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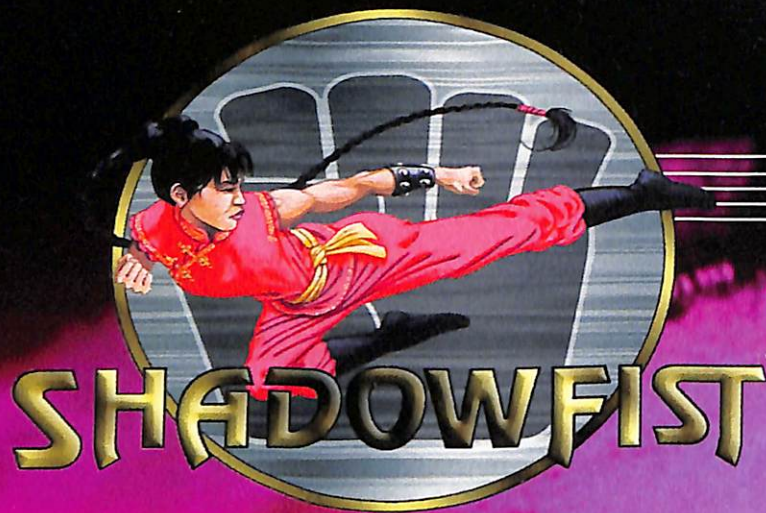
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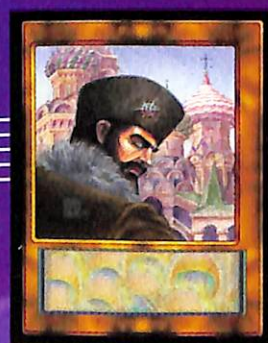


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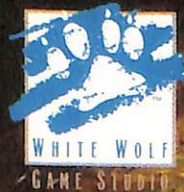
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ICE AGE



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**.

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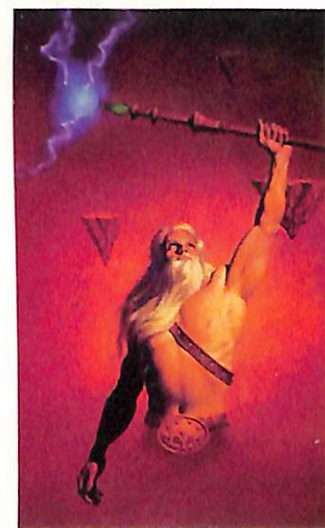
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Look! It's NEW!



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



the guys and gals who make this



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Most annoying laugh: Andrew Kardon's

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As if we didn't have enough cool stuff to kick around the studio, *es mio bion!* if you guys send us your latest software, toys, games, action figures, ideas and electronic goodies (Max 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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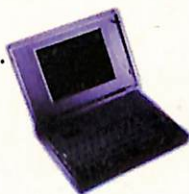
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INQUISITION

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)....

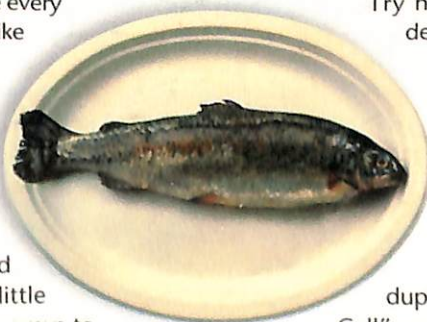
Articles on people like Wänerstrand could be very interesting. Usually we only hear about Dr. Garfield.

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.

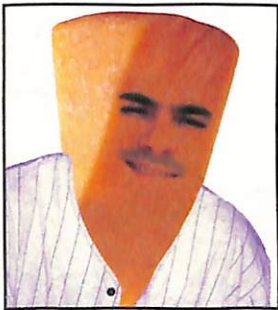
2) Can Tranquility beat COP: Green or Green Ward?

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."



A & W Root Beer™ & © Coca-Cola Bottling Company of New York.

