, T: Target creature deals no damage in combat this turn.	ART	R	●●●●	Dan Frazier	4	12.00
<b>Knowledge Vault</b> 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	●●●	Amy Weber	4	10.50
<b>Kry Shield</b> 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	●●	Richard Thomas	2	4.00
<b>Life Chisel</b> During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	U	●●●	Anthony Waters	4	5.00
<b>Life Matrix</b> 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	●●●●	Amy Weber	4	11.00
<b>Mana Matrix</b> Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	●●	Mark Tedin	6	10.00
<b>Marble Priest</b> All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.	AC	U	●	Melissa Benson	5	4.00
• <b>Mirror Universe</b> T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.	ART	R	●●●●	Phil Foglio	6	47.50
<b>North Star</b> 4, T: You may cast one spell this turn using mana of any color.	ART	R	●●●●	Kaja Foglio	4	14.00
<b>Nova Pentacle</b> 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	●●●	Richard Thomas	4	13.00
<b>Planar Gate</b> Pay 2 colorless mana less when casting a summon spell.	ART	R	●●●	Melissa Benson	6	12.00
<b>Red Mana Battery</b> 2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).	ART	U	●●●	Mark Tedin	4	6.00
<b>Relic Barrier</b> T: Tap target artifact.	ART	U	●●	Harold McNeill	2	4.50
<b>Ring of Immortals</b> 3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).	ART	R	●	Melissa Benson	5	11.50
<b>Sentinel</b> * = 1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.	AC	R	●●●	Randy Asplund-Faith	4	10.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Serpent Generator</b> 4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.	ART	R	●●●●	Mark Tedin	6	23.50
• <b>Sword of the Ages</b> Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.	ART	R	●●●●	Christopher Rush	6	22.00
<b>Triassic Egg</b> 3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.	ART	R	●●●	Dan Frazier	4	12.00



Here's a fun way to speed up the game. Throw down an Armageddon Clock that builds and builds each turn, causing more and more damage to all players...except you! Protect yourself with your COP: Artifacts and smile while your opponent goes screaming to the grave.

<b>Voodoo Doll</b> Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	●●	Sandra Everingham	6	10.00
<b>White Mana Battery</b> 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	U	●●●	Anthony Waters	4	6.00

## BLACK

<b>Abomination</b> Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	●●●	Mark Tedin	BB3	5.00
<b>Abyss, The</b> Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	●●●	Pete Venters	B3	23.00
<b>All Hallow's Eve</b> Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	●●●	Christopher Rush	BB2	25.00
<b>Blight</b> If target land is tapped, destroy it at end of turn.	EL	U	●●	Pete Venters	BB	4.50
<b>Corrian Ants</b> 1: +1/+1 until end of turn. 0/1.	SC	R	●●●●	Richard Thomas	BB2	32.00
<b>Chains of Mephistopheles</b> Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.	EN	R	●	Heather Hudson	B1	10.50
<b>Cosmic Horror</b> First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SC	R	●●●	Jesper Myrfort	BBB3	10.50
<b>Cyclopean Mummy</b> Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	●	Edward Beard Jr.	B1	.50
<b>Darkness</b> Creatures attack and block as normal but deal no damage.	INS	C	●●●	Harold McNeill	B	1.00
<b>Demonic Torment</b> Target creature deals no damage during combat and may not attack.	EC	U	●●●	Anson Maddocks	B2	4.50
<b>Evil Eye Orbs-By-Gore</b> Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.	SC	U	●●	Jesper Myrfort	B4	4.50
<b>Fallen Angel</b> Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.	SC	U	●●●●	Douglas Shuler	BB3	10.00
<b>Ghosts of the Damned</b> T: Make target creature -1/0 until end of turn 0/2.	SC	C	●	Edward Beard Jr.	BB1	1.00
<b>Giant Slug</b> 5: Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	●●●	Anson Maddocks	B	1.00
<b>Glyph of Doom</b> Creatures blocked by target wall are destroyed after combat.	INS	C	●	Susan Van Camp	B	1.00
<b>Greed</b> B: Draw an extra card and sacrifice 2 life.	EN	R	●●●	Phil Foglio	B3	10.00
<b>Headless Horseman</b> 2/2.	SC	C	●●	Quinton Hoover	B2	.50
<b>Hell Swarm</b> Make all creatures -1/0 until end of turn.	INS	C	●	Christopher Rush	B	1.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Hell's Caretaker</b> T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	●●●●	Sandra Everingham	B3	23.50
<b>Hellfire</b> Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	●●●●	Pete Venters	BBB2	16.00
<b>Horror of Horrors</b> Sacrifice a swamp to regenerate a black creature.	EN	U	●●●	Mark Tedin	BB3	4.50
<b>Imprison</b> 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	●●●●	Christopher Rush	B	9.00
<b>Infernal Medusa</b> Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	●●●	Anson Maddocks	BB3	6.00
<b>Jovial Evil</b> Do 2 damage to opponent for each white creature opponent controls.	SOR	R	●●	Christopher Rush	B2	11.50
<b>Lesser Werewolf</b> B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	●●●	Quinton Hoover	B3	5.50
<b>Lost Soul</b> Swampwalk. 2/1.	SC	C	●●	Randy Asplund-Faith	BB1	1.00
<b>Mold Demon</b> Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	●	Jesper Myrfors	BB5	10.50
<b>Nether Void</b> Counter all spells unless their casters pay an extra 3.	EW	R	●●●	Harold McNeill	B3	13.50
<b>Pit Scorpion</b> If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	C	●●	Scott Kirschner	B2	1.00
<b>Quagmire</b> Creatures with swampwalk may be blocked.	EN	U	●●	Dan Frazier	B2	4.00
<b>Shimian Night Stalker</b> Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.	SC	U	●●●	Jesper Myrfors	BB3	5.50
<b>Spirit Shackles</b> Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.	EC	C	●●	Edward Beard Jr.	BB	1.50
<b>Syphon Soul</b> Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.	SOR	C	●●●	Melissa Benson	B2	1.00
<b>Takklemaggot</b> Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.	EC	U	●●	Daniel Gelon	BB2	4.00
<b>Touch of Darkness</b> Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.	INS	U	●●●	Pete Venters	B	4.00
<b>Transmutation</b> Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.	INS	C	●●●	Susan Van Camp	B1	1.00
<b>Underworld Dreams</b> Do 1 damage to opponent for each card drawn.	EN	U	●●●●	Julie Baroh	BBB	13.50



■ **Juxtapose** is a fun lil' spell that swaps some of your highest-casting-cost permanents with some of your opponent's. Most of the time, though, your highest-casting-cost creature or artifact is something you want to keep, so **Boomerang** it back into your hand before casting **Juxtapose**. You lose your second-most-expensive creature; your opponent loses his most expensive. Nyah-ha.

<b>Vampire Bats</b> Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	SC	C	●●	Anson Maddocks	B	1.00
<b>Walking Dead</b> B: Regenerates. 1/1.	SC	C	●●●●	Dan Frazier	B1	1.00
<b>Wall of Putrid Flesh</b> Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0.	SC	U	●●	Richard Thomas	B2	4.00

<b>2/4.</b>						
<b>Wall of Shadows</b> Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	●●●	Pete Venters	BB1	1.00
<b>Wall of Tombstones</b> * = the number of creatures in your graveyard. 0/1+*.	SC	U	●	Dan Frazier	B1	3.50
<b>Wretched, The</b> After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.	SC	R	●●●	Christopher Rush	BB3	27.50

BLUE						
<b>Acid Rain</b> Destroy all forests in play.	SOR	R	●●●	Né Nè Thomas	U3	14.50
<b>Anti-Magic Aura</b> Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	●●●●	Douglas Shuler	U2	2.50
<b>Azure Drake</b> Flying. 2/4.	SC	U	●●●	Dan Frazier	U3	4.50
<b>Backfire</b> For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	●●	Brian Snoddy	U	4.00
<b>Boomerang</b> Return target permanent to owner's hand.	INS	C	●●●●	Brian Snoddy	UU	2.50
<b>Brine Hag</b> If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.	SC	U	●	Quinton Hoover	UU2	4.50
<b>Devouring Deep</b> Islandwalk. 1/2.	SC	C	●●	Liz Danforth	U2	1.00
<b>Dream Coat</b> Change target creature's color to another color (play as an interrupt).	EC	U	●●●●	Anthony Weber	U	4.50
<b>Elder Spawn</b> Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	●	Jesper Myrfors	UUU4	10.00
<b>Enchantment Alteration</b> Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	C	●●●●	Brian Snoddy	U	2.50
<b>Energy Tap</b> Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	●●	Daniel Gelon	U	1.00
<b>Field of Dreams</b> The top card in every library plays face up.	EW	R	●●●	Kaja Foglio	U	10.00
<b>Flash Counter</b> Counter target interrupt or instant spell.	INT	C	●●●	Harold McNeill	U1	1.00
<b>Flash Flood</b> Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	●	Tom Wänerstrand	U	1.00
<b>Force Spike</b> Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	●●	Bryan Wackwitz	U	1.00
<b>Gaseous Form</b> Target creature deals no damage in combat.	EC	C	●●	Phil Foglio	U2	1.00
<b>Glyph of Delusion</b> Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	●	Susan Van Camp	U	1.00
<b>In the Eye of Chaos</b> Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	●	Christopher Rush	U2	9.50
<b>Invoke Prejudice</b> Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	●●	Harold McNeill	UUUU	12.00
<b>Juxtapose</b> Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	●●●	Justin Hampton	U3	10.00
<b>Land Equilibrium</b> If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	R	●●●	Jesper Myrfors	UU2	11.50
<b>Mana Drain</b> Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	●●●●	Mark Tedin	UU	18.00
<b>Part Water</b> Give X target creatures island walk until end of turn.	SOR	U	●●●	Né Nè Thomas	UXX	4.00
<b>Psionic Entity</b> T: Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	●●	Justin Hampton	U4	10.50
<b>Psychic Purge</b> Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.	SOR	C	●●●	Susan Van Camp	U	4.00
<b>Puppet Master</b> If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.	EC	U	●●●	Sandra Everingham	UUU	4.00
<b>Recall</b> Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.	SOR	R	●●●●	Brian Snoddy	UXX	21.00
<b>Relic Bind</b> When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.	EA	U	●●	Christopher Rush	U2	4.50
<b>Remove Soul</b> Counter target summon spell.	INT	C	●●●	Brian Snoddy	U1	2.00

●/● Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Reset</b> Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	••	Nicola Leonard	UU	6.00	<b>Emerald Dragonfly</b> Flying. GG: First strike until end of turn. 1/1.	SC	C	•	Quinton Hoover	G1	1.00
<b>Reverberation</b> Redirect damage from a sorcery to its caster.	INS	R	••••	Justin Hampton	UU2	13.00	<b>Eureka</b> Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	••••	Kojo Foglio	GG2	18.00
<b>Sea King's Blessing</b> Change the color of any number of target creatures to blue until end of turn.	INS	U	••	Randy Asplund-Faith	U	4.00	<b>Fire Sprites</b> Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	••	Julie Baroh	G1	1.00
<b>Segovian Leviathan</b> Islandwalk. 3/3.	SC	U	•••	Melissa Benson	U4	4.50	<b>Floral Spuzzem</b> If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	Rob Alexander	G3	4.50
<b>Silhouette</b> Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	•	Kojo Foglio	U4	4.00	<b>Giant Turtle</b> Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	Jeff A. Menges	GG1	1.00
<b>Spectral Cloak</b> Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	••••	Rob Alexander	UU	7.50	<b>Glyph of Reincarnation</b> Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	Susan Van Camp	G	1.00
<b>Telekinesis</b> Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	••	Daniel Gelon	UU	10.00	<b>Hornet Cobra</b> First strike. 2/1.	SC	C	••	Sandra Everingham	GG1	1.00
<b>Teleport</b> Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	••••	Douglas Shuler	UUU	10.50	<b>Ichneumon Druid</b> Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	Melissa Benson	GG1	4.50
<b>Time Elemental</b> Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.	SC	R	•••	Amy Weber	U2	35.00	<b>Killer Bees</b> Flying. G: Give Bees +1/+1 until end of turn. 0/1.	SC	R	••••	Phil Foglio	GG1	27.50
<b>Undertow</b> Creatures with islandwalk may be blocked.	EN	U	••	Randy Asplund-Faith	U2	3.50	<b>Living Plane</b> Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	••••	Bryon Wackwitz	GG2	16.50
<b>Venarian Gold</b> Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	•••	Daniel Gelon	UUU	1.00	<b>Master of the Hunt</b> GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	Jeff A. Menges	GG2	22.50
<b>Wall of Vapor</b> Cannot be damaged by creatures it blocks. 0/1.	SC	C	•••	Richard Thomas	U3	1.00	<b>Moss Monster</b> 3/6.	SC	C	••	Jesper Myrfors	GG2	1.00
<b>Wall of Wonder</b> UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.	SC	U	••	Richard Thomas	UU2	5.00	<b>Pixie Queen</b> GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	•••	Quinton Hoover	GG2	11.50
<b>Zephyr Falcon</b> Flying. Does not tap to attack. 1/1.	SC	C	••	Heather Hudson	U1	2.00	<b>Pradesh Gypsies</b> G1, T: Give target creature -2/-0 until end of turn. 1/1.	SC	U	••	Quinton Hoover	G2	4.00

**GREEN**

<b>Aisling Leprechaun</b> All creatures blocking or blocked by Leprechaun become green. 1/1.	SC	C	••	Quinton Hoover	G	1.00
<b>Arboria</b> If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.	EW	U	•••	Daniel Gelon	GG2	5.00
<b>Avoid Fate</b> Counter target interrupt or enchantment targeting a permanent you control.	INT	C	•	Phil Foglio	G	1.00
<b>Barbary Apes</b> 2/2.	SC	C	•••	Bryon Wackwitz	G1	1.50
<b>Cat Warriors</b> Forestwalk. 2/2.	SC	C	••••	Melissa Benson	GG1	1.00
<b>Cocoon</b> Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.	EC	U	•••	Mark Tedin	G	4.50



■ Does anybody play the Aisling Leprechaun? No? Well here's a trick that makes the lil' runt pretty darn useful. Since he can instantly turn green any creature that blocks or is blocked by him, throw a Green Ward on Aisling. Now he's a wall that can block a 10-headed Rock Hydra if need be. Throw a Venom on him to cheer up your opponent.

