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No.4 AUGUST 1995

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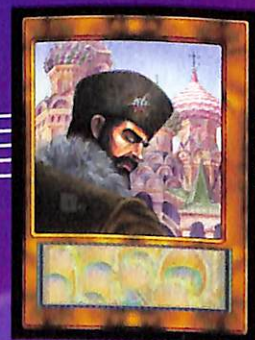


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* This is the standard edition of Shadowfist.

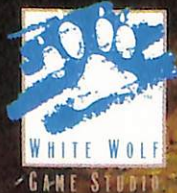
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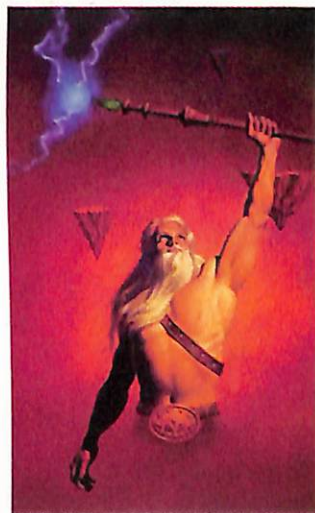
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Look! It's NEW!

ICE AGE



Apparently that ozone problem was worse than we thought, because a new *Ice Age* has arrived. Check out our *Ice Age* Top Ten on **page 24** and a complete listing on **page 86**.



Does God consider smiting you for playing fantasy games? See **page 30** for the answer.



Cover Artist

Robb Ruppel, the talented TSR painter whose incredibly beautiful art adorns much of the *AD&D* Planescape and Ravenloft settings, depicts this month's angel vs. fallen angel cover. Look for more of Robb and his art on **page 36**.

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Taxi-Tested Tough

I'm Robin James Ramos, the design director for *InQuest* magazine. It's my job to create a magazine you guys like to read or look at. I prefer look at.

Last February, a cadre of publishing types sat down around a table and spoke of the next big publication to be produced within the friendly confines of 151 Wells Ave. Listening to the fanfare and enthusiasm being bandied about, I sat, amused, and thought to myself, "What the heck is *Magic*? These guys are drooling over this silly card game like junkyard dogs over filet mignon!" You've got to see the editors' eyes sparkle as they tell their tales of victory. Moxie this, spell that—and the real kicker, Enchant Enchantment! Ooof! How about a good game of hoops, or some softball? C'mon guys, get real!

That was before I spoke to my nephews, ages 10 and 11. When I first mentioned *Magic: The Gathering* to them, they didn't seem to know much about it, or about the many other games we cover here in *InQuest*. But a short time afterward, they knew all too much. And now you'd be surprised what willing helpers David and Ivan can be with a pack of *Magic* cards as the bounty.

Still, as we started to work on our initial issue, I couldn't help but wonder if we were just coasting in the wake of a big phenomenon. Sometimes, during the many long days we spent here building the perfect beast, we banged our thumbs and stubbed our toes. But our efforts paid off: *InQuest* is taxi-tested tough.

I think our energy translates well into the product you see. As each month passes, you should be comforted by the fact that we're slaving away to produce the magazine equivalent of a seven-layer chocolate cake—one that gets better with every bite you take.

In closing, I want to say thanks for writing in and sharing your feelings about our magazine. It's great to hear your praise and equally important to hear your criticism. It's our goal to constantly evolve and improve upon a product that you the consumer will want to read—and look at.

Thanks,

Robin James Ramos
Design Director



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As if we didn't have enough cool stuff to kick around the studio, *as muy 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 USA.

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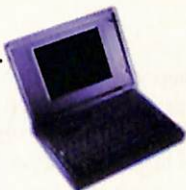


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INQUISITION

We're fat and stupid

Two points stand out above the rest in all your letters.

First off, you want a thicker mag. For those of you keeping score at home, you'll notice that issue #3 was eight pages bigger than #2, and this issue is eight pages bigger than #3. And we ain't finished yet.

Secondly, we're never to use the words **Blood of the Martyr** and **COP: White** in the same sentence again (except for this one last time). Y'see, in issue #2, we said you could save your creatures by redirecting damage from, say, an Earthquake to yourself. But since **Blood of the Martyr** isn't the source of the damage, you need a **COP** of the appropriate color—in Earthquake's case, red—to spare yourself injury! Sorry for the mix-up.

Anyway, on to the letters...

Under the Microscope

I wasn't impressed with your debut issue. It seemed like a good intro to collectible card games for novices, but that was it.

Your #1 issue was a vast improvement. The humor is good, but don't let it consume too much space. For example: the article "Ultimate Chaos" was funny, but don't take up that much space every issue for humor. Things like the V-8 can in the table of contents were really good and didn't take up a lot of space. Please don't overdo potty humor and the language stuff.... It isn't really necessary for good communication. Be a little more creative in finding ways to say the scatological....

Southeast Asia has a saying: "Give a man a fish and you've fed him one meal. Teach a man to fish and you've fed him for a lifetime." Teach us how to build decks, how to get started, first steps, themes to use (not the whole deck), combos, what works and what doesn't, things to look for, and things to defend against.

Try not to feed too many decks to people (no more than one per issue)....

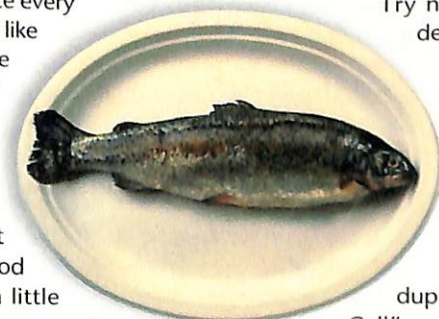
Articles on people like Wänerstrand could be very interesting. Usually we only hear about Dr. Garfield.

You don't have to duplicate *Wizard's* "Casting Call"—wasted space to me....

The article on *Magic* comics was good,



"Man, those jalapenos are hot!"



though. Try to keep your attention focused on CCGs and things directly related to them.

Your price guide was one of the best features, but try not to let it take up too much space.... Sometimes I feel ripped off by *Wizard* because there are all those pages in the back with no articles to read.

Describing what each *Magic* card does is magical! It allows me to do some deck-building work on paper without thumbing through my cards. Please continue this, and add *Ice Age* when you have the info. Power ratings and artist listings are helpful.

I would also like to see a good review section that would contain capsule reviews of all things related to collectible card games... No one is really doing this now. I think it would be a stand-out addition. Traditionally, game mags have done this, and I've found it very helpful and interesting.

Well, thanks for reading; I hope some of this will be useful. I will be looking forward to seeing the magazine grow and mature.

Magically yours,

Charles Hadden
Havertown, PA

Growing, yes. Maturing, no.

Good comments and critiques. Your dead-on about needing a generic "Here's how to build a deck" piece. We've got one on tap. Keep an eye out for a game review next issue, and drop us a line tellin' us what you thought of this issue's Ice Age price guide.

Dairy Products

In the Thorndike Barnhart Advanced Dictionary, the definition for the word cheap is "easily obtained... of little value; not worth respect; common; cheap entertainment."

My definition of cheap is playing burn decks: four Fireballs, four Disintegrations, four Infernos, four Lightning Bolts, four Mana Flares, four Chain Lightnings, four Pyrotechnics, four Goblin Grenades, and all the Goblins ever made. I think it would be nice if this deck was made to destroy creatures, but most people have no creative skills and end up making common burn decks.

My brother plays this same burn deck. I play white and blue, and do anything to counter his burn deck. Counterspells, Blue Elemental Blasts, Red Wards, COP: Reds, even Tivadar's Crusade. He claims that I am cheap for throwing those in my deck.

Now would you say I was the cheap one, or my brother?

Jerry DiBona
Philadelphia, PA

Jerry, your brother is a cheesehead. What's worse, he's but one cheesehead in a vast herd of cheeseheads, wandering the plains of Magic, grazing on ill-earned victories and wallowing in their lack of creativity. The best thing you can do is put him out of your misery by pulling a white/blue deck off the wall

over the fireplace, and loading her up with Reverberations, COP: Reds, Reverse Damages, Eye for an Eye, Tivadar's Crusade (wow, I can't believe I just told somebody to put Tivadar's Crusade into their deck), Conversions, Red Wards, Dark Spheres, and counters up the wazoo.

Publish Me!

If I were able to write a new collectible trading card game, how would I go about getting it published?

Joshua Goldwasser
Cyberspace

Why, you could check out the feature on how to break into game design in the next issue of InQuest. (Wow, shameless self-promotion at its finest!)

Computer Connection

You should go on-line with live talkers.

Magic Man
Cyberspace

We're working on a Wizard and InQuest forum for America Online. (Man, how many more of these plugs can we fit in here?) As soon as we have any info, you (and whoever else reads this letters column) will be, like, the 87th person to know.

Q & A

I have a couple of questions:

1) I play a red/green deck. My friend has an all-white deck. Is there anything I can do about Wrath of God, Eye for an Eye, Swords to Plowshares, or those stupid Serra Angels? I never have anything out long enough to win.

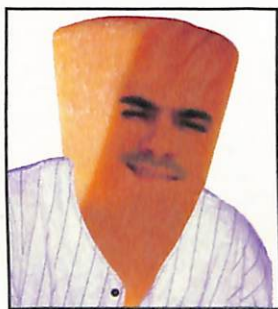
2) Can Tranquility beat COP: Green or Green Ward?

3) If I cast Regeneration on something and it dies, does it keep the Regeneration when it comes back?

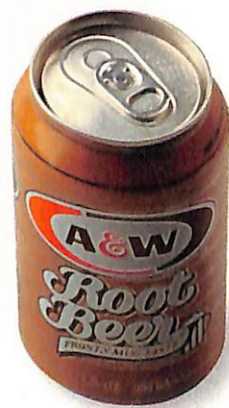
4) If a creature has Green Ward can it be blocked by a green creature? (I know there is no damage done by the green creature.) Can a wall block it?

5) Which is better, Hires or A&W? I think it's A&W.

"Big Al"
Fairfax, VA



■ "Hola! Me llamo
Hermano de Jerry. Mi
cabeza es una plancha
enorme de queso."



1) Hmm... try Flashfires, Fork, Mountain Yetis, and Quarum Trench Gnomes (who?) in red. Green really isn't anit-white, but you can try some all-purpose cards like Tranquility and Desert Twister. Not to mention all the new Ice Age cards.

2) Sure. Tranquility (boy, that card's good, huh?) doesn't target the Green Ward specifically, so it destroys it along with all other enchantments, including the COP: Green.

3) Yes, if you use Regeneration before the creature hits the graveyard and if nothing destroys Regeneration. If your opponent triggered a Nevinyrral's Disk, Regeneration would save the creature it enchants, but would then head off to the graveyard itself. You can't regenerate a buried creature, or one that has been removed from the game.

4) If a creature has a Green Ward on it, it takes no damage from green creatures, it cannot be blocked by green creatures, and it cannot be targeted by green creatures or green spells.

5) A&W. After all, it's got that frosty mug taste.

Alpha bits

We went through our Alpha cards and came across a Circle of Protection: Black. In your price list, it says that this card didn't arrive until the Beta edition. However, our card has a black border and you state that this indicates an Alpha card. Did you misprint this information or did we get ripped off?

New fans,

Mr. & Mrs. S. Ferland
Saskatchewan, Canada

Rumor has it that Wizards of the Coast forgot to put the Circle of Protection: Black in the Alpha edition, so they remedied the situation and stuck it in the Beta edition (same thing with Volcanic Islands). As for the black border problem, both the Alpha and Beta sets have black borders. I know...confusing. In order to tell the difference between the two, you have to check the corners: Alphas have more rounded corners than Betas.

And that...is that. So until next month, keep your mana ready and your Atogs frisky. I'm outta here.



Send yer letters to InQuestMag@aol.com or:

INQUISITION
151 Wells Ave.
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INQUISITION

Stumpers

Q: If I cast a Blood Moon, would it turn snow-covered lands into mountains?
—B. Todd, New York, NY

A: No. Snow-covered lands, according to the Ice Age rule book, are basic lands.

Q: I have a Goblin Sappers and a Blinking Spirit out. I spend four red mana, send the Blinking Spirit in unblocked, and do two points of damage. Can I then "unsummon" it back to my hand with its special ability to keep it from dying at the end of combat?

—D. Prince, Cornwall, NY

A: No. Once damage is assigned, the only legal fast effects are damage prevention, redirection, and reduction and creature regeneration and effects triggered by creatures going to the graveyard (like the Sengir Vampire getting a counter and using a Soul Net).

Q: My Illusionary Forces is currently at a cumulative upkeep of two blue mana. My opponent casts Icy Prison to remove it from the game. Several turns later, Icy Prison is destroyed and my Forces return. Do they now have a cumulative upkeep of three, or is the cumulative upkeep reset?

—R. Thompson, Hollywood, FL

A: Cards that leave play lose all memory of their previous existence. Therefore the cumulative upkeep is cleared.

Q: My Magus of the Unseen untaps my opponent's Icy Manipulator and attempts to steal it. Can my opponent use the Icy at that moment to prevent me from using it?

—P. Carter, Los Angeles, CA

A: According to the new targeting rules, the only real requirement for the target of the Magus is that it be an artifact, so you would get the artifact no matter what. Because the Magus specifically says that it untaps the target artifact, you will always get control of it untapped.

Q: Now that there's a new Dark Ritual, can I put eight of them in my deck?

—S. Santarpia, Phoenix, AZ

A: Nope, because the name of the card is the same. You can't put eight Icatian Scouts in your deck just because they have different art.

Q: I attack with two flying creatures, and my opponent blocks each one with a flying creature. I tap General Jarkeld to switch the defending creatures, but my opponent responds by casting Vertigo on one of his own creatures. Would this create an illegal blocking situation and negate the General's ability?

—D. Sanderson, Hartford, CT

A: Yes.

Special thanks to Rich Redman and Tom Wylie 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 or write to:

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■ "Hey! Who stole my virgin? How can we have a sacrifice with no virgin?"

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MORE CARDS?

IF IT'S NEWS,
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HOW WILL PLAYERS KEEP UP WITH NEW GAMES

When *Magic: The Gathering* first hit the stores, it was the only collectible card game of its kind. But that distinction didn't last long. As soon as other companies saw *Magic's* incredible sales, they leapt into the card game market as well.

And now the banks of the collectible card game river are overflowing. This August, over 30 new games will compete with one another. Most people feel that there are too many for all of them to succeed.

"I don't understand why companies put games out so quickly. If they want to do well with the players, they should take the time to make the game one that we will want to play," says player Pete Russo of Monroe, N.Y.

"It's getting out of control," remarks Anthony Carlini of Monroe. "I was into *Magic* when it first hit, but even that got out of control with all the expansions. There's no way I could even keep up with all the other games."

Promoting a game before it hits the market can encourage people to pick it up, but no amount of hype will help if the players hate it. Word of mouth carries much more weight among players than promotions or advertisements. "We try to show a little bit of preview material for the games," says James Rogers, manager of Diamond Collectibles in Astoria, N.Y. "But players tend to stay with [the games] they know."

And not only players. According to David Talasek, manager of the Dugout in Ellicott City, M.D., the flood of cards won't be affecting retailers all that much. "I don't think it will [affect the card market] at all because most retailers will not carry the new card games."

Like players, retailers believe that only a handful of new games will survive the current market barrage. Fleer's *Marvel OverPower*, WildStorm Productions' *WildStorms*, and Caliber Game Systems' *Spawn* set for *Power Cardz* top the list, and these may last only because they use popular comic characters.

"I'll only be carrying *Magic*, *Star Trek*, and *Star Wars*," says Neil Wetzler of Web Head Enterprises in Wakefield, Mass. "We can do one or two of them well, or do all of them half-assed."

Wetzler suspects that the flood of cards will be bad for gamers and collectors. "It will drive a lot of people away, just like the flood of comics and sports cards did to those markets."



PRODUCT NEWS

**THE BANKS OF THE COLLECTIBLE
CARD GAME RIVER ARE OVER-
FLOWING. THIS AUGUST, OVER
30 NEW GAMES
WILL COMPETE WITH ONE
ANOTHER.**

HYBORIAN GATES

THE GATES OF HYBORIA

**CARDZ IS
CELEBRAT-
ING THE
LAUNCH OF
ITS HYBO-
RIAN GATES
CARD GAME
WITH A
1,000-PRIZE
CONTEST.**

Consumers who fill out the registration forms found in double decks and booster packs can collect *Hyborian Gates* Trooper Kits from their local retailer. The kits include an exclusive *Hyborian Gates* card, a *Hyborian Gates* bumper sticker, a temporary tattoo, a static cling window sticker, a lapel pin, a plastic shirt badge with three campaign ribbons, and the premier issue of *Hyborian Gates Times Newsletter*.

The *Hyborian Gates Times Newsletter* is filled with hints on deck building, listings of *Hyborian Gates* conventions and gaming events, and information on how players can earn campaign ribbons. The newsletter contains subscription forms for six

newsletters, one for each race in the game. Each time a player subscribes to one of these "dimensional" newsletters, he or she will receive a unique card.

Retailers can win even more valuable prizes. Each registration form they return counts as an entry in a contest with 1,000 prizes, including autographed Boris Vallejo books; uncut *Hyborian Gates* card press sheets; limited edition, signed, numbered Vallejo and Julie Bell fine art prints; complete boxed sets of *Hyborian Gates* Limited Edition cards; and Vallejo and Bell in-store appearances for autograph signings and tournaments.

The grand prize will be a 10-day, guided-tour vacation to an Earthly equivalent of the six dimensions in the game. Asgard's equivalent is Scandinavia; Atlantis', a Bahamian cruise; Gaea's, Ireland; Osiris', Egypt; and Hyboria's, Greece.

The drawings for the contest will begin at Gen Con in August and continue through January 1996, when the grand prize will be drawn.

Doomtroopers on the March

A slew of *Mutant Chronicles* products are on the way, spearheaded by video games that are scheduled to be out this summer for Sega Genesis and Super Nintendo.

Published by Playmates Interactive Entertainment, the video game will feature Mitch Hunter and Max Steiner, whose job is to hunt down the Nepharite Overlord Alakhai. To do this, they must fight their way through the jungles of Venus, the deserts of Mars, and the caves of Mercury. The final battle takes place in Alakhai's Citadel.

In October, Heartbreaker Hobbies & Games is releasing a guidebook, *Doomtrooper Player's Companion*, to its collectible card game. The book will feature illustrations by *Doomtrooper* artists, hints for players, and a guide to the *Mutant Chronicles* universe. The book will also have 48 full-color pictures.

The following month, three related products are set to roll. *Mortificator*, Heartbreaker Hobbies & Games' third expansion set for its *Doomtrooper* game, will feature 122 new cards exploring new dimensions of the *Doomtrooper*

universe. The set focuses on the Mortificators, a group of clandestine Brotherhood assassins.

Playmates Interactive Entertainment's CD-ROM game arms you with impressive weapons like a Gehenna Puker, Mortis Sword, and AC-40 Justifier with Disemboweler Chainsaw Bayonet. Your mission is to protect humanity by stalking various alleys of Venus and the Citadel of the Nepharite Warlock Goglotha.

The four-issue comic adaptation, *Mutant Chronicles: Golgatha's Citadel*, will be released by

a publisher to be determined. The writer is Bill King, and the first two covers will be provided by Simon Bisley.

Both the CD-ROM and the comic will be based on the *Mortificator* expansion.

Pressman Film Corp. is also working on a *Doomtrooper* movie ("Mutants & Movies," News & Notes, *InQuest* #2).



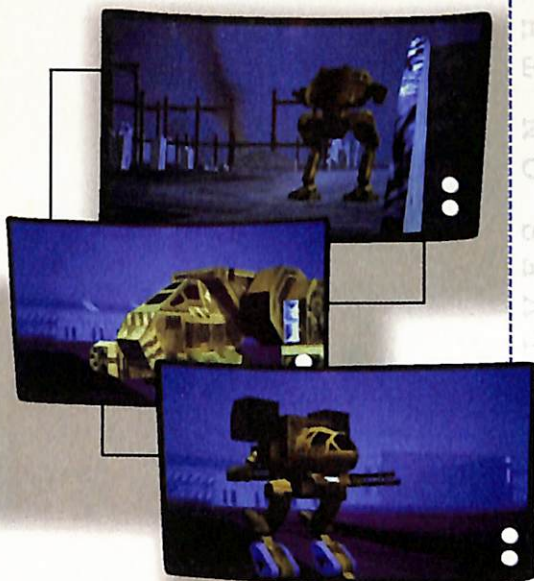
"Hey, anybody see my disembowler chainsaw bayonet?"

Virtual World Championships

The battles raged on for days, and many good people were eliminated—but not one drop of blood was spilled.

That was part of the joy of last June's Virtual World

Championships. Competitors got a chance to pilot giant robots and fast-moving Martian vehicles in *BattleTech* and *Red Planet*. These virtual reality video games are manufactured and operated by Virtual World, a FASA spinoff, at several entertainment centers across the globe.



Enter the cutting-edge world of virtual reality at your local FASA Virtual World center.

The championships took place in Las Vegas, Nev., where "there were literally hundreds of people trying to qualify for both individual and team championships for both *BattleTech* and *Red Planet*," said Dave Dillison, manager of communications for Virtual World.

Dan "Deadeye" Hornung, 21, of Walnut Creek, Calif., took home the title of U.S. grand master for *BattleTech*, the robot combat game based on FASA's product of the same name. David "Commissioner" Icke, 30, of San Diego claimed the U.S. title for *Red Planet*, a deadly race on Mars.

The international grand master for *BattleTech* is Ted "Hunter" La Salvia of San Diego, while the grand master for *Red Planet* is Toshihiro "Ranthard" Sakamoto of Japan.

The *BattleTech* international team championships were determined by a best-of-seven series of "no return" missions. Whichever team, or remnant of a team, was left standing at the end was the winner. A Japanese group, Knight Fork, consisting of



Have a good ol' time at the **BattleTech** Yokohama ranch.

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...



NAME: **Chrysalis:
Borne of the Supernature**

COMPANY: Comico Gaming

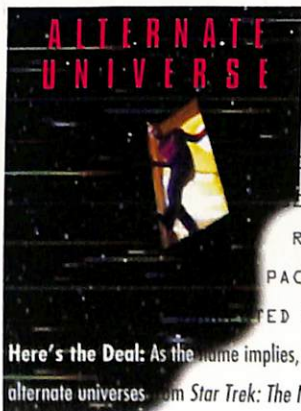
SET SIZE: 300 cards

RELEASE: July 1995

PACKAGING: 54-card starter decks; 12-card booster packs

SUGGESTED RETAIL: \$7.95 per starter; \$1.95 per booster

Here's the Deal: Combining elements of fantasy, science fiction, and superheroes, *Chrysalis* allows gamers to play any character he or she can invent. Magical characters can battle those who prefer high-tech armor, mutants can mosh with sorcerers, and psionics can parry warriors wielding hand-held weapons. Comico's *Oblivion* #2 and *Elementals* #1 comics will contain a rare *Chrysalis* card.



NAME: **Alternate Universe**

COMPANY: Decipher

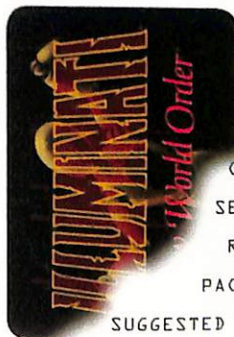
SET SIZE: 121 cards

RELEASE: August 1995

PACKAGING: 15-card booster packs

SUGGESTED RETAIL: \$3 per booster

Here's the Deal: As the name implies, *Alternate Universe* deals with people and happenings of alternate universes from *Star Trek: The Next Generation*. The set will include more mission, event, and dilemma cards, and a special card, Doorway to the Alternate Universe, that acts as a gateway from one universe to another.



NAME: **Assassins**

COMPANY: Steve Jackson Games

SET SIZE: 100 cards

RELEASE: August 1995

PACKAGING: Eight-card booster packs

SUGGESTED RETAIL: \$1.40 per booster

Here's the Deal: "Hey bud! Wanna know a secret? When Steve Jackson Games released *Illuminati: New World Order*, they left out parts of the original game. Now they're releasing the first *INWO* expansion set, which includes the Society of Assassins Illuminatus card and a bunch of new plots, groups, and resources. If you ask me, it sounds like a big conspiracy to get you to buy more cards."

On the Shelves continued on page 18...

Would you dare to get in
one of the pods and face...

a new reality

Masahiro "Arsh" Kurata, Yasunari "G-Halt" Akiyama, Hirokazu "Seacucumber" Ozaki, and Masahiro "Death Gate" Fujita, earned the title with a 4-1 mission record.

The international team champions for *Red Planet* hailed from Chicago. Team Godzilla, consisting of Erik "Basehead" Hill, Sam "That Guy Bob" Watkins, Brian "Shadowfax" Sorge, and Jeff "Doc Holliday" Schurwon, swept the championship series with four victories.

In *Red Planet* team play, the goal is to accumulate speed and bonus points by having one "runner" dodging back and forth into enemy territory. The enemy team has crushers who are trying to destroy this runner, while friendly blockers do their best to protect him.

If you want a crack at the title, just take a trip to any Virtual World site and sign up. You must be 18 to enter.



Magic Month

July looks to be a month of *Magic*, as three new *Magic: The Gathering* comics will debut. Two of the titles, *Magic: The Gathering—Wayfarer* and *Antiquities War on the World of Magic: The Gathering*, will be mini-series. The third, *Magic: The Gathering Special—Nightmare*, will be a one-issue story.

Wayfarer, a five-issue monthly series, will be written by Jeff Gómez and penciled by Val Mayerik, the team behind the first *Magic: The Gathering* comic, *The Shadow Mage*. *Wayfarer* continues the story of Jared Carthalion, the hero of *The Shadow Mage*, and also introduces a new character, Kristina, who will be featured in a planned atlas of the *Magic* multiverse. Michael William Kaluta's five *Wayfarer* covers will make a single image when set side by side.

The four-issue *Antiquities War* series will depict the most devastating war in the history of Dominaria—the Mishra-Urza War. In it, two brothers fight for the possession of artifacts with which they hope to rule the world. *Antiquities War* will be written by Jerry Prosser and penciled by Paul Smith (*The Golden Age*) and Phil Hester (*Uncanny X-Men*). The covers will be painted by *Enemy Ace* artist George Pratt.

In *Nightmare*, an enchantment is destroying the swamps of Dominaria. This issue will be written by Hilary Bader, who has scripted for the *Star Trek: The Next Generation* and *Star Trek: Voyager* TV series. Anthony Castrillo will provide the pencils, *Magic* artist Melissa Benson the cover.



A burning horse
and a chicken with
no body. Where's a
good animal rights
activist when you
need one?



Miami 5:47 p.m.

Mark draws power from
his mana pool and
summons a Mesa Pegasus.



New York City 5:48 p.m.

Angela taps her mountains
for one red mana.
She casts Earthbind.



Mark's Pegasus
flies straight to
the graveyard.



MAGIC

The Gathering™

The computer strategy game that will
hold you spellbound. Now on CD-ROM.

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Wizards
OF THE COAST



High-Tech Adventures

R. Talsorian Games and Wizards of the Coast are combining to bring *Netrunner* to stores this September. Based on R. Talsorian's *Cyberpunk 2020* roleplaying game, this card game will be designed by *Magic: The Gathering* and *Vampire: The Eternal Struggle* creator Richard Garfield.

Star Trek: Deep Space Nine—Crossroads of Time, the first sidescrolling *Star Trek* video game, lets you assume the identity of four characters: Sisko, Nerys, Bashir, and Odo, each with unique talents and skills. A special, limited edition Commander Sisko action figure will be available only with the purchase of this video game, which is due out in July for Super Nintendo and Genesis.

Doom, the best-selling computer game of all time, is set to make its debut on the Super Nintendo Entertainment System this September. The game, which is being adapted by Nintendo itself, will feature the carnage-filled 3-D graphics of the original.

In the SSI AD&D adventure *Deathkeep*, an evil necromancer has escaped his icy prison and is wreaking havoc upon the surrounding lands. You're sent to a bleak, frozen wasteland to put an end to his terror. Fight your way through more than 25 dungeons, explore icy caverns, battle monsters, avoid insidious traps, and solve mind-boggling puzzles. The game will be available for 3DO and CD-ROM-equipped computers in late October.

This November, look for the Sony PlayStation and Sega Saturn home video game systems adaptations of the popular *Dungeons & Dragons Tower of Doom* arcade game. Capcom and TSR describe this "real time" adventure as an exact replica of the arcade version, allowing four people to participate simultaneously.

Tower of Doom:

Dungeons and

Dragons for the

Saturn and

Playstation. Kickin'

medieval tail with

big graphics and

sound!

Help Wanted!