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:

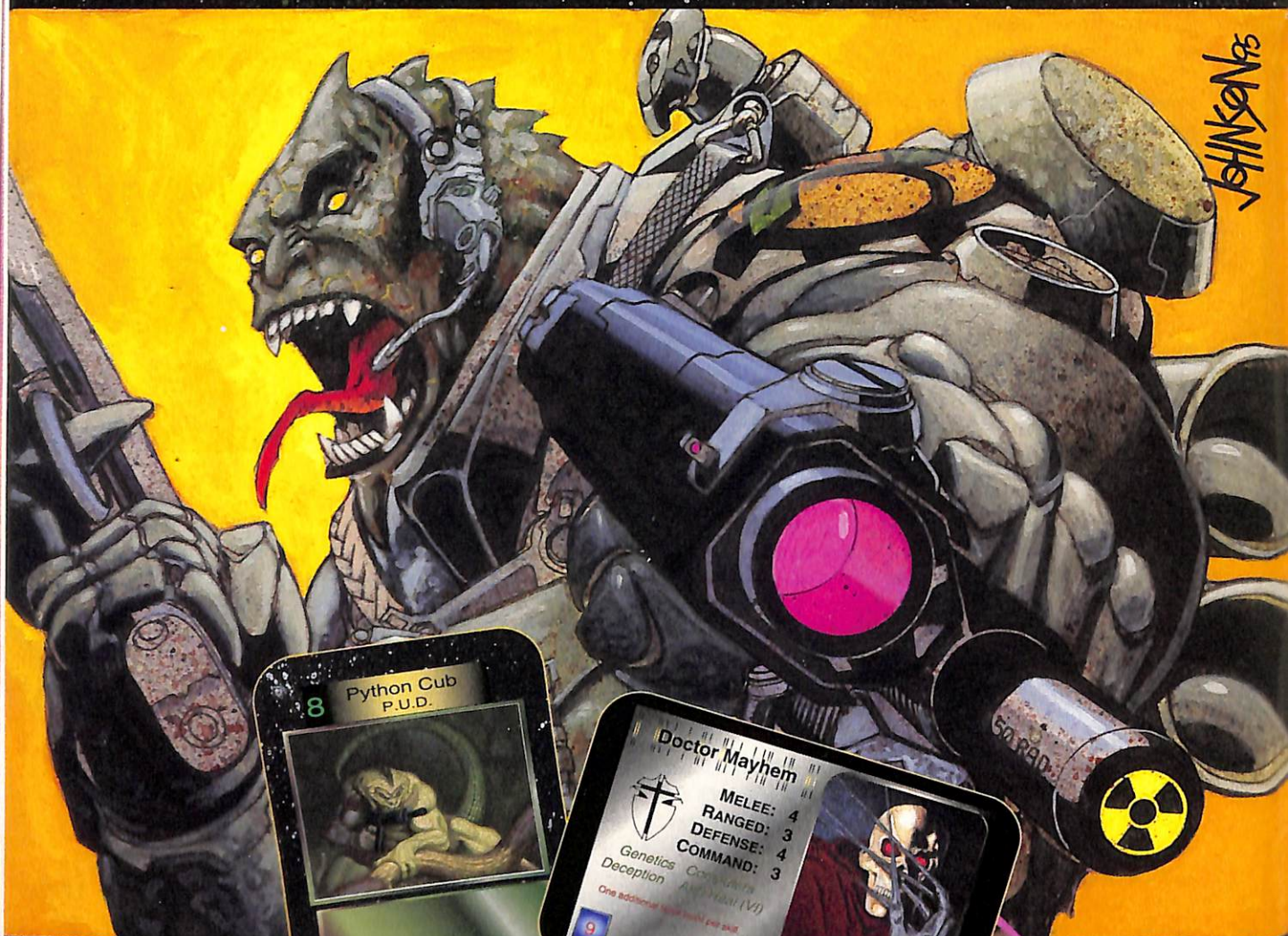
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■ "Hey! Who stole my virgin? How can we have a sacrifice with no virgin?"

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MORE CARDS?

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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."



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

PRODUCT NEWS

HYBORIAN GATES

THE GATES OF HYBORIA

CARDZ IS CELEBRATING THE LAUNCH OF ITS HYBORIAN 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 Bahamanian 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 Disembowler 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: Golgotha'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).



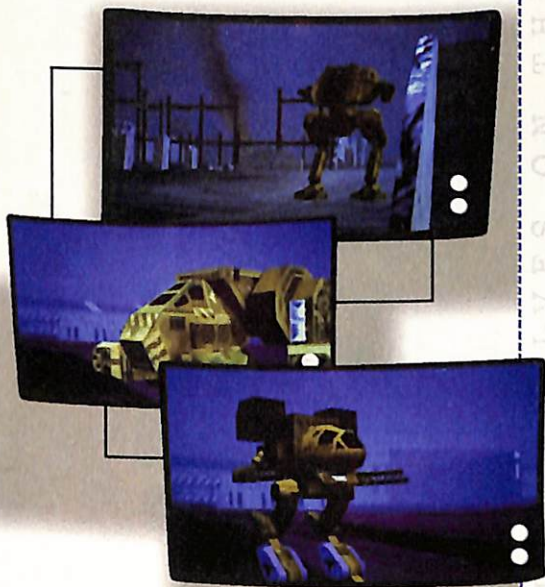
"Hey, anybody see my disembowler chainsaw bayonet?"