<b>Concordant Crossroads</b> Creatures may attack or tap during the turn they are brought into play.	EW	R	•••	Amy Weber	G	14.50
<b>Craw Giant</b> Trample. Rampage: 2, 6/4.	SC	U	••••	Christopher Rush	GGGG3	11.50
<b>Deadfall</b> Creatures with forestwalk may be blocked.	EN	U	••	Né Né Thomas	G2	3.50
<b>Darkwood Boars</b> 4/4.	SC	C	•••	Mike Kimble	G4	1.00
<b>Elven Riders</b> Cannot be blocked except by walls and flying creatures. 3/3.	SC	R	•••	Melissa Benson	GG3	11.50

<b>Storm Seeker</b> Do 1 point of damage to opponent for every card he or she has in hand.	INS	U	••••	Mark Poole	G3	12.00
<b>Subdue</b> Target creature deals no damage. It gains X toughness, where X equals its casting cost.	INS	C	••	Brian Snoddy	G	1.50
<b>Sylvan Library</b> You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	EN	U	••••	Harold McNeill	G1	9.00
<b>Sylvan Paradise</b> Change the color of one or more target creatures to green until end of turn.	INS	U	••	Randy Asplund-Faith	G	4.00
<b>Typhoon</b> Do 1 damage to opponent for each island he or she controls.	SOR	R	••	Anson Maddocks	G2	9.50
<b>Untamed Wilds</b> Search your library for one basic land and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterward.	SOR	U	••	Né Né Thomas	G2	4.50
<b>Whirling Dervish</b> Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.	SC	U	••••	Susan Van Camp	GG	10.50
<b>Willow Satyr</b> T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.	SC	R	••	Jeff A. Menges	GG2	11.00
<b>Winter Blast</b> Tap X target creatures. Do 2 damage to each target creature with flying.	SOR	R	••••	Kojo Foglio	GX	13.50
<b>Wolverine Pack</b> Rampage: 2, 2/4.	SC	C	••	Jeff A. Menges	GG2	1.50
<b>Wood Elemental</b> *-the number of untapped forests you sacrificed when casting Wood Elemental. */*	SC	R	•	Brian Snoddy	G3	8.50

**MULTICOLORED**

<b>Adun Oakenshield</b> GRB, T: Take a creature from your graveyard into your hand. 1/2.	SC	R	••••	Jeff A. Menges	BGR	12.50
<b>Angus Mackenzie</b> UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.	SC	R	•••	Bryon Wackwitz	UG	12.00
<b>Arcades Sabbath</b> Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.	SC	R	••••	Edward Beard Jr.	UGGW2	26.00
<b>Axelrod Gunnarson</b> Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.	SC	R	•••	Scott Kirschner	BBRR	10.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
• <b>Aysha Tanaka</b> T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SC	R	●●●	Bryon Wackwitz	UUWW	9.50	• <b>Rubinia Soulsinger</b> T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.	SC	R	●●●●●	Rob Alexander	UGW2	17.50
• <b>Barktooth Warbeard</b> 6/5.	SC	U	●●	Andi Rusu	BRR4	4.00	• <b>Sir Shandalar of Eberyn</b> 4/7.	SC	U	●●	Andi Rusu	GW4	4.50
• <b>Bartel Runeaxe</b> Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SC	R	●●●	Andi Rusu	BGR3	10.50	• <b>Sivitri Scarzam</b> 6/4.	SC	U	●●	Né Né Thomas	BU5	5.00
• <b>Boris Devilboon</b> BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play.	SC	R	●●●	Jesper Myrfors	BR3	12.00	• <b>Solkanar Swamp King</b> Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R	●●●●●	Richard Kane-Ferguson	BUR2	19.50
• <b>Chromium</b> Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SC	R	●●●●	Edward Beard Jr.	BEUWW2	27.00	• <b>Stangg</b> Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.	SC	R	●●●●	Mark Poole	GR4	11.50
• <b>Dakkon Blackblade</b> * equals the number of lands you control. */*.	SC	R	●●●●	Richard Kane-Ferguson	BUUW2	25.50							
• <b>Gabriel Angelfire</b> During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SC	R	●●	Daniel Gelon	GGWW3	13.50							
• <b>Gosta Dirk</b> First strike. Can block islandwalking creatures. 4/4.	SC	R	●●●	Richard Thomas	UUWW3	10.50							
• <b>Gwendlyn Di Corei</b> T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SC	R	●●●●	Julie Baroh	BBUR	14.00							
• <b>Halfdane</b> Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SC	R	●●●●	Melissa Benson	BUW1	10.50							
• <b>Hazezon Tamar</b> On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SC	R	●●●●	Richard Kane-Ferguson	GRW4	13.50							
• <b>Hunding Gjornersen</b> Rampage: 1. 5/4.	SC	U	●●	Richard Thomas	UU13	4.00							
• <b>Jacques le Vert</b> Make all your green creatures +0/+2. 3/2.	SC	R	●●●●	Andi Rusu	GRW1	10.00							
• <b>Jasmine Boreal</b> 4/5.	SC	U	●●	Richard Kane-Ferguson	GW3	5.00							
• <b>Jedit Ojanen</b> 5/5.	SC	U	●●●	Mark Poole	UWW4	5.00							
• <b>Jerrard of the Closed Fist</b> 6/5.	SC	U	●●●	Andi Rusu	GGR1	4.00							
• <b>Johan</b> If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SC	R	●●●●	Mark Tedin	GRW3	17.00							
• <b>Kasimir the Lone Wolf</b> 5/3.	SC	U	●	Richard Kane-Ferguson	UW4	4.50							
• <b>Kei Takahashi</b> T: Prevent up to 2 damage to target creature. 2/2.	SC	R	●●●	Scott Kirschner	GW2	11.00							
• <b>Lady Caleria</b> T: Do 3 damage to target attacking or blocking creature. 3/6.	SC	R	●●●●	Bryon Wackwitz	GGWW3	11.00							
• <b>Lady Evangela</b> BW, T: Target creature deals no damage this turn during combat. 1/2.	SC	R	●●●	Mark Poole	BUW	9.50							
• <b>Lady of the Mountain</b> 5/5.	SC	U	●●	Richard Kane-Ferguson	GR4	4.50							
• <b>Lady Orca</b> 7/4.	SC	U	●●	Sandra Everingham	BR5	3.50							
• <b>Livonya Silone</b> First strike, legendary landwalk. 4/4.	SC	R	●●●	Richard Kane-Ferguson	GGRR2	11.00							
• <b>Lord Magnus</b> First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SC	U	●●●	Mark Tedin	GWW3	5.00							
• <b>Marhault Eldragon</b> Rampage: 1. 4/6.	SC	U	●●	Mark Poole	GRR3	5.50							
• <b>Nebuchadnezzar</b> Play X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.	SC	R	●●●●●	Richard Kane-Ferguson	BU3	18.50							
• <b>Nicol Bolos</b> Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.	SC	R	●●●	Edward Beard Jr.	BBURR2	30.00							
• <b>Palladia-Mors</b> Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.	SC	R	●●●	Edward Beard Jr.	GBRW2	25.50							
• <b>Pavel Maliki</b> BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SC	U	●	Andi Rusu	BR4	4.50							
• <b>Princess Lucrezia</b> T: Add U to your mana pool (play as an interrupt). 5/4.	SC	U	●	Sandra Everingham	BUU3	5.00							
• <b>Ragnar</b> UGW, T: Regenerate target creature. 2/2.	SC	R	●●●	Melissa Benson	BGW	10.00							
• <b>Ramirez DePietro</b> First strike. 4/3.	SC	U	●●●	Phil Foglio	BBU3	4.50							
• <b>Ramses Overdark</b> T: Destroy a target creature with an enchantment on it. 4/3.	SC	R	●●●	Richard Kane-Ferguson	BBU2	13.50							
• <b>Rasputin Dreamweaver</b> Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.	SC	R	●●	Andi Rusu	UW4	11.50							
• <b>Riven Turnbull</b> T: Add B to your mana pool (play as an interrupt). 5/7.	SC	U	●●	Richard Kane-Ferguson	BU5	4.50							
• <b>Rohgahh of Kher Keep</b> All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.	SC	R	●●●	Edward Beard Jr.	BBRR2	12.00							



Attack with the your unassuming Toad friend, wait for your opponent to declare blocking, and then use Pendelhaven's fast effect and Chub's own ability to crank him up to a formidable 4/5. What fun.

- **Sunastian Falconer** SC U ●● Christopher Rush GR3 4.50  
T: Add 2 to your mana pool. 4/4.
- **Tetsuo Umezawa** SC R ●●●● Julie Baroh BUR 14.50  
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.
- **Tobias Andrian** SC U ●● Andi Rusu UW3 4.50  
4/4.
- **Tot Wouki** SC U ●●● Randy Asplund-Faith BBR2 5.50  
T: Do 2 damage to attacking or blocking creature. 3/3.
- **Torsten Van Ursus** SC U ●● Mark Poole GGW3 5.00  
5/5.
- **Tuknir Deathlock** SC R ●●● Liz Danforth GGRR 11.50  
Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.
- **Ur-Drago** SC R ●●● Christopher Rush BBU3 10.50  
First strike. Creatures with swampwalk may be blocked. 4/4.
- **Vaeictis Asmadi** SC R ●●● Andi Rusu BBRGG2 25.00  
Flying, B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeictis Asmadi. 7/7.
- **Xira Arien** SC R ●●● Melissa Benson BRG 11.00  
Flying, GRB, T: Make target player draw a card. 1/2.

RED												
Active Volcano	INS	C	●	Brian Snoddy	R	1.00	Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.					
Aerathi Berserker	SC	U	●●	Melissa Benson	RRR2	5.00	Rampage: 3. 2/4					
Backdraft	INS	U	●●●	Brian Snoddy	R1	4.00	Do half the damage (round down) done by one sorcery to the sorcery's caster.					
Beasts of Bogardan	SC	U	●●●	Daniel Gelon	R4	5.00	Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.					
Blazing Effigy	SC	C	●●	Susan Van Camp	R1	1.00	When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.					
Blood Lust	INS	U	●●●●	Anson Maddocks	R1	9.50	Make target creatures +4/4 until end of turn. This makes toughness no lower than 1.					
Brute, The	EC	C	●●	Mark Poole	R1	2.00	Target creature gains +1/+0. RRR: Regenerates.					
Caverns of Despair	EN	R	●●	Harold McNeill	RR2	10.00	No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.					
Chain Lightning	SOR	C	●●	Sandra Everingham	R	2.50	Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.					
Crevasse	EN	U	●●	Rob Alexander	R2	4.00	Creatures with mountainwalk may be blocked.					
Crimson Kobolds	SC	C	●	Anson Maddocks	0	.50	Crimson Kobolds are red creatures. 0/1.					

•/●	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Crimson Manticores</b> Flying. R: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	●●●	Daniel Gelon	RR2	10.00
<b>Crookshank Kobolds</b> Crookshank Kobolds are red creatures. 0/1.	SC	C	●	Christopher Rush	0	.50
<b>Disharmony</b> Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	●●●	Bryon Wackwitz	R2	10.00
<b>Dwarven Song</b> Change the color of any number of target creatures to red until end of turn.	INS	U	●●	Dan Frazier	R	4.00
<b>Eternal Warrior</b> Target creature does not tap to attack.	EC	U	●●●●	Anson Maddocks	R	7.00
<b>Falling Star</b> From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	●●●	Douglas Shuler	R2	11.00



■ We all know Reverberation's a great way to teach people who overuse spells like Earthquake that it's not nice to blast your neighbor, but it's also a great way to get loads of life. First, cast a massive damage spell like Hurricane. Then cast Reverberation, sending all damage done to everything back to you. Then cast Reverse Damage, turning all damage points into life points. Just pray no one counters the Reverse Damage.