Have you ever dreamed of having one of your paintings on the face of a *Magic* card? Wizards of the Coast is looking for artists for its collectible card games. Send a cover letter with your telephone number, a self-addressed, stamped envelope, and six to 10 finished, full-color art samples (no originals) to Wizards of the Coast, P.O. Box 707, Renton, WA 98057. Address your samples to Sandra Everingham if you're interested in *Magic* and *Vampire*, to Chris Rush if you're interested in *Netrunner*.

Edgerunners, Inc., an 80-page sourcebook retailing for \$10 due in August from R. Talsorian Games, is the *Cyberpunk*'s employment board. This sourcebook, due for release in August, will give players a look at many of the businesses in the *Cyberpunk* universe.

Maybe there's a paying outlet for your *Magic*-playing skills after all. At press time, software giant Microsoft Corp. was set to take on *Magic* manufacturer Wizards of the Coast in the first-ever Corporate Card Challenge. WotC plans to make this corporate challenge an annual event—and who knows? Next time, WotC or Microsoft might be looking for ringers!

WotC or Microsoft might be looking for ringers!

Dragons

U.S. Games' Dragon Tarot Deck is due out in November or December. Though the art for the deck will feature only dragons, it will be a traditional and perfectly usable tarot deck. Peter Pracownik, whose art was seen in *Wyvern*, will be the illustrator. The 78-card deck will retail for \$15.

TSR's first "kicker pack" for *Dragon Dice* will be rolling into stores in August. For \$5.95, players will get eight all-new dice, including monsters and their first look at human armies.

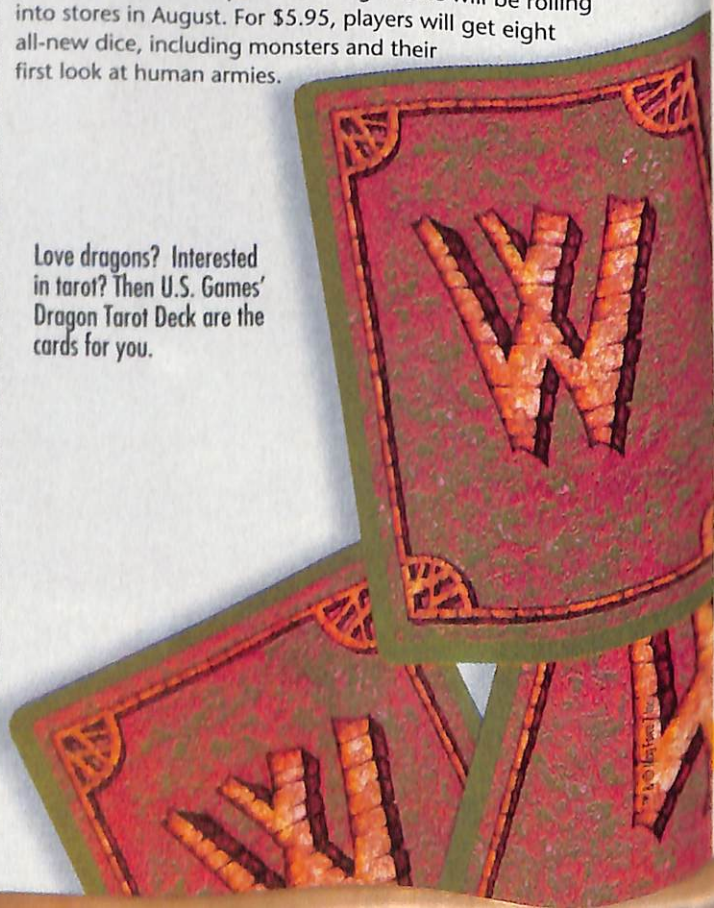
Love dragons? Interested in tarot? Then U.S. Games' Dragon Tarot Deck are the cards for you.

Doom

**Star Trek:
Deep Space
Nine**

Deathkeep

**Dungeons &
Dragons**





HYBORIAN GATES

COMING SUMMER '95!

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

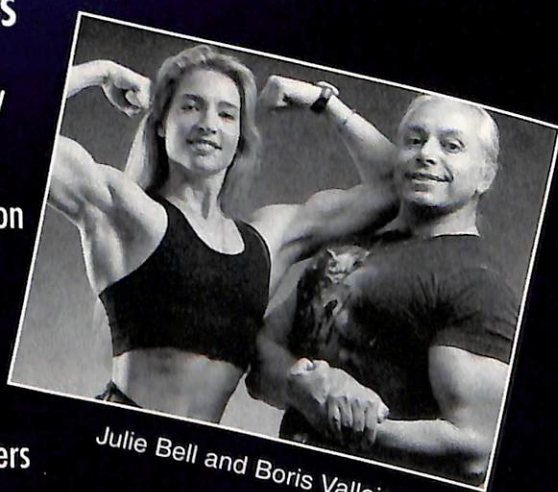
Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

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

**NAME: Battlelords**

COMPANY: New Millennium

SET SIZE: 320 Cards

RELEASE: August 1995

PACKAGING: 60-card "Command Decks";
15-card "Reinforcement Packs"SUGGESTED RETAIL: Suggested Retail: \$7.95 per Command
Deck; \$2.50 per Reinforcement Pack

Here's the Deal: This collectible card game brings the *Battlelords* RPG universe to your table. You play a mercenary commander struggling for fame and fortune in the 23rd Century. If you can complete vital missions, you can win the game. The 320 cards will feature art from well-known artists like Anson Maddocks, Quinton Hoover, Doug Shuler, and Randy Asplund-Faith.

**NAME: Guardians**

COMPANY: FPG

SET SIZE: 287 cards

RELEASE: August 1995

PACKAGING: 60-card starter decks;
14-card booster packs

SUGGESTED RETAIL: \$8.95 per starter; \$2.79 per booster

Here's the Deal: This first collectible card game from FPG puts players in a world where everything they have ever known is a lie. The players tap into the power of godlike beings called Guardians to control what people think, dream, and believe. The art for this game will be done by five of the top artists in the comic and fantasy industry today: Brom, Don Maitz, Mike Ploog, James Warhola, and game co-designer Keith Parkinson.

**NAME: Heresy: Kingdom Come**

COMPANY: Last Unicorn Games

SET SIZE: 374 cards

RELEASE: August 1995

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

SUGGESTED RETAIL: \$9.95 per starter; \$3.95 per booster

Here's the Deal: This first collectible card game from Last Unicorn Games is set among the ruins of a forsaken Earth in which angels, demons, and humans battle. *Heresy's* 374 oversized cards (think long *Sandman* cards) will sport art from James O'Barr, Brom, and Michael William Kaluta.

Angels and Demons

Heartbreaker Hobbies' RPG *Kult* will metamorphose into card form this October. In this collectible card game, you're either an Archon or an Angel of Death, manipulating dreams and passions to keep humanity trapped in the world of your making. Cards will be sold in 60-card starter decks and 15-card booster packs.

Caliber Game Systems plans on releasing *Daemonstorm* and *Realm of the Dead* in September. This new collectible card game will be based on Caliber's *Deadworld* comic. *The Realm* comic series takes place on the realm of godlike beings whose sole purpose is to gain entrance to the material plane. With characters like King Zombie, Silverhawk, and Outrigger, players travel the *Deadworld* from the between worlds.



Conspiracy Corner

Chessex recently released the *INWO* pack, which contains 15 action tokens, four pairs of pyramid links, and two dice. All come in a pouch emblazoned with the creepy *Illuminati* pyramid-with-an-eye. (Which is also found on the dollar bill, about eleven of which you'll need to buy the pack.) The stones, pyramids, and pouches come in varying colors.

Bold City Graphics is producing hats and T-shirts with Steve Jackson Games'

eye-in-the-pyramid logo. *Car Wars* and the *INWO* logos will also be featured on the apparel, which will be distributed through gaming stores.

In August, Steve Jackson Games will unleash *GURPS IOU*. For \$17.95, this 128-page crossgenre world book brings you to Illuminati University, a transdimensional campus filled with heroes and villains from every imaginable genre. Phil Foglio provides cover and interior art.

The first *Castle Falkenstein* novel, *From Prussia with Love*, is scheduled for a late summer release from R. Talsorian Games and Prima Publishing. Written by fantasy novelist John DeChancie, the story pits Tom Olam against Bismark and his latest attempt at world domination.

Shameless Hype

This year's Gen Con will be held in Milwaukee's MECCA Center Aug. 10-13. Over 1,200 game events are planned for this convention. For more information or a registration form, send your name and address to Gen Con Game Fair, 201 Sheridan Spring Rd., Lake Geneva, WI 53147 (and hurry!).

Speaking of conventions, not only will the *InQuest* staff be at Gen Con, we'll also be at DragonCon in Atlanta in July. Drop by, say hi, and tell us how to make *InQuest* even better.



NAME: Marvel OverPower
COMPANY: Fleer
SET SIZE: 388 cards
RELEASE: August 1995
PACKAGING: 64-card starter decks; nine-card booster packs
SUGGESTED RETAIL: \$5.95 per starter; \$1.49 per booster

Here's the Deal: *Marvel OverPower* will give players and fans alike the ability to play their favorite Marvel Comics characters, including Rogue, Sabertooth, and Spider-Man. (Plug: *Wizard* #50 will feature an exclusive *Marvel OverPower* card. Check it out!)



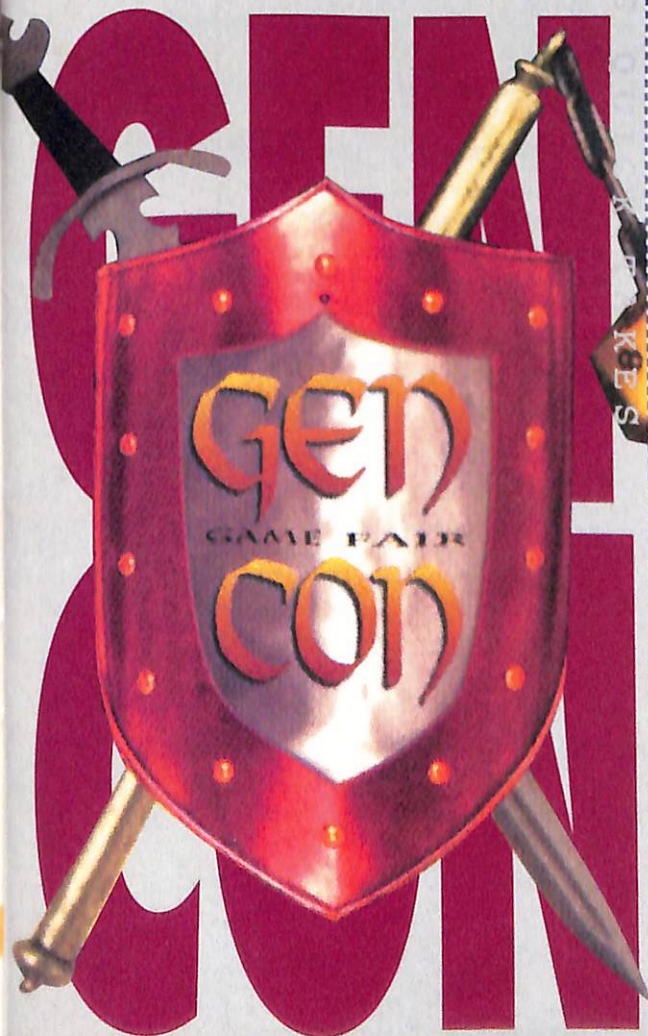
NAME: Spawn Powercardz
COMPANY: Caliber Game Systems
SET SIZE: 180 cards
RELEASE: August 1995
PACKAGING: 50-card starter decks; 15-card booster packs
SUGGESTED RETAIL: \$9.95 per starter; \$2.99 per booster

Here's the Deal: *Spawn*, one of the world's hottest comic characters, is leaping into the trading card market this August. *Spawn Powercardz* will be a self-contained game that's also perfectly playable with Caliber's original *Powercardz* set. The series will feature characters from the comic, including Violator, Angela, and the man (uh, demospawn) himself, Spawn. And in issue #5 of *InQuest* (uh oh, another plug), look for an exclusive *Spawn* card from the set!



NAME: WildStorms: The Expandable Super-Hero Card Game
COMPANY: WildStorm Productions
SET SIZE: Set Size: 315 cards
RELEASE: August 1995
PACKAGING: 60-card starter decks; 15-card boosters
SUGGESTED RETAIL: \$7.95 per starter; \$2.25 per booster

Here's the Deal: *WildCATs*, *Gen13*, *Team 7*, and more than 120 characters from the WildStorm universe will be included in this collectible card game designed by Jim Lee and Drew Bittner with Matt Forbeck. Some non-WildStorm characters will make guest appearances in the game, though WildStorm Productions isn't saying who. All illustrations will be provided by WildStorm artists.



A New Age Cometh!

**Ice Age warms Magic fans
in Toronto.**

By Michael Searle

Luckily *InQuest* sprung for a round-trip ticket.

BOARDING PASS		5
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Minus the forgotten tickets, the discount roller coaster posing as a state-of-the-art jet plane, and the sleepless in Toronto weekend, it was an awesome trip. Hey, how could it not be when we got a sneak peek at *Ice Age*, the hottest new *Magic: The Gathering* set since *Legends*?

Yes, *Ice Age* debuted in Toronto in early June, and may already be in your hands if you're one of the lucky ones with a cool gaming store (or a glacier) in your back yard. Three valued *InQuesters*—myself; Doug Goldstein, our production director and Card Stock columnist; and Gareb Shamus, our fearless leader, the president and publisher of Wizard Press—set out that fateful weekend with one goal, and one goal only: not to make fools of ourselves in the tournament.

Saturday, our first day, started with a confused cab ride around the city before a fortunate break—the cabbie's meter hitting 10 bucks—landed us in the general vicinity of the tournament. Since we still weren't sure we were in the right spot, we hunted around. Outside the Queen Elizabeth Centre, we came across a few hints: lines of rabid fans (usually a dead giveaway for a big event), people with large suitcases (hmmm), and a poster declaring that the original Batmobile and the original TV Batman, Adam West, were part of a huge comic extravaganza inside (bonus!).

Moving through the throng, we realized a crucial element of our plan was amiss: our press passes were inside, and we were outside. Little did we know that the secret entrance to the Batcave was designated by the garbage dumpsters around back. Eventually, of all people, a guy from *Scrye* (hey, that rhymes) showed us the out-of-the-way media entrance.

If we thought outside was bad, inside was an utter madhouse. Seven hundred raving lunatics, us included, were jammed into a single, snaking line for the registration table. It was like the wait for those one-stall bathrooms at an amusement park. Fortunately, Wizards of the Coast personnel were nice enough to give us the royal carpet treatment, escorting us through the bodies and barricades and up to the *Ice Age* tournament table, where we received neat li'l press badges.

And then we waited. And waited. It was loud and it was hot. Gareb and I passed the time talking to a chatty fellow named Blue. Two and a half hours later, the tournament started. It was well worth the wait.

Under armed police supervision (they weren't foolin' around), WotC started handing out the cards: a starter deck, a booster pack, and one of each land. Everyone was so excited, the cards might as well have been tickets to the premiere of the next *Star Wars* movie.

We couldn't open our cards right away (remember, they had guns!), so everyone checked out each other's lands, admiring the scenic pictures and wondering what exactly a "snow-covered land" was. It was probably the most attention land cards will ever receive.

We also admired the cool packaging—the beautiful blue and white pastels surrounding pictures of jesters, dinosaurs, female warriors, and dragons. Like I said, we had time to notice these things.

What would the world be without rules and regulations?

Wizards of the Coast presents the
WORLD PREMIERE
ICE AGE™
 SEALED-DECK TOURNAMENT
 CANADIAN COMIC AND CARD SPECTACULAR
 TORONTO, ONTARIO, CANADA
 Saturday and Sunday, June 3-4

WELCOME

Welcome to the world premiere of Magic: The Gathering—*Ice Age™*, Wizards of the Coast's new stand-alone trading card game. The *Ice Age* Sealed-Deck Tournament is the ultimate Magic gaming experience. Players get the opportunity to compete in a tournament environment with cards they have never seen. Adapt or die—this is definitely what *Ice Age* is all about.

Over one thousand players are expected to participate in the *Ice Age* Sealed-Deck Single Elimination tournament. Players eliminated from this event in the first and second rounds are invited to participate in the *Ice Age* Sealed-Deck Single Elimination tournament. Players eliminated from both tournaments will return on Sunday to participate in the *Ice Age* Sealed-Deck Single Elimination tournament.

THE CANADIAN NATIONAL **MAGIC** 0320
 The Gathering
TOURNAMENT
 June 2, 3, 4th 1995
 This Ticket Allows the Holder to the Appropriate Amount of Admittance to the Canadian Comic and Card Spectacular 95 in Accordance with the Wizards of the Coast and the Canadian National Magic Tournaments.
 CANADIAN NATIONALS ONLY
**3
2
1**
DAY PASS
 Event No. 6

CANADIAN COMIC & CARD SPECTACULAR 95
 JUNE 2-4, 1995
 Exhibition Place, Automotive Building, Toronto, Ontario, Canada
 Sponsored by
LEWIS
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3 DAY PASS
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 SHOW TIMES:
 FRIDAY 1:00 PM - 7:00 PM
 SATURDAY / SUNDAY 10:00 AM - 7:00 PM

"I've got two tickets to paradise!"

We were waiting for them to pass out the official rules. Of which there were three main ones.

First, snow-covered lands were basic lands, except they affected *Ice Age* cards both positively and negatively. If you have snow-covered land in play, you might be more susceptible to attacks from Rime Dryad, which has snow-covered forestwalk; but you could also gain the benefit of trampling for your Woolly Mammoths.

Second, there were lots of cards that let you draw an extra card during the next upkeep. If you cast one such spell on your turn, you get an extra card on your opponent's turn; if you cast it on their turn, you get two cards on your turn.

The third rule was a little more complicated: cumulative upkeep. This idea is fun, since it mostly applies to powerful critters; it's like having temporary creatures. It works like this: if you have a cumulative upkeep of one blue mana, then you must pay one blue on the first upkeep, two blue on the next, and three blue the upkeep thereafter. Eventually, you won't be able to pay for the cumulative upkeep, and the creature (or enchantment) goes bye-bye.

And then we were off. Wrappers flew everywhere. Players oohed and aahed as they thumbed through their packs. An excited tremor ran through the crowd as a chorus of "Icy, Icy, Icy" sprang up sporadically up and down the tables. The Icy Manipulator was back!

I lucked out with a triple land (Karplusan Forest) and the kick-ass Giant Trap Door Spider, while people around me ended up with Brainstorms and Jester's Caps. It was pretty exciting.

Time was ticking away. Beforehand, it seemed like 75 minutes would be an awful lot of time to build our decks, but after doing a few double takes over spells like Necropotence and Winter's Chill, I realized it really wasn't. For me, the assembly phase was a slow process. I read through each card carefully, making sure I understood each one

before going on to the next. I wanted to avoid stupid mistakes later on, so I studied the cards by sorting them into colors and rereading the ones I ended up keeping. Time passed in a snap.

Blue was my strong suit, so I went with my big guns—Sea Spirit and two Illusionary Forces—and complemented them with red creature elimination (two Incinerates) and green creature enhancements (two Giant Growths). I ended up with a 43-card deck, including 16 lands.

Finally, I sat down across from a young kid in one of his first

tournaments. Oh man, what a time to be initiated into *Magic* madness! He was playing a four-color deck (no red), with a bunch of whoppingly huge creatures (Scaled Wurm comes to mind).

The first play of my *Ice Age* career was Clairvoyance—I looked through my adversary's hand. Ironically enough, he had a Clairvoyance of his own, which he hit me with the following turn. So we both knew what the other had; it was now truly a game of strategy.

I worked quickly, attacking with my Sea Spirit, Orcish Conscripts, and Goblin Sappers. I ended up doing a colossal amount of damage to him, but he stayed alive for a long time with Illusions of Grandeur, a blue enchantment that when brought into play gives you 20 life for a cumulative upkeep cost. In essence, I had to do 40 points of damage to kill him.

The second game was less dramatic. We both drew little mana, but he drew less. I advanced to the second round.

There I met a Canadian guy with more tattoos than Axl Rose. Spider webs on each arm, lots of ugly creatures—he had a miniature Dominaria going on his skin. Nice guy, though.

That didn't stop him from walloping me in the first game. I almost ran out of cards, but my Canadian friend spared me that fate by nailing me with an 11/9 trampling Goblin Mutant. The second game, I fought back and won with a particularly resilient Dire Wolves.

The final game was a nail-biter. It was down to three life to three, and on my turn I attacked with everything—an Orcish Farmer, a Zuran Spellcaster, and Dire Wolves (gotta love those guys!)—finishing him off with a well-placed Giant Growth on the unblocked Spellcaster. Whew!



Hey, we're famous!



"Cards, we got cards. What's your pleasure? Ornithopters?"



Locked in battle of *Ice Age*, these two combatants never noticed their pants were missing.

But all good things must end. I put up a good fight in the third round, but eventually succumbed to the ultimate creature deck. Balduvian Barbarians, Sabretooth Tiger, two Gorilla Packs, Rock Hydra *Ice Age*-style, a bunch of goblins, plus an Icy Manipulator—you name it, he had it. Come to think of it, my opponent ran through me so fast that he probably ended up making sushi of the next guy on momentum alone.

Oh well—I ended up finishing somewhere in the top 150 out of 650. Doug went even further—to the fourth round, one short of the finals the next day. Not bad, but the true accomplishment was seeing all the cool new cards.

The following day, Sunday, was much more relaxed. Since there were a lot fewer people, the speed tournament started on time. In fact, I ended up having a lot more fun in the speed tournament. Why? Simple: I got to play a lot more matches.

In the speed tournament, you play a random opponent for three duels, mark how many ante cards you win or lose through those three duels, and then head back up to the scorer's tables to get a new partner. You also keep track of your overall ante score, so when you go to be paired off, you'll always play against an opponent with a similar score, whether you've won five or lost six cards.

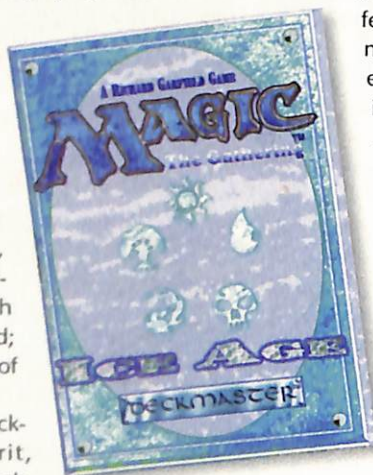
I'll admit I wasn't too speedy, deciding to play this second tournament leisurely. Still, I finished with a +7 score, just short of the +9 cutoff for advancing.

And what of my fearless comrades? Doug finished with a +8, just missing as well, while Gareb was on a flight back to the U.S. of A. (his mind was blown as soon as he found out *Magic* had five colors).

By this time, evening was near, and we took a quick tour around the convention before skedaddling. We'd missed Adam West, but there were plenty of comics, games, and cards floating around. I didn't want to leave without a memento, so I stopped by a framed-print vendor and picked up an Elic of Melniboné poster. (What a pain getting that back through customs was!)

It was quite the all-around trip. I won some cool ante cards and lost some too (Illusionary Wall—ouch!). We met lots of great fans and gamers, including Richard Garfield, and Wizards of the Coast were the consummate hosts. Even Kato Kaelin was there.

Ice Age, for so long a faint hope on the horizon, had arrived!





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Limited Edition
AUGUST 1995

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Freezer Burn

InQuest ranks the **10 most desirable Ice Age cards.**

W hew, give us some aspirin! You try coming up with a Top 10 *Ice Age* list and see if your cranium doesn't bleed. Starting with a Top 26 list, we narrowed it down to the best of the bunch, relying mostly on usefulness, versatility, desirability, and overall raw power. Since in our heart of hearts, we couldn't go with just 10 cards, we threw in two extras—an honorable mention and the most worthless *Ice Age* card on the face of the planet!

By the InQuest staff



1) JESTER'S CAP

Good Lord, this card's gonna be restricted faster than a new door in the Pentagon! With a casting cost of four mana, an activation of two and its sacrifice, Jester's Cap allows you to search through your opponent's library (!) and remove three of the cards from the game. We'll pause here to let that sink in.....

..... Crap your pants yet? Not only does it put a hurtin' on any deck it's used against, it's downright devastating against single-minded decks. Against white weenies, pull three Crusades. Discard deck, yank three Racks. Ouch.



2) ICY MANIPULATOR

You can just picture the scenario: kid goes into a store, picks up an Unlimited *Icy* with the money he's been saving, gets a couple of packs of *Ice Age*, goes outside, opens the packs, gets an *Ice Age icy*, and just stands there in gaped-mouth awe. Then a bus goes by and nails 'im. The *Icy*, last seen in Unlimited, is back. Four to cast, one and tap to shut down any land, creature, or artifact. The *Icy* kicks royal butt. (We like the older card, though. It just looks cooler.)



3) ANARCHY

Red, which remains one of the most-feared colors thanks to its direct-damage capabilities, had one big Achilles' heel: COP: Red. If you were playing an all-red deck and your opponent pulled a COP: Red, you were finished. No longer. Now, thanks to Anarchy, a red sorcery that's two red and two others to cast, you can destroy all white permanents in one shot. COPs, Crusades, Seras—they all wave bye-bye. For additional giggles, try Anarchy with a Sleight of Mind.



4) DEFLECTION

Oh boy, the things you can do with this spell. What's worse than a Force Spike on your tapped-out Summon spell? Having your Dark Banishing or Disenchant retargeted to one of your own permanents. Yup, Deflection not only protects your stuff, but gives you control over where that spell finally ends up. For one blue and three others, you can turn defense into offense. (Boy, do we wanna be there when some cheesehead lights up a Channel/Fireball.)



5) SERAPH

Sure, the Serralike Seraph has a colossal casting cost (whoa...one white and six others), but think of what you get: a 4/4 flyer who takes control of all creatures she kills! Your opponent will be hard-pressed to find blockers strong enough to stop her, and even then he might think better. Played with spells like Sacred Boon, Fylgja, or the Elvish Healer, your Seraph will either single-handedly smash your opponent into submission, or she'll be busy raising an army to do the job!



6) HECATOMB

Wow, somebody over at Wizards of the Coast had a lot of fun coming up with these *Ice Age* cards. With a casting cost of two black and one (and the sacrifice of four creatures...ow!), Hecatomb is monstrous, acting as a targetable Pestilence. "What?!" Yup, Hecatomb is pumpable with swamps, doing a point of damage to a target creature or player of your choice. And it being an Enchantment, it sticks around turn after turn, offering anything that doesn't tickle your fancy.



7) WINGS OF AESTHIR

An enchantment that gives creatures flying? Pretty good. One that gives a critter +1/+0? Ah, not bad. One that gives it first strike? Wow, that's neat. Now roll 'em all up into one enchantment, bake at 450° F for 20 minutes, season to taste, and bingo, you got a critter that even the all-mighty Shivan'll shy away from. And did we forget to mention casting cost? One white and one blue. Wowza.



8) JOKULHAUPS

Geez Louise, like red didn't have enough going for it. A sorcery with a casting cost of two red and four others, Jokulhaups is the *Ice Age* equivalent of Nevinyrral's Disk on steroids. When cast, Jokulhaups destroys...everything. Artifacts, creatures, even lands. The only things safe are enchantments—but without mana, you can't activate a COP: Red, and *Ice Age's* anti-red Justice enchantment withers without the upkeep. Mental note: keep some mana in your hand when you've got Jokulhaups floating around in your deck.



9) ELDER DRUID

Enervate and Infuse. One taps a creature, land, or artifact. The other untaps it. Both let you draw an additional card. Two *Ice Age* cards that are half-Twiddles. Two *Ice Age* cards that suck. Taking up the slack in Twiddle's absence (and the presence of its weak-ass replacements) is the mighty Elder Druid. For one green, three others, and tapping, the 2/2 Druid can tap or untap anything but an enchantment! A living Twiddle, by golly!



10) CONQUER

The only thing we have to say about red's land-stealing enchantment is that it's about freakin' time! Geez, we've been having loads of fun with Control Magics and Steal Artifacts, but we've had to content ourselves with just stripping any good lands our opponent's gotten (with an occasional Gauntlets of Chaos thrown in to keep things interesting). But no longer! Casting two red and three colorless, Conquer is an enchant land that swipes your opponent's terrain and puts it under your control. Nyah-ha.



BRAINSTORM

One of the best things we can say about *Ice Age* is that there are next to no crappy cards in it. It's a well-thought-out set that offers fans plenty of exciting cards, including the awesome Brainstorm (can you say Ancestral Recall?). One of many common cards in this set that are truly excellent. Big thumbs-up to WoTC!



ELKIN BOTTLE

The crappiest card in *Ice Age*. Sure, there were a few others in the running, but the Elkin Bottle takes the cake. It seems harmless: you tap three mana and the bottle to draw a card. But if you can't play that card by the next upkeep, it hits the graveyard. Ummm...what if you don't have enough mana to cast it? What if it works in conjunction with other cards (Deflection or Sleight of Mind)? What if it's a land and you already played one? The list of why it sucks goes on and on. Our advice? Stick this card in the binder you keep your Goblin Artisans in...and leave it there.