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

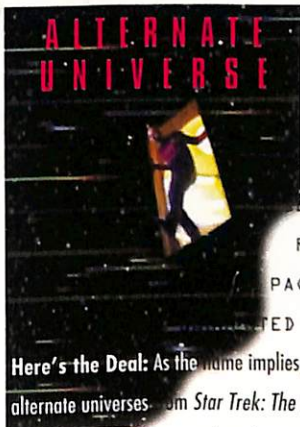
SET SIZE: 300 cards

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...

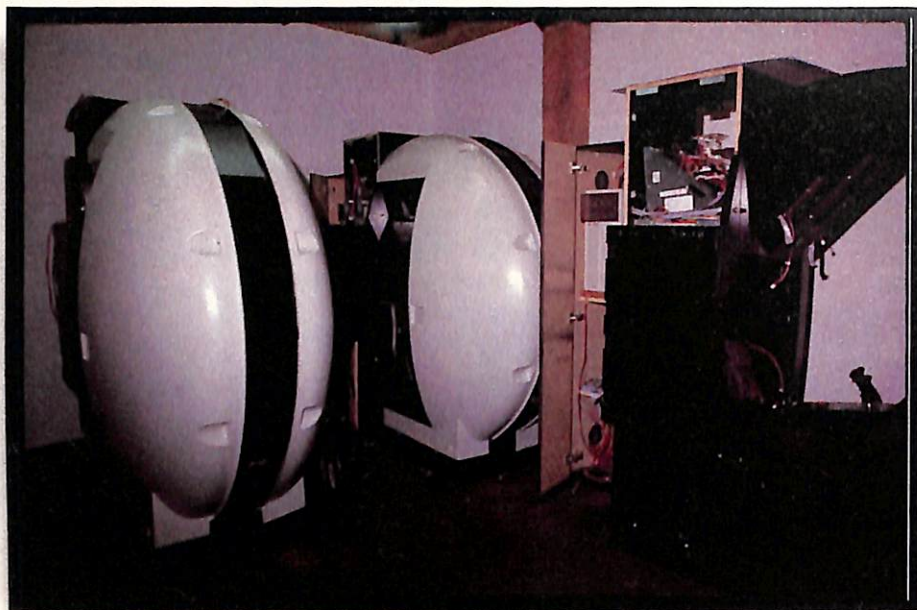
a new reality

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.



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

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.

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

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The computer strategy game that will
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SPIN

Featuring cool music from some of SPIN's hottest bands.

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Wizards
OF THE COAST



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!

Tower of Doom:
Dungeons and Dragons for the Saturn and Playstation. Kickin' medieval tail with big graphics and sound!

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.