<b>Feint</b> Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	●●	Brian Snoddy	R	2.00
<b>Firestorm Phoenix</b> Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	●●●●	Jeff A. Menges	RR4	22.50
<b>Frost Giant</b> Rampage: 2. 4/4.	SC	U	●●●	Daniel Gelon	RRR3	5.00
<b>Giant Strength</b> Make target creature +2/+2.	EC	C	●●●●	Justin Hampton	RR	2.00
<b>Glyph of Destruction</b> Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	●●	Susan Van Camp	R	1.00
<b>Gravity Sphere</b> All creatures lose flying ability.	EW	R	●●●●	Brian Snoddy	R2	16.50
<b>Hyperion Blacksmith</b> T: Tap or untap target artifact opponent controls. 2/2.	SC	U	●●	Dan Frazier	RR1	4.00
<b>Immolation</b> Make target creature +2/-2.	EC	C	●●●●	Scott Kirschner	R	1.50
<b>Kobold Drill Sergeant</b> Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	●●	Julie Baroh	R1	6.50
<b>Kobold Overlord</b> First strike. Give all your Kobolds first strike. 1/2.	SC	R	●●	Julie Baroh	R1	13.00
<b>Kobold Taskmaster</b> Give all your Kobolds +1/+0.	SC	U	●●	Randy Asplund-Faith	R1	6.00
<b>Kobolds of Kher Keep</b> 0/1.	SC	C	●	Julie Baroh	0	.50
<b>Land's Edge</b> Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	●●	Brian Snoddy	RR1	12.00
<b>Mountain Yeti</b> Mountainwalk, protection from white. 3/3.	SC	U	●●●●	Dan Frazier	RR2	4.50
<b>Primordial Ooze</b> Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	●●	Sandra Everingham	R	4.50
<b>Pyrotechnics</b> Do 4 damage divided any way among any number of targets.	SOR	C	●●●●	Anson Maddocks	R4	2.00
<b>Quorum Trench Gnomes</b> T: Target plains produce 1 instead of W until end of game. 1/1.	SC	R	●●●	Dan Frazier	R3	9.50
<b>Raging Bull</b> 2/2.	SC	C	●●	Randy Asplund-Faith	R2	.50

<b>Spinal Villain</b> T: Destry target blue creature. 1/2.	SC	R	●●●	Anson Maddocks	R2	15.00
<b>Storm World</b> Do 1 damage to any player for each card below 4 in hand during upkeep.	EW	R	●●	Christopher Rush	R	9.50
<b>Tempest Efreet</b> T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.	SC	R	●	Né Né Thomas	RRR1	9.50
<b>Wall of Dust</b> Creatures blocked by Wall may not attack during opponent's next turn. 1/4.	SC	U	●●	Richard Thomas	R2	4.50
<b>Wall of Earth</b> 0/6.	SC	C	●●●●	Richard Thomas	R1	1.00
<b>Wall of Heat</b> 2/6.	SC	C	●●●	Richard Thomas	R2	1.00
<b>Wall of Opposition</b> 1: +1/+0 until end of turn. 0/6.	SC	R	●●●	Harold McNeill	RR3	10.50
<b>Winds of Change</b> All players must shuffle their hands into their libraries, then draw as many cards as they originally had.	EW	U	●●●	Justin Hampton	R	5.50

**WHITE**

<b>Akron Legionnaire</b> Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.	SC	R	●	Mark Pool	WW6	10.00
<b>Alabaster Potion</b> Give target player X life or prevent X damage to target creature or player.	INS	C	●●●●	Harold McNeill	WWX	1.50
<b>Amrou Kithkin</b> Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.	SC	C	●●	Quinton Hoover	WW	1.00
<b>Angelic Voices</b> Give all your creatures +1/+1 if you control only white or artifact creatures.	EN	R	●●●	Julie Baroh	WW2	16.00
<b>Cleanse</b> Destroy all black creatures in play.	SOR	R	●●●●	Phil Foglio	WW2	15.50
<b>Clergy of the Holy Nimbus</b> If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.	SC	C	●●	Daniel Gelon	W	.50
<b>D'Avenant Archer</b> T: Do 1 damage to attacking or blocking creature. 1/2.	SC	C	●●●	Douglas Shuler	W2	2.00
<b>Divine Intervention</b> Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.	EN	R	●●●	Amy Weber	WW6	10.50
<b>Divine Offering</b> Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	●●●●	Jeff A. Menges	W1	2.00
<b>Divine Transformation</b> Give target creature +3/+3.	EC	R	●●●●	Né Né Thomas	WW2	16.00
<b>Elder Land Worm</b> Trample. Elder Land Worm cannot attack until it has been assigned to block. 5/5.	SC	R	●●●	Quinton Hoover	WWW4	13.50
<b>Enchanted Being</b> Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.	SC	C	●●	Douglas Shuler	WW1	1.50
<b>Equinox</b> Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	●●	Susan Van Camp	W	2.50
<b>Fortified Area</b> Give all your walls +1/+0 and banding.	EN	U	●●	Randy Asplund-Faith	WW1	3.50
<b>Glyph of Life</b> Add to your life points damage done to target wall by attacking creatures.	INS	C	●	Susan Van Camp	W	.50
<b>Great Defender</b> Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	●●	Mark Poole	W	4.00
<b>Great Wall</b> Creatures with plainswalk may be blocked.	EN	U	●	Sandra Everingham	W2	3.50
<b>Greater Realm of Preservation</b> W1: Prevent all damage to you from a red or black source.	EN	U	●●●●	Né Né Thomas	W1	8.50
<b>Heaven's Gate</b> Change the color of one or more target creatures to white until end of turn.	INS	U	●●	Douglas Shuler	W	4.00
<b>Holy Day</b> Creatures attack and block as normal but deal no damage.	INS	C	●●●	Justin Hampton	W	1.50
<b>Indestructible Aura</b> Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	●●	Mark Poole	W	1.00
<b>Infinite Authority</b> After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	●●●	Douglas Shuler	WWW	11.00
<b>Ivory Guardians</b> Protection from red. Make all guardians +1/+1 if opponent controls red cards.	SC	U	●●●	Melissa Benson	WW4	5.00
<b>Keepers of the Faith</b> 2/3.	SC	C	●●	Daniel Gelon	WW1	1.00
<b>Kismet</b> All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	●●●●	Kaja Foglio	W3	10.50
<b>Land Tax</b> If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	U	●●●●	Brian Snoddy	W	7.50
<b>Lifeblood</b> Take 1 life whenever opponent taps a mountain.	EN	R	●●●●	Mark Tedin	WW2	10.50
<b>Moot</b> Non-flying creatures cannot attack.	EN	R	●●●●	Jeff A. Menges	WW2	23.00
<b>Osai Vultures</b> Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	SC	C	●	Dan Frazier	W1	1.00
<b>Petra Sphinx</b> T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.	SC	R	●●●	Sandra Everingham	WWW2	13.50

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Presence of the Master</b> Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	●●●	Phil Foglio	W3	6.50
<b>Rapid Fire</b> Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	INS	R	●	Justin Hampton	W3	9.00
<b>Remove Enchantments</b> Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	●●	Brian Snoddy	W	1.50
<b>Righteous Avengers</b> Plainswalk. 3/1.	SC	U	●●●	Heather Hudson	W4	4.50
<b>Seeker</b> Target creature may only be blocked by white or artifact creatures.	EC	U	●●●	Mark Poole	WW2	4.50
<b>Shield Wall</b> Give all your creatures +0/+2 until end of turn.	INS	U	●●	Douglas Shuler	W1	4.00
<b>Spirit Link</b> Take 1 life for every point of damage target creature does.	EC	U	●●●●●	Kaja Foglio	W	18.50
<b>Spiritual Sanctuary</b> Any player controlling plains takes 1 life during his or her upkeep.	EN	R	●●●	Amy Weber	WW2	10.00
<b>Thunder Spirit</b> Flying, first strike. 2/2.	SC	R	●●●●	Randy Asplund-Faith	WW1	24.00
<b>Tundra Wolves</b> First strike. 1/1.	SC	C	●●	Quinton Hoover	W	1.50
<b>Visions</b> Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	●●	Né Né Thomas	W	4.50
<b>Wall of Caltrops</b> If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.	SC	C	●●	Brian Snoddy	W1	1.00
<b>Wall of Light</b> Protection from black.	SC	U	●●●	Richard Thomas	W2	4.00

### LANDS

<b>Adventurers' Guildhouse</b> All your green legends may band with other legends.	LAN	U	●	Tom Wänerstrand		3.00
<b>Cathedral of Serra</b> All your white legends may band with other legends.	LAN	U	●	Mark Poole		3.00
<b>Hammerheim</b> Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	●●●●	Bryon Wackwitz		4.00
<b>Karakas</b> Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	●●●●	Nicola Leonard		4.50
<b>Mountain Stronghold</b> All your red legends may band with other legends.	LAN	U	●	Tom Wänerstrand		2.50
<b>Pendelhaven</b> Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	●●●●	Bryon Wackwitz		5.00
<b>Seafarer's Quay</b> All your blue legends may band with other legends.	LAN	U	●	Tom Wänerstrand		2.50
<b>Tabernacle of Pendrell Vale</b> Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LAN	R	●●●	Nicola Leonard		18.00
<b>Talaria</b> Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.	LAN	U	●●●	Nicola Leonard		4.00
<b>Unholy Citadel</b> All your black legends may band with other legends.	LAN	U	●	Mark Poole		2.50
<b>Urborg</b> Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.	LAN	U	●●●	Bryon Wackwitz		4.00

## THE DARK

Booster Pack	\$7.00
Booster Box	\$300.00
Full Set (119)	\$200.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Barl's Cage</b> 3: Target creature does not untap as usual in its controller's next untap phase.	ART	R	●●●●	Tom Wänerstrand	4	5.00
<b>Bone Flute</b> T: Give all creatures -1/-0 until end of turn.	ART	U	●●	Christopher Rush	2	1.50
<b>Book of Rass</b> 2: Sacrifice 2 life to draw 1 card.	ART	U	●●	Sandra Everingham	6	2.50
<b>Coal Golem</b> 3: Sacrifice Golem to add RRR to your mana pool.	AC	U	●	Christopher Rush	5	2.50
<b>Dark Sphere</b> T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	●●●●	Mark Tedin	0	4.00
<b>Diabolic Machine</b> 3: Regenerates. 4/4	AC	U	●●	Anson Maddocks	7	3.00
<b>Fellwar Stone</b> T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	●●●●	Quinton Hoover	2	4.00

●/● Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Fountain of Youth</b> 2, T: Gain 1 life.	ART	U	●●●●	Daniel Gelon	0	4.50
<b>Living Armor</b> Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.	ART	U	●●●	Anson Maddocks	4	3.50
<b>Necropolis</b> Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.	AC	U	●●	Né Né Thomas	5	2.00
<b>Reflecting Mirror</b> X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.	ART	U	●●●	Mark Poole	4	4.50
<b>Runesword</b> 3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.	ART	U	●●	Christopher Rush	6	3.50
<b>Scarecrow</b> 6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.	AC	U	●●●	Anson Maddocks	5	4.00
<b>Skull of Orm</b> 5, T: Bring an enchantment card from your graveyard into your hand.	ART	U	●●●	Tom Wänerstrand	3	5.00
<b>Standing Stones</b> 1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	●	Sandra Everingham	3	2.50
<b>Stone Calendar</b> Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	●●	Amy Weber	5	6.00
<b>Tormod's Crypt</b> T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.	ART	U	●●●●	Christopher Rush	0	4.00
<b>Tower of Cairell</b> T: Make target creature unblockable by walls until end of turn.	ART	U	●●	Don Frazier	2	2.00
<b>Wand of Ith</b> 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.	ART	U	●●●●	Quinton Hoover	4	3.00
<b>War Barge</b> 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	●●●●	Tom Wänerstrand	4	4.00

### BLACK

<b>Ashes to Ashes</b> Remove two non-artifact creatures from the game and lose 5 life.	SOR	C	●●●	Drew Tucker	BB1	.50
<b>Banshee</b> X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	●●	Jesper Myrfors	BB2	3.00
<b>Bag Imp</b> Flying. 1/1.	SC	C	●●	Ron Spencer	B1	.50
<b>Bag Rats</b> Cannot be blocked by walls. 1/1.	SC	C	●●●	Ron Spencer	B	.50



■ Cast Heaven's Gate, making all your opponent's creatures white, then cast Martyr's Cry, sending all white creatures to the graveyard. The only downside is that for every creature lost this way, the owner of that creature draws a card. It's OK, though. If your opponent starts with the "Oh man, wait till you see what I bring out!" nonsense, throw down a Wheel of Fortune. That'll shut him up.

<b>Curse Artifact</b> Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	●	Mark Tedin	BB2	2.50
<b>Eater of the Dead</b> Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	●●●	Jesper Myrfors	B4	5.00
<b>Fallen</b> During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	●●	Jesper Myrfors	BBB1	3.50
<b>Frankenstein's Monster</b> Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1 or +0/+2. 0/1.	SC	R	●●	Anson Maddocks	BBX	8.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Grave Robbers</b> B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	●●●	Quinton Hoover	BB1	6.50
<b>Inquisition</b> Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	●	Anson Maddocks	B2	.50
<b>Marsh Gas</b> Make all creatures -2/-0 until end of turn.	INS	C	●	Douglas Shuler	B	.50
<b>Murk Dwellers</b> If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	●●●	Drew Tucker	B3	.50



■ The Nether Shadow is one of the few creatures that can attack the turn it's summoned. On top of that, it instantly reincarnates itself whenever three creatures are over it in the graveyard! With four in play, you're almost guaranteed a continuous supply of little critters. Great way to feed the Lord of the Pit.