The InQuest staff, none of whom use toilets properly, are now penniless thanks to *Ice Age*.

Book Burner



round. You won't be complaining, but you'll have to worry about your opponent using those cards against you. Hence the Cursed Rack—throw that crazy thing out, and no matter how many handfuls of cards your enemies end up with, they'll have to drop down to four by the end of their turn.

You will, however, have to worry about taking damage, so you're chock full of heavy life-giving cards: Ivory Tower, Streams of Life powered by Fallen Empires counterbuilding lands for big doses of health, and Reverse Damages to fill up on life instead of losing it.

To complement the life givers, you've got some serious creature elimination going for you. By the fourth turn and thereafter, you should be able to Wrath of God, blasting away huge chunks of weenies or that one annoying monster.

Even better, this deck has a special little trick: the Heaven's Gate/Martyr's Cry combination. Wait until your opponent loads up on creatures in play, then sock 'im with a Heaven's Gate (turning all his creatures white) followed by Martyr's Cry (removing all white creatures from play—and more importantly, forcing your enemy to draw one extra card for each of the creatures going to the graveyard). A double whammy!

By Michael Searle

How'd you like to beat someone without ever doing a single point of damage to them?

Is it possible? Sure—and this deck'll do it for you. In fact, it's guaranteed to burn through the opposing library faster than a mob of raving, smoke-hungry lunatics hell-bent on censorship.

The deck's basic strength is its library stealers: the Millstone and Howling Mine. They're both cheap artifacts (two mana to get out), and they'll help deplete the other guy's library quickly.

For two mana, your Millstones will grind away at the other deck, forcing your opponent to discard two cards straight to the graveyard. Not only do you work toward the goal of library removal, but you get the pleasure of seeing horrified looks when Moxes and Shivans go shooting into the discard pile.

Howling Mine is a little more dangerous: everyone starts drawing extra cards every



The Rabid Librarian

SPELLS

Blue

- 1 Ancestral Recall
- 1 Braingeyser
- 1 Recall

Green

- 2 Night Soils
- 1 Regrowth
- 2 Streams of Life

Red

- 1 Fork
- 1 Wheel of Fortune

White

- 2 Disenchants
- 3 Heaven's Gates
- 3 Martyr's Cry
- 2 Reverse Damages
- 2 Swords to Plowshares
- 4 Wrath of God

ARTIFACTS

- 1 Cursed Rack
- 4 Howling Mines
- 1 Ivory Tower
- 4 Millstones
- 1 Nevinyrral's Disk

1 Sol Ring

- 2 Tormod's Crypts

LANDS

- 1 Icatian Store
- 6 Plains
- 2 Plateaus
- 1 Sand Silos
- 4 Savannahs
- 1 Taiga
- 2 Tropical Islands
- 4 Tundras
- 1 Volcanic Island

SIDEBOARD

- 1 Alabaster Potion
- 2 Blue Elemental Blasts
- 1 Circle of Protection: Black
- 1 Circle of Protection: Blue
- 1 Circle of Protection: Green
- 2 Circles of Protection: Red
- 1 Circle of Protection: White
- 2 Dark Spheres
- 2 Drafna's Restorations
- 1 Reverse Damage
- 1 Tranquility

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If all else fails, use Nevinyrral's Disk and aim for a clean sweep. My only advice: don't use the panic button with all your artifacts out.

The underrated Night Soil, which sits there all useless and innocent-looking at the beginning of the game, can also be a real workhorse for you once graveyards start growing. Think about it: since you have the power to send so many creatures to sayonara-land, the grave-eating Night Soil can serve a dual purpose: destroying your opponent's creatures once and for all (no more Resurrection crap) and building a modest army for you, which could be the only creatures on the board if you play your cards right. It's a rare game in which you can actually kill someone with damage, so I usually don't attack, letting the little Night Soil critters stick around as expendable blockers. (It's more fun that way.)

Finally, since you're piling so much stuff into graveyards—with the Howling Mines out, you may end up discarding yourself—you're wasting precious resources if you can't dip back into your spent cards. Try holding on to your Recall and Regrowth until you really need a card that's been knocked out of your hand or destroyed from play. Or until you want to reuse a card that you got a big kick out of the first time around, like Braingeyser, Ivory Tower, or Wrath of God.

Even more crucial, you must make sure your opponent never gets a chance to reshuffle his graveyard back into his library or you're finished. That's why you're equipped with the almighty Tor-mod's Crypt: to square off against the one artifact that can ruin all your plans—that nasty Feldon's Cane—or to head off the equally awful blue Timetwister spell.

In a tournament, your sideboard, as always, can help you big time. Swap in your life-giving spells if your opponent isn't playing many creatures. The Dark Spheres and COPs can certainly help shore up your defense once you know what colors your opponent is playing. Last but not least, you've got two Drafná's Restorations in reserve—especially handy in recreating your battleground if your opponent decides to put in a couple of artifact-creaming cards like Shatterstorm, Energy Flux, or Nevinyrral's Disk.

All in all, not bad for a deck that doesn't shed a single drop of blood. But don't expect to win against any 200-card decks...

FUN with Mutants

X-Men comics. X-Men cartoon show. X-Men spaghetti and freakin' meatballs with Beast-shaped pasta.

Yes sir, Marvel Comics' team of mutant superheroes are all the rage, and we wouldn't be doing our jobs if we didn't jump all over a fad.

It all started when someone cast Teleport in a game, and the guy next to me said, "Hey, like Nightcrawler! Neat!"

By golly, that was neat! But were there more X-Men lurking in my Magic binders? Suspecting I could fill yet another column with a goofy idea, I began my quest.

Right off the bat, I stumbled across the Juggernaut and Banshee. But could an all Juggernaut/Banshee/Teleport deck work? Hmm...probably not.

Creative license in hand, I scanned my cards for tie-ins to any X-Men or X-Men-related character. Bam, making a 60-card deck was easier than sticking a refrigerator magnet on Wolverine's forehead! (Well, before that whole deboning fiasco...)

CREATURES

Black

- 2 Banshees (Banshee)
- 2 Sorceress Queens (Selene)

Green

- 1 Wall of Ice (Iceman)
- 3 Wolverine Packs (Wolverine)

Red

- 3 Dragon Whelps (Lockheed)
- 2 Mountain Yeti (Sasquatch)
- 1 Sisters of the Flame (Scarlet Witch)

Blue

- 1 Island Fish Jasconius (Krakoa)

SPELLS

Black

- 1 Pestilence (Pestilence)

Green

- 1 Avoid Fate (Longshot)
- 1 Berserk (Wolverine)
- (20 lowest style points if you cast this on Wolverine Pack and win the game!)
- 2 Winter Blasts (Iceman again)

White

- 1 Shahrazad (One of several thousand alternate X-Men timelines)

Pat McCallum Mutant

Blue

- 1 Gaseous Form (Kitty Pryde)
- 1 Teleport (Nightcrawler)
- 2 Telekineses (Jean Grey)
- 2 Unstable Mutation (If people pointed at you and called you a mutant wherever you went, would you be stable?)

Red

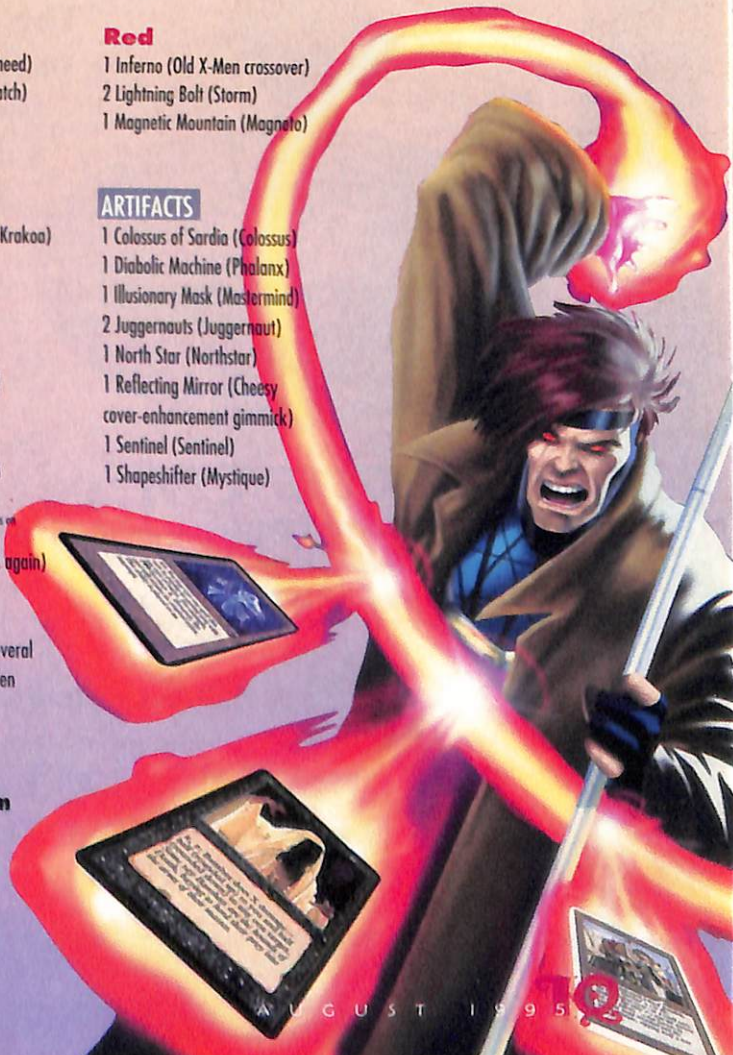
- 1 Inferno (Old X-Men crossover)
- 2 Lightning Bolt (Storm)
- 1 Magnetic Mountain (Magneto)

ARTIFACTS

- 1 Colossus of Sardia (Colossus)
- 1 Diabolic Machine (Phalanx)
- 1 Illusionary Mask (Mastermind)
- 2 Juggernauts (Juggernaut)
- 1 North Star (Northstar)
- 1 Reflecting Mirror (Cheesy cover-enhancement gimmick)
- 1 Sentinel (Sentinel)
- 1 Shapeshifter (Mystique)

LANDS

- 4 Badlands
- 3 Bayou
- 1 Strip Mine
- 4 Taiga
- 4 Tropical Island
- 3 Tundra
- 1 Underground Sea



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The Friendly Ghost

By Jeff Hannos

Peculiar and powerful uses for some of *Magic's* more versatile cards.

One of the least-appreciated cards from *Antiquities* has returned in the Fourth Edition.

The Colossus? Nah—everyone knows that Channel and Instill Energy're all you need to get him going. Ashnod's Battlegear? Not quite.

I'm talking about your friendly neighborhood ghost—the Xenic Poltergeist. For two black and one colorless mana (a Dark Ritual does the trick), you get a 1/1 creature with a deceptively nasty ability: tap the Poltergeist and a non-creature artifact of your choice becomes an artifact creature until your next upkeep, with power and toughness equal to its casting cost. Unlike with Titania's Song, however, the artifact retains its original abilities.

OK, I know what you're thinking: "Big deal. So if I happen to have an Aladdin's Lamp out, I can make a really big artifact creature. We went over this with Animate Artifact!" Well, you're right about that part, but the Poltergeist has a lot of other nasty uses that are often ignored.

One of the most potent features of the Xenic Poltergeist is that it can keep an artifact creature continuously. Once "possessed," the target artifact will remain a creature as long as you tap the Xenic Poltergeist during each of your upkeeps.

What's the big deal about that? Well, normally when you cast a creature enchantment on an animated artifact, the enchantment goes away when the artifact stops being a creature. With the Poltergeist's power, the artifact remains a creature, and the enchantments stick around. Throw an Instill Energy on your possessed artifact and you can use its abilities twice. With a Sol Ring, that's four mana a turn!

If you have a lot of spare mana floating around, you can power up Aladdin's Ring twice to do eight points of damage a turn! If you're playing white, throw a Spirit Link on the Ring. Now that eight mana means four damage to your opponent and four life for you!

Is that Black Vise bothering your adversary so much that she's ready to crush it just as soon as she pulls a Disenchant? Use the Poltergeist to possess the Vise, throw a Spectral Cloak on it, and watch your opponent curse herself for Swords to Plowsharing your Hypnotic Specter instead of your "useless" little shade.

Of course, that's not all the Poltergeist is good for. One of black's biggest problems is that it has a tough time dealing with artifacts. With the Poltergeist around, handling enemy relics becomes a snap. Is that Forcefield keeping your Carrion Ants from wreaking havoc? Try transforming the Forcefield with your Poltergeist and casting a three-point Drain Life. No more Forcefield to ruin the Ants' picnic, and you get three life.

Don't have a Drain Life in hand? Wait for your opponent to use that annoying artifact during his turn, turn it into a creature, and then employ a Nettling Imp or Norritt to reduce the helpless artifact creature to dust.

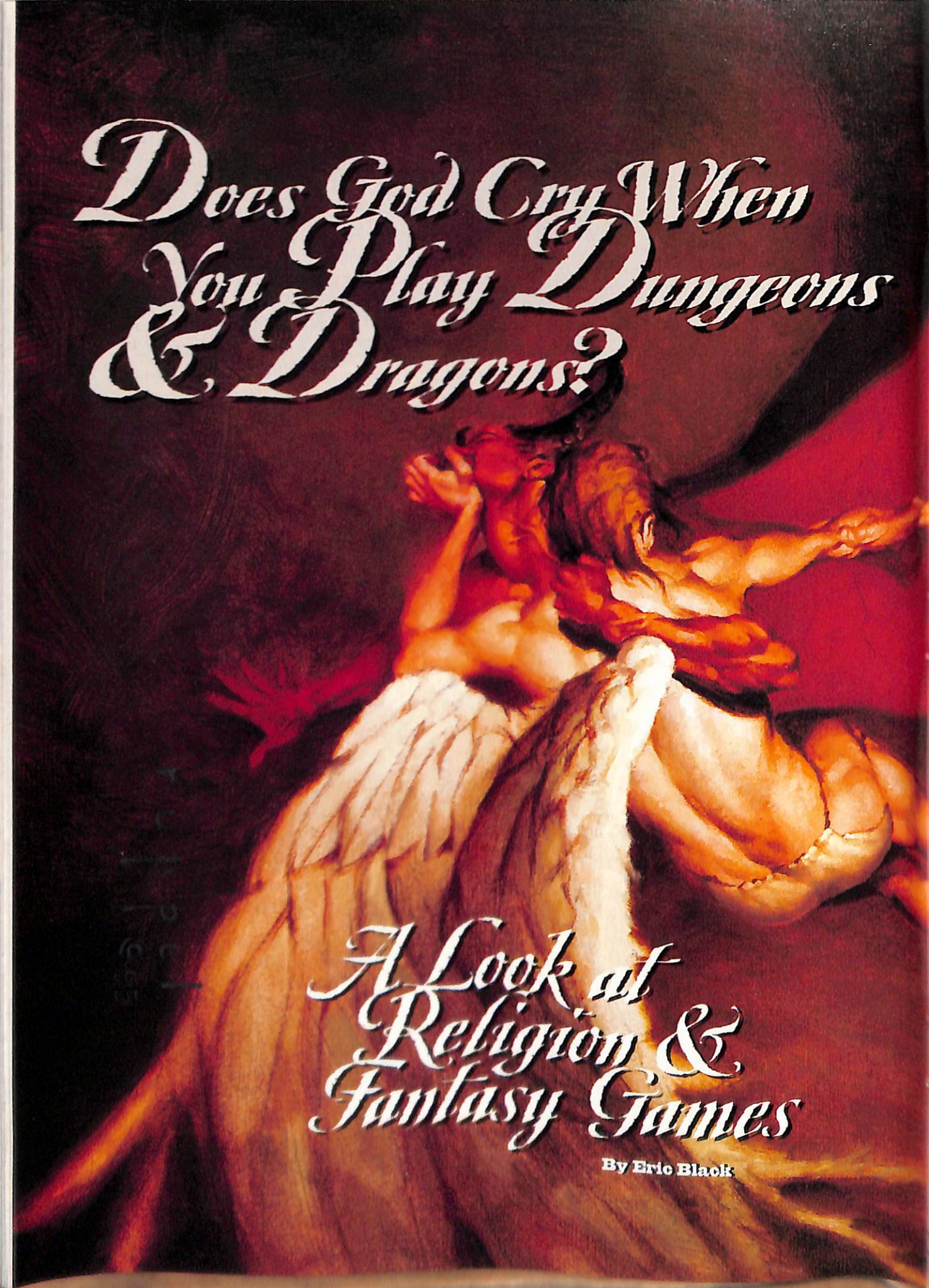
Of course, there's also the direct approach. As mentioned before, an animated Aladdin's Ring or Lamp can be quite a potent attacking force. Even smaller artifacts can get some damage in if you keep your opponent's blockers occupied. Don't hesitate to swing in for a point of damage with that Library of Leng if your opponent doesn't have any defenses. Just remember that when artifacts that require no activation cost are tapped, their effects cease.

The Poltergeist often makes a good ally for those cards with nasty appetites. Take that now-useless Black Vise and chuck it to your Lord of the Pit. He doesn't care if it's crunchy, as long as it's his.

Anything you can do with a normal creature, the Poltergeist will let you do with an artifact as well. It may not win you any tournaments, but hey, it's fun to crush \$100 Moxes by turning them into 0/0 creatures. Pick up a few Xenic Poltergeists and see what kind of surprises you can invent.

Jeff Hannos recently completed his junior year at the University of Rochester, where his course load included "Myth of the Android" and "Alien Sex." He wrote "Tricks of the Trade" for the *InQuest* special edition and our cover story on vampires for *InQuest* #1.





*Does God Cry When
You Play Dungeons
& Dragons?*

*A Look at
Religion &
Fantasy Games*

By Eric Black

The Darkness Among Us must be a great relief to fretful parents across the U.S. At last, a book that takes all the guesswork out of trying to tell if your sullen teen has made a pact with Satan:

“Warning Signs of Adolescent Occultic Involvement:

“• Changes in school habits

“• Rejection of parental values

“• Poems and prose with themes of blood, death, murder, Satan, evil, dying, and suicide

“• Ferns, palms ”

And so on.

Diabolical influences are everywhere, according to this book. Did you know the *Mr. Ed* theme contains the backward message, “Someone sung this song for Satan”? Or that the Eagles’ “Hotel California,” played in reverse, says, “Yes, Satan organized his own religion... It was delicious... He puts it in a vat and fixes it for his son and gives it away”?

The author, a minister and professor named William Viser, does not shy away from hammering at what he believes to be the work of the devil. I imagine Viser sitting in his fernless home at work on the sequel, momentarily transfixed by the realization that “Don Henley” and “Glenn Frey” are almost an anagram of “renegade hell donkey.”

Viser does have a serious message, though, and part of it is the allegation that

fantasy roleplaying games are a dangerous, satanic influence. If you believe this kind of thinking has no currency in the real world, consider that just a few months ago a New York state school district temporarily banned *Magic* when the mother of a pair of fourth graders said the game was evil.

Are religious claims about fantasy games nonsense? Or are we going to go to hell for playing *D&D*?

Aaaaa! We’re Doomed!

Accusations against fantasy games began in 1979 when Patricia Pulling, founder of the political action group Bothered About *Dungeons & Dragons* (B.A.D.D.), and Dr. Tom Radecki, from the National Coalition on Television Violence, started publicly connecting *D&D* to a number of suicide and murder cases.

“The game causes young men to kill

themselves and others," Radecki told *Newsweek* in 1985. "The kids start living in the fantasy...and they can't find their way out of the dungeon."

Pulling and Radecki have crusaded to raise the public's awareness of the damage they believe fantasy games cause. *D&D*, they allege, is responsible for no fewer than 125 deaths.

Yikes! Is this true?

games doesn't mean the games cause psychosis."

Many cases of "game-related deaths" are totally off the mark. The Committee for the Advancement of Role-Playing Games, another pro-gaming organization (in case you couldn't tell), has revealed that some of the "gaming deaths" involved nongamers, some were accidents mislabeled as suicides, and some were totally fictitious. CAR-PGa has found only one case it has yet to refute, and that investigation is still pending.

But even if we ignore the findings of the Industry Watch Committee and CAR-PGa—those ties to game manufacturers *do* seem rather cozy—Pulling and Radecki's claims remain statistically weak. Take Pulling's assertion that in 1981 there were four million *D&D* players (this jibes with an unofficial TSR estimate) and factor in the teen suicide rate for that year (12.5 deaths per 100,000 people). We would expect to find 500 suicides among *D&D* players just for that one year. Multiply that over a 15-year period and you wind up with 7,500 suicides. But Pulling and Radecki claim there were only 125.

And they're saying *D&D* is *bad* for us?

Nevertheless, these allegations have had a significant impact on many religious, anti-gaming books. In *The Darkness Among Us*, Viser quotes both Pulling and a NCTV publication, citing purported gaming deaths to substantiate his assertion that occult elements in fantasy games are dangerous.

And to writers like Viser, there's no doubt what's behind those deaths.

Strangely, They Didn't Sell InQuest

Recently, I went to a Christian bookstore to learn what Christian thinkers are saying about fantasy games. The store had a section entitled "Cults," where there were numerous books on topics such as new age philosophy, Scientology,

the Mormon Church, rock music, satanism, and Islam. Some of the books endeavored to answer questions their readers might have about non-Christian philosophies, while others warned of the dangers those philosophies pose.

D&D didn't show up in the former category.

"*Dungeons & Dragons* is incorrigibly occult, incorporating actual occult spell-casting (which is spoken), occult symbolism (the magic circle, pentagram, and thaumaturgic triangle), hideous violence, and a basic amoral, animistic/polytheistic world view," writes Douglas Groothus in *Confronting the New Age*.

"Players must use vivid imagination to assume the role



"By all that's unholy, do you know what time it is? Damn inconsiderate human!"

"The argument doesn't bear out," says Michael Stackpole. Stackpole is chairman of the Industry Watch Committee, an organization formed by the Game Manufacturers Association to examine and respond to such claims. In their investigations, the committee has discovered the not-very-surprising fact that gamers who commit murder or suicide do so for the same reasons other people do.

"What we have is trial by headlines," Stackpole explains. "If two people who killed each other met in a gaming club, that's what you hear in the press. 'It was a gaming murder.' But if two people meet on a golf course... no one calls it a golf murder.

"Just because people who may have problems play

of one of the game's characters and most of the characters are bad: thieves, assassins, magic-users.... Such intense exposure to evil affects a person's self-image and personality, and opens him to satanic influence," opine Neil Anderson and Steve Russo in *The Seduction of Our Children*.

"Fantasies the players involve and indulge themselves in include murder, rape, arson, pillage, terrorism, brutal torture, etc. Kids also take on the names of actual demons," Texe Marrs writes in *Ravaged by the New Age*. In the follow-up, *Dark Majesty*, Marrs goes on to explain that the satanic, new age conspiracy, of which *D&D* is but a pawn, has plans to imprison Christians in concentration camps located in the Pacific Northwest, all under the watchful eye of the Illuminati.

The basic gist of these arguments is that fantasy games are strongly influenced by the occult, which in turn is the province of Satan. Fantasy games, therefore, open the door for Satan to enter into our children's souls, and that is why so many gamers have supposedly wound up dead.

But being a gamer, you are painfully aware of one fact: these guys know zip about the technical aspects of games. If telling the DM "I wanna chuck a fireball at the ochre jelly" counts as "actual occult spell-casting," then taking the stack of 50s with the little choo-choo trains from a *Monopoly* game counts as "actual moneymaking." Anybody who thinks you can really get a Mold Demon to show up by turning some swamps on their sides is smoking dope.

"Fantasy 'magic' has very little in common with the meditation and ritual techniques performed by 'real' magicians," writes Christian gamer Andrew Rilstone in the British magazine *Interactive Fantasy*. "If a roleplayer were to buy an Aleister Crowley book in the hope that it would tell them how to become a *D&D* mage, they would be grievously disappointed."

All of this would make it very easy to dismiss the arguments of Viser, Groothus, and their pals, except for one thing.

They have a point.

Let My People Go... Except Jeanne Dixon

No doubt, many Christians do not share the views of the writers I've cited. What all Christians do share, though, along with all Jews, is Deuteronomy 18:10-11, where Moses, in giving the law, says, "There must never be anyone among you who makes his son or daughter pass through the fire of sacrifice, who practices divination, who is soothsayer, augur, or sorcerer, weaver of spells, consulter of ghosts or mediums, or necromancer."

In other words, "No magic, buddy. And knock it off with those tabloid psychics."

Unfortunately for clarity's sake, Moses did not go on to say, "There must also never be anyone among you who pretends to do all that stuff for the purposes of a role-playing game." Nor, sadly, did he say, "There must never be anyone among you who does cup-and-ball tricks."

What this means is that if you're a Christian or Jew and want to play *D&D*, you have to make a moral deter-

mination. Actually practicing magic is obviously forbidden, but is pretending to be a wizard? Make-believe magic may not be dangerous in the way the Christian writers say it is, but maybe it contradicts your beliefs all the same. After all, imagining you're a witch with real powers—powers you might envy—is a little more complicated than putting on a witch costume for Halloween.

Is there any "official" word, then, on whether or not fantasy games are OK for religious gamers?

"On a basic level, there are prohibitions [in Judaism] against worshipping idols and ghosts and spirits and practicing sorcery," says Harry Stark, youth department secretary for the Bureau of Jewish Education in Los Angeles.

"However, *Dungeons & Dragons* is a game. There is a line you have to draw. Where do participants run the risk of crossing that line and taking the game seriously?"

"I am not aware of any teaching in the [Roman Catholic] Church that deals directly with these games," says Father Gregory Coiro, director of public affairs for the Archdiocese of Los Angeles. (I guess it was too much to hope for a papal bull.) As long as fantasy games are kept in the proper perspective, are not treated as

anything but games, and the players have an appropriate maturity level, then they are fine, he says.

"I know of nothing in Islam against these games," says Ahmad el-Gabalawy, religious adviser for the Islamic Center of Southern California, although he too draws attention to the important distinction between make-believe magic and serious magic.

In other words, you're on your own. If the line between real magic and fantasy magic is important to your beliefs, it seems you'll have to think about it and decide for yourself.

Rob Anderson has done just that.

Is the Whore of Babylon Common, Uncommon, or Rare?

Redemption is the first collectible card game based on the Bible. You've probably seen ads for it in *InQuest*, if it hasn't shown up in stores yet (it's due mid-July). Perhaps it's made you cringe. Perhaps you think it's blasphemous. Or perhaps you think it's cool. Anderson, the game's creator, hopes the responses of fantasy gamers and Christians alike will lean toward that last one.

"My concern is that the adventure game community will perceive that I am trying to force my religious beliefs upon them," Anderson says. "I am not forcing my beliefs on anyone. It is up to the individual to choose Jesus or reject him.

"My concern with regard to the Christian community is that some people will not agree with my treatment of Christian theology within the game system and lobby against the game for that reason."

Redemption consists of a battle over Lost Souls between Heroes and Evil Characters, all drawn from the Bible. In a twist reminiscent of *Super Deck!*, players get to play both sides. When it's your turn, you play your hero; when it's



You can search for the Demonic Tutor all you want, but it's been removed from *Magic's Fourth Edition*.

another player's turn, you play your bad guy. An avid gamer, Anderson has put a lot of thought into the design of the game, and into the moral content as well.

"My game does not contain magic," Anderson says. The Bible "is the standard by which I try to live my life, and is the foundation of my view of the world. Any game that incorporates aspects of [Deuteronomy 18:10-11], even if it is just in fun, would be considered off-limits to me."

Will *Redemption* have angels, divinity, or demons? What about an afterlife or undead creatures?

"*Redemption* includes angels, the Son of God, and demons," the designer says. "If by 'afterlife' and 'undead creatures' we are referring to the fact that Jesus raised people from the dead such as Lazarus, and that Jesus himself rose from the dead, then I would see no problems with having these kinds of events in a game. However, if we are talking about vampires, zombies, and living skeletons, then I personally would avoid such a game."

No need, then, for Noah to make room for Scathe Zombies anytime soon.

Whether fantasy gamers take to *Redemption* or not, it's sure to be welcomed by people

who may have itched to try a collectible card game but couldn't find one with acceptable content.

So what does that mean for TSR and Wizards of the Coast? It's not exactly good for business when people believe your product will damn their eternal soul to hell.

A Baatezu By Any Other Name...

As you probably know, the Fourth Edition of *Magic* has brought some changes in the roster of cards. Wizards of the Coast periodically rotates cards out and replaces them to keep the game fresh. In this case, however, some of the cards rotated out were controversial. Contract From Below, Demonic Attorney, Demonic Hordes, and Demonic Tutor, all gone, all featured alleged satanic connections, like the pentagram in Demonic Tutor.