Doom

Star Trek: Deep Space Nine

Deathkeep

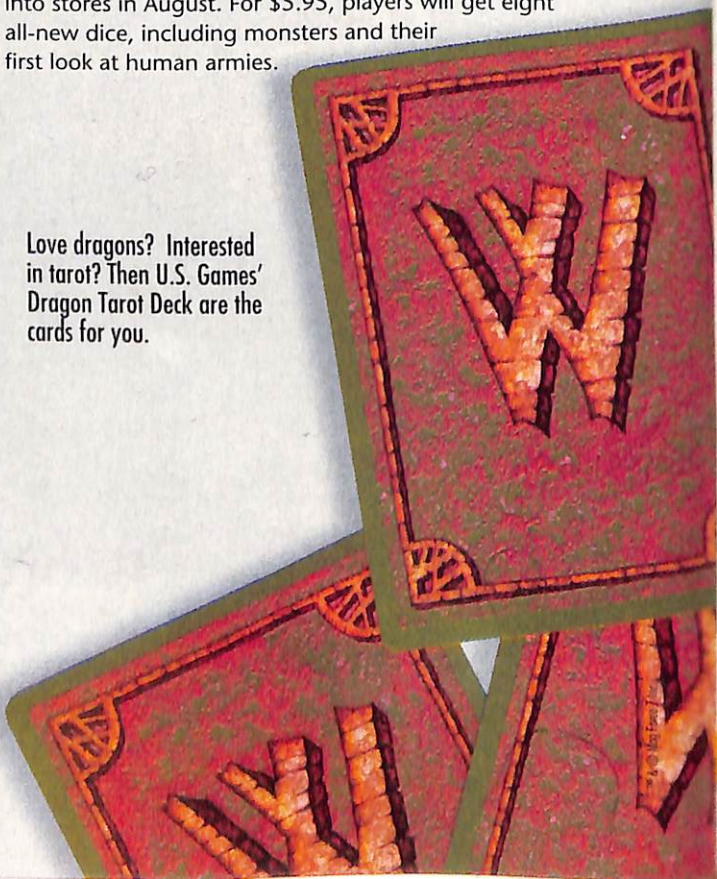
Dungeons & Dragons

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.



QUICK TAKES QUICK TAKES QUICK TAKES

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.

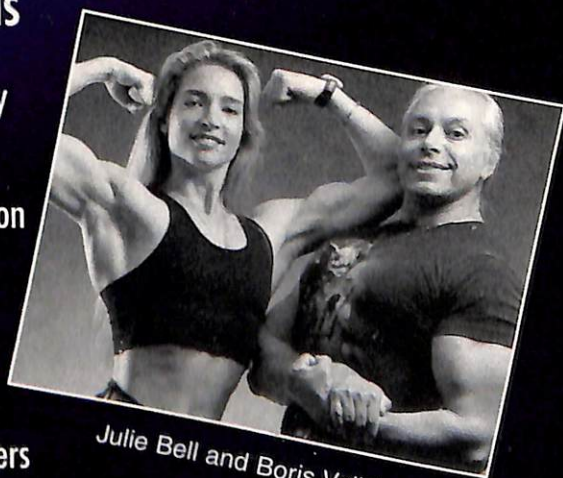
Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

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.

ON THE SHELVES

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: The Realm of the Dead* in September. This new collectible card game will be based on Caliber's *Deadworld: The Realm of the Dead* comic series, and is based on the roles of godlike beings whose sole purpose is to gain entrance to the material plane. With characters like King Zombie, Silverhewn, and Othman, 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!!)



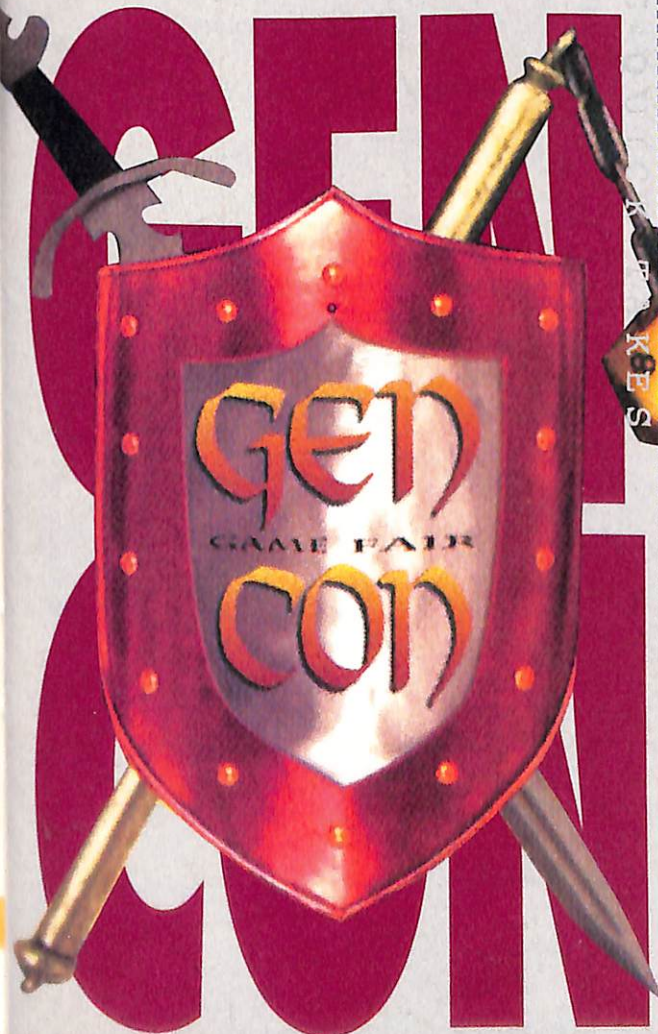
NAME: Spawn Powercardz
COMPANY: Caliber Game Systems
SET SIZE: 180 cards
RELEASE: August 1995
PACKAGING: 50-card starter decks; 15-card booster packs
SUGGESTED RETAIL: \$9.95 per starter; \$2.99 per booster

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: WildStorm: 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: *WildC.A.T.s*, *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.