<b>Nameless Race</b> Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	●●●	Quinton Hoover	B3	6.50
<b>Rag Man</b> BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	●●●	Daniel Gelon	BB2	7.00
<b>Season of the Witch</b> At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.	EN	R	●●	Jesper Myrfors	BBB	5.00
<b>Uncle Istvan</b> Creatures cannot damage Uncle Istvan. 1/3.	SC	U	●●●	Daniel Gelon	BBB1	4.50
<b>Word of Binding</b> Tap X creatures.	SOR	C	●●●	Ron Spencer	BBX	.50
<b>Worms of the Earth</b> No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	●	Anson Maddocks	BBB2	5.50

### BLUE

<b>Amnesia</b> Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	●●●	Mark Poole	UUU3	4.00
<b>Apprentice Wizard</b> U, T: Add 3 to your mana pool (play as an interrupt). 0/1.	SC	R	●●●	Dan Frazier	UU1	5.50
<b>Dance of Many</b> When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	●●●	Sandra Everingham	UU	6.50
<b>Deep Water</b> U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	●●	Jeff A. Menges	UU	.50
<b>Drowned</b> B: Regenerates. 1/1.	SC	C	●	Quinton Hoover	U1	.50
<b>Electric Eel</b> RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	●	Anson Maddocks	U	2.00
<b>Erosion</b> Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	●●	Pete Venters	UUU	.50
<b>Flood</b> UU: Tap target non-flying creature.	EN	U	●●●	Denise Detwiler	U	2.50
<b>Ghost Ship</b> Flying. UUU: Regenerates. 2/4.	SC	C	●●●●	Tom Wänerstrand	UU2	.50
<b>Giant Shark</b> When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	●●	Tom Wänerstrand	U5	.50
<b>Leviathan</b> Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	●●●	Mark Tedin	UUUU5	8.50
<b>Mana Vortex</b> Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	●●	Douglas Shuler	UU1	6.00
<b>Merfolk Assassin</b> T: Destroy target creature that has islandwalk. 1/2.	SC	U	●●●	Denise Detwiler	UU	5.00
<b>Mind Bomb</b> Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	R	●●	Mark Tedin	U	5.00
<b>Psychic Allergy</b> Choose a color when Psychic Allergy is cast. Do 1 damage to each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.	EN	R	●●●●	Mark Tedin	UU3	5.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Riptide</b> Tap all blue creatures.	INS	C	●●	Randy Asplund-Faith	U	.50
<b>Sunken City</b> All Blue creatures gain +1/+1. Pay UU during upkeep or destroy Sunken City.	EN	C	●●●	Jesper Myrfors	UU	.50
<b>Tangle Kelp</b> Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.	EC	U	●●	Rob Alexander	U	2.00
<b>Water Wurm</b> Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	●●	Ron Spencer	U	.50

### GREEN

<b>Carnivorous Plant</b> 4/5.	SC	C	●●●	Quinton Hoover	G3	.50
<b>Elves of Deep Shadow</b> T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.	SC	U	●●●	Jesper Myrfors	G	3.00
<b>Gaea's Touch</b> You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	●●●	Mark Poole	GG	1.00
<b>Hidden Path</b> All green creatures gain forestwalk.	EN	R	●●●●	Rob Alexander	GGGG2	6.50
<b>Land Leeches</b> First strike. 2/2.	SC	C	●●	Quinton Hoover	GG1	.50
<b>Lurker</b> Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	●●	Anson Maddocks	G2	5.00
<b>Marsh Viper</b> Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	●●●	Ron Spencer	G3	.50
<b>Niall Silvain</b> GGGG, T: Regenerate target creature. 2/2.	SC	R	●●●	Christopher Rush	GGG	5.00
<b>People of the Woods</b> *=number of forests controlled by controller of People of the Woods. 1/*.	SC	U	●●●	Drew Tucker	GG	3.50
<b>Savaen Elves</b> GG, T: Destroy target enchant land. 1/1.	SC	C	●●	Ron Spencer	G	.50
<b>Scarwood Bandits</b> Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.	SC	R	●●●	Mark Poole	GG2	5.50
<b>Scarwood Hag</b> GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.	SC	U	●●●	Anson Maddocks	G1	3.00
<b>Scavenger Folk</b> G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	●●●	Denise Detwiler	G	.50
<b>Spitting Slug</b> G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.	SC	U	●●	Anson Maddocks	GG1	2.00
<b>Tracker</b> GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/4.	SC	R	●●●●	Jeff A. Menges	GG1	6.50
<b>Venom</b> All non-wall creatures blocking or blocked by target creature are destroyed after combat.	EC	C	●●●	Tom Wänerstrand	GG1	1.00
<b>Whippoorwill</b> GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirection spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.	SC	U	●●●●	Douglas Shuler	G	3.00
<b>Wormwood Treefolk</b> GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.	SC	R	●●●	Jesper Myrfors	GG3	5.50

### MULTICOLORED

<b>Dark Heart of the Wood</b> Sacrifice a forest to gain 3 life.	EN	C	●●●	Christopher Rush	BG	.50
<b>Marsh Goblins</b> Swampwalk. 1/1.	SC	C	●●	Quinton Hoover	BR	.50
<b>Scarwood Goblins</b> 2/2.	SC	C	●●	Ron Spencer	GR	.50

### RED

<b>Ball Lightning</b> Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	●●●●	Quinton Hoover	RRR	12.00
<b>Blood Moon</b> Turn all non-basic lands into basic mountains while Blood Moon is in play.	EN	R	●●●●	Tom Wänerstrand	R2	8.50
<b>Brothers of Fire</b> RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.	SC	U	●●	Mark Tedin	RR1	3.00
<b>Cave People</b> Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	●●	Drew Tucker	RR1	3.00
<b>Eternal Flame</b> Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up. 1/2.	SOR	R	●	Mark Poole	RR1	5.50
<b>Fire Drake</b> Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	●●	Christopher Rush	RR1	2.50
<b>Fissure</b> Bury target land or creature.	INS	C	●●●●	Douglas Shuler	RR3	.50
<b>Goblin Caves</b> If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	●●	Drew Tucker	RR1	.50
<b>Goblin Digging Team</b> T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	●●	Ron Spencer	R	.50
<b>Goblin Hero</b> 2/2.	SC	C	●●	Mark Tedin	R2	.50

Indicates Price Increase

Indicates Price Decrease



Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Goblin Rock Sled</b> Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	••	Denise Detwiler	R1	.50
<b>Goblin Shrine</b> If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	•••	Ron Spencer	RR1	.50
<b>Goblin Wizard</b> T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	•••	Daniel Gelon	RR2	6.50
<b>Goblins of the Flarg</b> Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.	SC	C	•••	Tom Wänerstrand	R	.50
<b>Inferno</b> Do 6 damage to all players and all creatures.	INS	R	•••	Randy Asplund-Faith	RR5	6.00
<b>Mana Clash</b> Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	•	Mark Tedin	R	4.50
<b>Orc General</b> T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	•	Jesper Myrfors	R2	3.00
<b>Sisters of the Flame</b> T: Add R to your mana pool (play as an interrupt). 2/2.	SC	U	•••	Jesper Myrfors	RR1	3.00

**WHITE**

<b>Angry Mob</b> Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+*.	SC	U	••••	Drew Tucker	WW2	4.50
<b>Blood of the Martyr</b> Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	•	Christopher Rush	WWW	3.00
<b>Brainwash</b> Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.	EC	C	••	Pete Venters	W	.50
<b>Cleansing</b> All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.	SOR	R	•••	Pete Venters	WWW	5.50
<b>Dust to Dust</b> Remove any two target artifacts from the game.	SOR	C	•••	Drew Tucker	WW1	.50
<b>Exorcist</b> W1, T: Destroy target black creature. 1/1.	SC	R	•••	Drew Tucker	WW	7.00
<b>Fasting</b> Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeep.	EN	U	••	Douglas Shuler	W	2.00
<b>Festival</b> Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	••	Mark Poole	W	.50
<b>Fire and Brimstone</b> Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	••	Jeff A. Menges	WW3	2.50
<b>Holy Light</b> Give all non-white creatures -1/-1 until end of turn.	INS	C	••	Drew Tucker	W2	.50
<b>Knights of Thorn</b> Protection from red, banding. 2/2.	SC	R	••••	Christopher Rush	W3	6.50



■ A Breeding Pit is a neat lil' enchantment that can pump out 0/1 black Thrulls, but combine that with some Bad Moons—which give all black creatures a +1/+1—and you create a swarm that'll make your opponent crap his shorts.

<b>Martyr's Cry</b> Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	•••	Jeff A. Menges	WW	4.50
<b>Miracle Worker</b> T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	•••	Ron Spencer	W	.50
<b>Marale</b> Give all attacking creatures +1/+1 until end of turn.	INS	C	••	Mark Poole	WW1	.50
<b>Pikemen</b> Banding, first strike. 1/1.	SC	C	•••	Denise Detwiler	W1	1.00

<b>Preacher</b> T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	•••	Quinton Hoover	WW1	10.00
<b>Squire</b> 1/2.	SC	C	•	Denise Detwiler	W1	.50
<b>Tivadar's Crusade</b> All Goblins are destroyed.	SOR	U	•	Denise Detwiler	WW1	2.00
<b>Witch Hunter</b> T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.	SC	R	••••	Jesper Myrfors	WW2	8.00

**LANDS**

<b>City of Shadows</b> T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	••	Tom Wänerstrand		5.50
<b>Maze of Ith</b> T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	Anson Maddocks		6.50
<b>Safe Haven</b> T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	••••	Christopher Rush		7.00
<b>Sorrow's Path</b> T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	Randy Asplund-Faith		3.50

**FALLEN EMPIRES**

Booster Pack \$1.50  
Booster Box \$70.00  
Full Set (187) \$60.00

**ARTIFACTS**

<b>Aeolipile</b> 1, T: Sacrifice Aeolipile to deal 2 damage to any target.	ART	R	•••	Heather Hudson	1	2.00
<b>Balm of Restoration</b> 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.	ART	R	••	Margaret Organ-Kean	2	2.00
<b>Conch Horn</b> 1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.	ART	R	•••	Phil Foglio	2	1.50
<b>Delif's Cone</b> T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	••	Mark Tedin	0	.50
<b>Delif's Cube</b> 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	••••	Mark Tedin	0	1.50
<b>Draconian Cylx</b> 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	••	Edward Beard Jr.	2	2.00
<b>Elven Lyre</b> 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.	ART	R	••	Kaja Foglio	2	1.50
<b>Implements of Sacrifice</b> 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	•••	Margaret Organ-Kean	2	2.00
<b>Ring of Renewal</b> 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	•••••	Douglas Shuler	5	2.50
<b>Spirit Shield</b> 2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	•••	Scott Kirschner	3	2.00
<b>Zelyon Sword</b> 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	•••	Scott Kirschner	3	2.50

**BLACK**

<b>Armor Thrull</b> T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: Scott Kirschner, Jeff A. Menges, Ron Spencer, Pete Venters. 1/3.	SC	C	••••	Multiple	B2	.50
<b>Basal Thrull</b> T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: Kaja Foglio, Phil Foglio, Richard Kane-Ferguson. 1/2.	SC	C	•	Multiple	B	.50
<b>Breeding Pit</b> Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	••••	Anson Maddocks	B3	2.00
<b>Derelor</b> Your black spells cost an additional B. 4/4.	SC	R	••	Anson Maddocks	B3	2.00
<b>Ebon Praetor</b> Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	•••	Randy Asplund-Faith	B4	3.50
<b>Hymn to Tourach</b> Target player randomly discards two cards in hand. Artists: Liz Danforth, Quinton Hoover, Scott Kirschner, Susan Van Camp.	SOR	C	••••	Multiple	BB	.50
<b>Initiates of the Ebon Hand</b> 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: Liz Danforth, Kaja Foglio, Heather Hudson. 1/1.	SC	C	•••	Multiple	B	.50

•/• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Mindstab Thrull</b> If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Heather Hudson, Richard Kane-Ferguson, Mark Tedin. 2/2.	SC	C	••	Multiple	BB1	.50
<b>Necrite</b> If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: Christopher Rush, Ron Spencer, Drew Tucker. 2/2.	SC	C	••	Multiple	BB1	.50
<b>Order of the Ebon Hand</b> Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: Melissa Benson, Christopher Rush, Ron Spencer. 2/1.	SC	C	••••	Multiple	BB	.50
<b>Soul Exchange</b> Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.	SOR	U	••••	Anthony Waters	BB	1.50
<b>Thrull Champion</b> All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.	SC	R	••••	Daniel Gelon	B4	3.50
<b>Thrull Retainer</b> Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.	EC	U	••••	Ron Spencer	B	1.00
<b>Thrull Wizard</b> B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.	SC	U	••	Anson Maddocks	B2	.50
<b>Tourach's Chant</b> Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	EN	U	••	R. Kane-Ferguson	BB1	.50
<b>Tourach's Gate</b> You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. O: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.	EL	R	••	Sandra Everingham	BB1	3.00

**BLUE**

<b>Deep Spawn</b> Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	•••	Mark Tedin	UUU5	1.00
<b>High Tide</b> All islands produce an additional U until end of turn. Artists: Anson Maddocks, Drew Tucker, Amy Weber.	INS	C	••••	Multiple	U	.50
<b>Homarid</b> Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: Quinton Hoover, Heather Hudson, Mark Tedin, Bryon Wackwitz. 2/2.	SC	C	•	Multiple	U2	.50
<b>Homarid Shaman</b> U: Tap target green creature. 2/1.	SC	R	•••	Amy Weber	UU2	2.50
<b>Homarid Spawning Bed</b> UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	••••	Douglas Shuler	UU	1.00



■ Yeah, Howl from Beyond can go in and eat away at your opponent's life points, but it can also save you from takin' a beatin'. Have a big boy like the Obsidian Golem coming your way? Block with your Elvish Archers and Howl away. The Golem gets smeared; the Elves lives to fight again.