The second edition of *Advanced Dungeons & Dragons*, released in 1989, restructured the game from top to bottom. Lo and behold, lost in the shuffle were demons, devils, and the entire assassin player character class. (Actually, demons and devils are still there, but they're called "tanar'ri" and "baatezu," leaving theologians to debate whether a devil by any other name would be as evil.)

What happened?

"When the second edition of *AD&D* came out, we cleaned up our act," explains TSR spokesperson Tom McLaughlin. *D&D* is the most popular target for attacks on fantasy gaming, probably due to its high visibility. Some critics, in fact, don't seem to realize that other fantasy games exist.

"Critics often have no first-hand knowledge of the game," McLaughlin says. "We try to educate them. We have hand-outs for parents. We urge [them] to play the game with [their] kids."

Wizards of the Coast, meanwhile, thanks to recent controversies like the one in New York, now has a greater understanding of the objections some parents have to fantasy games. "We're sensitive to people's concerns," says Carrie Thearle, the company's media relations director.

Both companies are, like Rob Anderson, trying to balance gaming considerations with moral considerations. "We're not trying to produce *Candyland* or *Chutes and Ladders*," says McLaughlin, "but we do have standards. We want the games to be intriguing for players and have good ethical morals."

To that end, TSR has adopted a code of ethics. Items in this code include "Evil shall never be portrayed in an attractive light" and "Human and nonmonster character races and nationalities shall not be depicted as morally inferior to other races."

Will codes like this finally spell the end of attacks on fantasy games? Probably not. When it comes to some objectors, Michael Stackpole says, "We're never really going to come down to a meeting of the minds where they agree these games are not a threat."

But rather than backing off, the gaming industry is charging into the fray with a slew of releases that deal directly with religious issues. In Black Dragon Press' *Tempest of the Gods*, players crusade for mythological deities.

Last Unicorn Games' *Heresy: Kingdom Come* depicts a world where fallen angels and cyberspace demons vie for supremacy. And Steve Jackson Games'

In Nomine throws players into a world populated by angels and demons as well as Lucifer and God. If you want to know what kind of response SJG anticipates to *In Nomine*, check out the Moral Minority *Illuminati* card. The angry man in the string tie is holding a copy of the game.

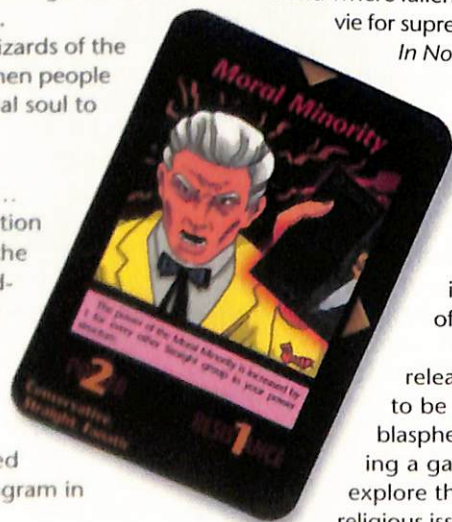
Is it foolish for companies to release games like these that seem to be asking for trouble? Maybe. Is it blasphemous? Maybe. But maybe playing a game is a valid way for people to explore their own ideas about moral and religious issues. And maybe playing a game is also just good, escapist fun.

But what do I know?

I'm just another renegade hell donkey.



Steve Jackson Games' *In Nomine* features the ultimate bad guy. Guess Who?



Eric Black is a freelance writer, a Johnny-come-lately, a new kid in town.

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Meet Fantasy Creator Robh Ruppel

BY Andrew Kardon

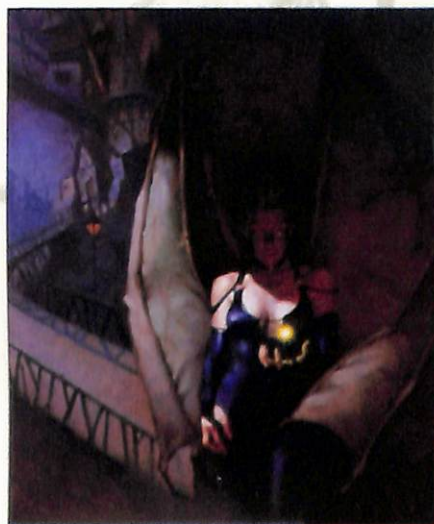
Fantasy artist extraordinaire Robh Ruppel didn't start out with visions of vampires and dragons in his head. Arches and beams were more like it.

Ruppel began his art career as an industrial design major at the Art Center College of Design in Pasadena, Calif., where he was hoping to improve his drawing skills.

"We went to an industrial design office and I saw what they really had to do," said the artist. "There wasn't enough drawing involved, so I took some painting classes and absolutely loved it. And then I found out, yes, you can make a living doing this."

Indeed he could. Besides being one of TSR's top artists, Ruppel's also done a number of fiction novel covers ("I hate to admit

At left: TSR artist Robh Ruppel's cover to *Planescape's Harbinger House*.
Below: *Nightmare Lands* for *Ravenloft*.



Vital Stats

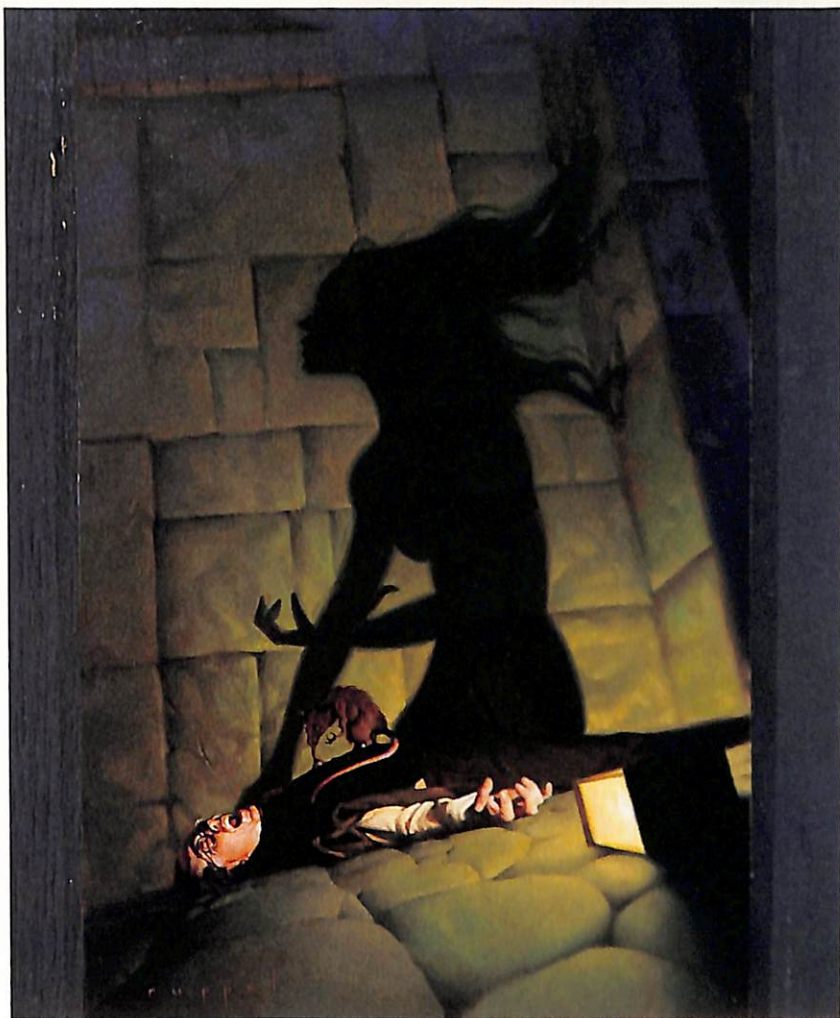
Name: Robh Ruppel

Birth: Nov. 7, 1963, in Houston, Texas

Occupation: Illustrator

Base of Operations: TSR
offices in Lake Geneva, Wis.

Career Highlights: *Planescape*
and *Ravenloft* pieces for TSR, and the *Blood Wars* box set, *Hellbent*, slated for 1996



Above: Ravenloft's Scholar of Decay.

it, but I even did some Harlequin Romances"), magazine work, advertising for the mid-1980s *Twilight Zone* series, hospital brochures, and "lots of stuff for NBC in *TV Guide*."

He also did special effects for the robot at the end of the movie *Solarbabies*. And if you happened to catch Stephen King's *Misery*, you saw Ruppel's handiwork on all the books shown throughout the film.

As you'd imagine, going from Harlequins to skeletons was a definite pleasure for Ruppel, whose first professional work for TSR was the cover for the 1992 *Ravenloft* module *Night of the Walking Dead*.

"It was such a treat because I had been doing romance novels up till then. It was so nice to paint something dark and scary and grim instead of something happy and sort of gushy."

Ruppel, whose influences are 19th-century naturalists like Stan Hope Forbes, John Singer Sargent, and the Russian painter Ilya Repin, is truly an artist at heart. "If I can communicate what I'm feeling and other people get it, then that's the most you can hope for. That's what I get from the artists I like. I look at some things that they did and I feel what it's like to be there. And that stuff transcends time.

"You're sitting in a museum and you're looking at something that's 150 years old and the guy's long dead, but it's still communicating something. It's nice if the work can live beyond you, because we are mortal."

Favorite work of your own...

That's hard to answer because when you finish a piece you're kind of blinded by it from staring at it for so long. I have a real fondness for [*Night of the Walking Dead*], just because it was the first one.

The one person you'd like to meet...

[Portrait painter] John Singer Sargent, just to say, "How the heck did you paint those things anyway?"

Favorite munchie at 2 a.m....

Back in the good ol' days when I was a freelancer, it would be any ice cream with peanut butter in it.

Favorite toy as a kid and as an adult...

G.I. Joe with the lifelike hair and the kung-fu grip. As an adult, vinyl kits.

Favorite pastime or hobby...

When I'm not painting at work, I come home and paint for myself.

Best Halloween costume you ever wore...

My friend and I went as Bedouins one year. We put on makeup, mustaches, and turbans and got the flowing robes. I watched *Lawrence of Arabia* a bunch of times to see how they tied everything.

Favorite fantasy character...

I always thought the characters in *Blade Runner* were interesting, especially Deckard and Baty.

Fantasy character most like you...

Any one of the people from Poe's poetry.

Person who would play you in a movie...

For looks, maybe Matthew Broderick. But I like Eric Stoltz just for the kind of characters he plays.

Favorite cartoon...

The Warner Bros. stuff was fabulous, and the stuff that Disney is doing now is just beautiful. And some of the Japanese stuff is really interesting.

People you'd most like to work with...

Walt Disney if he was still alive. Jane Campion. Jim Cameron. Ridley Scott. Michael Friedlander [of FPG, the fantasy trading card publisher] is also doing some really nice stuff with cards.

If you were an all-powerful wizard, what you'd do with your powers...

Give them to Mother Teresa, I guess. She'd probably do a better job at working things out.

An Orgg is Born

What it takes to make a Magic card

By Zachary Reid



UGLY CONNECTION The thought of goblins makin' it with ogres ain't pretty, and neither is the result.

So you're flipping through a pack of cards from Wizards of the Coast's *Fallen Empires* series. You stop for a minute and take a long look at something called an "Orgg." It's an ugly, greenish monster sporting too many arms and flaunting its disrespect for dental hygiene. Just in front of its belly is something that looks like a rabid dog, hell-bent on not being consumed by its pursuer.

It'll cost you a bundle to play the card—two red mana and three others of your choice. How well it works for you depends upon your adeptness with a deck and the ability of your opponent.

We could argue all day and well into the night about the power—or lack thereof—assigned to this card. But we're a bit busy for that, so we called our friends at Wizards of the Coast and asked them to explain. What follows is a series of conversations with the people behind this particular card. You'll find insight into the original concept, what the artist wanted to do with the idea, how the card did in play-testing, and how it went from illustration and text to the card in your hand.

The Origin

The expert: Jim Lin, who works in the research and development department at Wizards of the Coast. He was in the early *Fallen Empires* brainstorming sessions when the idea for this card first surfaced.

InQuest: When you decide to create a new expansion set for Magic: The Gathering, do you have a specific idea in mind for each card, or is there a certain randomness associated with the process?

Jim Lin: No, not all of the cards have a specific idea. But they have to fit into the history, they have to be a part of the *Fallen Empires* story.

How does Orgg fit in?

Basically, there are raiders attacking the empires. During this period, there was a weird breeding experience between ogres and gob-

lins, and that's where this came from.

Where did the idea for the Orgg card come from?

We were sitting in a room brainstorming ideas. We wanted a big, stupid ogre that doesn't know how powerful it is.

Where did the name "Orgg" come from?

The original idea came from one of our original play-testers, Chris Page, who also did some design work for us. When we were playing with little cardboard cards, way back, he used to call ogres "orggs." I don't know if he just mispronounced one of the cards or if it was intentional, but it kind of stuck.

Did the card change much between that first meeting and the finished product?

We start with an idea. In this case, it was a big creature. It's not likely to change too much, though in this case, it was cheaper [much easier to cast] than it ended up being. Originally, it was two mana.

Once you have an idea, where does it go?

To the artist, then to play-testing. We do inside play-testing [with Wizards of the Coast staff members], and we do some outside play-testing.

Did this card become less powerful because of the play-testing?

Yes. It was very difficult to defeat a deck that was relying heavily on those cards.

The Illustration

The artist: Daniel Gelon, a member of the Wizards of the Coast staff whose work has appeared in several of the company's games.

InQuest: When you were approached about doing the Orgg card, what were you given?

Daniel Gelon: The title and a description. They wanted a cross between a goblin and an ogre; a mutant, basically. But when it attacked large monsters, it became a 'fraidy-cat.

What was your interpretation of the card?

The card is kind of goofy. It's a real big, dumb, lucky thing.

Is the illustration on the card close to your



MUTANT SKETCHES

Starting with thumbnails (shown here), artist Daniel Gelon's designs became tighter and more detailed (below), leading to the final drawing (bottom) which is then painted.



first thought?

I had a few other ideas. I was playing around with the mutant forms. The goblin arms, those have been around since the beginning.

Were there major changes between the start and the finish?

I had a general idea of what I wanted. I wanted a large, hulking thing chasing a little thing across a mountainous landscape. I started out with a goblin.

How did you come up with the final illustration?

I did four or five

thumbnail sketches, then two drawings and a final painting.

How much time did you spend on this particular card?

It takes two or three hours to do a final drawing, eight hours to paint it.

How many pieces did you paint for *Fallen Empires*?

I did eight pieces.

Is "Orgg" one of your favorites?

Yeah, this ranks as one of my favorites.

I did three goblins for *Fallen Empires*. They're my favorite pieces.

The Play-Testing

The play-tester: Chris Page, a graduate student in the physics department at the University of Pennsylvania. In his first year at Penn, he met Richard Garfield, then in his final year of studies, who was polishing the design of *Magic: The Gathering*. Garfield asked Page if he wanted to test a game. He did. Since then, Page's role has grown to include regular play-testing, supervising other play-testers, and occasional design work.

InQuest: Can you describe the typical process of being a play-tester?

Chris Page: They send us a list of cards and cardboard cutouts or a sheet of cards. With *Fallen Empires*, the cardboard sheets were randomized as decks. They were three-by-three, and that's how they were supposed to be used.

Do you have precise guidelines, or is there flexibility in play-testing?

With *Fallen Empires*, we used nonrepresentative cards [we traded cards from the decks Wizards of the Coast sent us].

What was your first reaction to the Orgg card?

Powerful. The Orgg card was originally two red mana. It was two red, and you could





PRODUCTION

The finished painting is scanned into a computer and laid out into a card format. Once film has been run and the card is printed, it's shipped off to your favorite card dealer.

get them out [into play] so fast, your opponent couldn't react. Early on, [Orgg] would trash all characters.

How did the Orgg perform in the first couple of rounds of play-testing?

It was pounding the other guy 75 percent to 80 percent of the time. Your opponent could fight for one or two turns, but that was about it.

What is a typical play-testing scenario?

We usually try for about eight groups. We're still trying to train play-testers, so sometimes, it's hard.

What's the difficulty?

You have to have someone who knows what they're doing. We have play-testers all across the country, so they're not always doing the same thing. I usually end up constantly correcting people.

What do you do for Wizards of the Coast?

I've done design, but mainly, I do a lot of play-testing.



The folks at Wizards of the Coast credit you with coming up with the name Orgg. Where did you get it?

From my mispronunciation of the word "ogre" from back when I was playing *Dungeons & Dragons*. It looked like "orgg," so I kept calling it that.

The Production

The expert: Carrie Thearle, Wizards of the Coast's media relations director.

InQuest: When the text and the illustrations are complete, what has to be done before the cards can go to press?

Carrie Thearle: First, the art is scanned into the computer, color-corrected, and placed into borders. The cards and text are laid out in a layout program, color proofs are generated, and then changes and corrections are made. Then a second set of proofs are made and approved and films are generated and approved.

Once you have camera-ready art, how long does it take to get a set into stores?

About five to six months pass between getting art and product hitting the stores.



Where are the cards printed and packaged?
Carta Mundi, Belgium.

What're the chances of getting an Orgg card?

Orgg can only be found in *Fallen Empires*. If you buy a booster pack of *Fallen Empires*, you have approximately a one in 60 chance of getting an Orgg.

Zachary Reid has also written InQuest articles about Wizards of the Coast guru Richard Garfield and project manager Tom Wänerstrand. And no, Zach isn't on WoTC's payroll; he's a fairly impartial freelance writer who lives in Richmond, Va.

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How to Play

All you have to do to participate is actually physically create any artifact or creature found in *Magic: The Gathering*. Use anything you want (well, outhouse trash and lab animals are out) and just be creative—design an Elder Spawn with spray paint and a piece of coral, make a Nevinyrral's Disk out of a spare family heirloom. You can't design an Atog out of your sister, and don't think taking a shot of your pet iguana for the Thicket Basilisk is particularly creative.

When you're done, take a picture of it and show us your handiwork (no Polaroids, please, and remember that magic word: focus!). Remember, you can do anything you want. To go the easy route, try a Copper Tablet (writing on an orange piece of paper—what could be easier?) or the Dingy Egg (uh, maybe this is easier. It looks like an Easter egg). If you're in it for the challenge, try a Spinal Villain or an Orgg.

Anyway you cut it, it's easy, it's fun, and it's 100 percent fat-free! So hop to it, 'cause you could win some great prizes.

Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast, and their immediate families or the original Broadway cast of *The Wiz*. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your photograph of the creature/artifact you created to it (please label your picture). Enter as many times as you like. Mail each entry separately to: Build-It-Yourself *InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become 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 will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hey! Leggo my Eggo! All entries must be received at contest headquarters by September 29, 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. Prize winners will be selected based on quality and creativity by Wizard Press from all properly completed entries. The selection will take place on October 16, 1995. All decisions are final. If you don't win and you can't handle it, tough.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Build-It-Yourself *InQuest* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Grand Prize (One winner)

One lucky reader will receive a 60-card *Chronicles* deck personally selected by *Magic: The Gathering* Big Kahuna Richard Garfield. This deck will include a card of the creature or artifact that you send in, and Big Rich will even autograph that card for you, 'cause he's such a swell guy!

First Prize (100 winners)

Another 100 readers will receive two *Chronicles* booster packs, and one of those packs will even be autographed by Richard Garfield. Oogola oogola oogola! Don't open it!

Fill this puppy out, attach it to your entry, put it in an envelope, and send to:

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

Contest Entry Form ▼

This contest expires **Sept. 29, 1995**—
so you'd better get your rear in gear!

My Name: _____

Date of Birth: _____

Phone: () _____

Address: _____

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ZIP: _____

You want extra mana with that?

This contest is sponsored by Wizards of the Coast, game makers deluxe and keepers of the Nurloon Minotaur.

Official Build-It-Yourself *InQuest*



Call Casting

InQuest casts the

The Lord of the Rings movie.

Yeah, there've been a bunch of cartoons (and a quasi-cartoon-live-action-whatever film) based on J.R.R. Tolkien's masterpieces. But when Minas Tirith looks like a sand castle and Gollum's jumpin' around like some whacked-up court jester... sorry, that just doesn't cut it.

So *InQuest* set out to cast the first *Lord of the Rings* flick with real actors, cool special effects, and high-budget location shots. All right, so it won't really be Middle-Earth, but it won't be the South Bronx either. Even though this movie we're casting is completely imaginary, we will give you one guarantee: our version won't have any cheesy songs.

**By a bunch of
InQuest staffers**

Balrog

Tim Curry in his *Legend* makeup would make a very cool Balrog. Of course, he'd need a few more inches and an even nastier disposition, but plant him in the depths of Khazad-dûm and it's almost a sure bet.





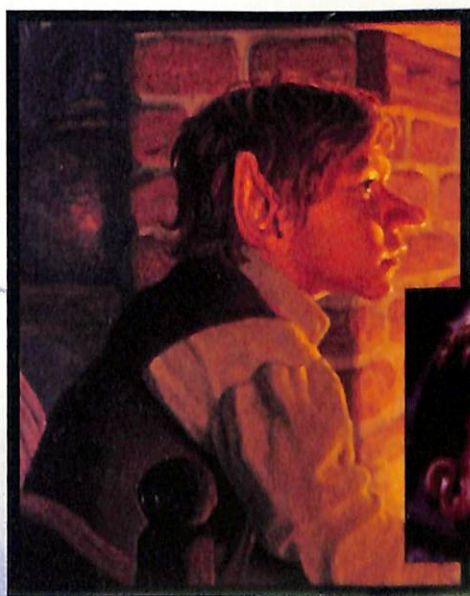
Gollum

The wackiest *Star Wars* good guy would be the weirdest *Lord of the Rings* bad guy. The ol' Jedi master himself, Yoda, would play Gollum... uh, that is, Frank Oz would play Yoda, who would play Gollum... you get the picture.



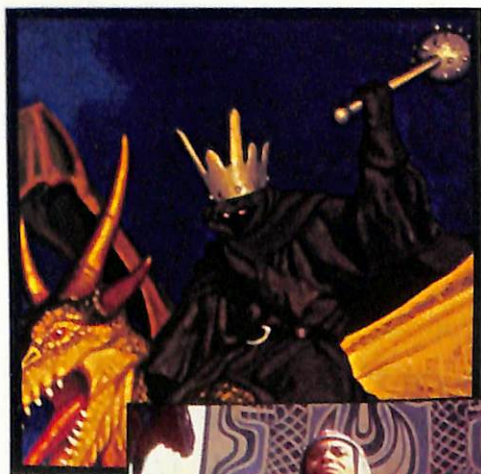
Gandalf

On to some real humans! The dignified Sir John Gielgud would fit perfectly as the most famous mage around, Gandalf. Best known for his roles in *Arthur*, *Gandhi*, and, more recently, *The Power of One*, a quick stop at ZZ Top's barber would make John Gielgud our man.



Frodo

When it came time to cast Frodo, our main protagonist, we went with *Jurassic Park* and *Radio Flyer* star Joseph Mazzello. Hey, it's a better gig than getting french-fried on a metal fence.



Ringwraith

The head Ringwraith—heck, all of them—could be voiced by James Earl Jones, best known for roles in *Conan the Barbarian* and *Patriot Games*, and as the voice of the Emperor's favorite lackey, Darth Vader. Who better to work some menacing ventriloquistic tricks?

THE LORD OF THE RINGS: © COLUMBIA TRISTAR; MICHAEL H.R. TOLKIN, JOHN F. COHEN, AND PRODIGIA M.A.B. TOLKIN, LORD OF THE RINGS ART © THE HUBBARD/BROTHERS. ALL PHOTOS: EVERETT COLLECTION.



Galadriel

Amy Yasbeck, of *Robin Hood: Men in Tights* and TV's *Wings*, would bring the beautiful Lady Galadriel to life. She's our only female lead, so we'll probably add in a few extra scenes in Lórien.



Legolas

To play the best shot in the West, Legolas the Archer, we tabbed Julian Sands. The star of *A Room With a View* and *Warlock* is about as albinolike as they come, so he's a shoo-in for the fair-skinned elf.



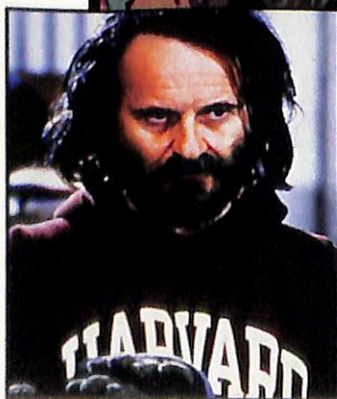
Aragorn

Mandy Patinkin would be the spittin' image of Aragorn. You know him from *The Princess Bride*, *Alien Nation*, and, more recently, TV's *Chicago Hope*, in which he plays Dr. Geiger. Plus, he can do some cool shadow puppets.



Gimli

Joe Pesci, star of films like *Lethal Weapon 2* and *My Cousin Vinny*, steps in as the curmudgeonly Gimli the Dwarf. Yeah, we know—it's not exactly the most flattering of roles, but Joe's still gonna be the highest-paid actor in Hollywood by the time *InQuest's* done with him.





Boromir

A big bear of a guy like Merlin Olsen would fit the Vikingsque Boromir to a tee. You've seen the ex-football star in the TV shows *Father Murphy* and *Little House on the Prairie*.



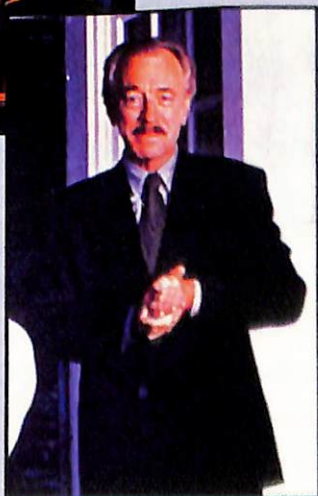
King Théoden

For King Théoden of the Mark, the misguided yet noble ruler of Rohan, we chose Willoughby Gray from *The Princess Bride*. He's just got that grandfatherly quality to him.



Saruman

Max Von Sydow, of *Needful Things* and that fan favorite, *Flash Gordon*, terrorizes the screen as the traitorous Saruman the White. You don't even want to know what else he does down in that basement.



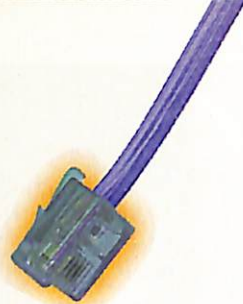
Treebeard

For the ancient, forest-grumbling Treebeard, we wanted to go with Don Ameche, but he didn't hang around long enough. So like all good Hollywood producers, we went to the No. 2 guy on our list: the ever-goofy Christopher Lloyd. He's been in tons of stuff, including the TV show *Taxi* and the movies *Back to the Future* and *The Addams Family*.

So there you have it. Of course, as **epic** as the *Lord of the Rings* is, we couldn't cover all the great **heroes** and **villains**—these're just the ones who'll fit on our movie **poster**.

The InQuest staff, who've been scuffling down Cracker Jack boxes for weeks in search of "The One Ring to Rule Them All," are thinking more and more about the advantages of going all-tofu.

Plugged-in



The *InQuest* Directory to Cyber-Gaming

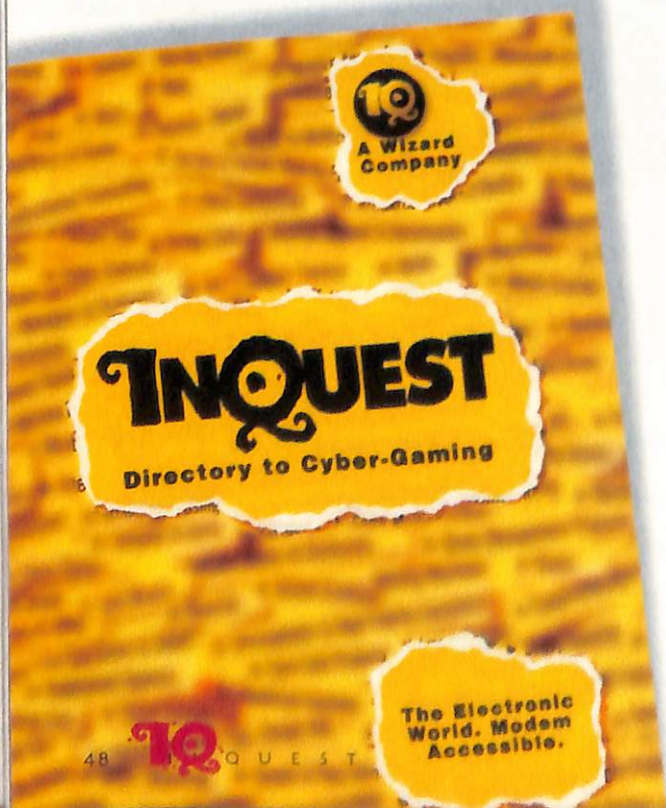
By Buddy Scalera



You've heard all the stories. People playing games of *Magic* on their computer. *Illuminati's* "home page" on the World Wide Web. Free game software. Graphics.