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M

inus 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 cabby'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?



"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

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 planeswalkers 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 Double Elimination tournament. Players eliminated from both tournaments will return on Sunday to

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!

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).

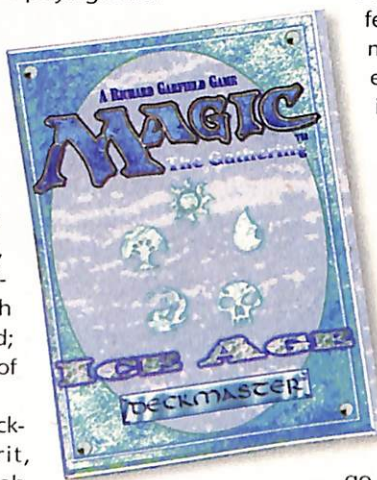
By this time, evening was near, and we took a quick tour around the convention before skedaddling. We'd missed Adam West, but there were plenty of comics, games, and cards floating around. I didn't want to leave without a memento, so I stopped by a framed-print vendor and picked up an Elric of Melniboné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



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.



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Limited Edition
AUGUST 1995

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Freezer Burn

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

Whew, 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 *Icy 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, offing 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

Energize 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! Costing two red and three colorless, Conquer is an enchant land that swipes your opponent's terrain and puts it under your control. Nyah-ha.

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



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.

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

<p>SPELLS</p> <p>Blue</p> <ul style="list-style-type: none"> 1 Ancestral Recall 1 Braingeyser 1 Recall <p>Green</p> <ul style="list-style-type: none"> 2 Night Soils 1 Regrowth 2 Streams of Life <p>Red</p> <ul style="list-style-type: none"> 1 Fork 1 Wheel of Fortune 	<p>White</p> <ul style="list-style-type: none"> 2 Disenchants 3 Heaven's Gates 3 Martyr's Cry 2 Reverse Damages 2 Swords to Plowshares 4 Wraths of God <p>ARTIFACTS</p> <ul style="list-style-type: none"> 1 Cursed Rack 4 Howling Mines 1 Ivory Tower 4 Millstones 1 Nevinryral's Disk 	<ul style="list-style-type: none"> 1 Sol Ring 2 Tormod's Crypts <p>LANDS</p> <ul style="list-style-type: none"> 1 Icatian Store 6 Plains 2 Plateaus 1 Sand Silos 4 Savannahs 1 Taiga 2 Tropical Islands 4 Tundras 1 Volcanic Island 	<p>SIDEBARD</p> <ul style="list-style-type: none"> 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 Drafnar'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 Tormod'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 Drafna'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? Hmmm...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 InQuest 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