<b>Homarid Warrior</b> U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: Randy Asplund-Faith, Daniel Gelon, Douglas Shuler. 3/3.	SC	C	•	Multiple	U4	.50
<b>Merseine</b> Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: Heather Hudson, Margaret Organ-Kean, Drew Tucker, Pete Venters.	EC	C	•••	Multiple	UU2	.50
<b>River Merfolk</b> U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	••••	Douglas Shuler	UU	2.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Seasinger</b> T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	•••	Amy Weber	UU1	2.50
<b>Svyelunite Priest</b> UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	•••	Ron Spencer	U1	.50
<b>Tidal Flats</b> UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: Rob Alexander (two versions), Sandra Everingham.	EN	C	••	Multiple	U	.50
<b>Tidal Influence</b> Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get -2/0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.	EN	U	••	Tom Wänerstrand	U2	.50
<b>Vodalian Knights</b> First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.	SC	R	••••	Susan Van Camp	UU1	4.00
<b>Vodalian Mage</b> U, T: Counter a target spell unless caster pays an additional 1. 1/1.	SC	C	•••	Susan Van Camp	U2	.50
<b>Vodalian Soldiers</b> Artists: Melissa Benson, Richard Kane-Ferguson, Jeff A. Menges, Susan Van Camp. 1/2.	SC	C	•	Melissa Benson	U1	.50
<b>Vodalian War Machine</b> Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	•••	Amy Weber	UU1	2.50

**GREEN**

<b>Elven Fortress</b> G1: Give target blocker +0/+1 until end of turn. Artists: Rob Alexander, Mark Poole, Pete Venters, Tom Wänerstrand.	EN	C	•••	Multiple	G	.50
<b>Elvish Farmer</b> Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.	SC	R	•••	R. Kane-Ferguson	G1	3.50
<b>Elvish Hunter</b> G1, T: Target creature does not untap normally during controller's untap phase. Artists: Anson Maddocks, Mark Poole, Susan Van Camp. 1/1.	SC	C	••••	Multiple	G1	.50
<b>Elvish Scout</b> G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: Mark Poole, Christopher Rush, Pete Venters. 1/1.	SC	C	•••	Multiple	G	.50
<b>Feral Thallid</b> Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	Rob Alexander	GGG3	2.00
<b>Fungal Bloom</b> GG: Put a spore counter on target Fungus.	EN	R	••••	Daniel Gelon	GG	4.00
<b>Night Soil</b> 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: Sandra Everingham, Heather Hudson, Drew Tucker.	EN	C	•••	Multiple	GG	.50
<b>Spore Cloud</b> Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: Jesper Myrfors, Susan Van Camp, Amy Weber.	INS	C	••••	Multiple	GG1	.50
<b>Spore Flower</b> Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.	SC	U	•••	Margaret Organ-Kean	GG	.50
<b>Thallid</b> Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: Edward Beard Jr., Daniel Gelon, Jesper Myrfors, Ron Spencer. 1/1.	SC	C	•••	Multiple	G	.50
<b>Thallid Devourer</b> Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.	SC	U	••	Ron Spencer	GG1	1.00
<b>Thelon's Chant</b> Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	•••	Melissa Benson	GG1	1.50
<b>Thelon's Curse</b> Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	•••	Pete Venters	GG	2.50
<b>Thelonite Druid</b> G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	U	••••	Margaret Organ-Kean	G2	1.00
<b>Thelonite Monk</b> T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.	SC	R	••••	Bryon Wackwitz	GG2	3.50
<b>Thorn Thallid</b> During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: Daniel Gelon, Heather Hudson, Jesper Myrfors, Mark Tedin. 2/2.	SC	C	•••	Multiple	GG1	.50

**RED**

<b>Brassclaw Orcs</b> Cannot be assigned to block creatures of power greater than 1. Artists: Rob Alexander, Dan Frazier, Heather Hudson. 3/2.	SC	C	•	Multiple	R2	.50
<b>Dwarven Armorer</b> R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••••	Bryon Wackwitz	R	3.00
<b>Dwarven Catapult</b> Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	•••	Jeff A. Menges	RX	1.00

Indicates Price Increase

Indicates Price Decrease

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
<b>Dwarven Lieutenant</b> R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	•	Jeff A. Menges	RR	.50
<b>Dwarven Soldier</b> If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	••	Douglas Shuler	R1	.50
<b>Goblin Chirurgeon</b> Sacrifice a Goblin to regenerate a creature. Artists: Phil Foglio, Dan Frazier, Daniel Gelon. 0/2.	SC	C	••••	Multiple	R	.50
<b>Goblin Flotilla</b> Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	••••	Tom Wänerstrand	R2	2.50
<b>Goblin Grenade</b> Sacrifice a Goblin to deal 5 damage to a target. Artists: Dan Frazier, Christopher Rush, Ron Spencer.	SOR	C	••••	Multiple	R	.50
<b>Goblin Kites</b> R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	••	Anson Maddocks	R1	.50
<b>Goblin War Drums</b> Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dan Frazier, Heather Hudson, Richard Kane-Ferguson, Jeff A. Menges.	EN	C	•••••	Multiple	R2	.50
<b>Goblin Warrens</b> R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	••••	Dan Frazier	R2	3.00
<b>Orcish Captain</b> 1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.	SC	U	•	Mark Tedin	R	.50
<b>Orcish Spy</b> T: Look at the top 3 cards in target player's library. Return them in order. Artists: Daniel Gelon, Susan Van Camp, Pete Venters. 1/1.	SC	C	••••	Multiple	R	.50
<b>Orcish Veteran</b> Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: Melissa Benson, Dan Frazier, Quinton Hoover, Douglas Shuler. 2/2.	SC	C	••	Multiple	R2	.50
<b>Orrg</b> Trample. Orrg can not attack if opponent controls an untapped creature with power greater than 2. Orrg cannot block creature of power greater than 2. 6/6.	SC	R	••••	Daniel Gelon	RR3	2.50
<b>Raiding Party</b> Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.	EN	U	••••	Quinton Hoover	R2	.50

**WHITE**

<b>Combat Medic</b> W1: Prevent 1 damage to a player or creature. Artists: Edward Beard Jr., Liz Danforth, Anson Maddocks, Susan Van Camp. 0/2.	SC	C	••••	Multiple	W2	.50
<b>Farrel's Mantle</b> If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	••••	Anthony Waters	W2	.50
<b>Farrel's Zealot</b> If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: Edward Beard Jr., Melissa Benson, Richard Kane-Ferguson. 2/2.	SC	C	••	Multiple	WW1	.50
<b>Farrelite Priest</b> 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3.	SC	U	••••	Phil Foglio	W2	.50
<b>Hand of Justice</b> T: Tap 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	•••••	Melissa Benson	W5	5.50
<b>Heroism</b> Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	••	Mark Poole	W2	.50
<b>Icatian Infantry</b> 1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: Edward Beard Jr., Christopher Rush, Douglas Shuler, Drew Tucker. 1/1.	SC	C	••	Multiple	W	.50
<b>Icatian Javelineers</b> When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: Edward Beard Jr., Melissa Benson, Scott Kirschner. 1/1.	SC	C	••	Multiple	W	.50
<b>Icatian Lieutenant</b> W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	•	Pete Venters	WW	2.00
<b>Icatian Moneychanger</b> Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: Edward Beard Jr., Melissa Benson, Drew Tucker. 0/2.	SC	C	••••	Multiple	W	.50
<b>Icatian Phalanx</b> Bands. 2/4.	SC	U	••••	Kaja Foglio	W4	1.00
<b>Icatian Priest</b> WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	••••	Drew Tucker	W	.50
<b>Icatian Scout</b> 1, T: Give target creature first strike until end of turn. Artists: Rob Alexander, Phil Foglio, Richard Kane-Ferguson, Douglas Shuler. 1/1.	SC	C	•••••	Multiple	W	.50
<b>Icatian Skirmishers</b> Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	••••	Heather Hudson	W3	3.50
<b>Icatian Town</b> Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	•••••	Tom Wänerstrand	W5	4.00
<b>Order of Leibur</b> Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: Randy Asplund-Faith, Bryon Wackwitz (two versions). 2/1.	SC	C	•••••	Multiple	WW	.50

**LANDS**

<b>Bottomless Vault</b> Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.	LAN	R	••••	Pat Morrissey		3.00
<b>Dwarven Hold</b> Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.	LAN	R	••••	Pat Morrissey		3.00
<b>Dwarven Ruins</b> Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.	LAN	U	•	Mark Poole		1.50
<b>Ebon Stronghold</b> Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•	Mark Poole		1.50



Reincarnation, when cast upon one of your creatures that was just killed, allows you to bring one creature from your graveyard directly into play. Cast Reincarnation, then clear the board by casting Wrath of God, automatically giving you numerical superiority.

<b>Havenwood Battleground</b> Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•	Mark Poole		1.00
<b>Hollow Trees</b> Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	••••	Pat Morrissey		2.50
<b>Icatian Store</b> Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	••••	Pat Morrissey		3.00
<b>Rainbow Vale</b> T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	••••	Kaja Foglio		3.00
<b>Ruins of Trokair</b> Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•	Mark Poole		1.50
<b>Sand Silos</b> Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.	LAN	R	••••	Pat Morrissey		2.50
<b>Sylvelunite Temple</b> Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvelunite Temple to add UU to your mana pool.	LAN	U	•	Mark Poole		1.00

**MISCELLANEOUS**

<b>Arena</b> 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.	LAN	R	••••	Rob Alexander		9.00
<b>Giant Badger</b> Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	••••	Liz Danforth	GG1	6.00
<b>Nalathni Dragon</b> Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.	SC	R	••••	Michael Whelan	RR2	5.50
<b>Sewars of Estark</b> If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.	INS	R	••••	Melissa Benson	BB2	5.00
<b>Windseeker Centaur</b> Does not tap to attack. 2/2.	SC	R	••••	Anson Maddocks	RR1	6.00

•/• Restricted/Banned	ART Artifact	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery

Name	Rarity	Rating	Price	Name	Rarity	Rating	Price
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### LIMITED EDITION

Booster Pack	\$2.00
Booster Box	\$75.00
Starter Set	\$8.95

Name	Rarity	Rating	Price
<b>Illuminati</b>			
Adepts of Hermes	C	.....	2.00
Bavarian Illuminati	C	.....	2.00
Bermuda Triangle	C	.....	2.00
Discordian Society	C	.....	2.00
Gnomes of Zurich	C	.....	2.00
Network, The	C	.....	2.00
Servants of Cthulhu	C	.....	2.00
Shangri-La	C	.....	2.00
UFOfs	C	.....	2.00



### Groups

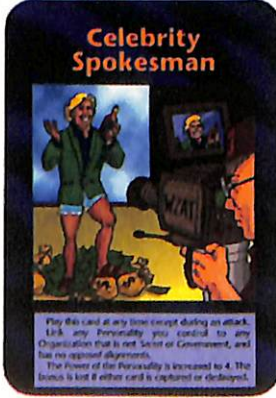
Personalities	Rarity	Rating	Price
Al Gore	C	..	.50
Bill Clinton	C	.	.50
Bjorné	C	....	.50
Count Dracula	R	.....	4.00
Dan Quayle	C	..	.50
Elvis	R	..	5.00
Fidel Castro	U	..	2.00
George Bush	C	..	.50
Gordo Remora	C	..	.50
Hillary Clinton	C	..	.50
Imelda Marcos	C	..	.50
Jimmy Hoffa	R	.....	4.00
Manuel Noriega	U	..	2.00
Margaret Thatcher	U	..	2.00
Media Sensation	C	.	.50
Nancy Reagan	R	..	4.00
Ollie North	U	..	2.00
Prince Charles	U	..	2.00
Princess Di	U	..	2.00
Ronald Reagan	C	..	.50
Ross Perot	R	....	4.00
Saddam Hussein	U	..	2.00

### Places

Brazil	C	..	.50
California	C	....	.50
Canada	R	..	4.00
Center For Disease Control	U	....	2.00
China	R	....	4.00
Dinosaur Park	U	..	2.00
England	C	....	.50
Finland	R	.....	4.00
France	C	..	.50
Germany	R	.....	6.00
Hawaii	C	..	.50
Hollywood	U	..	2.00
Israel	R	....	4.00
Italy	R	....	6.00
Japan	C	....	.50
Las Vegas	C	.....	.50
Moonbase	C	..	.50
New York	U	.....	2.00
Orbit One	U	....	2.00
Pentagon	C	..	.50
Russia	C	..	.50
Silicon Valley	U	....	2.00
Stonehenge	C	....	.50
Switzerland	C	..	.50
Texas	R	.....	6.00
Vatican City	C	..	.50

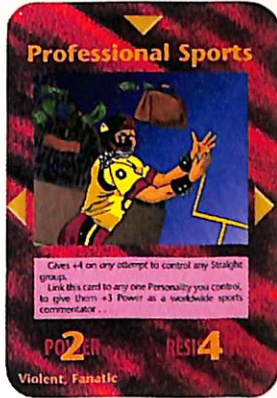
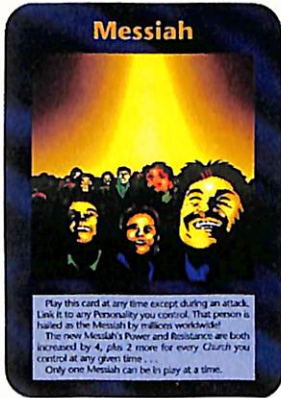
### Others

A.M.A.	C	....	.50
American Autoduel Association	C	..	.50
Anti-Nuclear Activists	C	..	.50
Antiwar Activists	R	.....	4.00
Bank of England	R	.....	4.00
B.A.T.F.	U	..	3.00
Big Media	C	..	.50
Black Activists	C	..	.50
Boy Sprouts	C	..	.50
Cable TV	C	....	.50
Cattle Mutilators	R	.....	4.00
CFLAIO	R	....	4.00
Church of Elvis	U	.	2.00
C.I.A.	R	.....	6.00
Clone Arrangers	C	....	.50
Comic Books	U	..	2.00
Congressional Wives	U	....	2.00
Conspiracy Theorists	C	....	.50
Cycle Gangs	C	..	.50



Democrats	U	....	2.00
Dentists	C	..	.50
Deprogrammers	U	.....	4.00
Druids	C	....	.50
Eco-Guerrillas	C	..	.50
EFF	R	....	4.00
Elders of Zion	R	.....	4.00
Empty Vee	C	....	3.50

Name	Rarity	Rating	Price	Name	Rarity	Rating	Price
Evil Geniuses for a Better Tomorrow	R	●●●●	4.00	Robot Sea Monsters	U	●●	2.00
Fast Food Chains	C	●●	.50	Rosicrucians	C	●●●	.50
F.B.I.	C	●●●●	.50	Saturday Morning Cartoons	U	●●●	2.00
Federal Reserve	U	●●	2.00	Savings and Loans	R	●●●	4.00
Feminists	U	●●	2.00	Science Fiction Fans	C	●●●	.50
Fiendish Fluoridators	C	●●●	.50	Secret Service	R	●●●●	4.00
Flat Earthers	C	●●	.50	Secular Humanists	U	●●●	2.00
Ford Motor Company	C	●●●	.50	Semiconscious Liberation Army	C	●●	.50
Fraternal Orders	C	●●●	.50	S.M.O.F.	R	●●●	5.00