But like most people, you're not sure where to start. Well, neither were we, quite frankly. It's all a bit...intimidating.

But like any brave adventurers, we decided to surf



the Internet and the commercial on-line services for fun stuff. We found endless hours of cool places to hang out, get free stuff, and play games.

We checked out various computer on-line services including America Online, CompuServe, eWorld, Prodigy, and the World Wide Web. What follows is a sort of directory of cool places that we discovered. Of course, this is not a complete directory—that would be book length. This is just a starter's guide.

▶ The Basics

To get started, you'll need an IBM-compatible or Macintosh computer, a modem, and a phone line.

Modems come in all shapes, sizes, and, most importantly, speeds. We like to go fast, so if you don't already have a modem, we recommend buying at least a 14,400 bits-per-second modem, which is pretty fast at a reasonable price. A lot of the World Wide Web requires that kind of speed. Even if you stick to commercial on-line services, they usually charge by the hour, so a slow modem will cost you anyway.

▶ General Tips

- Read FAQs. FAQ is an abbreviation for Frequently Asked Questions. Read 'em. They're there for a reason. These gems of information can help save hours of learning time. One Web page offers the mother of all FAQs. Check it out by typing <http://wcl-rs.bham.ac.uk/GamesDomain/gdfaq/gdfaq.html> and you'll be surfing like a pro.

- Look, Listen, and Learn. It's easy to feel overwhelmed by the on-line experience. Pay attention and learn by osmosis (look it up, it's a great word!).

- Osmosis (because we know you didn't look it up) is learning by soaking it all in. It's how you learned *Illuminati*, and it'll work on-line.

- Experiment. If typing "games" doesn't get you where you want to go, try words like "Magic," "TSR," "Decipher," or "Illuminati." The more you're on-line, the more you'll discover.

▶ Play Magic On-Line?

We're serious. You really can play *Magic* on-line. It's a little tricky and slower than a normal game, but you'll never have to look for an opponent again.

To play *Magic* on America Online, type Keyword: GIX. This will lead you to the Gaming Information Exchange.

We played against the forum host, Donna (who didn't go easy on us because we were beginners).

The game works mainly on the honor system, although tournaments are well-regulated. In tournaments, players give the forum host a list of the cards they're using, numbered from 1 to 60. The host rolls electronic "dice" indicating which cards from your deck you can play. (This simulates a random draw.) Since you and the host both have the same list of cards, you can't throw an illegal card into play or "find" a Disenchant. It's a solid system.

The cool part of the game is that you can play any cards you want. Can't afford a Black Lotus in real life? No problem—just request that card as part of your deck.

You play *Magic* on-line as you would face-to-face, except you have to type a message to tell your opponent what you're doing: "Untapping." "I'm putting down a Forest and tapping it to cast Scryb Sprites." "I'm attacking with my 1/1 Merfolk, my 2/3 Holy Strength Merfolk, and my 2/2 Mindstab Thrull."

Unfortunately, you don't get to see your opponent's cards. To keep track of what your adversary has out, you have to keep a list of the cards she's played, making notes whenever something is killed or otherwise affected (enchanted by a Paralyze, for instance). Also, if you're playing with a "dream deck" of Moxes and Lotuses, you won't be able to see your cards either.

The Game Information Exchange has a free file you can download listing every *Magic* card, its type, casting cost, and abilities. Not that we're bragging or anything, but the *InQuest* price guide does the same thing.

CompuServe and eWorld have variations of *Magic* on-line.

(Don't confuse this with the on-line multiplayer version of *Magic* being released by MicroProse and given away in an *InQuest* #4 contest. That will feature full graphics and a single-player mode. You'll need an IBM PC-compatible computer with a CD-ROM drive to play it.)

The entire transcript of our game with Donna will be available in the Wizard World forum. To get there, use Keyword: Wizard and click on the *InQuest* icon. If you've never played before, the transcript will help you learn.

Oh, and by the way: we won.

■ For your *InQuest* directory to on-line gaming, turn to page 50.



■ Can't afford a Black Lotus? Not

a problem—with on-line *Magic*

you can play with any card,

even if you don't own it.



■ For you to get up and running,

all you need is a computer, a

modem, and a phone line.

America Online

America Online

is one of the fastest-growing on-line services, and with good reason. The flashy graphics and expanding user base has made it appealing to both information providers and users.



Advantages: America Online is aggressively recruiting new companies to come on-line (including *InQuest*). It's also got a well-organized on-line *Magic* gaming community.

Disadvantages: It's lagging behind a little in its development of a Web Browser (the software you need to check out the World Wide Web—see the WWW section).

Game Information Exchange

Keyword: GIX

InQuest readers will find the Game Information Exchange area absolutely addictive—this is where you can play *Magic* on America Online. The GIX also has friendly bulletin boards and links to lots of cool software. If you're part of the GIX, you probably should join the FOG—the Fellowship of Online Gamers, that is. Keyword: FOG will get you there.

The Game Base

Keyword: Gamebase

The Game Base provides many megabytes of information from publishers including Atlas, Chaosium, Columbia, FASA, Games Workshop, GDW, Goldtree, Iron Crown, Mayfair, R. Talsorian, Steve Jackson Games, West End, White Wolf, and Wizards of the Coast. There are files that direct you to the e-mail addresses of the aforementioned companies so you can contact them directly.

TSR

Keyword: TSR

TSR has a well-stocked and exciting forum for *D&D* addicts. It's a well-organized and good-looking area with lots of friendly people. There's also a ton of great stuff to download, including dungeon master utilities, spellsheets, rules, artwork, and stories by gamers. Believe it or not, TSR looks better on a PC computer—whose displays are normally less than spectacular—than on a Macintosh. Go figure.

Game Designers Forum

Keyword: Game Design

Meet other roleplaying and computer game designers and work out the bugs of your soon-to-be-successful game.

Other Places to Visit

Games Forum

Keyword: Games

Games Parlor

Keyword: Games

SSI's AD&D Unlimited Adventures

Keyword: Unlimited Adventures

CompuServe

CompuServe makes it easy to get to all of the game-related forums by grouping them together by category. Like most of the services, CompuServe offers a variety of opportunities for gamers. For the most useful talks and trades, gamers should check out Go: Games.

One of CompuServe's clear advantages is its bulletin board system. Of all the services we sampled, CompuServe's interaction between members seemed to be the best. Graphically, it's not as pretty as America Online or eWorld, but it does provide tons of reference material. We also like the design of CompuServe's messaging system.

Advantages: This place has almost everything available for on-line gaming. It's also a great place to meet gamers for a little one-on-one challenge. Most people use their real names. Has a Web browser in place for PCs.

Disadvantages: It's mainly a text-based system. There are some graphics there, but it's not really going to take your breath away because it's more substance over style. No Web browser for Macs.

Play-by-Mail Games

Go: PbmGam

This area takes advantage of CompuServe's e-mail. People play *Magic* by e-mail much like they do on America Online (it takes somewhat longer, of course). You can also play or trade *Jyhad*, *Illuminati*, and *Spellfire* by e-mail.

Modem-to-Modem Games

Go: ModemG

CompuServe is also a leader in modem-to-modem games. Essentially, people meet on-line, agree upon a game, and then call each other directly to play. Action games are the order of the day. All the software you need is free for downloading.

Game Publishers

Go: GamAPub, **Go:** GamBPub, **Go:** GamCPub

For information, talk, and software on or by game publishers, including Activision, Cactus Development, LucasArts, MicroProse, and Spectrum Holobyte.

Other Places to Visit

Hot Games Download Area

Go: Hotgames

Role Playing Games Forum

Go: RPGGame

eWorld

Talk about potential! eWorld, run by Macintosh, manufacturer of Apple Computer, has the technological capability to be one of the premier on-line gaming spots. It has superior sound, navigation, and graphics. The only problem is its relative newness to the on-line world: there aren't many people on-line. There's a lot of messaging and free software in the Inside Games area. We're hoping that with time this develops into a more frequented on-line service.



Advantages: If you're a Macintosh lover, this place was built for you. Cool sounds and a smooth interface makes this place an absolute pleasure to explore.

Disadvantages: It's lonely. This service is so new that it's barely inhabited yet. Imagine Disney World with no one to play with except the ride operators. Has no Web Browser yet. Not accessible to PC users yet.

User-vs.-User Games

Shortcut: Electric Adventures

The system supports games where users can talk to each other with sound effects. It would have been a very cool thing to play with... had we found someone with whom to play. You may have better luck than us if you follow the scheduled calendar of events.

Live Magic Games

Shortcut: Inside Games

Forum host Vinny Salzillo operates the games almost exactly the way Donna runs the America Online games.

Prodigy

The heart of Prodigy's gaming community is easily accessible by typing Jump: Game Center. This leads you to a control panel with links to everything from quick on-line games and bulletin boards to downloadable games and game hints. To skip right to the area where they talk about gaming, type Jump: Games BB. You can also play the hugely popular *Where in the World is Carmen Sandiego?* by typing Jump: Carmen.



Advantages: Lots of people. Easy to use and learn. Several fun games. Some of the graphics and interfaces are really intense. Has a great Web Browser in place for PC users.

Disadvantages: Prodigy sometimes seems like a dinosaur compared to its competition. Some of the graphics and interfaces are kind of lame. No Web Browser for Macs. A few of the games, including *Rebel Space*, cost you per game, which is a real buzz killer.

WWW

The World Wide Web (WWW or Web) is a totally unique experience. It has the biggest and strangest places to visit in all of cyberspace. And it's free. Sort of.

You can get to the World Wide Web a number of ways, including from Prodigy, CompuServe, eWorld, and America Online. Companies like GEnie, Delphi, and Spry (Internet in a Box) specialize in the Internet and the Web. The Web is free, but most services that let you use it are not.

Don't be put off by the ridiculously long access names. The coolest thing about the WWW is that you can use "hypertext." Click on the name of a Web site and you go there. One minute you're hooked up to a game board in San Francisco, the next you're checking out a *Magic* page in Sweden.

One of the best Web sites is Zarf's List of Interactive Games on the Web. The access name: <http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html>. (Say that three times fast.)

Some of the best areas we accessed were linked to Zarf's List. A great starting point for new users, its links are fun, fun, fun. Zarf's connects to areas such as Cindy Crawford Concentration, Crime Scene Evidence, the Frog Dissection Kit, or Mr. Potato Head. We couldn't make this stuff up!

Advantages: Developing quickly and will be a force in the future. Everything imaginable is there. Accessible through most of the major on-line services, allowing you to get the best of both worlds.

Disadvantages: Need pretty substantial hardware investment to use it effectively. It's unregulated, so many areas do not function properly or are just a waste of time. Only some areas have links to chat areas, downloadable files, or bulletin boards. This can make you very lonely. There's no guaranteed virus protection like on the pay services, so download at your own risk.

Deck Games/Collectible Trading Card Games

<http://www.itis.com/other-games/>

A directory of links to some of the larger gaming card publishers, including Atlas, Black Dragon, Card Sharks, Columbia, Decipher, Heartbreaker, Mag Force 7, Steve Jackson, U.S. Games Systems, TSR, Ultimate Games, and Wizards of the Coast.

Doomtrooper

<http://www.webcom.com/~kimbo/doompage.html>

Use the knowledge contained here to fend off the Dark Legion.

Double Exposure

<http://www.io.com/~salvius/>

Run by the same people who sponsor DEXCON (the tournament this year runs July 20 - 23 in Somerset, N.J.). This page has links with some serious on-line game stuff, including the Northeast Regional *Magic* Tournament and the National Gaming Convention Register. It also provides updated information for the DEXCON4 convention.

More Magic on the Net

<http://marvin.macc.wisc.edu:80/deckmaster/magic/other.www.html>

We think the name speaks for itself.

Star Trek: The Next Generation

<http://www.cs.indiana.edu/hyplan/awooldri/st-game.html>

The best *Star Trek* home page we found was run privately by a guy named Andrew Wooldridge (<http://www.cs.indiana.edu/hyplan/awooldri/st-game.html>). Packed full of Decipher news releases, rules, FAQs, and downloadable images, it probably has every last byte of *Star Trek: The Next Generation Customizable Card Game* information available in deep space.

Steve Jackson Games

<http://www.io.com/sjgames/>

This has links to all SJG games, including *INWO*, *Toon*, *Car Wars*, *Ogre*, *Illuminati*, and *Hacker*.

White Wolf

<http://acacia.ens.fr:8080/home/granboul/Vampire/net.html>

Hypertext links to nearly 100 great places related to *Vampire* and *Werewolf*. You can really sink your teeth into this page.

Wizards of the Coast's *Jyhad* and *Magic*

<http://www.itis.com/deckmaster/jyhad/>

<http://www.itis.com/deckmaster/magic/>

The *Magic* page is one of the best resources for *Magic* fans. It includes a glossary, official rules, card info, variant rules, and The Library of Alexandria, Dominia's storehouse of fiction, strategy, and history. It also links to *Jyhad* and *RoboRally*.

Zarf's List of Interactive Games on the Web

<http://www.cs.cmu.edu/afs/andrew/org/kgb/www/zarf/games.html>

Recommended for beginners.

Buddy Scalera is the on-line editor for Wizard and InQuest. Actress Sandra Bullock claims to be "this biggest fan." You can reach him by e-mail at WizardTGTC@AOL.Com.

The Conquest of Dominia

The Legends battle it out in a game variant for *Magic: The Gathering*.

By Michael Searle

How To Play

It is a time of champions—a time of legends.

If your *Magic* group is interested in seeing whose deck can lead the world out of chaos and into a harmonious new world order, then this is the variant for you. The name of the game this time around is Campaign *Magic*.

We devised this variant for the *Legends* set, but that doesn't mean that you can't use other, more accessible sets—just pull creatures out of another set for the Allies and make them unique. Besides *Legends* cards, you should only fill the rest of your decks with Fourth Edition cards (Revised is OK too).

Setup: First, you have to decide what style you'll be playing. Chaos, with everyone for themselves? Teams of two? Emperor, with teams of three? Once you choose, you'll have to stick with that arrangement, for the duration of the war.

Second, shuffle all the Summon Legend cards (don't use other multicolored creatures), choose 10 at random, and place them face-up off to the side. These will be the Allies, whom you'll be able to bring over to your side later in the game (see the Allies section). Each time you start a new battle, you should reshuffle the Allies and pick 10 new ones.

Next, break out the map. Preferably, it'll be a sketch or copy of the realm we've worked out here. If not, design your own, giving each province a name and special ability (see the Map section).

Finally, determine who goes first...and begin.

The Map: The world you're fighting for is the Dominaria of the past. Its provinces correspond to the legendary lands, including Hammerheim, Pendelhaven, and Seafarer's Quay. (Yep, we found a use for the bands-with-other-Legends lands...imagine that.) Each province has its own special ability:

1. Hammerheim: Sacrifice any red creature to do damage equal to its power to any target; however, the controller takes damage equal to the creature's toughness.
2. Urborg: All undead creatures can regenerate for BB.
3. Cathedral of Serra: All creatures attack without tapping.
4. Karakas: Legends can't attack, but may use special abilities.

5. Seafarer's Quay: Any creature with water in its picture gains first strike.

6. Tolaria: Each permanent comes into play face down until it taps, attacks, or activates an ability with a cost.

7. Unholy Citadel: Cast any permanent from your graveyard by paying its casting cost and sacrificing and removing from play a permanent other than a land.

8. Pendelhaven: Any creature with a forest or trees in its picture gains +1/+2.

9. Adventurer's Guildhouse: Any damage done by nonhuman creatures cannot bring a player below one life; only human creatures can finish off a player.

10. Pendrell Vale: Any time a spell is successfully cast, all players have the option of drawing one card.

11. Mountain Stronghold: Only half your creatures can attack, rounded down.

While you're battling for a province (see Campaign Combat), treat its special ability as an invulnerable Enchant World. Everyone can use it; no one can destroy it.

You can only use the special ability of the territory being contested, even if you already control other provinces.

The normal abilities of the legendary lands don't matter in game play, although you can put those lands in your deck and use their normal abilities if you want. There's no bonus for having those cards.

Campaign Combat: The opening campaign battle will be played on a random province (that's why they're numbered—we were thinking ahead!). A single duel determines who wins control of the province.

After the first battle, the individual or team who won the duel—and the province—chooses the site for the second battle. Each struggle must take place in a land adjacent to where the last battle was fought.

When a province that is already controlled by an individual or team comes under attack, the defender(s) get the bonus of starting with 30 life instead of the normal 20.

Allies: Ten Summon Legends (not to be confused with the regular *Legend* cards) are placed off to the side in sight

of all players. These are considered Allies—mercenaries for hire who will join your cause for the current duel.

The first team or player to tap the appropriate mana on its turn gets the corresponding Legend. For instance, if Xira Arien was one of the Allies, you'd have to tap her casting cost—a blue, a red, and a green—to bring her into play on your side. She would then be considered your creature for the remainder of the current duel. If unsummoned, she returns to the Ally pool; if destroyed, she leaves the game.

Throughout the game, you'll have to decide whether to use your resources to acquire a Legend or play the cards in your hand.

Strategy: It's very important that players use the same decks once the campaign starts, since the idea is to see who has the best-balanced deck through a long period of trials and tribulations.

Each province on the map gives an advantage to certain types of decks. Pendelhaven lends the edge to forest dwellers (green creatures), while Seafarer's Quay gives a bonus to those with water abilities (blue creatures). Hammerheim tests your defense, Mountain Stronghold, your offense.

Your best option is probably to incorporate various colors and approaches. In other words, don't be single-minded—it won't work.

We also suggest playing for ante—to signify the spoils of victory and the ever-changing conditions of war—but only if you feel comfortable doing so.

Winning the Game: The campaign proceeds until a single person or team controls three adjacent provinces. You win if you control Pendelhaven, Pendrell Vale, and Mountain Stronghold, but not if you have Pendrell Vale, Mountain Stronghold, and Tolaria.

If all the provinces have been conquered and no one has won, the war continues until three adjacent provinces are controlled by one team. Of course, if you'd like the campaign to last longer, you can make up additional rules beforehand.

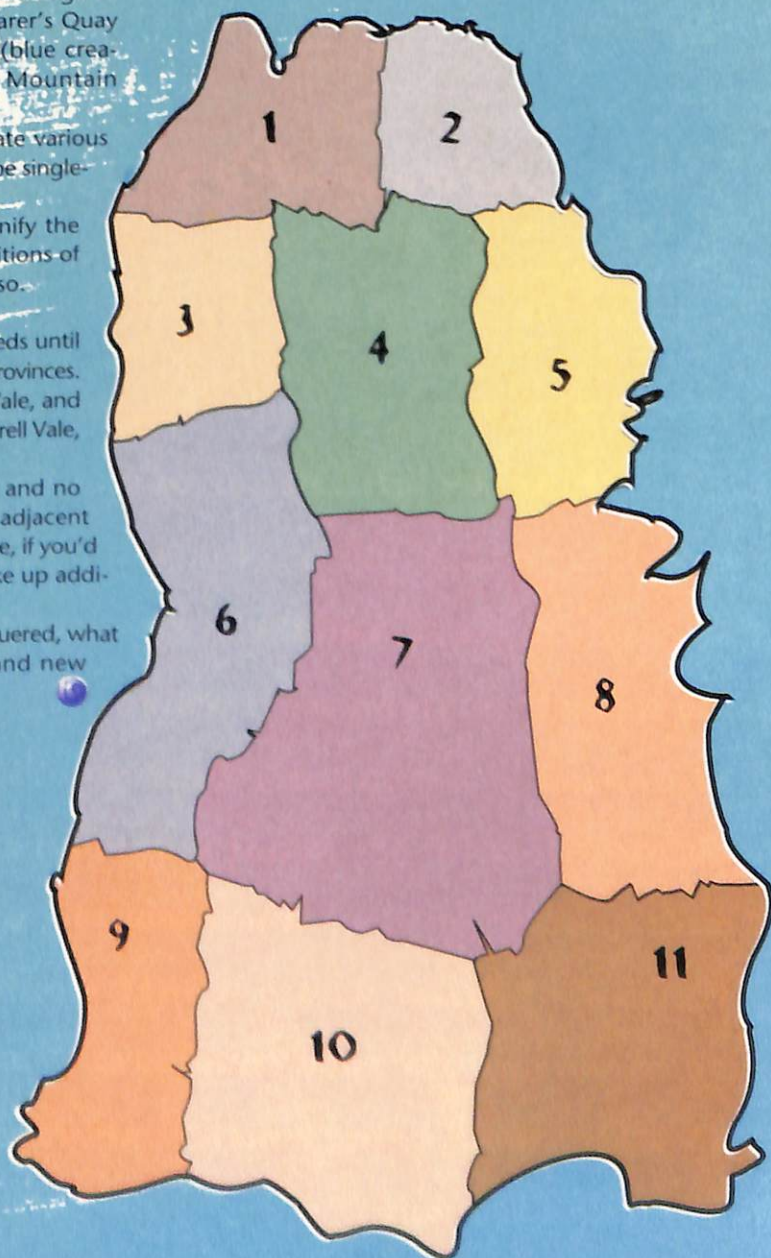
And once legendary Dominaria is conquered, what then? Well, there are always new worlds and new battlefields to be contested...

House Rules

If you ever come up against a rule in *Magic* (or in a *Magic* variant like this one) that seems to contradict itself, or if you and your opponent cannot agree on how the wording/images on some cards affect another card, make it up. These are called "house rules" and you should stick to them whenever possible. Basically, it's a middle-of-the-road agreement that everyone can live with.

Stuck on a point that you and your opponent both feel that you're right about? Toss a coin. Whoever calls it has their opinion passed as a house rule, and the other must adhere to it.

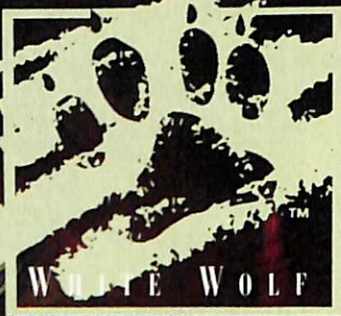
And hey, don't forget about the Wizard's of the Coast customer service line and e-mail address. (206) 624-0933 and questions@wizards.com, respectively. (They're pretty good at answering *Magic* questions.)



1. Hammerheim
2. Urborg
3. Cathedral of Serra
4. Karakas
5. Seafarer's Quay
6. Tolaria
7. Unholy Citadel
8. Pendelhaven
9. Adventurer's Guildhouse
10. Pendrell Vale
11. Mountain Stronghold

INQUEST

CONTEST



Presents:

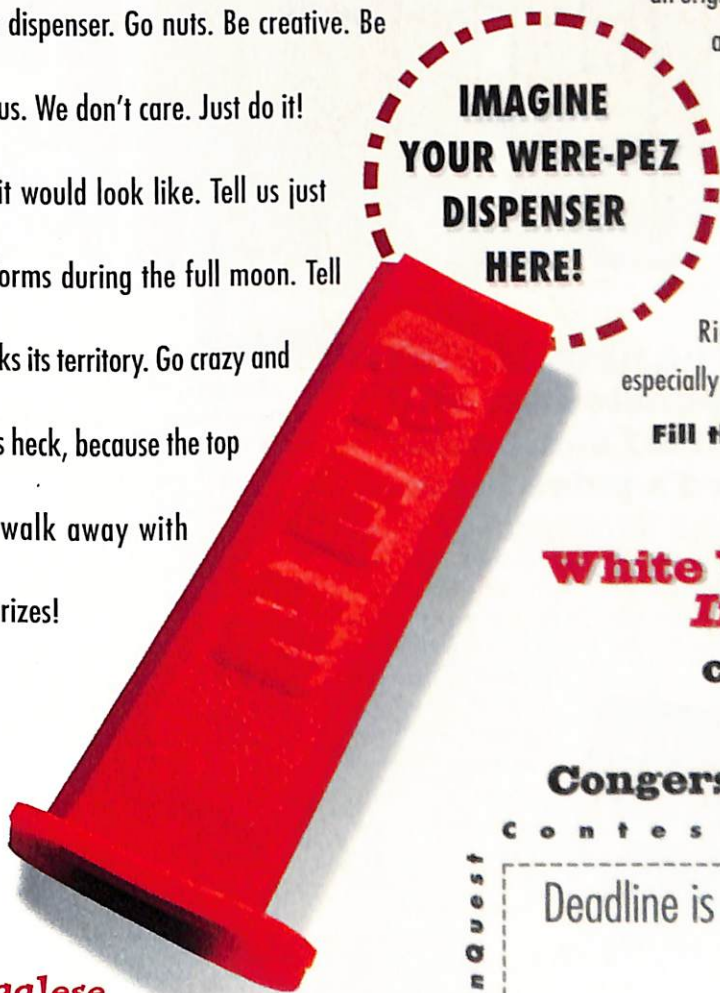
The Were-Pez InQuest Contest

Pez dispensers! You know 'em, you love 'em. They're those little plastic thingees with heads of cartoon characters that spit out sweet little candy rectangles (mmmm...sweet candy rectangles). The candy is great, and the dispensers are supercool. Heck, everybody loves Pez. Even werewolves.

Which got us to thinkin'. What would a werewolf Pez dispenser look like? Better yet, what would a real, honest-to-garlic were-Pez dispenser be like? What would a were-Pez change to during a full moon? What would it eat? Would Lon Chaney play it in a movie? We and our good buddies at White Wolf just have to know! And White Wolf, being considerably more generous than we are, is even giving away some great prizes to people who tell us.

How to Play

All you gotta do is draw or write about your version of a werewolf Pez dispenser. Go nuts. Be creative. Be silly. Be serious. We don't care. Just do it! Tell us what it would look like. Tell us just how it transforms during the full moon. Tell us how it marks its territory. Go crazy and be detailed as heck, because the top entries will walk away with some great prizes!



The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, White Wolf, and their immediate families or anyone who thinks calling the King's dispenser Elvis Pezley is actually funny. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: White Wolf Were-Pez InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become 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 will be offered. Prizes are awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Y'know, to get candy out of a Pez Dispenser, you gotta twist its head back and pull candy out of its neck. Did like, Clive Barker invent this thing? All entries must be received at contest headquarters by August 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. Prize winners will be selected based on creativity by Wizard Press from all properly completed entries. Judging will take place on September 15, 1995. All decisions are final. Give us any grief and we stick our boot in your ass.

For a list of winners, available after September 15, 1995, send a self-addressed stamped envelope to: White Wolf Were-Pez InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Lycanthrope Prizes

Grand Prize (One winner)

One lucky reader will receive a bitchin' black leather jacket with an original werewolf drawing by top-shelf Rage artist Richard Kane-Ferguson!

First Prize

(10 winners)

Ten readers will receive an original werewolf pen-and-ink sketch by Richard Kane-Ferguson, personalized especially for them!

Fill this sucker out, attach it to your entry, and put it an envelope addressed to:

**White Wolf Were-Pez
InQuest Contest**

c/o Wizard Press

P.O. Box 118

Congers, NY 10920-0118

Contest Entry Form

Deadline is **August 31, 1995**

Name: _____

Date of Birth: _____

Jacket Size: _____

Address: _____

City: _____

State: _____

ZIP: _____

Phone: () _____

Hair on your palms? _____

This month's contest is sponsored by White Wolf, guys who know more about werewolves than Warren Zevon.

Official White Wolf Were-Pez InQuest



10 1/2	3	Amulet
8 1/4	4 1/2	Alchemist
6 1/4	4 1/2	Alchemist
12 1/4	8 1/2	Alchemist
17 1/2	4 1/2	Alchemist
13 1/4	9 1/4	Amulet
26 1/4	20 1/4	Amulet
12	5 1/4	Amulet
12 1/2	9 1/2	Amulet
21 1/4	14 1/4	Amulet
35 1/4	21 1/4	Amulet
4 1/4	1 1/4	Amulet
1 1/2	7 1/2	Amulet
5 1/2	2 1/2	Amulet
4 1/4	3 1/4	Amulet
15 1/2	12 1/2	Amulet
13 1/4	11 1/4	Amulet
13 1/4	11	Amulet
52	36 1/2	Amulet
21	15	Amulet
39 1/4	18 1/4	Amulet
39 1/4	17 1/4	Amulet
12 1/2	6 1/2	Amulet
7 1/2	6 1/2	Amulet
11 1/2	5 1/2	Amulet
6 1/2	2 1/2	Amulet
3 1/2	1 1/2	Amulet
10 1/2	5 1/2	Amulet
1 1/4	1 1/4	Amulet
15 1/4	11 1/4	Amulet
28 1/4	9 1/4	Amulet
7 1/2	3 1/2	Amulet
11 1/2	5 1/2	Amulet
14 1/2	5 1/2	Amulet
4 1/2	2	Amulet
7 1/2	3	Amulet
25 1/2	19 1/2	Amulet
15 1/2	7 1/2	Amulet
7 1/2	2	Amulet
4	1 1/2	Amulet
9 1/2	7 1/2	Amulet
3 1/2	2	Amulet
69 1/2	61 1/2	Amulet
7 1/2	3	Amulet

By Douglas Goldstein

ICE RAGE

The newest *Magic* expansion set will cool off some older card's price tags.