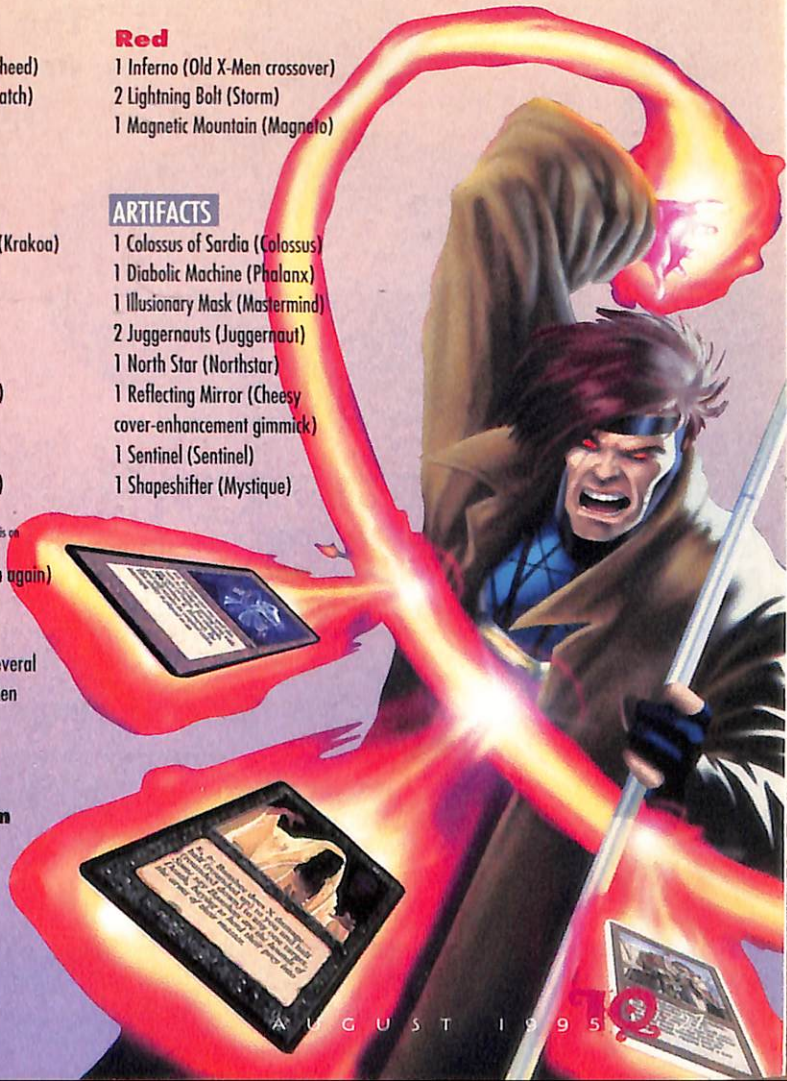
- 1 Gaseous Form (Kitty Pryde)
- 1 Teleport (Nightcrawler)
- 2 Telekineses (Jean Grey)
- 2 Unstable Mutation (If people pointed at you and called you a mutant wherever you went, would you be stable?)

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)





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The Friendly Ghost

By Jeff Hannes

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 a 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 float-

ing 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.

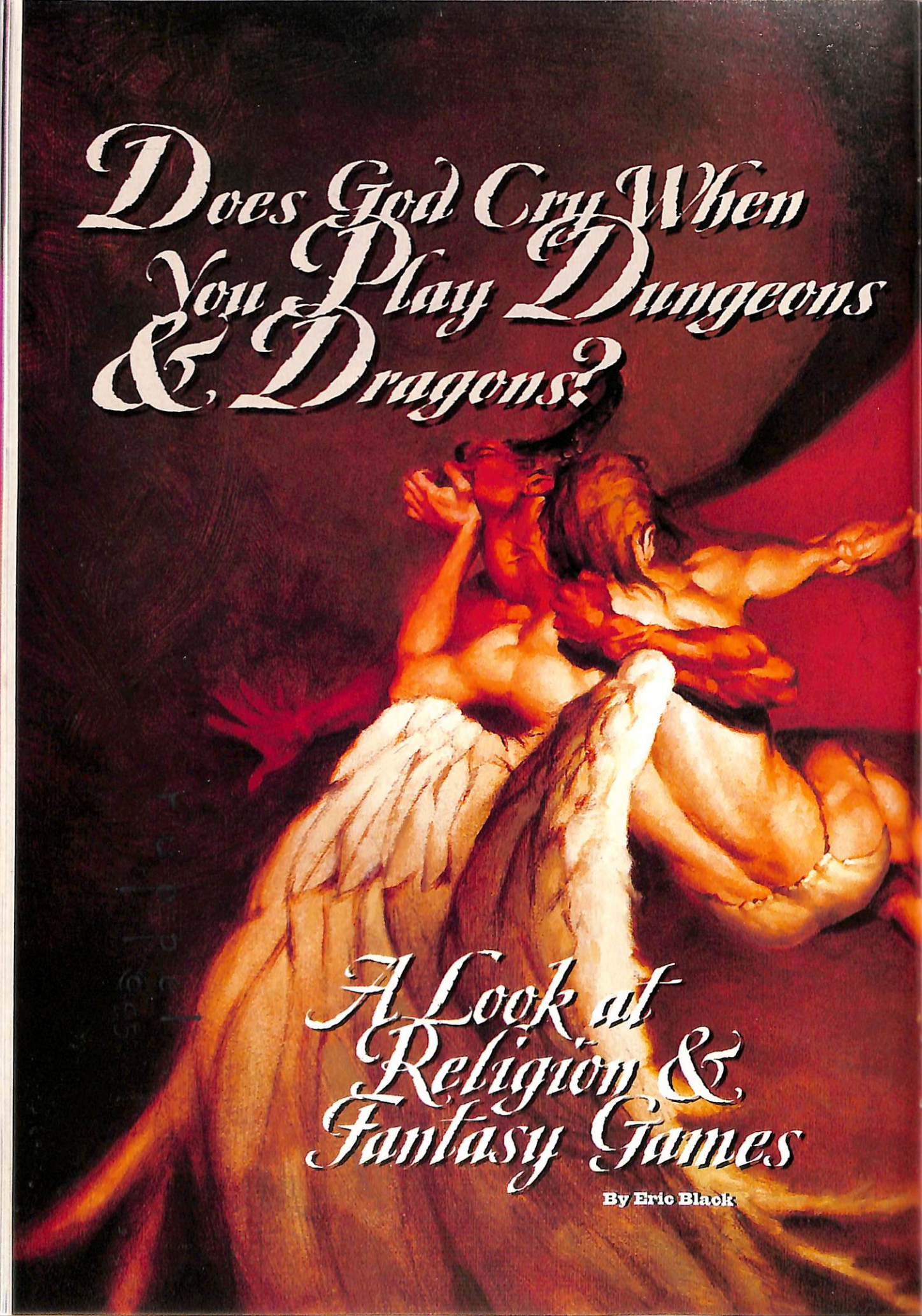
Of course, there's also the direct approach. As mentioned before, an animated Aladdin's Ring or Lamp can be quite a potent attacking force. Even smaller artifacts can get some damage in if you keep your opponent's blockers occupied. Don't hesitate to swing in for a point of damage with that Library of 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 Hannes 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?