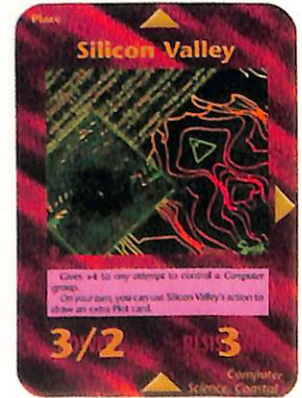
Fred Birch Society	R	●●●	4.00
Gay Activists	U	●●	2.00
Girlie Magazines	C	●●●	.50
Goldfish Fanciers	R	●●●	4.00
Gun Lobby	C	●●	.50
Hackers	U	●●●●	2.00
Intellectuals	C	●●	.50
International Cocaine Smugglers	C	●●	.50
International Communist Conspiracy	R	●●	4.00
International Weather Organization	U	●●●	2.00
I.R.S.	U	●●	2.00
Joggers	C	●●	.50
Junk Mail	U	●●●	2.00
KKK	C	●●	.50
Lawyers	C	●●●	.50
L-4 Society	U	●●●	2.00
Libertarians	R	●●●	5.00
Liquor Companies	R	●●●●	4.00
Loan Sharks	C	●●	.50
Local Police Departments	U	●●●	2.00
Madison Avenue	C	●●	.50
Mafia, The	R	●●●	6.00
Men in Black, The	R	●●●	6.00
MI-5	U	●	2.00
Moonies	C	●	.50
Moral Minority	C	●●	.50
Mossad	R	●●●	4.00
Multinational Oil Corporations	U	●●	2.00
NASA	U	●●	2.00
NATO	R	●●●●	4.00
Nephews of God	C	●●	.50
Ninjas	R	●●●	.50
N.S.A.	C	●●	6.00
Nuclear Power Companies	C	●●●●	.50
Offshore Banks	U	●●●●	2.00
OPEC	C	●●	.50
Paranoids	C	●●●	.50
Phone Company	U	●●	2.00
Phone Phreaks	C	●●●	.50
Pollsters	R	●●●●	6.00
Post Office	C	●●	.50
Professional Sports	U	●●●	2.00
Psychiatrists	U	●●●●	3.00
Punk Rockers	C	●●	.50
Recording Industry	C	●●	.50
Red Cross	R	●●●	4.00
Reformed Church of Satan	U	●●●●	3.00
Religious Reich	C	●●	.50
Republicans	U	●●●	2.00
Rifkimites	R	●●●	4.00

Society for Creative Anarchism	C	●●●●	.50
South American Nazis	R	●●	5.00
Subliminals	R	●●●	6.00
Supreme Court	R	●●●	4.00
Survivalists	C	●●	.50
Tabloids	U	●●	2.00
Telephone Psychics	C	●●	.50
Templars	C	●	.50
Tobacco Companies	C	●●	.50
Trekkies	C	●	.50
Triberal Commission	R	●●	5.00
TV Preachers	C	●●	.50
Underground Newspapers	R	●●●	6.00
United Nations	C	●●	.50
Urban Gangs	C	●●●	.50
Vampires	C	●●●●	.50
Video Games	C	●●	.50
Voudonistas	U	●●●	2.00
Wall Street	C	●●	.50
Wargamers	C	●●	.50
W.I.T.C.H.	C	●●●	.50

### Plots

#### New World Orders

Bigger Business	U	●●●	2.00
Chicken in Every Pot, A	C	●●	.50
Don't Forget to Smash the State	C	●●	.50
Energy Crisis	R	●●●	4.00
Fear and Loathing	U	●●●●	2.00
Gun Control	U	●●●●	2.00
Law and Order	U	●●●	2.00
Military-Industrial Complex	C	●●●	.50
Peace in Our Time	C	●●●	.50
Political Correctness	U	●●	2.00
Solidarity	C	●●●	.50
Tax Reform	R	●●●	4.00
Thousand Points of Light, A	U	●●●	2.00
World Hunger	C	●●	.50
World War 3	R	●●●	4.00

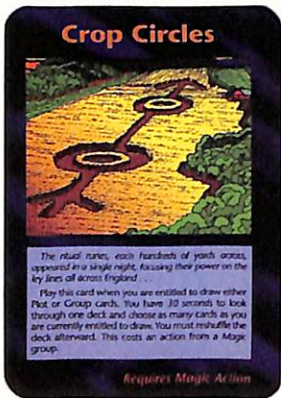


### Goals

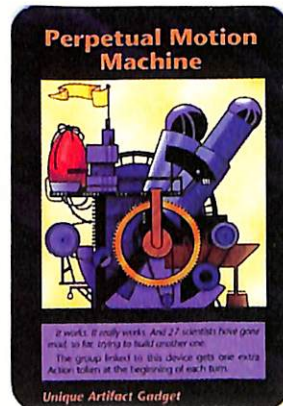
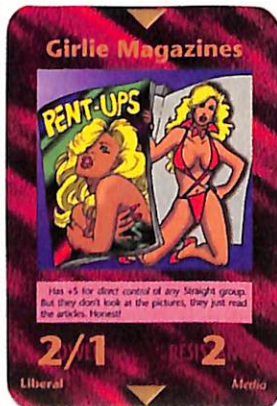
Corporate Masters, The	C	●●●●	.50
Criminal Overlords	U	●●●●	3.00
Fratricide	C	●●	.50
Hail Eris!	C	●●●●	.50
Hand of Madness, The	U	●●●	2.00
Kill for Peace!	R	●●●●	4.00
Let Them Eat Cake!	U	●●●	2.00
Power for Its Own Sake	R	●●●●	4.00

Name	Rarity	Rating	Price
Power to the People	U	•••	2.00
Up Against the Wall	R	•••	4.00
<b>Others</b>			
Agent in Place	C	••	.50
Air Magic	U	••	2.00
Albino Alligators	C	••••	.50
Alternate Goals	C	••••	.50
An Offer You Can't Refuse	R	•••••	4.00
And STAY Dead!	C	••	.50
Angst	R	••••	4.00
Annual Convention	R	•••	4.00
Are We Having Fun Yet?	C	••	.50
Assertiveness Training	C	••	.50

Name	Rarity	Rating	Price
Exposed!	C	••	.50
Faction Fight	R	•••	4.00
First Thing We Do, Let's Kill All The Lawyers	R	•	4.00
Flower Power	U	••••	2.00
Fnoird!	C	••	.50
Failed!	U	••	2.00
Forgery	U	••••	2.00
Freaking the Mundanes	U	••••	2.00
Full Moon	U	••••	.50
Fundie Money	C	••	.50
Gang War	U	••••	2.00
George the Janitor	C	••	.50
Giant Kudzu	U	••••	2.00
Good Polls	C	•••	.50
Grassroots Support	C	•••	.50
Gremlins	R	••	4.00
Harmonica Virgins	C	••••	.50
Hat Trick	C	•••	.50
Head in a Jar	U	••••	2.00
Hex	R	••••	4.00
Hidden Influence	R	••••	4.00
Hit and Run	C	•••	.50
Hoax	U	••	2.00
Hurricane	C	•••	.50
I Lied	U	••••	2.00
Impostor	C	••	.50
Infobahn	C	••••	.50
Interference	C	•••	.50
Internet Worm, The	U	•••	.50
Jake Day	C	••	.50
Jihad	C	••••	.50
Just Say No	C	••••	.50
Ketchup is a Vegetable	C	•••	.50
Kinder and Gentler	C	••	.50
Let's Get Organized	C	••	.50
Let's Get REALLY Organized	U	•••	2.00
Let's You and Him Fight	R	•••	4.00
Liberal Agenda	C	••	.50
Logic Bomb	R	••••	4.00
March on Washington	C	••	.50
Market Manipulation	U	••	2.00
Marital Law	C	••••	.50



Atomic Monster	C	•••	.50
Auditor from Hell, The	C	•••	.50
Backlash	C	••	.50
Bank Merger	U	•••	2.00
Benefit Concert	C	••••	.50
Big Score, The	C	••••	.50
Big Sellout, The	R	••••	4.00
Bimbo at Eleven	C	•••	.50
Blitzkrieg	R	••••	6.00
Blood, Toil, Tears and Sweat	C	••	.50
Bodyguard	R	••••	4.00
Botched Contact	U	••••	2.00
Bribery	U	••	2.00
Car Bomb	C	•••	.50
Celebrity Spokesman	U	••	2.00
Censorship	U	••	2.00
Charismatic Leader	C	•••	.50
Citizenship Award	C	•••	.50
Clone	U	••••	3.00
Cold Fusion	C	••••	.50
Combined Disasters	U	••••	3.00
Commitment	U	••	2.00
Computer Security	R	•••	4.00
Computer Virus	U	••	2.00
Corruption	R	•••	4.00
Counter-Revolution	R	•••	4.00
Counterspell	U	•••	2.00
Cover of Darkness	R	••••	4.00
Cover-Up	R	•••	4.00
Crop Circles	C	••	.50
Currency Speculation	C	••	.50
Deasil Engine	R	•••	4.00
Deep Agent	C	••	.50
Dictatorship	C	•	.50
Dollars for Decency	U	••••	2.00
Double-Cross	C	•••	.50
Early Warning	C	•••	.50
Earth Magic	C	••	.50
Earthquake	C	•••	.50
Eat the Rich	R	••••	4.00
18 1/2 Minute Gap	R	•••••	4.00
Embezzlement	R	••••	5.00
Emergency Powers	C	•••	.50
Epidemic	C	••••	.50



Martyrs	C	••••	.50
Mass Murder	R	••••	4.00
Media Blitz	C	••	.50
Media Connections	R	•••	4.00
Messiah	R	••••	4.00
Meteor Strike	U	•••	2.00
Miracle Diet Plan	C	••	.50
Mistaken Identity	R	••••	4.00
Mob Influence	C	•••	.50
Monopoly	C	•••	.50
Mothers' March	C	••	.50
Murphy's Law	U	•••	2.00
Mutual Betrayal	C	••	.50
Nationalization	C	••	.50
Never Surrender	C	•••	.50
New Blood	C	•••	.50
New Federal Budget	U	••••	2.00

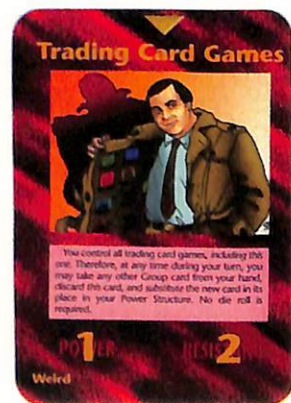
Name	Rarity	Rating	Price	Name	Rarity	Rating	Price
Nice Idea, It's Mine Now!	R	●●●●	4.00	Whispering Campaign	C	●●●	.50
Nobel Peace Prize	C	●●●	.50	Withering Curse	R	●●●●	4.00
Nuclear Accident	C	●●●	.50	World Cup Victory	R	●●●	4.00
Opportunity Knocks	R	●●●●	5.00				
Oregon Crud, The	R	●●●	4.00				
Payoff	C	●●●●	.50				
Plague of Demons	R	●●●●	5.00				
Pledge Drive	U	●●●●	2.00				
Poison	C	●●●	.50				
Power Corrupts	C	●●	.50				
Power Grab	C	●●●	.50				



Privatization	C	●●	.50
Privileged Attack	C	●●	.50
Pulitzer Prize	C	●●●●	.50
Purge	C	●●	.50
Rain of Frogs	U	●●●	2.00
Reach Out...	R	●●●●●	4.00
Read My Lips	C	●●●	.50
Red Scare	U	●●●●	2.00
Reload!	U	●●●●	2.00
Reorganization	C	●●●●	.50
Resistance is Useless!	R	●●●●●	5.00
Revolution!	U	●●	2.00
Rewriting History	R	●●●	4.00
Sabotage	R	●●●●	4.00
Save the Whales	C	●●●●	.50
Savings & Loan Scam	U	●●	2.00
Scandal	R	●●●●	5.00
Second Bullet, The	C	●●●●	.50
Secrets Man Was Not Meant To Know	U	●●	2.00
Seize the Time!	U	●●●●●	4.00
Self-Esteem	C	●●●	.50
Senate Investigating Committee	R	●●●●	5.00
Slush Fund	C	●●●●	.50
Sniper	U	●●●●	2.00
Spasm of Violence	R	●●●●	4.00
Stars are Right, The	R	●●●●	4.00
Stealing the Plans	C	●●●	.50
Stock Split	C	●●●●	.50
Straighten Up	C	●●	.50
Sucked Dry and Cast Aside!	U	●●●●	2.00
Sweeping Reforms	U	●●●	2.00
Sweepstakes Prize	C	●●●●	.50
Swiss Bank Account	C	●●●●	.50
Talisman of Ahrimanes	C	●●●●	.50
Tax Breaks	U	●●●●	2.00
Terrorist Nuke	R	●●●●	.50
Tidal Wave	C	●●●	.50
Time Warp	R	●●●●●	5.00
Tornado	C	●●●	.50
Unlucky 13	R	●●●●	5.00
Unmasked!	R	●●●●●	6.00
Upheaval!	C	●	.50
Volcano	U	●●●	2.00
Volunteer Aid	C	●●●	.50
Voodoo Economics	C	●●	.50
Vultures	C	●●●	.50
Weak Link, The	R	●●●●	4.00
Weird Turn Pro, The	C	●●●	.50

### Resources

Angel's Feather	C	●●●	.50
Ark of the Covenant	R	●●●●	4.00
Bigfoot	C	●●	.50
Book of Kells	U	●●●	2.00
Bronze Head, The	C	●●●●●	.50
Center for Weird Studies	C	●●	.50
Clipper Chip	C	●●●	.50
Crystal Skull	R	●●●●	4.00
Cyborg Soldiers	R	●●●	6.00
Death Mask	U	●●●●	2.00
Earthquake Projector	C	●●	.50
Eliza	U	●●●●	2.00
Flying Saucer	C	●●●	.50
Frog God, The	C	●●	.50
Hallucinations	C	●●	.50
Hammer of Thor	C	●●	.50
Hidden City	U	●●●●	2.00
Hitler's Brain	R	●●●	6.00
Holy Grail, The	R	●●●●	4.00
Immortality Serum	R	●●●●	4.00
Library at Alexandria, The	U	●●●	2.00
Loch Ness Monster	C	●●	.50
Mercenaries	C	●●●	.50
Midas Mill	C	●●●●	.50
Necronomicon	U	●●●	2.00
Orbital Mind Control Lasers	C	●	.50
Perpetual Motion Machine	R	●●●●●	6.00
Principia Discordia	C	●●●	.50
Rogue Boomer	C	●●	.50
Shroud of Turin	R	●●●●	6.00
Soulburner	R	●●●●	6.00
Spear of Longinus	C	●●	.50
Suicide Squad	U	●	2.00
Warehouse 23	U	●●	2.00
Weather Satellite	U	●●	2.00
Xanadu	C	●●	.50



### MISCELLANEOUS

#### Groups

Great Pyramid, The	R	●●●●	4.00
Others			
Pyramid Marketing Schemes	R	●●●	3.50
Trading Card Game	R	●●●●●	4.00

#### BOXES

Bidding Game, The	U		
Cheat Sheet	C		
Deck Design	U		
Handicaps	U		
Illuminated Goals	U		
Play Sequence	C		
To the Death	U		
World Conquest 101	U		

Name	Type	Rarity	Price	Name	Type	Rarity	Price	Name	Type	Rarity	Price
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Full Limited Set (363) \$800.00  
 Full Unlimited Set (363) 265.00  
 Prices are for limited cards, which have black borders.  
 Unlimited cards, which have white borders, are worth 0.35 times equivalent Limited cards.