Ice Age, 363 cards in all, is like no other set. The average card can do more than ever before, with many cards requiring six or more lines of text to explain their abilities. Simple 1/1 or 2/2 creatures are few and far between.

And, in case you haven't seen them yet, these cards are *powerful!* Many older, discontinued cards now have easily accessible replacements.

The big news of the day is that the Icy Manipulator, last seen in the Unlimited Edition, is back. Sure, Wizards of the Coast brought back other discontinued cards in the Fourth Edition, like Twiddle and the Ironclaw Orcs, whose

older versions fell in value like a fat cow pushed from a helicopter. But this is the first time that one of the true powerhouses of the game has been made available to the fans again. The price tags on earlier versions plummeted, but many players are holding on to theirs because they like the old artwork

better. The new Icy sells in the high teens.

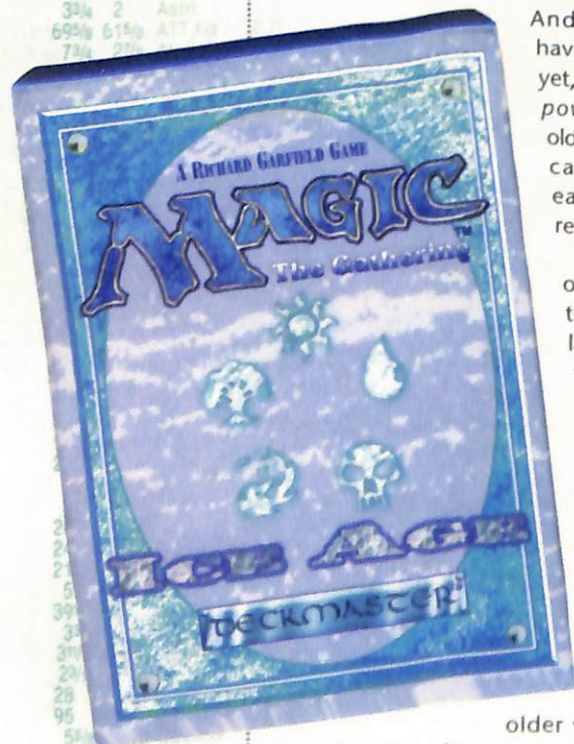
Speaking of Twiddle, the two new blue instants Infuse (untap anything) and Energize (tap anything) have higher casting costs, but nonetheless will lower Twiddle's desirability a little.

Another card that replaces an out of print is the Thermokarst. It's a green sorcery that destroys a land and gives you one life if that territory is a "snow-covered" land (see our *Ice Age* article on page 20 for more details). This does the same thing as the discontinued Ice Storm, except its casting cost is GG1, whereas Ice Storm's was a more-accessible G2. But that won't stop Ice Storm from losing value. Similarly, the black sorcery Icequake replaces the old Sinkholes.

There are so many new cards that let you draw cards that Ancestral Recall will fall out of demand. Not only do a lot of the *Ice Age* cards make you draw a card during your next upkeep, Brainstorm is almost identical to Ancestral Recall—and it's a common! This blue instant that lets you draw three cards and put back any two from your hand. Also check out Necropotence, a black enchantment that lets you spend life to draw cards at the end of your turn; Diabolic Vision, a black/blue instant that lets you draw five cards, take one, and return four; and others.

Some people say that the Jeweled Amulet is an *Ice Age* replacement for the Moxes. It's an artifact with no casting cost that lets you put one colored mana into it, and use that mana next turn—kind of like a delayed Mox. While this is better than nothing, it's not as fast as the Moxes that spur many first-turn triumphs. I wouldn't worry about their \$95-\$110 price tags heading south just yet.

Chaos Moon, a red enchantment, will do the same thing as Gauntlet of Might if there are an odd number of permanents in



Now your playing with power!

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play: give +1/+1 to all red creatures, and allow mountains produce an extra red mana. With Chaos Moon, red creatures lose 1/1 and mountains produce one colorless mana when an even number of permanents are out, but a crafty player can easily control this. Watch for the demand for Gauntlet to fall, along with the demand for Natural Selection, Berserk, and Raging River, which also have cousins in *Ice Age*.

The few older cards that don't have *Ice Age* replacements should rise in value. Black Lotus, Ali from Cairo, Forcefield, Lich, Word of Command, Timewalk, Timetwister, Two-Headed Giant, and Illusionary Mask are all in this category.

The Leviathan has been dethroned as the biggest creature in *Magic*. The new giant is also blue: Polar Kraken, an 11/11 trampler! It does have a cumulative upkeep of the sacrifice of a land (see page 20 again!), but that's easier to deal with than the Leviathan's required two-land sacrifice to untap and attack. The Kraken should go for at least what Leviathan does.

Cousins of the discontinued dual lands are also in *Ice Age*! These unusual lands can be tapped for colorless mana without difficulty, but if you tap a terrain for one of the two colors the land offers, it either hits you for one point of damage, à la City of Brass, or won't untap next turn. These new lands shouldn't lessen demand for the original dual lands: not only are the originals easier to work with, but the *Ice Age* multilands only come in allied color combinations, like black/red and white/blue. In fact, watch for the value of dual lands with opposing color combinations, like black/white, to gain value.

Many *Ice Age* offerings took certain spells from the past and reworked them in other forms that are potentially deadly. For instance, *Legends'* Enchantment Alteration instant let you switch enchantments from one creature or land to another creature or land. The new Crown of the Ages artifact does that for creatures. An artifact, it can go into any deck, not just blue ones. Only time will tell if the original cards will drop in value, depending on players' ease or difficulty in using these new cards.

So, what other *Ice Age*

may supplant older cards? Glad you asked!

Arcum's Sleight is an artifact that lets a creature attack without tapping if the defender has snow-covered lands. This



Weird freakin' art, but this is the most powerful discontinued ever re-released.



Watch what you're doing and you've got a

Gauntlet of Might!

is a twist on the old red Eternal Warrior enchantment. Sunstone is another artifact that lets you sacrifice a snow-covered land to prevent all creatures from dealing damage in combat—a non-color-specific Fog, Holy Day, or Darkness. Zuran Orb is yet another artifact that gives you two life for each land you sacrifice—certainly better than Dark Heart of the Wood, which only works with forests.

Balduvian Shaman is a blue 1/1 that taps to let you Sleight of Mind your white enchantments. This won't lower SoM below the \$4-\$5 range, because of the shaman's targeting limitations, but it still makes a great complement to the scarabs (see the reference guide for their descriptions!). Breath of Dreams is a blue enchantment that gives all green creatures a cumulative upkeep of one mana. This card and others like it in *Ice Age* will lower the desirability of the Tabernacle of Pendrell Vale. Look for its price to drop to the mid- to low teens. Ray of Command is a blue instant that gives you control of a creature for one turn only, without summoning sickness side effects. It's cool, but it won't replace Control Magic and creature-controlling creatures like Preacher.

Brown Ouphe is a green creature that can counter artifact abilities, which is sure to make people forget about Rust. Essence Filter is a green sorcery that destroys all enchantments or all nonwhite enchantments. This is a good replacement for Tranquility. Forbidden Lore is a green enchantment that basically turns the land it's on into a Pendelhaven that can target *any* creature. Pendelhavens are sure to drop in desirability.

Foxfire is a green instant that will Maze of Ith one creature. Don't worry, though; the Maze of Ith isn't threatened here, and is sure to continue to gain value. Battle Frenzy is a red instant that gives all your creatures +1/+0, and all your green creatures +1/+1. This spell, and others like it for other colors, are now more accessible than earlier, similar spells like Army of Allah and Morale. Look for those older cards to stagnate.

Certain cards have the same abilities as older cards but with different names, like Order of the White Shield and Order of the Black Shield, which are the same as the Order of Leitbur and Order of the Ebon Hand respectively. Look for the demand for those older *Fallen Empires* cards to disappear.

Unfortunately, depending on where you live and how many boxes your local store ordered, you may have a hard time getting all the *Ice Age* you want. Orders on Fourth Edition have been filled slowly, which has driven the prices of the starter decks and booster packs up by 50 percent or more in some places. Since the only places you can get the new snow-covered lands are in the *Ice Age* starter decks, keep looking for good deals.



Ancestral Recall reborn! (Someone get this guy a mint.)

Douglas Goldstein would like to thank Carrie Thearle and WatC for the invite to the *Ice Age* debut tournament in Toronto. There he ate 80 lbs. of bacon.

INQUEST

We want to know what you think

Hey, got five minutes? Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like some wild mutated beast, serving up the best darn price guide both sides of the Mississippi.

Oh, and feel free to photocopy this page so you don't destroy your issue.

Questions, Comments & Concerns

We want to know what you think of our magazine. Tell us what you liked about this issue of *InQuest*, what you thought was good, and what you thought was not so good. (Use extra paper if necessary.)

Price Changes

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? We wanna know. List any major discrepancies you feel exist in the *InQuest* price guide.

Set	Card Name	What it sells for in your area
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Top Ten Hottest Cards

What are the hottest cards in the circle of gamers you play with? List them in order of hotness (hotness?), with the hottest card listed at the number one slot.

- | | |
|----------|-----------|
| 1. _____ | 6. _____ |
| 2. _____ | 7. _____ |
| 3. _____ | 8. _____ |
| 4. _____ | 9. _____ |
| 5. _____ | 10. _____ |

Name: _____

Address _____

City: _____ State: _____ Zip: _____ Age: _____

E-mail address (if you got one): _____

WHO ARE YOU?

Mail to:
Dan Albaugh
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 P.O. Box 458
 Waterford, PA 16441
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AUGUST SURVEY

BEST EVER

GUIDELINES

CONDITION GUIDE

WHAT YOU NEED TO KNOW ABOUT THE *INQUEST* PRICE GUIDE

About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the-minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. Ultimately, though, a card is worth whatever you are willing to pay for it, or what someone is willing to pay you for it. A value listed for a card in a price guide does not definitively state what a card is "worth."

How to use the *InQuest* Magic Price Guide

It's easy. When a card has changed value since last month's listing, or when a card is experiencing heavy sales without a price change, it has a shaded bar. If the card has risen in value, it has a pink bar. If it has fallen in value, it has a blue bar. If the card is selling briskly but has not risen or fallen in value since the last listing, it's marked with a yellow bar. In this example, the **Dark Heart of the Wood** has risen since last month, the **Diabolic Machine** has dropped in value since last month, and the **Electric Eel** has been selling like wildfire without experiencing any fluctuation in price.

All cards have their color designations to the left of the card name.

Dark Heart of the Wood	.50
Dark Sphere	4.00
Deep Water	.50
Diabolic Machine	2.50
Drowned	.50
Dust to Dust	.50
Eater of the Dead	5.00
Electric Eel	2.00
Elves of Deep Shadow	3.00
Erosion	.50
Eternal Flame	5.00

Savage	
Scarecrow	
Scary	
Scary	
Scary	
Scary	
Scary	
Scary	
Scary	
Scary	

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... One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

Mint (MT): 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 glass 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 (Nr-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-Mint (EX-MT): This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

Good (GD): 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. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

Fair: Boy, if you thought Good cards were bad, you ain't seen nothing yet. Fair cards contain holes, tears, stains, water damage and everything else under the sun. These cards, too, are not tournament legal and look like they went through the wash in your jeans. Fair cards sell for five to 15 percent of price guide listings. (Which would make a Fair Wall of Wood, like, negative six bucks.)

Poor: OK, let's get one thing straight: Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Poor cards sell for less than five percent of price guide listings (i.e., they suck).

How to use the *InQuest* CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A ***** indicates that a price was not available at this time.

Remember, color bars do not indicate whether a card will rise or fall in the future. We ain't no fortune tellers.

DOOMTROOPER

HEARTBREAKER-1995

Full Set (337 cards)	\$290.00
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	80.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	90.00

Alakhi The Cunning	8.00
Cardinal Dominic	7.50
Crenshaw The Mortificator	7.50
Nimrod Autocannon	6.50
Personal Anti-Personnel Mines	7.50

INQUISITION EXPANSION

HEARTBREAKER-1995

Full Set (170)	2.50
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And STAY Dead!

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Angst

Annual Convention

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Are We Having Fun Yet?

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B.A.T.F.

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Bank Manager

Bank of England

Bayesian Illuminati

Benefit Concert

Bermuda Triangle

Price Guide Contributors

B&R Baseball Cards in Suffern, N.Y.; Books Galore in Erie, Pa.; Broadway Comics in Valrico, Fla.; Chimera Comics & Cards in Fond Du Lac, Wis.; The Comic Shop in Fairbanks, Ark.; Dragon's Lair in Austin, Tex.; Game-Atot in Santa Cruz, Cal.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours Hobbies in Joliet, Ill.; Lion & Unicorn in Hoover, Al.; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Mission Games in Mission, British Columbia, Can.; Shinder's in Minneapolis, Minn.; Troll and Toad in Keavy, Ken.; WarGames & Fantasy in Metairie, La.; Wizard World in Nanuet, N.Y. Also thanks to our on-line helpers LCSmith@vt.edu; Purphaz@ix.netcom.com; RichH90522@aol.com; SuperAmit@aol.com; Sin@csua.berkeley.edu; BParker933.

Table of Magic cards with price indicators: Castle, Celestial Prism, Channel, Chaos Orb, Chaoslace, Circle of Protection, Clone, Clockwork Beast, Cockatrice, Consecrate Land, Conservator, Contract from Below, Control Magic, Conversion, Copper Tablet, Copy Artifact, Counterspell, Craw Wurm, Creature Bond, Crusade, Crystal Rod, Cursed Land, Cyclopean Tomb, Dark Ritual, Darkpact, Death Ward, Deathgrip, Deathlace, Demoniac Attorney, Demoniac Hordes, Demoniac Tutor, Dingus Egg, Disenchant, Disintegrate, Disrupting Scepter, Dragon Whelp, Drain Life, Drain Power, Dredge Skeletons, Dwarven Demolition Team, Dwarven Warriors, Earth Elemental, Earthbind, Earthquake, Elvish Archers, Evil Presence, False Orders, Farmstead, Fastbond, Fear, Feedback, Fire Elemental, Fireball, Firebreathing, Flashfires, Flight, Fog, Force of Nature, Forcefield, Forest, Fork, Frozen Shade, Fungusaur, Gaea's Liege, Gauntlet of Might, Giant Growth, Giant Spider, Glasses of Urza, Gloom, Goblin Balloon Brigade, Goblin King, Granite Gargoyle, Gray Ogre, Green Ward, Grizzly Bears, Guardian Angel, Healing Salve, Helm of Chatzuk, Hill Giant, Hive, Th, Holy Armor, Holy Strength, Howl from Beyond, Howling Mine, Hulloon Minotaur, Hurricane, Hypnotic Specter, Ice Storm, Icy Manipulator, Illusionary Mask, Instill Energy, Invisibility, Iron Star, Ironclaw Orcs

Table of Magic cards with price indicators: Ironroot Treefolk, Island, Island Sanctuary, Ivory Cup, Jade Monolith, Jade Statue, Jayemdae Tome, Juggernaut, Jump, Karima, Keldon Warlord, Kormus Bell, Kudzu, Lance, Ley Druid, Library of Leng, Lich, Lifeorce, Lifeface, Lifetop



TOP TEN HOTTEST CARDS
2. Mana Drain
Stop an opponent from casting a clutch spell...and get the mana they spent for it for your own use? Mmmm...yeah, I guess that could be pretty useful.

Table of Magic cards with price indicators: Lightning Bolt, Living Artifact, Living Lands, Living Wall, Llanowar Elves, Lord of Atlantis, Lord of the Pit, Lure, Magical Hack, Mahamoth Djinn, Manabombs, Mana Flare, Mana Short, Mana Vault, Moekstone, Merfolk of the Pearl Trident, Mesa Pegasus, Mind Twist, Mons's Goblin Raiders, Mountain, Max Emerald, Max Jet, Max Pearl, Max Ruby, Max Sapphire, Natural Selection, Nether Shadow, Nettling Imp, Nevinyrrel's Disk, Nightmare, Northern Paladin, Obsidian Golem, Orkish Artillery, Orkish Orriflame, Paralyza, Pearled Unicorn, Personal Incarnation, Pestilence, Phantasmal Forces, Phantasmal Terrain, Phantom Monster, Pirate Ship, Plague Rats, Plains, Plateau, Power Leak

Table of Magic cards with price indicators: Power Sink, Power Surge, Prodigal Sorcerer, Psionic Blast, Psychic Venom, Purelace, Raging River, Raise Dead, Red Elemental Blast, Red Ward, Regeneration, Ragrowth, Resurrection, Reverse Damage, Righteousness, Roc of Khar Ridges, Rock Hydra, Rod of Ruin, Royal Assassin, Sacrifice, Samite Healer



TOP TEN HOTTEST CARDS
3. All from Cairo
Here's the deal: Get All out, and you can't go below 1 life, no matter what. The moral of this story: Never trust a guy with a greased mustache.

Table of Magic cards with price indicators: Savannah, Savannah Lions, Scarabe Zombies, Scavenging Ghoul, Scrabbleland, Scribe Spirtes, Sea Serpent, Sedge Trail, Sengir Vampire, Serra Angel, Shenodin Dryads, Shatter, Shivon Dragon, Simulacrum, Sinking, Siren's Call, Slight of Mind, Smoke, Sol Ring, Soul Net, Spell Blast, Stasis, Steel Artifact, Stone Giant, Stone Rain, Stream of Life, Sunglasses of Urza, Swamp, Swords to Plowshares, Taiga, Terror, Thicket Basilisk, Thoughtflame, Throne of Bone, Time Vault, Time Walk, Timber Wolves, Timewisher, Tranquility, Tropical Island, Tsunami, Tundra, Tunnel, Twiddle, Two-Headed Giant of Forays, Underground Sea

Table of Magic cards with price indicators: Unholy Strength, Unsummon, Unhden Trail, Verduran Enchantress, Vesuvian Doppelganger, Veteran Bodyguard, Volcanic Eruption, Volcanic Island, Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Wall of Water, Wall of Wood, Wanderlust, War Mammoth, Warp Artifact, Water Elemental, Weakness, Web, Wheel of Fortune, White Knight, White Ward, Wild Growth, Wil-O'-The-Wisp, Winter Orb, Wooden Sphere, Word of Command, Wrath of God, Zombie Master

UNLIMITED EDITION
Cards are white-bordered, but otherwise identical to Beta cards.
Full Set (302) \$1,500.00
Starter Deck (60 cards) 140.00
Starter Box (10 decks) 1,400.00
Booster Pack (15 cards) 50.00
Booster Box (36 packs) 1,750.00

Table of Magic cards with price indicators: Air Elemental, Ancestral Recall, Animate Artifact, Animate Dead, Animate Wall, Ankh of Mishra, Armageddon, Aspect of Wolf, Bad Moon, Badlands, Balance, Basalt Monolith, Bayou, Benalish Hero, Berserk, Birds of Paradise, Black Knight, Black Lotus, Black Moon, Black Vise, Black Ward, Blaze of Glory, Blessing, Blue Elemental Blast, Blue Ward, Bog Wraith, Braingeyser, Burrowing, Camouflage, Castle, Celestial Prism, Channel, Chaos Orb, Chaoslace, Circle of Protection, Circle of Protection, Circle of Protection, Circle of Protection, Circle of Protection, Clockwork Beast, Clone, Cockatrice, Consecrate Land, Conservator, Contract from Below, Control Magic, Conversion, Copper Tablet, Copy Artifact, Counterspell, Craw Wurm, Creature Bond, Crusade, Crystal Rod, Cursed Land

Price guide table for Magic: The Gathering cards, including items like Fork, Frozen Shade, Fungusaur, Gaea's Liege, Giant Growth, etc.

Continuation of the price guide table, including items like Power Leak, Power Sink, Power Surge, Primal Clay, Prodigal Sorcerer, etc.

Continuation of the price guide table, including items like Tunnel, Underground Sea, Unholy Strength, Unstable Mutation, Unsummon, etc.

Continuation of the price guide table, including items like Chaoslace, Circle of Protection: Artifact, Circle of Protection: Black, etc.

FOURTH EDITION

Summary table for the Fourth Edition set, listing Starter Deck (60 cards) at \$8.00, Starter Box (10 decks) at \$80.00, etc.

Price guide for various Magic: The Gathering cards from the Fourth Edition set, including Abomination, Air Elemental, Alabaster Potion, Aladdin's Lamp, Aladdin's Ring, All Baba, Amou Kithkin, Amulet of Kroag, Angry Mob, Animate Artifact, etc.



TOP TEN HOTTEST CARDS

5. Dual Lands

Juzam. All. Vesuvan. All great stuff, but you ain't gettin' 'em out without mana, and when it comes to land, you'd be hard-pressed to beat the two-color producing Dual Lands.

Price guide for Dual Lands cards: Stream of Life (50), Sunglasses of Urza (3.50), Swamp (05), Swords to Plowshares (1.50), Taiga (18.00), Terror (50), Thicket Basilisk (2.50), Thoughtful (2.50), Throne of Bone (50), Timber Wolves (3.50), Titania's Song (3.00), Tranquility (50), Tropical Island (18.00), Tsunami (1.00), Tundra (18.00)



TOP TEN HOTTEST CARDS

6. Fork

Someone just stick you on the business and of a rude spell? Wanna double a rudeness you've just committed? Fork it, Fork it, Fork it, baby!

Price guide for Fork cards: Elven Riders (5.00), Elish Archers (3.50), Energy Flux (1.00), Energy Tap (50), Erg Raiders (50), Entian (25), Eternal Warrior (75), Evil Presence (1.00), Eye for an Eye (4.00), Fear (50), Feedback (50), Fellwar Stone (2.00), Fire Elemental (1.50), Fireball (50), Firebreathing (50), Fissure (25)

Table listing Magic: The Gathering cards from the Arabian Nights set, including Elemental Aurgry, Elkin Battle, Elish Healer, and many others with their respective costs.

Table listing Magic: The Gathering cards from the Arabian Nights set, including Kelsinko Ranger, Kjeldoran Dead, Kjeldoran Elite Guard, and many others with their respective costs.

Table listing Magic: The Gathering cards from the Arabian Nights set, including Sabretooth Tiger, Sacred Boon, Scaled Wurm, and many others with their respective costs.

Table listing Magic: The Gathering cards from the Arabian Nights set, including Venomous Breath, Vertigo, Vexing Arcanix, and many others with their respective costs.



TOP TEN HOTTEST CARDS
8. Royal Assassin
Don't look at your creatures, don't breathe on your creatures, and for God's sake, don't tap 'em. With a flick of the wrist, the Assassin takes down any tapped creature without breaking a sweat.

Table listing Magic: The Gathering cards from the Arabian Nights set, including Skull Catapult, Sleigh of Mind, Snow-Covered Forest, and many others with their respective costs.

ARABIAN NIGHTS
Full Set (78 cards) \$600.00
Booster Pack (8 cards) 50.00
Booster Box (60 packs) 3,000.00

Table listing Magic: The Gathering cards from the Arabian Nights set, including Abu Ja'far, Aladdin, Aladdin's Lamp, and many others with their respective costs.

Table of Magic cards with prices. Includes Sea King's Blessing (4.00), Seafoam's Quay (2.50), Seeker (1.00), Segovian Leviathan (3.00), Sentinel (12.00), Serpent Generator (24.00), Shelkin Brownie (1.00), Shield Wall (4.00), Shimir Night Stalker (6.00), Silhouette (4.00), Sir Shandlar of Eberyn (5.00), Siviri Scarzam (5.00), Sol'kanar Swamp King (20.00), Spectral Cloak (10.00), Spinal Villain (15.00), Spirit Link (9.00), Spirit Shackles (1.00), Spiritual Sanctuary (10.00), Stang (12.00), Storm Seeker (12.00), Storm World (10.00), Subdue (1.50), Sunastion Falconer (5.00), Sword of the Ages (25.00), Siphon Soul (1.00), Sylvan Library (6.00), Sylvan Paradise (4.00), Tabernacle of Pendrell Vale (15.00), Takklemaggot (5.00), Telekinesis (12.00), Teleport (10.00), Tempest Efreit (6.00), Tetsuo Umezawa (16.00), Thunder Spirit (22.00), Time Elemental (14.00), Tobias Andron (5.00), Tolaria (4.00), Tor Wauki (6.00), Torsten Van Ursus (5.00), Touch of Darkness (4.00), Transmutation (1.00), Triassic Egg (12.00), Tukir Deathlock (12.00), Tundra Wolves (1.00), Typhoon (10.00), Undertow (3.50), Underworld Dreams (15.00), Unholy Citadel (2.50), Untamed Wilds (2.50), Urborg (4.00), Ur-Drago (10.00), Vaevicis Asmadi (25.00), Vampire Bats (5.00), Venarian Gold (1.00), Visions (3.50), Voodoo Doll (10.00), Walking Dead (1.00), Wall of Callotps (1.00), Wall of Dust (3.50), Wall of Earth (1.00), Wall of Heat (1.00), Wall of Light (4.00), Wall of Opposition (10.00), Wall of Putrid Flesh (4.00), Wall of Shadows (1.00), Wall of Tombstones (3.50), Wall of Vapor (1.00), Wall of Wonder (5.00), Whirling Dervish (7.00), White Mana Battery (3.00), Willow Satyr (12.00), Winds of Change (5.00), Winter Blast (8.00), Wolverine Pack (1.50), Wood Elemental (10.00), Wretched, The (30.00), Xira Arien (12.00), Zephyr Falcon (1.00)

Table of Magic cards with prices: Brainwash (25), Brothers of Fire (1.50), Carnivorous Plant (50), Cave People (2.50)



TOP TEN HOTTEST CARDS

10. The Abyss

You won't be invited over for dinner after playing this card on your opponent (which forces each player to sacrifice a non-artifact creature during their upkeep). But it is worth it to watch the looks on their face each upkeep.