"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

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

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



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

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'

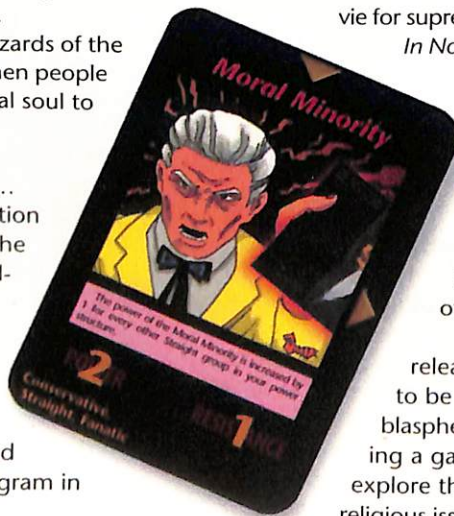
In Nomine throws players into a world populated by angels and

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.



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

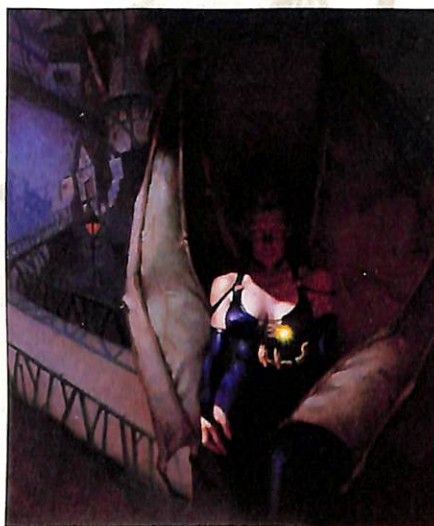
Fantasy artist extraordinaire Robh Ruppel didn't start out with visions of vampires and dragons in his head. Arches and beams were more like it.