### FEDERATION

Name	Type	Rarity	Price
Albert Einstein	PE	R	8.50
Alexander Rozhenko	PE	U	2.00
Alyanna Nechayev	PE	R	8.00
Alyssa Ogawa	PE	U	2.50
Benjamin Maxwell	PE	U	2.00
Beverly Crusher	PE	R	25.00
Calloway	PE	C	.50
Christopher Hobson	PE	C	.50
Darian Wallace	PE	C	1.00
Data	PE	R	50.00
Deanna Troi	PE	R	21.00
Dr. La Forge	PE	R	5.50
Dr. Leah Brahms	PE	R	6.00
Dr. Selar	PE	U	2.00
Eric Pressman	PE	U	2.00
Exocomp	PE	U	2.50



Federation Outpost	OUT	C	1.50
Federation PADD	EQ	C	.50
Fleet Admiral Shanthi	PE	U	2.00
Geordi La Forge	PE	R	20.00
Giusti	PE	C	2.00
Hannah Bates	PE	U	2.00
Jean-Luc Picard	PE	R	70.00
Jenna D'Sora	PE	U	2.00
Kareel Odan	PE	U	1.00
K'Ehleyr	PE	R	8.00
Leah Brahms	PE	R	8.50
Linda Larson	PE	C	.50
Lwaxanna Troi	PE	R	9.50
McKnight	PE	C	2.00
Mendon	PE	C	1.00
Morgan Bateson	PE	R	6.00
Mat the Barber	PE	U	1.50
Neela Daren	PE	R	7.00
Nikolai Rozhenko	PE	U	2.00
Norah Satie	PE	U	2.00
Reginald Barclay	PE	R	8.00
Richard Galen	PE	R	7.50
Riva	PE	U	2.00
Ro Laren	PE	R	10.00
Runabout	SH	C	1.00
Sarek	PE	R	12.50
Satek	PE	R	6.50
Shelby	PE	R	8.00
Simon Tarses	PE	C	.50
Sir Isaac Newton	PE	R	8.00
Sima Kalrami	PE	U	2.00
Sito Jaxa	PE	C	.50
Soren	PE	U	2.00

Starfleet Type II Phaser	EQ	C	.50
Taitt	PE	C	.50
Tam Elbrun	PE	R	7.00
Tasha Yar	PE	R	14.00
Tavrik	PE	C	.50
Thomas Riker	PE	R	20.00
Toby Russell	PE	U	1.00
T'Pol	PE	U	2.00
Type IV Shuttlecraft	SH	C	.50
U.S.S. Brittain	SH	R	10.00
U.S.S. Enterprise	SH	R	50.00
U.S.S. Excelsior	SH	C	2.00
U.S.S. Galaxy	SH	C	2.00
U.S.S. Hood	SH	R	10.00
U.S.S. Miranda	SH	C	.50
U.S.S. Nebula	SH	C	.50
U.S.S. Oberth	SH	C	.50
U.S.S. Phoenix	SH	R	12.00
U.S.S. Sutherland	SH	U	3.00
U.S.S. Yamato	SH	R	14.00
Vash	PE	R	8.50
Wesley Crusher	PE	R	25.00
William T. Riker	PE	R	25.00
Worf	PE	R	26.50

### KLINGON

Name	Type	Rarity	Price
Ba'el	PE	U	2.50
Battell	PE	C	.50
B'Etor	PE	R	10.00
B'ijik	PE	C	1.00
Divok	PE	C	2.00
Dukath	PE	C	2.00
Duras	PE	R	10.00
Fek'Ihr	PE	U	2.00
Gorath	PE	C	.50
Gowron	PE	R	15.00
I.K.C. Bortas	SH	R	8.50
I.K.C. Buruk	SH	R	8.00
I.K.C. Hegh'ta	SH	R	7.50
I.K.C. K'Vort	SH	C	2.00
I.K.C. Pagh	SH	R	8.00
I.K.C. Qu'Vat	SH	R	8.50
I.K.C. Vor'Cha	SH	C	2.00
I.K.C. Vorn	SH	U	2.50
J'Ddan	PE	C	2.00
Kahless	PE	R	7.50
Kargan	PE	R	6.50
Kell	PE	U	2.00
Klag	PE	C	1.00
Kle'eg	PE	C	1.00
Klingon Disruptor	EQ	C	.50
Klingon Outpost	OUT	C	.50
Klingon PADD	EQ	C	.50
K'mpec	PE	U	1.00
Konmel	PE	U	1.00
Koral	PE	U	1.00
Koroth	PE	U	2.00
Korris	PE	U	2.00
Kromm	PE	C	1.00
K'Tal	PE	U	1.00
K'Teshi	PE	C	.50
Kurak	PE	R	5.00
Kurn	PE	R	8.50
K'Vada	PE	U	1.50
L'Kor	PE	U	1.50
Lursa	PE	R	9.00



Morag	PE	U	1.00
Nu'Daq	PE	U	2.00
Taq	PE	U	1.50
Torak	PE	U	2.00
Toral	PE	U	1.50
Torin	PE	C	1.00
Vagh	PE	U	2.00
Vekma	PE	C	.50



### ROMULAN

Name	Type	Rarity	Price
Alidar Jarok	PE	R	6.50
Bohra	PE	U	2.50
D'deridex	SH	C	.50
Devoras	SH	R	10.00
Galathon	PE	C	.50
Haakona	SH	R	9.50
Jaron	PE	C	.50
Jera	PE	C	.50
Khazara	SH	R	11.00
Mendok	PE	R	6.50
Mirok	PE	U	2.00
Movar	PE	U	2.00
Neral	PE	U	1.00
N'Vek	PE	U	1.50
Paltreth	PE	C	.50
Pardek	PE	U	2.50
Parem	PE	U	2.00
Pi	SH	R	6.50
Romulan Disruptor	EQ	C	.50
Romulan Outpost	OUT	C	.50
Romulan PADD	EQ	C	.50
Science Vessel	SH	C	1.00
Scout Vessel	SH	C	.50
Sela	PE	R	11.00
Selok	PE	C	.50
Taibak	PE	U	1.50
Takket	PE	C	.50
Tallus	PE	C	.50
Tarus	PE	C	.50
Taut	PE	C	.50
Tebok	PE	U	1.50
Thei	PE	C	1.00
Tokath	PE	U	2.00
Tomalak	PE	R	5.50
Tomek	PE	C	.50
Toreth	PE	R	5.50
Varel	PE	C	.50

### NON-ALIGNED

Name	Type	Rarity	Price
Amarie	PE	U	1.50
Baran	PE	U	1.00
Bok	PE	U	1.50
Combat Vessel	SH	C	.50
Devinani Ral	PE	U	2.00
Dr. Farek	PE	C	.50
Dr. Reyga	PE	U	1.00
Engineering Kit	EQ	C	2.00
Engineering PADD	EQ	C	.50
Etano Jol	PE	U	2.00
Evok	PE	U	1.50
Gorta	PE	C	1.00
Husnock Ship	SH	U	2.50

L	E	G	E	N	D	DI	Dilemma	EV	Event	MI	Mission	PE	Personnel
AR						EQ	Equipment	INT	Interrupt	OUT	Outpost	SH	Ship



Name	Type	Rarity	Price	Name	Type	Rarity	Price	Name	Type	Rarity	Price
Ishara Yar	PE	U	2.50	Pattern Enhancers	EV	C	.50	Interphase Generator	AR	R	7.50
Ja'Bril	PE	U	1.50	Plasma Fire	EV	C	.50	Investigate Alien Probe	MI	R	5.50
Medical Kit	EQ	C	.50	Q-NET	EV	C	.50	Investigate Anomaly	MI	C	.50
Medical Tricorder	EQ	C	1.50	Q2	INT	U	3.50	Investigate Disappearance	MI	R	5.00
Mercenary Ship	SH	C	2.50	Raise the Stakes	EV	U	1.50	Investigate Disturbance	MI	R	4.50
Nanik	PE	C	2.50	Red Alert!	EV	C	.50	Investigate Massacre	MI	R	5.00
Ocett	PE	U	2.50	RES-Q	EV	C	1.00	Investigate Raid	MI	R	4.00
Roga Danar	PE	R	13.00	Rogue Borg Mercenaries	INT	C	.50	Investigate Rogue Comet	MI	R	3.50
Tricorder	EQ	C	.50	Scan	INT	C	.50	Investigate "Shattered Space"	MI	R	4.50
Vekor	PE	C	.50	Ship Seizure	INT	C	.50	Investigate Sighting	MI	R	3.00
Yridrian Shuttle	SH	C	.50	Spacedock	EV	C	1.00	Investigate Time Continuum	MI	R	4.00
Zibalian Transport	SH	C	1.00	Static Warp Bubble	EV	C	1.00	Khitomer Research	MI	R	4.00
				Subspace Interference	INT	C	.50	Krias Suppression	MI	U	1.00
				Subspace Schism	INT	U	1.00	Ktarian Game	DI	R	4.50
				Subspace Warp Rift	EV	C	.50	Kurlan Naikas	AR	R	12.00
				Supernova	EV	R	7.50				
				Tachyon Detection Grid	INT	C	.50				
				Telepathic Alien Kidnappers	EV	U	2.50				
				Temporal Rift	INT	U	2.00				
				Tetryon Field	EV	C	.50				
				Transwarp Conduit	INT	U	1.50				
				Traveler, The: Transcendence	EV	U	2.50				
				Treaty: Federation/Klingon	EV	C	1.00				
				Treaty: Federation/Romulan	EV	C	1.00				
				Treaty: Romulan/Klingon	EV	C	1.00				
				Vulcan Mindmeld	INT	U	1.50				
				Warp Core Breach	EV	R	4.00				
				Where No One Has Gone Before	EV	C	1.00				
				Wormhole	INT	C	1.00				

## EVENTS AND INTERRUPTS

Name	Type	Rarity	Price
Alien Groupie	INT	R	4.00
Alien Probe	EV	U	2.00
Amanda Rogers	INT	U	2.00
Anti-Time Anomaly	EV	R	6.00
Asteroid Sanctuary	INT	C	1.00
Atmospheric Ionization	EV	C	.50
Auto-Destruct Sequence	INT	U	2.00
Bynars Weapon Enhancement	EV	R	8.50
Crosis	INT	R	9.00
Devil, The	INT	R	6.00
Disruptor Overload	INT	C	.50
Distortion Field	EV	U	2.00
Distortion of... Continuum	INT	U	2.50
Emergency Transporter Armbands	INT	C	.50
Energy Vortex	INT	U	1.00
Escape Pod	INT	C	.50
Espionage: Federation/Klingon	EV	C	.50
Espionage: Klingon/Federation	EV	C	.50
Espionage: Romulan/Federation	EV	C	.50
Espionage: Romulan on Klingon	EV	C	.50
Full Planet Scan	INT	U	2.50
Gaps in Normal Space	EV	U	1.50
Genetronic Replicator	EV	U	2.50
Goddess of Empathy	EV	R	6.00
Holo-Projectors	EV	U	1.50
Honor Challenge	INT	R	4.50
Hugh	INT	R	10.00



Incoming Message-Federation	INT	U	3.50
Incoming Message-Klingon	INT	U	2.50
Incoming Message-Romulan	INT	U	2.50
Jaglon Shrek-Information Broker	INT	R	6.00
Juggler, The	INT	U	1.00
Kevin Uxbridge	INT	U	2.00
Kivas Fajo-Collector	EV	U	2.50
Klingon Death Yell	INT	R	5.50
Klingon Right of Vengeance	INT	C	1.00
Life-Form Scan	INT	U	2.00
Long-Range Scan	INT	C	1.00
Lore Returns	EV	R	9.50
Lore's Fingernail	EV	R	7.50
Loss of Orbital Stability	INT	C	.50
Masaka Transformations	EV	U	.50
Metaphasic Shields	EV	U	1.00
Near-Warp Transport	INT	U	1.50
Neural Servo Device	EV	U	2.00
Nutritional Shields	EV	U	1.50
Palor Toff-Alien Trader	INT	C	1.00
Particle Fountain	INT	C	1.00