Table of Magic cards with prices. Includes City of Shadows (6.00), Cleansing (5.00), Coal Golem (2.50), Curse Artifact (2.50), Dance of Many (6.00), Dark Heart of the Wood (5), Dark Sphere (4.00), Deep Water (5), Diabolic Machine (2.50), Drowned (5), Dust to Dust (5), Eater of the Dead (5.00), Electric Fel (2.00), Elves of Deep Shadow (3.00), Erosion (5), Eternal Flame (5.00), Exorcist (7.00), Fallen, The (3.50), Fasting (2.00), Fellwar Stone (3.00), Festival (5), Fire and Briststone (2.50), Fire Drake (2.50), Fissura (5), Flood (1.00), Fountain of Youth (4.00), Frankenstein's Monster (8.00), Gaia's Touch (1.00), Ghost Ship (5), Giant Shark (5), Goblin Caves (5), Goblin Digging Team (5), Goblin Hero (5), Goblin Hole (5), Goblin Shrine (5), Goblin Wizard (6.00), Goblines of the Flag (5), Grave Robbers (6.00), Hidden Path (6.00), Holy Light (5), Inferno (5.00), Inquisition (5), Knights of Thorn (6.00), Land Leeches (5), Leviathan (6.00), Living Armor (3.50), Lurker (5.00), Mana Clash (3.50), Mana Vortex (6.00), Marsh Gas (5), Marsh Goblins (5), Marsh Viper (5), Martyr's Cry (5.00), Maze of Ith (6.00), Marfolk Assassin (5.00), Mind Bomb (3.50), Miracle Worker (5), Morale (5), Murk Dwellers (5), Nameless Race (5.00), Necropolis (2.00), Niall Silvain (5.00)

Table of Magic cards with prices. Includes Orc General (3.00), People of the Woods (3.50), Pikemen (5.00), Preacher (10.00), Psychic Ally (5.00), Rag Man (5.00), Reflecting Mirror (4.00), Riptide (5.00), Runesword (3.50), Safe Haven (6.00), Savann Elves (5.00), Scarecrow (4.00), Scarwood Bandits (5.00), Scarwood Goblins (5.00), Scarwood Hag (3.00), Scavenger Folk (5.00), Season of the Witch (5.00), Sisters of the Flame (1.00), Skull of Oram (5.00), Sorrow's Path (3.50), Spitting Slug (2.00), Squire (5), Standing Stones (2.50), Stone Calendar (6.00), Sunken City (5.00), Tangle Kelp (2.00), Tivadar's Crusade (2.00), Tormod's Crypt (4.00), Tower of Carroll (2.00), Tracker (6.00), Uncle Istvan (2.00), Venom (5), Wand of Ith (3.00), War Barge (4.00), Water Wurm (5), Whappoorwill (3.00), Witch Hunter (8.00), Word of Binding (5), Worms of the Earth (5.00), Wormwood Treefolk (5.00)

FALLEN EMPIRES

Table of Magic cards with prices. Includes Amalgam (2.00), Amara Thrull (5), Balm of Restoration (2.00), Basil Thrull (5), Bottomless Vault (3.50), Brassclaw Orcs (5), Breeding Pit (2.00), Combat Medic (5), Conch Horn (1.50), Deep Spawn (1.00), Delf's Cone (5), Delf's Cube (1.50), Drelor (2.00), Draconian Cylix (2.00), Dwarfven Armorer (2.50), Dwarfven Catspuit (1.00), Dwarfven Hold (3.00), Dwarfven Lieutenant (5), Dwarfven Ruins (1.00), Dwarfven Soldier (5), Ebon Proctor (3.50), Ebon Stronghold (1.50), Elven Fortress (5), Elvish Farmer (3.00), Elvish Hunter (5), Elven Lyre (1.50), Elvish Scout (5), Farrell's Mantle (5), Farrell's Zoalot (5), Farrellite Priest (5), Fenel Thallid (2.00), Fungal Bloom (3.50), Goblin Chirurgeon (5), Goblin Flatlands (2.50), Goblin Grenade (5), Goblin Kites (5), Goblin War Drums (5), Goblin Warriors (3.00), Hand of Justice (5.00), Haverwood Battleground (1.50), Heroism (5), High Tide (5), Hollow Trees (3.00), Hottaxid (5), Humoral Shaman (2.50), Humoral Spawning Beil (1.00), Humoral Warrior (5), Hymn to Touch (5), Icatian Infantry (5), Icatian Jewelmeers (5), Icatian Lieutenant (2.00)

Table of Magic cards with prices. Includes Icatian Moneychanger (50), Icatian Phoenix (1.00), Icatian Priest (5.00), Icatian Scout (5.00), Icatian Scrimshers (3.00), Icatian Stone (3.00), Icatian Town (4.00), Implements of Sacrifice (2.00), Initiates of the Ebon Hand (5.00), Marneine (5.00), Mindstab Thrull (5.00), Necrite (5.00), Night Soil (5.00), Orkish Captain (5.00), Orkish Spy (5.00), Orkish Veteran (5.00), Order of Leitbur (5.00), Order of the Ebon Hand (5.00), Orgg (2.50), Raiding Party (5.00), Rainbow Vale (3.00), Ring of Renewal (2.50), River Merfolk (2.50), Ruins of Trokair (1.50), Sand Silas (3.00), Seasinger (2.50), Soul Exchange (1.50), Spirit Shield (2.00), Spore Cloud (5.00), Spore Flower (5.00), Sylexite Priest (5.00), Sylexite Temple (1.00), Thallid (5.00), Thallid Devourer (1.00), Thelon's Chart (1.50), Thelon's Curse (2.50), Thelonite Druid (1.00), Thelonite Monk (3.50), Thorn Thallid (5.00), Thrull Champion (3.50), Thrull Retainer (1.00), Thrull Wizard (5.00), Tidal Flats (5.00), Tidal Influence (5.00), Taurach's Chant (5.00), Taurach's Gate (3.00), Vodalian Knights (3.50), Vodalian Mage (5.00), Vodalian Soldiers (5.00), Vodalian War Machine (2.50), Zelyon Sword (2.50)

SPECIAL OFFERS

Table of Special Offers with prices: Arena (7.00), Giant Badger (6.00), Mana Crypt (8.00), Nalathni Dragon (6.50), Saviors of Estark (5.00), Windseeker Centaur (6.00)

FACTORY SETS

This set is known as the "Domestic Version." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are not tournament legal. M.TG Beta Factory Set (302 cards) \$225.00

Known as the "International Version," this set is the same as above except the cards are from the revised series. Cards are also not tournament legal. M.TG Revised Factory Set (302 cards) \$300.00

This set contains two, 60-card revised starter decks, 30 counters and a revised checklist. M.TG Revised Boxed Set \$22.00

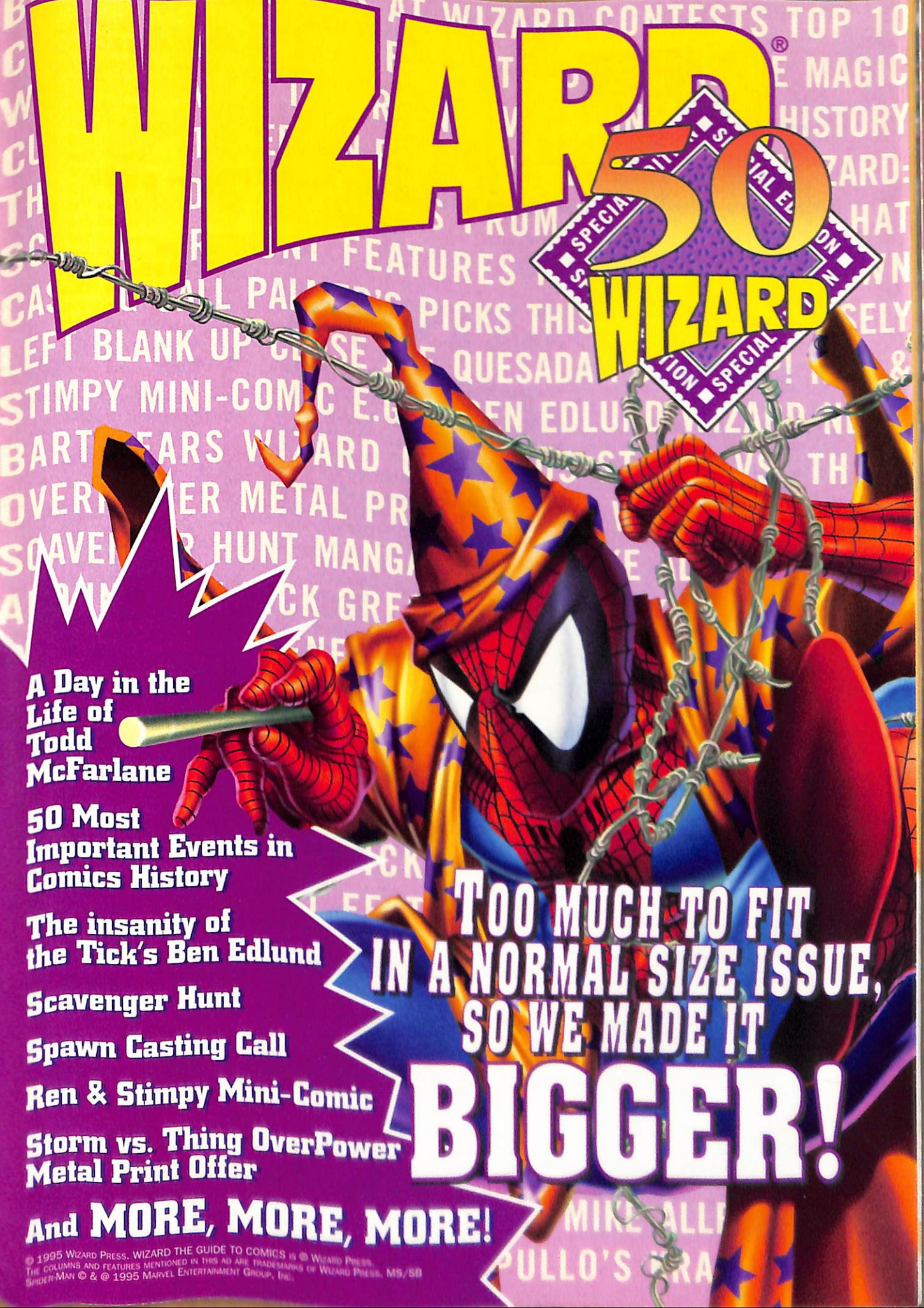
This set contains two, 60-card fourth-edition starter decks, 30 counters and a fourth-edition checklist. M.TG Revised Boxed Set \$20.00

THE DARK

Table of Magic cards with prices: Full Set (119) \$200.00, Booster Pack (8 cards) 7.00, Booster Box (60 packs) 300.00

Table of Magic cards with prices. Includes Amnesia (4.00), Angry Mob (3.50), Apprentice Wizard (1.00), Ashes to Ashes (5), Ball Lightning (9.00), Banshee (3.00), Bat's Cage (5.00), Blood Moon (8.00), Blood of the Martyr (3.00), Bog Imp (5), Bog Rats (5), Bone Flute (1.50), Book of Rass (2.50)

WENT UP WENT DOWN HEAVILY TRADED



**A Day in the
Life of
Todd
McFarlane**

**50 Most
Important Events in
Comics History**

**The insanity of
the Tick's Ben Edlund**

Scavenger Hunt

Spawn Casting Call

Ren & Stimpy Mini-Comic

**Storm vs. Thing OverPower
Metal Print Offer**

And MORE, MORE, MORE!

**TOO MUCH TO FIT
IN A NORMAL SIZE ISSUE,
SO WE MADE IT**

BIGGER!

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HAND BOO

What you need to know about the InQuest MAGIC Players Guide

The InQuest Player's Guide is meant to serve as an aid in playing collectible card games. Every month you'll find the most extensive card descriptions for *Magic: The Gathering* available, along with one other collectible card game that is the Player's Guide Spotlight of the month.

POWER RATINGS

•••• **The Best.** These cards should fit nicely into most decks. Frequently game-breakers, it's often worth finding a way to include five-star cards.

•••• **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 whether or not they complement the 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.

EXAMPLE LISTING

ART

Book of Rass... ART U •• Sev 6 DK
2: Sacrifice 2 life to draw 1 card.

Bottle of Suleiman ART R ••• 1My 4 AN,R
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.

• Bronze Tablet ART R • TWB 6 AQ,4TH
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.

• Candelabra of Tawnos ART R •••• DSh 1 AQ
X: Untap X separate lands.

Celestial Prism ART U •••• AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).

• Chaos Orb ART R •••• MTa 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any

whenever anyone loses a life each lost land.

Disrupting Scepter ART 3, T: Opponent must discard during turn of controller.

Dragonian Cytlix ART 2, T: Randomly discard a target creature.

Dragon Engine AC 2: +1/+0 until end of turn.

Ebony Horse A 2: Untap one of your attacked, except that deal another creature.

Elven Lyre AA 1, T: Sacrifice Elven Lyre of turn.

• Feldon's Cane ART 0: Rashuffle your graveyard from game when it is used.

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
Everybody's got these. They're the cards you get by the fistful when you buy packs. Good stuff, but not very expensive.

U Uncommon
These are a little difficult to come by. You usually get a couple of these per pack, and depending on how useful they are in game play, some carry heavier price tags than others.

R Rare
Whoa mamma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

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INQUEST

▲ Bottle of Suleiman is an artifact that is rare, it has a three power rating, and it was painted by Jesper Myrfor. Its casting cost is four mana; it's available in Arabian Nights and Revised. Flip a coin and if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Satan told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Satan had next to nothing to do with it.

MAGIC: THE GATHERING



SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Card Type. A Summon Faerie means the Brownie is a creature of the genus Faerie.
- C** — Text. The description of exactly what the card can do.
- D** — Flavor Text. A sometimes funny or informative quote, usually historical in nature.
- E** — Artist's Name.
- F** — Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.
- G** — Expansion Symbol. This tells you what set the cards belongs to; in the Brownie's case, the column symbols means he is from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

Alexander, Rob	RAI
Asplund-Faith, Randy	RAF
Baroh, Julie	JBa
Beard, Edward Jr.	EBe
Benson, Melissa	MBE
Bishop, Kristen	KBi
Brockschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danforth, Liz	LDa
Detwiler, Denise	DDe
Emond, Rick	REd
Ernest, James	JEr
Everingham, Sandra	SEv
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRA
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

PLAYERS GUIDE

SPOTLIGHT:

Blood Wars (plus the Rebels & Reinforcement and Factions & Factols expansion sets) This month's *InQuest* showcases TSR's hot new card game *Blood Wars* and its expansion sets, *Rebels & Reinforcements* and *Factions & Factols*. Assume the role of powerful Warlords from planes such as The Abyss and Ysgard as you command an army of extra-planar Legions in an attempt to conquer various Battlefields of the planes. There are two types of challenges. In Combat, it's an all-out brawl. One-on-one against another player, the higher total wins. Diplomacy comes into play in Intrigue challenges, where your opponents can either choose to fight against you or ally with you. Although both are pretty straight forward, deception and surprise are the key elements to winning. Check out the card ratings and descriptions to see which cards can give you the unexpected edge in the epic battle for the planes. And in case you're having your doubts, it's a lot better than *Super Deck!* Trust us.

Here are the abbreviations for

BLOOD WARS

TYPE

Ind. Town ... Independent Town
P. Pathway ... Planar Pathway

RARITY

CH ... Chase card
UR ... Ultra Rare

ALIGNMENT

C ... Chaotic
E ... Evil
G ... Good
L ... Lawful
N ... Neutral

DESCRIPTIONS

CP ... Combat Power
CS ... Combat Strength
Ø ... Dead-Book
∨ ... Discard
IP ... Intrigue Power
IS ... Intrigue Strength
RR ... Random Result



BLOOD WARS CARD DESCRIPTION

- A** — **Alignment:** The general tendencies of the character, item, or place.
- B** — **CS, IS, VP:** This number represents Combat Strength for Legions, Intrigue Strength for Warlords, Victory Points for Battlefields, and Combat Strength modifiers for certain Fate cards.
- C** — **RR:** Random Result. This number is used to determine the effects of certain Fate cards.
- D** — **Category:** The four card categories include: Battlefields, Fates, Legions, and Warlords. This card represents a Warlord.
- E** — **Type:** For Warlords and Legions, this tells what type of creature they are. For Battlefields, this tells whether it is a Realm, Site, or Independent Town. Fate cards are divided into Acolytes, Items, Orders, Spells, and Supports.
- F** — **Card Name:** The name of the Warlord, Legion, Battlefield, or Fate card.
- G** — **Special Abilities:** This box lists the Combat and Intrigue powers of Legions and Warlords, any special abilities possessed by certain Battlefields, and the effects of Fate cards.

BLOOD WARS

Let slip the dogs of war on page 92.



players guide

Table listing Magic artifacts with columns: Name, Description, Kind, Rarity, Rating, Artist, Cost, Sets Found. Includes Tormod's Crypt, Tower of Coireall, Triassic Egg, Triskelion, and Urza's Avenger.

Table listing Magic artifacts with columns: Name, Description, Kind, Rarity, Rating, Artist, Cost, Sets Found. Includes Abomination, Abyss, All Hallow's Eve, Animate Dead, Armor Thrull, Artifact Possession, Ashes to Ashes, and Bad Moon.

Table listing Magic artifacts with columns: Name, Description, Kind, Rarity, Rating, Artist, Cost, Sets Found. Includes Darkness, Darkpact, Deathgrip, Deathlace, Demonic Attorney, Demonic Hordes, Demonic Torment, Demonic Tutor, Dereler, Drain Life, Dudge Skeletons, Eater of the Dead, Ebon Praetor, El-Hajjaj, Erg Raiders, Evil Eye Orms-By-Gore, Evil Presence, Fallen, Fallen Angel, Fear, Frozen Shade, Gate to Phyrexia, Ghosts of the Damned, Giant Slug, Gloom, Glyph of Doom, Grave Robbers, Greed, Guardian Beast, Hasran Ogress, Haunting Wind, Headless Horseman, Hell Swarm, Hell's Caretaker, Hellfire, Horror of Horrors, and Howl from Beyond.



CROWN OF THE AGES



WINGS OF AESTHIR

Crown of the Ages & Wings of Aesthir

Look familiar? Crown of the Ages is Enchantment Alteration in a box. Wings of Aesthir is one of the most potent creature enchantments in Ice Age. With the Crown, you can bounce Wings among your creatures as needed.

gains are cumulative. 4/4. Urza's Chalice ART C ●● JMε 1 AQ 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast. Urza's Miter ART R ●●● RAF 3 AQ 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. Voodoo Doll ART R ●● SEv 6 LG 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. Wall of Spears AC U ●● SEv 3 AQ,4TH First strike, counts as a wall. 2/3. Wand of Ith ART U ●●●● QHo 4 DK 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 costing 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. War Barge ART U ●●●● TWū 4 DK 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn. Weakstone ART U ●● JHo 4 AQ All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage. White Mana Battery ART U ●● AWa 4 LG,4TH 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). Winter Orb ART R ●●● MTe 2 A,B,U,R,4TH Each player may only untap up to 1 land during untap phase. Wooden Sphere ART U ●● MTe 1 A,B,U,R,4TH 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast. Yotian Soldier AC C ●●● CRu 3 AQ,4TH Yotian Soldier does not tap when attacking. 1/4. Zelyon Sword ART R ●●● SKi 3 FE 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.

All black creatures in play get +1/+1. Banshee SC U ●● JMjy BB2 DK X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1. Basal Thrull SC C ●● Multi B FE T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, Pfo, RKF. 1/2. Black Knight SC U ●●●● JMε BB A,B,U,R,4TH Protection from white, first strike. 2/2. Blight EL U ●● PVe BB LG,4TH If target land is tapped, destroy it at end of turn. Bog Imp SC C ●● RSp B1 DK,4TH Flying. 1/1. Bog Rats SC C ●●● RSp B DK Cannot be blocked by walls. 1/1. Bog Wraith SC U ●●● JMε B3 A,B,U,R,4TH Swampwalk. 3/3. Breeding Pit EN U ●●●● AMa B3 FE Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit. Carrion Ants SC R ●●●● RTh BB2 LG,4TH 1: +1/+1 until end of turn. 0/1. Chains of Mephistopheles EN R ●●● HHu B1 LG 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. Contract from Below SOR R ●● DSh B A,B,U,R Discard your hand; draw a new ante card plus seven cards. Cosmic Horror SC R ●●● JMjy BBB3 LG,4TH First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7. Cuombajj Wilches SC C ●●● KFo BB AQ T: Each player does 1 damage to any target. 1/3. Curse Artifact EA U ●● MTe BB2 DK Controller of target artifact must bury target during upkeep or lose 2 life. Cursed Land EL U ●● JMjy BB2 ABUR4TH Do 1 damage to controller of target land during upkeep. Cyclopean Mummy SC C ●● EBε B1 LG,4TH Remove Mummy from game if it goes to graveyard. 2/1. Dark Ritual INT C ●●●● AMa B A,B,U,R,4TH



Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<p>Vortex is destroyed whenever there are no lands in play.</p> <p>Merchant Ship SC R ●● TWā U AN 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.</p> <p>Merfolk Assassin SC U ●● DDe UU DK T: Destroy target creature that has islandwalk. 1/2.</p> <p>Merfolk of the Pearl Trident SC C ●● JMe U A,B,U,R,4TH 1/1.</p> <p>Merseine EC C ●● Multi UU2 FE 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: HHu, MOK, DTu, PVe.</p> <p>Mind Bomb SOR R ●● MTe U DK,4TH 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.</p> <p>Old Man of the Sea SC R ●●●● SVC UU1 AN 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 greater than the Old Man's. 2/3.</p> <p>Part Water SOR U ●● NTH UXX LG Give X target creatures island walk until end of turn.</p> <p>Phantasmal Forces SC U ●● MPo U3 A,B,U,R,4TH Flying. Pay U during upkeep or card is destroyed. 4/1.</p> <p>Phantasmal Terrain EL C ●●●● DWi UU A,B,U,R,4TH Target land switches to any basic land type chosen by caster.</p> <p>Phantom Monster SC U ●●●● JMy U3 A,B,U,R,4TH Flying. 3/3.</p> <p>Pirate Ship SC R ●●●● TWā U4 A,B,U,R,4TH T: Do 1 damage to any target. Cannot attack unless opponent has</p>							<p>• Recall SOR R ●●●● BSn UXX LG Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.</p> <p>Reconstruction SOR C ●● AMo U AQ,R Bring an artifact from your graveyard into your hand.</p> <p>Relic Bind EA U ●● CRu U2 LG,4TH When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.</p> <p>Remove Soul INT C ●●●● BSn U1 LG Counter target summon spell.</p> <p>Reset INT U ●● NLe UU LG Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.</p> <p>Reverberation INS R ●●●● JHo UU2 LG Redirect damage from a sorcery to its caster.</p> <p>Riptide INS C ●● RAF U DK Tap all blue creatures.</p> <p>River Merfolk SC R ●●●● DSh UU FE U: Give River Merfolk mountainwalk until end of turn. 2/1.</p> <p>Sage of Lat-Nam SC C ●● PVe U1 T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.</p> <p>Sea King's Blessing INS U ●● RAF U LG Change the color of any number of target creatures to blue until end of turn.</p> <p>Sea Serpent SC C ●● JMe U5 A,B,U,R,4TH Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.</p> <p>Seasinger SC U ●●●● AWe UU1 FE T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves</p>							<p>end of turn. Use this ability only during upkeep. 1/1.</p> <p>Tangle Kelp EC U ●● RAI U DK Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.</p> <p>Telekinesis INS R ●● DGe UU LG 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.</p> <p>Teleport INS R ●●●● DSh UUU LG Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.</p> <p>Thoughtflood INT R ●●●● MPo U A,B,U,R,4TH Change the color of a card being played or already in play to blue.</p> <p>Tidal Flats EN C ●● Multi U FE 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: RAI (two versions), Sev.</p> <p>Tidal Influence EN U ●● TWā U2 FE Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, 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.</p> <p>Time Elemental SC R ●●●● AWe U2 LG,4TH 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.</p> <p>• Time Walk SOR R ●●●● AWe U1 A,B,U Take an extra turn immediately after the end of the one in which you cast Time Walk.</p> <p>• Timetwister SOR R ●●●● MTe U2 A,B,U Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.</p> <p>Transmute Artifact SOR U ●● AMo UU AQ 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.</p> <p>Twiddle INS C ●●●● RAI U A,B,U,4TH Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.</p> <p>Undertow EN U ●●●● RAF U2 LG Creatures with islandwalk may be blocked.</p> <p>Unstable Mutation EC C ●● DSh U AN,R,4TH 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.</p> <p>Unsummon INS C ●●●● DSh U A,B,U,R,4TH Return target creature to the hand of its owner. Discard enchantments on creature.</p> <p>Venorian Gold EC C ●● DGe UUX LG 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.</p> <p>Vesuvan Doppelganger SC R ●●●● QHo UU3 A,B,U,R Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.</p> <p>Vodalian Knights SC R ●●●● SVC UU1 FE First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.</p> <p>Vodalian Mage SC C ●● Multi U2 FE U. T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.</p> <p>Vodalian Soldiers SC C ●● MBe U1 FE Artists: MBe, RKF, JMe, SVC 1/2.</p> <p>Vodalian War Machine SC R ●●●● AWe UU1 FE 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.</p> <p>Volcanic Eruption SOR R ●● DSh UUUX ABUR,4TH Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.</p> <p>Wall of Air SC U ●●●● RTh UU1 A,B,U,R,4TH Flying. 1/5.</p> <p>Wall of Water SC U ●● RTh UU1 A,B,U,R,4TH U: +1/+0. 0/5.</p> <p>Water Elemental SC U ●● JMe UU3 A,B,U,R,4TH 5/4</p> <p>Wall of Vapor SC C ●● RTh U3 LG Cannot be damaged by creatures it blocks. 0/1.</p> <p>Wall of Wonder SC U ●● RTh UU2 LG UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.</p> <p>Water Wurm SC C ●● RSp U DK Water Wurm gains +0/+1 if opponent controls an island. 1/1.</p> <p>Zephyr Falcon SC C ●● HHu U1 LG,4TH Flying. Does not tap to attack. 1/1.</p>						



IMPOSING VISAGE



VENOMOUS BREATH

Imposing Visage & Venomous Breath: Throw Imposing Visage on a medium-sized creature and attack. If your opponent doesn't block, great. If she decides to put two or more creatures in the way, even better. Use Venomous Breath to knock off the blockers.

islands in play. Destroyed immediately if controller has no islands in play. 4/3.

Power Artifact EA U ●● DSh UU AQ
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.

Power Leak EE C ●● DTu U1 A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.

Power Sink INT C ●●●● RTh UX A,B,U,R,4TH
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.

Prodigal Sorcerer SC C ●●●● DSh U2 A,B,U,R,4TH
T: Do 1 damage to any target. 1/1.

Psionic Blast INS U ●●●● DSh U2 A,B,U
Do 4 damage to any target and 2 damage to you.

Psionic Entail SC R ●● JHo U4 LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.

Psychic Allergy EN R ●●●● MTe UU3 DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.

Psychic Purge SOR C ●● SVC U LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.

Psychic Venom EL C ●● BSn U1 A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.

Puppet Master EC U ●●●● Sev UUU LG
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.

play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.

Segovian Leviathan SC U ●● MBe U4 LG,4TH
Islandwalk. 3/3.

Serendib Djinn SC R ●● AMo U2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

Serendib Elfreet SC R ●●●● AMo U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.

Silhouette INS U ●● KFo U4 LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Siren's Call INS U ●● AMo U A,B,U,R,4TH
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.

Sleight of Mind INT R ●●●● MPo U A,B,U,R,4TH
Change the text of a card being played or in play by switching one color word with another.

Spectral Cloak EC U ●●●● RAI UU LG
Target creature may not be targeted by spells or fast effects unless it is tapped.

Spell Blast INT C ●●●● BSn UX A,B,U,R,4TH
Counter target spell. X is casting cost of target spell.

Stasis EN R ●● FJo U1 A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.

Steal Artifact EA U ●● AWe UU2 A,B,U,R,4TH
Take control of target artifact.

Sveylunite Priest SC U ●● RSp U1 FE
UU. T: Target creature may not be targeted by spells or effects until

●/● Restricted/Banned
AC Artifact Creature

ART Artifact
EA Enchant Artifact

EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment

EW Enchant Wield
INS Instant

INT Instant
LAN Land

SC Summon Creature
SOR Sorcery

CU Cumulative Upkeep

KEY

Table of Magic: The Gathering cards (left column). Includes cards like Night Soil, People of the Woods, Pixie Queen, Powerleech, Pradesh Gypsies, Rabid Wombat, Radjan Spirit, Rebirth, Regeneration, Regrowth, Reincarnation, Revelation, Rust, Sandstorm, Savoia Elves, Scarwood Bandits, Scarwood Hag, Scavenger Folk, Scryb Sprites, Shanodin Dryads, Shelkin Brownie, Singing Tree, Spitting Slug, Spore Cloud, Spore Flower, Storm Seeker, Stream of Life, Subdue, Sylvan Library, Sylvan Paradise, Thallid, and Thallid Devourer.

Table of Magic: The Gathering cards (middle column). Includes cards like Thelonite Druid, Thelonite Monk, Thelon's Chant, Thelon's Curse, and Thallid Devourer.

Table of Magic: The Gathering cards (right column). Includes cards like Whirling Dervish, Wild Growth, Willow Satyr, Winter Blast, and Wolverine Pack.



SERAPH



BATTLE CRY

Seraph & Battle Cry: Seraph is Ice Age's replacement for the Serra Angel—and it's nasty! For a real kick, attack with the Seraph, then use Battle Cry during your opponent's turn to block one of your opponent's small/medium-sized creatures. Surprise!

Table of Magic: The Gathering cards (bottom middle column). Includes cards like Thicket Basilisk, Thorn Thallid, Timber Wolves, Titania's Song, Tracker, Tranquility, Tsunami, Typhoon, Untamed Wilds, Venom, Verduran Enchantress, Wall of Brambles, Wall of Ice, Wall of Wood, Wonderlust, War Mammoth, Web, and Whippooswill.

Table of Magic: The Gathering cards (bottom right column). Includes cards like Wood Elemental, Wormwood Treefolk, Wyluli Wolf, Adun Oakenshield, Angus Mackenzie, Arcades Sabbath, Axelrod Gunnarson, Aysha Tanaka, Barktooth Warbeard, Bartel Runeaxe, Boris Devilon, Chromium, Dakkan Blackblade, Dark Heart of the Wood, Gabriel Angelfire, and Gosta Dirk.

MULTICOLORED

Table of Magic: The Gathering cards (rightmost column). Includes cards like Adun Oakenshield, Angus Mackenzie, Arcades Sabbath, Axelrod Gunnarson, Aysha Tanaka, Barktooth Warbeard, Bartel Runeaxe, Boris Devilon, Chromium, Dakkan Blackblade, Dark Heart of the Wood, Gabriel Angelfire, and Gosta Dirk.

Legend for card types: ART Artifact, EC Enchant Creature, EL Enchant Land, EW Enchant World, INT Interrupt, SC Summon Creature, CU Cumulative Upkeep, AC Artifact Creature, EA Enchant Artifact, FE Enchant Enchantment, EN Enchantment, INS Instant, LAN Land, SOR Sorcery.





players guide

Name Kind Rarity Rating Artist Cost Sets Found
Description



POLAR KRAKEN

War Elephant SC C ●●● KBi W3 AN
Bands, trample. 2/2.