## ARTIFACTS, DILEMMAS, AND MISSIONS

Name	Type	Rarity	Price
Alien Abduction	DI	U	1.00
Alien Parasites	DI	U	2.00
Anaphasic Organism	DI	C	1.00
Ancient Computer	DI	R	6.00
Archer	DI	C	.50
Armus-Skin of Evil	DI	R	9.00
Avert Disaster	MI	R	5.00
Barclay's Protoplasmic Disease	DI	R	7.00
Betazoid Gift Box	AR	R	12.00
Birth of "Junior"	DI	U	.50
Borg Ship	DI	R	12.00
Chalnoth	DI	U	1.00
Cloaked Mission	MI	U	2.00
Cosmic String Fragment	DI	U	1.50
Covert Installation	MI	C	1.00
Covert Rescue	MI	U	1.00
Crystalline Entity	DI	R	7.00
Cultural Observation	MI	R	4.00
Cytherians	DI	R	5.00
Diplomacy Mission	MI	U	1.00
EI-Adrel Creature	DI	U	2.00
Evacuation	MI	U	2.00
Evaluate Terraforming	MI	R	4.50
Excavation	MI	C	.50
Explore Black Cluster	MI	R	3.00
Explore Dyson Sphere	MI	R	4.00
Explore Typhane Expanse	MI	R	3.50
Expose Covert Supply	MI	U	2.00
Extraction	MI	R	5.00
Female's Love Interest	DI	C	1.00
Fever Emergency	MI	C	.50
Firestorm	DI	U	1.00
First Contact	MI	U	2.00
Gravitic Mine	DI	U	2.00
Hologram Ruse	DI	U	2.00
Harga'hn	AR	R	12.00
Hunt for DNA Program	MI	R	4.00
Hyper-Aging	DI	U	2.00
Iconia Investigation	MI	R	4.00
Iconian Computer Weapon	DI	C	1.00
Impassable Door	DI	C	1.00



Male's Love Interest	DI	C	.50
Matriarchal Society	DI	U	1.00
Medical Relief	MI	R	4.00
Manthar Booby Trap	DI	C	1.00
Microbiotic Colony	DI	C	.50
Microvirus	DI	C	1.00
Nagilum	DI	R	5.00
Nanites	DI	R	1.00
Nausicaans	DI	U	1.00
New Contact	MI	R	4.00
Nitrium Metal Parasites	DI	U	2.50
Null Space	DI	U	2.00
Pegasus Search	MI	R	4.00
Phased Matter	DI	C	1.00
Plunder Site	MI	U	2.00
Portal Guard	DI	U	1.50
Q	DI	R	13.50
Radioactive Garbage Scow	DI	U	2.00
Rebel Encounter	DI	U	2.00
Relief Mission	MI	C	1.50
REM Fatigue Hallucinations	DI	U	2.50
Repair Mission	MI	C	.50
Restore Errant Moon	MI	U	2.50
Sarjenka	DI	R	6.50
Sarthong Plunder	MI	R	3.50
Secret Salvage	MI	U	2.00
Seek Life-form	MI	R	4.50
Shaka, When the Walls Fell	DI	U	2.00
Strategic Diversion	MI	U	1.50
Study "Hole in Space"	MI	R	3.50
Study Lanka Pulsar	MI	R	4.00
Study Nebula	MI	R	4.00
Study Plasma Streamer	MI	C	1.00
Study Stellar Collision	MI	C	1.00
Survey Mission	MI	R	4.00
Tarellian Plague Ship	DI	U	2.00
Temporal Causality Loop	DI	R	5.00
Test Mission	MI	C	1.50
Thought Maker	AR	R	15.00
Time Travel Pod	AR	R	10.00
Tox Uthat	AR	R	11.00
Tsolkovsky Infection	DI	R	5.00
Two-Dimensional Creatures	DI	U	2.50
Varon-T Disruption	AR	R	8.50
Vulcan Stone of Gol	AR	R	10.00
Wind Dancer	DI	R	5.50
Wormhole Negotiations	MI	R	5.00

L	E	G	E	N	D	DI	Dilemma	EV	Event	MI	Mission	PE	Personnel
AR						EQ	Equipment	INT	Interrupt	OUT	Outpost	SH	Ship

K I N G D O M   C O M E



# HERESY

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# INQUEST CHECKLIST

I N Q U E S T C H E C K L I S T

Name	Rarity	Price	Name	Rarity	Price
<b>Jyhad</b>			Confuse	R	3.00
438 cards			Flow of Acid	R	3.00
Starter Deck		\$8.95	Fury of the Clansmen	R	3.00
Booster Pack		\$2.50	Gaze	R	3.00
			Suicide	R	3.00



Aaron's Feeding Razor	R	5.00
Body of Sun	R	6.00
Day Operation	R	7.00
Entrancement	R	5.00
Magic of the Smith	R	7.00

<b>Doomtrooper</b>		
337 cards		
Starter Deck		\$7.95
Booster Pack		\$2.45



<b>On The Edge</b>		
269 cards		
Starter Deck		\$7.95
Booster Pack		\$1.95
Charisma	R	6.00
Genetic Prejudice	R	4.00
Glorious Lords Secret	R	4.00
International Influence	R	5.00
Tridents	R	5.00

Cut Ups Expansion		
Booster Pack		\$1.95



<b>Galactic Empires</b>		
337 cards		
Starter Deck		\$7.95
Booster Pack		\$2.45
Dragon Automation	R	2.00
Fighter Pilot	R	4.00
Insanity	R	4.50
Lucky Maneuver	R	2.00
Shipyard Starbase	R	3.00

New Empires Expansion		
Booster Pack		\$1.95

Name	Rarity	Price	Name	Rarity	Price
<b>Wyvern</b>			Bloodsword	R	2.00
136 cards			Loki Class	U	1.00
Starter Deck		\$7.95	Ripple File	U	1.00
Booster Pack		\$2.50	Sabotage	R	2.00
Grendel	R	5.00	Ship's Cat	R	2.00
Jason	R	5.00			
Jormungandr	R	3.00			
Medusa Spell	R	3.00			
Quicksand	R	3.00			



<b>Dixie</b>		
200 cards		
Starter Deck		\$9.00
Not sold in packs		

Bull Run	C	1.00
82nd Infantry	C	1.00
Rebel Yell	C	1.50
69th Infantry	C	1.00
10PDR Parrott	C	1.00
12PDR Howitzer	C	1.50

<b>Star of the Guardians</b>		
325 cards		
Starter Deck		\$8.95
Booster Pack		\$2.95



<b>Spellfire</b>		
695 cards		
Starter Deck		\$8.95
Booster Pack		\$2.50
Cleric of Mask	R	2.00
Flameblade	R	2.00
Phantasmal Killer	R	3.00
Sword of Wraith	R	2.00
Waterdeep	U	1.00

Forgotten Realms Expansion		
Booster Pack		\$2.50

Dragonlance Expansion		
Booster Pack		\$2.50

Ravenloft Expansion		
Booster Pack		\$2.50



<b>Blood Wars</b>		
334 cards		
Starter Deck Dual Pack		\$9.95
Booster Pack		\$2.50
Assassination Plot	R	6.00
Chaos Beast	R	5.00
Lady of Pain	R	20.00
Shield Maidens of Odin	R	5.00
Tiamat	R	6.00

See you all next month, when we will continue to improve upon the ultimate price guide for collectible card games.

Newsflash: There were no casualties as a result of last month's design train crash. After a brief cleanup, we were up and running. However Editor-in-Chief Pat McCollum suffered through some mild anxiety attacks and is now running through the halls in a bunny costume.

## Thanks to the following retailers for helping out with this month's price guide!

B & R Baseball Cards  
Bob Silverman  
51 Lafayette Ave.  
Suffern, NY 10901  
(914) 357-7996

Broadway Comics  
Daniel Torony  
P.O. Box 904  
Valrico, FL 33594  
(813) 661-6445

Charity Fellowship Gaming Hotline  
The Rev. David Moore  
58 Youngs Road  
Williamsville, NY 14221  
(716) 632-8833

Game Master  
Cathy McCauley  
26-13 Broadway (Route 4 West)  
Fairlawn, NJ 07410  
(201) 796-7377  
Fax (201) 796-8535

Troll and Toad  
Jonathan R. Huston  
253 Reynolds Rd.  
Keavy, KY 40737  
(606) 878-2936  
Fax (606) 878-9061

Wizard World  
Rockland Center  
51 E. Route 59  
Nanuet, NY 10954  
(914) 624-2224

Special thanks to my wife Mary for putting up with all the extra time I spent at work feverishly assembling this fine mag.

"Happy Anniversary"...

Love,  
The Greatest Man on Earth, Me



# The Future of Gaming

BY RICK SWAN

When it comes to making predictions, my crystal ball is about as clear as a glass of mud. I was the guy who said in 1993 that *Magic: The Gathering* would never get off the ground. But you can't keep a good seer down, so I'm prepared to try again. Based on confidential sources and semi-educated guesses, here's what I think the future holds for gamers.

## This Black Lotus Really Stinks

As the card game market continues to swell, publishers will turn to elaborate packaging and exotic gimmicks to attract attention. Not just holograms and metal foil: expect jigsaw-puzzle cards that can be assembled to form huge maps, and deluxe cards made of plastic. Booster packs will include both cards and adhesive stamps; attaching, say, a red stamp to a dragon card will allow it to breathe fire, and a black stamp will enable it to attack twice in the same turn.

Card games with complicated rules will come bundled with computer software. While players plan their strategies, the computer will do the bookkeeping, including combat resolution and damage assessment. Roleplaying publishers are

already experimenting with this: witness the character-creation diskette included with the new *Champions Deluxe* superhero game.

You can also look forward to—don't laugh—scratch-'n'-sniff game cards.

## Drop That Alpha Set or I'll Shoot

As I write this, the Washington state legislature is debating a law that will prohibit minors from consuming music considered "harmful" and without "serious literary, artistic, political, or scientific value."

If you think this bodes well for collectible card games, you're living in a parallel universe. In spring 1994, Canada was pondering a law that would make a federal crime of selling trading cards with images or descriptions of real-life criminals. The law would also apply to games "in which the players play the part of

murderers and pretend to engage in violent criminal activity." Guess you'd better get that Car Bomb card out of your *Illuminati* deck.

Though I haven't heard of anti-card legislation pending anywhere in the U.S., that could change overnight. With an election year around the corner, opportunistic politicians will want scapegoats on which to blame society's ills.

In 1979, a Michigan State University student vanished, allegedly a victim of a *Dungeons & Dragons* game staged in a network of subterranean steam tunnels. The rumors were false; the kid showed up a few weeks later, his disappearance unrelated to *D&D*. But that didn't stop the media from demonizing roleplaying games, a reputation that still lingers.

Don't be surprised to hear news stories linking collectible card games to anti-social behavior; all it will take is the arrest of a shoplifter with a deck of *Magic* cards in his pocket.

## How Much for Just the Box?

A few years ago, I decided to auction my surplus roleplaying games at Milwaukee's Gen Con, the largest game convention on the planet. How could I miss? Hundreds of bidders pack themselves into a room, supposedly snagging bargains, but invariably bidding the price of junk up to astronomical sums. Roleplaying games had never gone for much before, but I figured their time had come.

How'd I do? I got two dollars for a *D&D* adventure called *Curse of Xanathon*, a buck and a half for the *Skull & Crossbones* rule book, and nothing for *Boot Hill*. (I ended up trading it to a kid for a bag of dice.)

Despite this, I'm convinced the market for vintage roleplaying gear is ready to explode. Collectors seem to be awakening to the aesthetic pleasures of classic games and the untapped investment potential of hard-to-get products.

What looks to be hot? Mint-condition supplements from the 1970s. First editions of popular titles. Shrink-wrapped box sets packed with maps and miniatures. Specifically, the *Advanced Dungeons & Dragons Deities & Demigods* with the Cthulhu Mythos creatures, the *Arch-Magic* box from Mayfair Games, and old *Judges' Guild* modules like *City State of the Invincible Warlord*.

If you have quality copies of any of these stashed under your bed, hang on to them. Better yet, send 'em to me.

Former newspaper publisher, rock musician, and medical student Rick Swan has designed and edited nearly 50 game products.



## SCRATCH-N-SNIFF?

- Whoa! I think I'm gonna hurl. Scratch-N-Sniff it!
- Are you nuts?

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For Origins '95 registration information please contact Andon Unlimited at 1-800-529-EXPO (3976). If you're in Ohio, the number is (216) 673-2117.

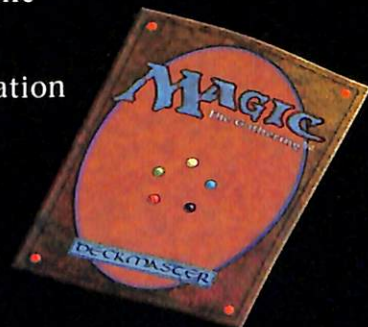
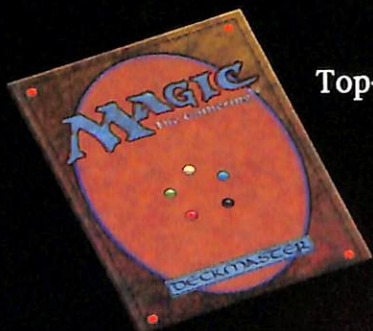
For general information about the U.S. National Championships, contact the Duelists' Convocation at Wizards of the Coast, (206) 226-6500, Monday through Friday, 9 AM to 6 PM Pacific Time.

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