White Knight SC U ●●● DGe WW AB,U,R,4TH
Protection from black, first strike. 2/2.

White Ward EC U ●●● DFr W AB,U,R,4TH
Target creature gains protection from white.

Witch Hunter SC R ●●● JMy WW2 DK
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.

Wrath of God INS R ●●● QHo WW2 AB,U,R,4TH
Bury all creatures in play.

LANDS

Adventurers' Guildhouse LAN U ● TWā LG
All your green legends may band with other legends.

Arena LAN R ●●● RAI BOOK
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.

Badlands LAN R ●●● RAI AB,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.

Bayou LAN R ●●● JMy AB,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.

Bazaar of Baghdad LAN R ●● JMe AN
T: Draw 2 cards from your library, immediately discard 3 cards from your hand.

Bottomless Vault LAN R ●● PMo FE
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.

Cathedral of Serra LAN U ● MPo LG
All your white legends may band with other legends.

City of Brass LAN R ●●● MTe AN
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.

City of Shadows LAN R ●● TWā DK
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, on an Island.

Desert LAN C ●●● JMy AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.

Diamond Valley LAN R ●●●● BSn AN
T: Sacrifice a creature to gain life equal to its toughness.

Dwarven Hold LAN R ●● PMo FE
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.

Dwarven Ruins LAN U ● MPo FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.

Ebon Stronghold LAN U ● MPo FE

Elephant Graveyard LAN R ●●● RAI AN
T: Add 1. T: Regenerate an Elephant or Marmoth.

Forest LAN C — Cru AB,U,R,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.

• **Hammerheim** LAN U ●●●● BWa LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U ● MPo FE



ICE FLOE

Hollow Trees LAN R ●●● PMo FE
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.

Ication Store LAN R ●●● PMo FE
Comes into play tapped. You may leave Ication Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.

Island LAN R — MPo AB,U,R,4TH
T: Add U to your mana pool.

Island of Wak-Wak LAN R ●●●● DSh AN
T: Reduce the power of one flying creature to 0 until end of turn.

• **Karakas** LAN U ●●● NLe LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.

• **Library of Alexandria** LAN R ●●●● MPo AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.

• **Maze of Ith** LAN U ●●●● AMa DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Mishra's Factory LAN U ●●● KFo,PfO AQ,4TH
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.

• **Mishra's Workshop** LAN R ●●● KFo AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.

Mountain LAN C — DSh AB,U,R,4TH,AN
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.

Mountain Stronghold LAN U ● TWā LG
All your red legends may band with other legends.

Oasis LAN R ●●● BSn AN,4TH
T: Negate 1 damage to any creature.

• **Pendelhaven** LAN U ●●●● BWa LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.

Plains LAN C — JMy AB,U,R,4TH
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.

Plateau LAN R ●●●● DTu AB,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.

Rainbow Vale LAN R ●●● KFo FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

Ruins of Trokair LAN U ● MPo FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.

Safe Haven LAN R ●●●● CRu DK
2, 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

Pol Kraken & Ice Floe

Floe: 11/11? That's right... they just keep getting bigger. It's great to have one of these puppies on your side, but it's also good to be prepared if they're played against you. Ice Floe is a great neutralizer for those nasties. Just stuff 'em under the Floe and watch 'em gasp for air.

• **Tabernacle of Pendrell Vale** LAN R ●●● NLe LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

• **Talaria** LAN U ●●● NLe LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ●●●● JMy AB,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.

Tundra LAN R ●●●● JMy AB,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.

Underground Sea LAN R ●●●● RAI AB,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.

Unholy Citadel LAN U ● MTe LG
All your black legends may band with other legends.

• **Urborg** LAN U ●●● BWa LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C ●● AMa AQ
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.

Urza's Power Plant LAN C ●● MTe AQ
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.

Urza's Tower LAN C ●● MPo AQ
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.

Volcanic Island LAN R ●●●● BSn AB,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.

ICE AGE

ARTIFACTS

Adarkar Sentinel AC U ●●● MBe 5 IA
1: +0/+1 until end of turn. 3/3.

Aegis of the Meek ART R ●●● LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.

Amulet of Quoz ART R ●● DFr 6 IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.

Arcum's Sleigh ART U ●●● TWā 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ●● TWā 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.

Arcum's Whistle ART U ●●● QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.

Barbed Sextant ART C ●●● AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
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mana pool. Draw a card at the beginning of the next turn.

Baton of Morale ART U ●●● DSh 2 IA
2: Give target creature banding until end of turn.

Celestial Sword ART R ●● AWe 6 IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.

Crown of the Ages ART R ●●●● DFr 2 IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.

Despotic Scepter ART R ●●● Rth 1 IA
T: Bury target permanent you own.

Elkin Bottle ART R ● QHo 3 IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

Fyndhorn Bow ART U ●●● RAJ 2 IA
3, T: Give target creature first strike until end of turn.

Goblin Lyre ART R ●●● MKJ 3 IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.

Hematite Talisman ART U ●● LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Ice Cauldron ART R ●●●● DFr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put a charge counter on Ice Cauldron. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.

Icy Manipulator ART U ●●●● AWe 4 A,B,U,IA
1, T: Tap any land, creature, or artifact.

Infinite Hourglass ART R ●●● HMc 4 IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Jester's Cap ART R ●●●● DFr 4 IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.

Jester's Mask ART R ●●●● DFr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.

Jeweled Amulet ART U ●●●● DFr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.

Lapis Lazuli Talisman ART U ●● AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Malachite Talisman ART U ●●●● CRU 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

Nacre Talisman ART U ●● MTe 2 IA
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Naked Singularity ART R ●● MTe 5 IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.

Onyx Talisman ART U ●● Sev 2 IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Pentagram of the Ages ART R ●●●● DSh 4 IA
4, T: Prevent all damage done to you from one source.

Pit Trap ART U ●●● AMa 2 IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.

Runed Arch ART R ●●●● Pfo 3 IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.

Shield of the Ages ART U ●●●● AMa 2 IA
2: Prevent 1 damage to you.

Skull Catapult ART U ●●● BWA 4 IA
1, T: Sacrifice a creature to do 2 damage to any target.

Snow Fortress AC R ●●●● JMe 5 IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.

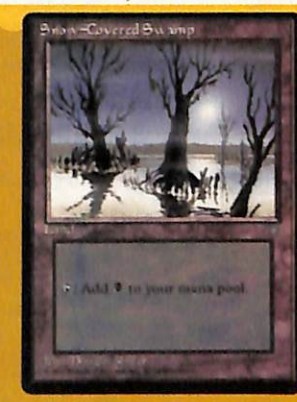
Soldevi Golem AC R ●●● AMa 4 IA
Does not untap during your upkeep phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.

Soldevi Simulacrum AC U ●●● DFr 4 IA
CU: 1: +1/+0 until end of turn. 2/4.

Staff of the Ages ART R ●● DGe 3 IA
Creatures with landwalk ability may be blocked as if they did not have that ability.



DRIFT OF THE DEAD



SNOW-COVERED SWAMP

Drift of the Dead & Snow-Covered Swamp:
If the Wall of Opposition didn't give you enough incentive to use Animate Wall, try Drift of the Dead. It's the Dakkon Blackblade of walls, the Nightmare of blockers, the Goa's Liege of...well, you get the picture.

Sunstone ART U ●● Pfo 3 IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.

Time Bomb ART R ●●● AWe 4 IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.

Urza's Bauble ART U ●● CRU 0 IA
T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.

Vexing Arcanix ART R ●●●● RGo 4 IA
3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

Vibrating Sphere ART R ●● Rth 4 IA
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.

Walking Wall AC U ●●●● AWe 4 IA
Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.

Wall of Shields AC U ●●●● RGo 3 IA
Counts as wall. Banding. 0/4.

War Chariot ART U ●●●● DWi 3 IA
3, T: Give target creature trample until end of turn.

Whalebone Glider ART U ●●● AWe 2 IA
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.

Zuran Orb ART U ●●●● Sev 0 IA
0: Sacrifice a land to gain 2 life.

BLACK

Abyssal Specter SC U ●● RTp BB2 IA
Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.

Ashen Ghoul SC U ●●● RSp B3 IA
Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.

Brine Shaman SC C ●●● CBr B1 IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU: Sacrifice a creature to counter a summon spell. 1/1.

Burnt Offering INT C ●● DGe B IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.

Clank of Confusion EC C ●● MOK B1 IA
If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.

Dance of the Dead EC U ●●●● RGo B1 IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's upkeep phase. Its controller may pay 1B to untap it.

Dark Banishing INS C ●●●● DTu B2 IA
Bury target creature. Cannot target black creatures.

Dark Ritual INT C ●●●● JHo B A,B,U,R,4th,IA
Add BBB to your mana pool.

Demonic Consultation INS U ●●●● RAJ B IA
Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.

Dread Wight SC R ●●● DGe BB3 IA
At the end of combat, put a paralyzation counter on any creature

blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.

Drift of the Dead SC U ●●● BSn B3 IA
Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */-.

Fear EC C ●●●● Rem BB A,B,U,R,4th,IA
Only block or artifact creatures may block target creature.

Flow of Maggots SC R ●●●● RSp B2 IA
CU: 1. May not be blocked by non-wall creatures. 2/2.

Foul Familiar SC C ●●● AMa B2 IA
Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.

Gangrenous Zombies SC C ●●● BSn BB1 IA
T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.

Gaze of Pain SOR C ●●● AMa B1 IA
For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.

Gravebind INS R ●● DTu B IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.

Hecatomb EN R ●●●● Nth BB1 IA
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.

Hoar Shade SC C ●●● Rth B3 IA
B: +1/+1 until end of turn. 1/2.

Howl from Beyond INS C ●●●● MPo Bx A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn.

Hyalopterous Lemure SC U ●●● Rth B4 IA
0: Gains flying and -1/-0 until end of turn. 4/3.

Icequake SOR U ●●● RKF BB1 IA
Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.

Infernal Darkness EN R ●● Pfo BB2 IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.

Infernal Denizen SC R ●● DTu B7 IA
During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.

Kjeldoran Dead SC C ●●●● MBe B IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.

Knights of Stromgald SC U ●●●● MPo BB IA
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.

Krovikan Elemental SC U ●●● DSh BB IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.

Krovikan Fetish EC C ●● HHu B2 IA
Target creature gets +1/+1. Draw a card at the beginning of the next turn.

Krovikan Vampire SC U ●●● QHo BB3 IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature Krovikan Vampire leaves player your control. 3/3.

Legions of Lim-Dul SC C ●● AMa BB1 IA
Snow-covered swampwalk. 2/3.

●/● 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	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	U	♦♦♦♦	NLe	U	A,B,U,R,4th,IA	Elder Druid G3, T: Tap or untap one creature, land, or artifact. 2/2.	SC	R	♦♦♦♦	RKF	G3	IA	Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	♦♦♦	REm	G1	IA
Snow Devil Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	♦♦♦	KMc	U1	IA	Essence Filter Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	♦♦♦♦	REm	GG1	IA	Pale Bears Islandwalk. 2/2.	SC	R	♦♦♦	AWa	G2	IA
Snowfall CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.	EN	C	♦♦	PfO	U2	IA	Fanatical Fever Give a creature +3/+0 and trample until end of turn.	INS	U	♦♦♦♦	JBa	GG2	IA	Pygmy Allosaurus Swampwalk. 2/2.	SC	R	♦♦♦	AMa	G2	IA
Soldevi Machinist T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	♦♦	JMa	U1	IA	Folk of the Pines G1: +1/+0 until end of turn. 2/5. Artists: Nth & Cbu	SC	C	♦♦♦	Multi	G4	IA	Pyknite Draw a card at the beginning of the next turn. 1/1.	SC	C	♦	EBe	G2	IA
Soul Barrier Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	♦	HMc	U2	IA	Forbidden Lore O: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	♦♦♦	CRu	G2	IA	Regeneration G: Target creature regenerates.	EC	C	♦♦♦	JHa	G1	A,B,U,R,4th,IA
Thunder Wall Flying. U: +1/+1 until end of turn. 0/2.	SC	U	♦♦♦	Rth	UU1	IA	Forgotten Lore Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	♦♦♦♦	HMc	G	IA	Rime Dryad Snow-covered forestwalk. 1/2.	SC	C	♦♦♦	HhU	G	IA
Updraft Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	♦♦♦	LWi	U1	IA	Foxfire Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	♦♦♦	MOK	G2	IA	Ritual of Subdual CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.	EN	R	♦♦♦	JHa	GG4	IA
Wind Spirit Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	♦♦♦	KFo	U4	IA	Freyalise Sycificant T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: Lda & Dsh	SC	U	♦♦♦	Multi	G1	IA	Scaled Wurm 7/6.	SC	C	♦♦♦	DGe	G7	IA
Winter's Chill Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creature's controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	♦♦♦	EBe	UX	IA	Freyalise's Charm GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.	EN	U	♦♦♦	MOK	GG	IA	Shambling Strider GR: +1/-1 until end of turn. 5/5.	SC	C	♦♦♦	DSh	GG4	IA
Word of Undoing Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	♦♦♦♦	CRu	U	IA	Freyalise's Winds Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	♦♦♦♦	MTe	GG2	IA	Snowblind Target creature gets +*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.	EC	R	♦	DSh	G3	IA
Wrath of Marit Lage Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's upkeep phase.	EN	R	♦♦♦	MRA	UU3	IA	Fyndhorn Arrow G2, T: Untap a creature. 1/1.	SC	C	♦♦♦	Rth	G2	IA	Stampede All attacking creatures get trample and +1/+0 until end of turn.	INS	R	♦♦♦♦	JMe	GG1	IA
Zur's Weirding All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	♦♦♦♦	Lda	U3	IA	Fyndhorn Elder T: Add GG to your mana pool. 1/1.	SC	U	♦♦♦♦	CRu	G2	IA	Stunted Growth Target player must choose three cards from his or her hand and put them on top of his library in any order.	SOR	R	♦♦♦♦	Nth	GG3	IA
Zuran Enchanter B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	♦♦♦	DSh	U1	IA	Fyndhorn Elves T: Add G to your mana pool. 1/1.	SC	C	♦♦♦♦	JHa	G	IA	Tarpan You gain 1 life if Tarpan goes to the graveyard from play. 1/1.	SC	C	♦♦♦	MOK	G	IA
Zuran Spellcaster T: Do 1 damage to any target. 1/1.	SC	C	♦♦♦♦	EBe	U2	IA	Fyndhorn Pollen CU: 1. All creatures get -1/0. G1: All creatures get -1/-1 until end of turn.	EN	R	♦♦♦	PfO	G2	IA	Thermakarst Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	♦♦♦	KMc	GG1	IA

GREEN

Aurochs Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C	♦♦♦	KMc	G3	IA
Balduvian Bears 2/2.	SC	C	♦♦♦	QHo	G1	IA
Blizzard CU: 2. You cannot cast Blizzard if you do not control any snow-covered lands. Flying creatures do not untap.	EN	R	♦♦	AMa	GG	IA
Brown Ouphe	SC	C	♦♦♦♦	DGe	G	IA

Giant Growth Target creature gains +3/+3 until end of turn.	INS	C	♦♦♦♦	LWi	G	A,B,U,R,4th,IA
Gorilla Pack Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.	SC	C	♦♦	AWa	G2	IA
Hot Springs O: Tap land Hot Springs enchants to prevent 1 damage to any target.	EL	R	♦♦♦	NLe	G1	IA
Hurricane Do X damage to all flying creatures and players.	SOR	U	♦♦♦♦	Cbr	GX	A,B,U,R,4th,IA
Johtull Wurm Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	SC	U	♦♦♦	DGe	G5	IA
Juniper Order Druid T: Untap a land of your choice at the speed of an interrupt. 1/1.	SC	C	♦♦♦	JMe	G2	IA
Lhurgoyf	SC	R	♦♦♦♦	PVe	GG2	IA



DEFLECTION



DISENCHANT

Deflection & Disenchant: And you thought Counterspell was nasty! Red mages will think twice about mass damage when you've got four untapped mana floating around. You can also redirect spells like Disenchant to save your own stuff and to get rid of your opponent's artifacts or enchantments.

G1, T: Counter an artifact ability that requires an activation cost. 1/1.	
Chub Toad Gains +2/+2 until end of turn when blocked or blocking. 1/1.	SC C ♦♦♦ DGe G2 IA
Dire Wolves Gains banding if you control any plains. 2/2.	SC C ♦♦♦ Rsp G2 IA
Earthlore	EL C ♦♦♦ DTu G IA

* equals the total number of creatures in all graveyards. */+1.	
Lure All creatures that can block target creature must do so.	EN U ♦♦♦♦ PfO GG1 A,B,U,R,4th,IA
Maddening Wind CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC U ♦♦♦ DWI G2 IA

Wild Growth Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL C ♦♦♦ MRA G A,B,U,R,4th,IA
Woolly Mammoths Gains trample if you control any snow-covered lands. 3/2.	SC C ♦♦♦ DFr GG1 IA
Woolly Spider Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.	SC C ♦♦♦ DGe GG1 IA
Yavimaya Gnats Flying. G: Regenerate. 0/1.	SC U ♦♦♦ DFr G2 IA

MULTICOLORED

Altar of Bone Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.	SOR R ♦♦♦ MBe GW IA
Centaur Archer T: Deal 1 damage to target flying creature. 3/2.	SC U ♦♦♦ MBe GR1 IA
Chromatic Armor Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC R ♦♦♦ MPo UW1 IA
Diabolic Vision Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR U ♦♦♦ AWa BU IA
Earthlink Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice	EN R ♦♦ RKF BGR3 IA

Name	Description	Type	Rarity	Alignment	CS	RR	Rating	Name	Description	Type	Rarity	Alignment	CS	RR	Rating	Name	Description	Type	Rarity	Alignment	CS	RR	Rating																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										
Conclave of Generals	Orders	U	—	—	5	••••		Trident of Corruption	Item	U	—	+6	0	•••	Leonal	Guardinal	R	NG	10	0	••••																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
During an Intrigue Challenge, add the IS of any or all of your Warlords. 0								Add +6 CS to any nonevil Legion; +7 CS to an evil Legion.								CP: Send one opposing Legion of 7 CS or less to the Dead-Book.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
Consolidation of Power	Spell	R	—	—	5	••••		United Front	Orders	U	—	—	5	•••	Light Asimom	Asimom	U	LG	9	1	••••																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
If you possess at least three Battlefields from the same plane in your Victory Pool, add 5 VP to your total.								Add the Warlord's IS to the Battle Hand's total CS.								CP: Send all opponent's nongood Legions to Command Hand. ✓																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
Cranium Blast	Spell	C	—	—	5	••		LEGIONS								Lillend	Lillend	R	CN	5	5	••••																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											
Force opponent to discard one Legion of 3 CS or less or add +3 CS to a Cranium Rot.								Name								Description								Type								Rarity								Alignment								CS								RR								Rating																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
Crystal Ball	Magical Item	U	—	—	+2	3	••	Asimar	Asimar	U	LN	3	7	••	Abishai	Baatezu	C	LE	4	6	••	Agathinon	Asimar	U	LG	7	3	••••	Alu-Fiend	Tanar'i	C	CE	2	8	••	Asrai	Asrai	R	CG	1	9	•	Avoral	Guardinal	U	NG	5	5	•••	Babau Recruiter	Tanar'i	C	CE	8	2	••••	Bacchoe Marauders	Bacchoe	C	CN	2	8	•••	Baku	Baku	U	NN	9	1	•••	Baloena	Baloena	R	NG	7	3	••••	Bar-Lgura	Tanar'i	R	CE	5	5	•••	Barbaz	Baatezu	R	LE	5	5	•••	Barghest Legionnaire	Barghest	U	LE	9	1	••••	Barghest Lord	Barghest	R	LE	10	0	••••	Bariaur	Bariaur	C	CG	6	4	•••	Blue Slaad	Slaad	U	CN	7	3	•••	Braloni	Ealdrin	R	CG	5	5	•••	Buseni	Buseni	C	LN	6	4	•••	Cambion Baron	Tanar'i	U	CE	3	7	•••	Cervidal	Guardinal	U	NG	3	7	•••	Chaos Beast	Chaos Beast	R	CN	10	0	•••	Chaos Imps	Chaos Imp	R	CN	1	9	••	Chasme Drone	IP: Parasite	Human	R	NG	1	9	•	Clueless Warrior	CP: Cutter	Human	C	NN	2	8	•••	Coure	Ealdrin	C	CG	2	8	••	Cranium Rats	Cranium Rats	C	NE	1	9	••	Decaton	Modron	U	LN	7	3	•••	Dergholoth	Yugoloth	R	NE	7	3	••••	Dretch	CP: Horde	Tanar'i	C	CE	1	9	•	Einheriar of the Outlands	Human	U	NN	5	5	•••	Elves of Arborea	Elves	C	NG	2	8	•••	Equinal	Guardinal	C	NG	4	6	•••	Erinyes	Baatezu	C	LE	7	3	••••	Fensir Rakka	U	CN	3	7	•••	Fire Mephit	Mephit	U	NN	3	7	•••	Firre Troops	Ealdrin	U	CG	7	3	••••	Ghaele Elite	Ealdrin	R	CG	10	0	••••	Githyanki	IP: Aide	Githyanki	C	NE	4	6	••	Githzerai	CP: Cutter	Githzerai	C	CN	4	6	•••	Glabezu	IP: Terrorist	Tanar'i	U	CE	10	0	••••	Gray Slaad	Slaad	U	CN	9	1	•••	Green Slaad	Slaad	C	CN	8	2	••••	Hamatula	Baatezu	U	LE	8	2	•••	Hound Hunters	Archan	C	LG	4	6	•••	Hydroloth	Yugoloth	U	NE	5	5	••••	Kochrochon	CP: Spirit	Baatezu	C	LE	6	4	•••	Lantern Archan	Archan	C	LG	1	9	••	Lupinal	Guardinal	C	NG	6	4	•••	Malaetar Rider	Thefting	U	LN	9	1	••••	Malelephant	Malelephant	C	LN	8	2	••••	Mezzoloth	Yugoloth	U	NE	9	1	•••	Monodrone	Modron	R	LN	1	9	••	Movanic Deva	Asimom	C	NG	8	2	••••	Nabassu	Tanar'i	C	CE	6	4	•••	Nic'epona	Nic'epona	C	NN	6	4	•••	Night Hag	Night Hag	C	NE	6	4	•••	Norse Dwarves	Dwarves	U	LG	3	7	•••	Noviere Raider	Ealdrin	C	CG	4	6	•••	Nupperbo	CP: Force an opponent to discard a Fate: Item card from Battle Hand.	Baatezu	C	LE	1	9	•	Octon	Modron	R	LN	10	0	•••	Oread	CP: Advocate	Oread	U	CG	3	7	•••	Osluth	CP: Martyr	Baatezu	U	LE	3	7	•••	Outsider Archer	Human	C	LG	2	8	••	Parai	Parai	R	LN	5	5	•••	Piscoloth	CP: Send one opposing Legion to the Dead-Book. ✓	Yugoloth	C	NE	8	2	•••	Quadrone	IP: Advocate	Modron	C	LN	4	6	•••	Quill	CP: Shock Troop	Quill	R	NN	1	9	••	Red Slaad	CP: Spirit	Slaad	C	CN	6	4	•••	Rogue Modron	Modron	C	LN	2	8	•	Shield Maidens of Odin	CP: Cutter	Valkyrie	R	NN	10	0	••••	Shiere Crusaders	IP: Draw an RR and retrieve that many Legions from your discard pile to your Command Hand. ✓	Ealdrin	C	CG	8	2	•••	Snowhair	Oread	U	CG	9	1	•••	Spinagor	Baatezu, Lesser	C	LE	2	8	••	Spirit of the Air	CP: Shock Troop	Spirit	C	NN	8	2	•••	Succubus	Tanar'i	C	CE	4	6	••	Sword Archan	IP: Force one opposing Warlord to flip. ✓	Archan	C	LG	8	2	•••	Tiefling Amazon	IP: Diplomat	Tiefling	U	NE	3	7	•••	Tiefling Wanderer	CP: Shock Troop	Tiefling	C	NN	4	6	••	Tiefling Wizard	CP: Cutter	Tiefling	R	NN	7	3	•••	Trumpet Archan	CP: Add +2 CS to any Fate: Spell Tiefling Wizard uses. ✓	Archan	U	LG	10	0	•••	Ursinal	Guardinal	U	NG	9	1	•••	Vargouilles	IP: Advocate	Vargouilles	C	NE	2	8	•	Vrock	CP: Horde	Tanar'i	U	CE	9	1	•••	Warden Archan	Archan	C	LG	6	4	•••	Yugoloth	Yugoloth	U	NE	8	2	•••	Zoveri	CP: Gains +2 CS if no Fate: Item card is attached.	Zoveri	R	LG	5	5	•••	Zoveri	CP: Martyr	Zoveri	R	LG	5	5	•••

In. Town Independent Town VP Victory Points RR Random Result E Evil L Lawful CP Combat Power 0 Dead-Book IP Intrigue Power UR Ultra Rare
P. Path Planar Pathway CH Chase Card C Chaotic G Good N Neutral CS Combat Strength ✓ Discard IS Intrigue Strength





The Weenie Awards

By Rick Swan

The executive committee—consisting of...well, right now, just me—is proud to announce the winners of the first annual Weenie Awards, honoring bizarre, unbelievable, and ill-conceived achievements in game design.

All products, regardless of release date, are eligible. Due to space limitations, only a handful of the many worthy recipients can be acknowledged at this time.

The first award goes to...me.

The Knock Knock Who's There Weenie.

To the *Advanced Dungeons & Dragons* module *In Search of Dragons*. Like most roleplaying adventures, this one (designed by yours truly) features all sorts of creepy places for the players to explore. The creepiest, an abandoned laboratory in the middle of a foggy swamp, contains an imprisoned lizard man whom the players must release if they want to save the world. Trouble is, according to the map on page 33, there's no way to get inside—the designer forgot the door.

The Hurts So Good Weenie.

To the *Aftermath* roleplaying game, for its preoccupation with physical pain. Characters can suffer from rheumatism, tinnitus, or skin ulcers. An acid splash can burn out one or both eyes (determined by a die roll). Dogs can be wounded in 30 different locations, including two different parts of the tail.

The Have A Nice Day Weenie.

To the *Wraith: The Oblivion* roleplaying game. The preface reads, in part: "The stench of Death taints everything we say and do. Life is so often pointless and devoid of meaning... Our fear of death turns life into a nightmare..."

The Matter-Eater Lad Commemorative Weenie.

To *Supervillains*, a comic book board game chronicling the exploits of Speedo, Electro-Thing, and Invisible Semi-Man.

The Steam-Powered Computer Weenie.

To *MasterBook*. This otherwise excellent roleplaying game includes a rather curious way to manipulate numbers. Say, for instance, you want to multiply 25 by 15,000. You check the Value Chart for the appropriate ratings (7 and 21), add them (28), then locate this total on the Value Chart,

which gives the approximate result (400,000). Alternately, you can use a calculator ($25 \times 15,000 = 375,000$). The old-fashioned method, you'll notice, gives the exact answer and takes about half the effort.

The Nyah, Nyah, You Can't Get Me Weenie.

To the *Star Trek* roleplaying game. According to the weapons table, shotguns and crossbows have longer ranges than phasers.

The Sands of Time Weenie. To *Sandman*—that's the game, not the comic. Players awaken on a train, unaware of who or where they are. By completing a series of adventures, they acquire clues to their identities, their actual location, and the secrets of the Sandman, a godlike entity who's pulling the strings. But the mysteries are never completely resolved. Turns out this is just *Sandman* game No. 1. All will be explained, promised the publisher, in a sequel. That was 1985. We're still waiting.

The Boldly Go Where No One Has Gone Before Weenie.

To *Expendables*, the only science-fiction game—make that the only game, period—that allows players to specialize in proctology.

The Fill 'Er Up Weenie. To *Element Masters*. As is typical in roleplaying games, *Element Masters* assigns numerical ratings to its characters for attributes such as Strength, Wisdom, and Bravery. The second edition rule book also has a rating for Drinking Capacity, which can be modified by beverage numbers (shown on the Capacity Value of Drinks Table) and drunkenness levels (detailed on the Inebriation Table).

The Hundred Years War Weenie. To *Campaign for North Africa*, a World War II simulation. Arguably the most complicated game ever published, *Campaign* requires nearly 100 pages of rules, a hex map the size of a small room, and stacks of photocopied record sheets on which players must track the status of every unit in play—and there can be hundreds of them. A single turn can take a weekend to complete; an entire game runs as long as 1,500 hours. At 40 hours per week, that's about 10 months of continuous play. Get a Life Weenie, anyone?

Each honoree will receive a zircon-encrusted hot dog mounted atop a five-sided die, as soon as the procurement committee—which also consists of me—can locate a suitable manufacturer.

Rick Swan is the designer of the Sniper: Special Forces game (TSR, 1988), which, to the best of his knowledge, no one has ever played.



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get 'em while they're hot!

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