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

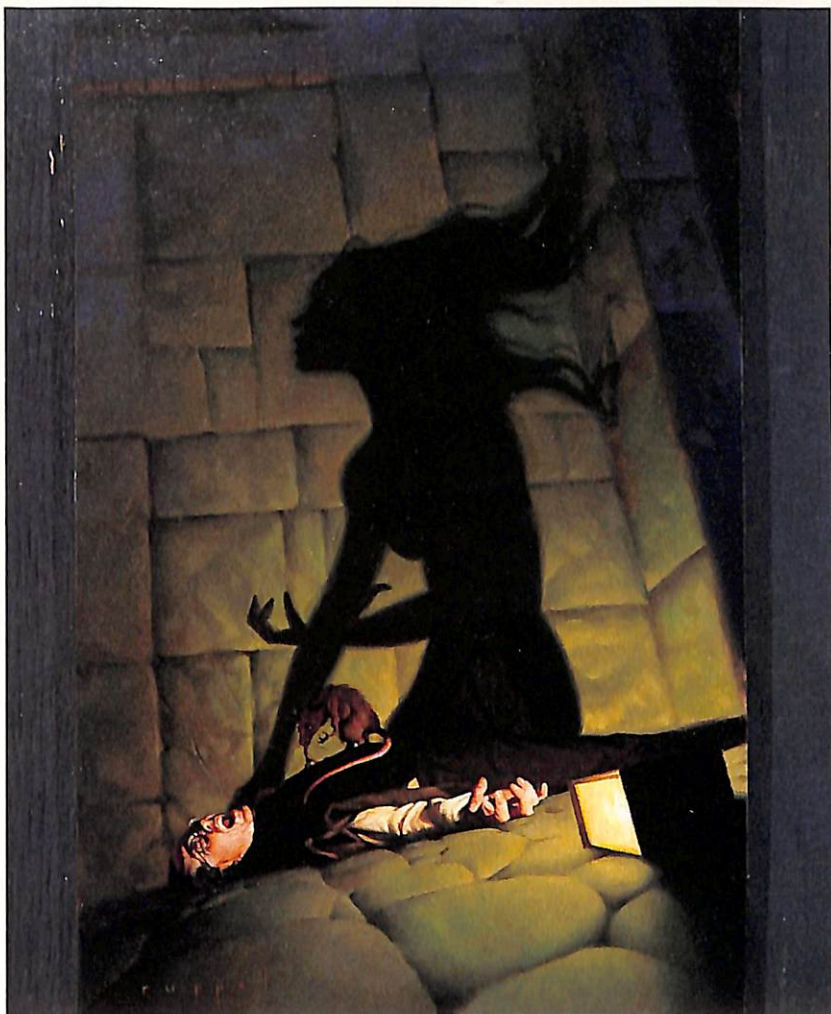
Name: Robh Ruppel

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.

Illustration: © TSR Inc.



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.

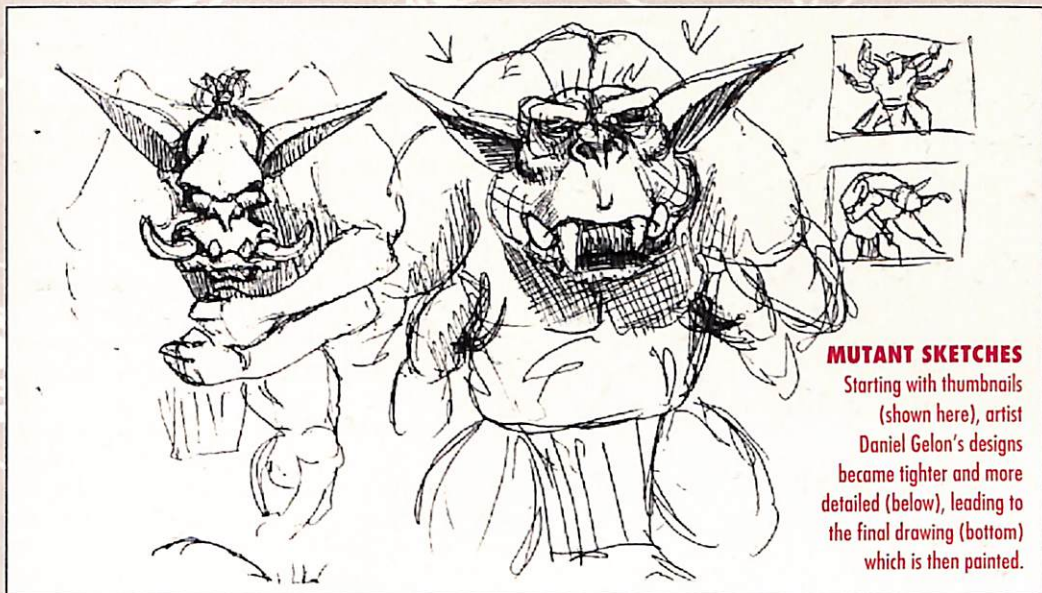
InQuest: When you were approached about doing the Orgg card, what were you given?

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





PROD-UGH-TION

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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Presents:

The Build-It-Yourself *InQuest* Contest

Well, lookee there! All your favorite *Magic: The Gathering* artifacts and creatures are back for the attack in *Magic's* new expansion set, *Chronicles*. So while you're shedding wrap-

pers and unearthing buried treasure, you might also want to try your hand at recreating your favorite *Magic* card. Trust us. You'll want to by the time you see the prizes.



Magic: The Gathering and *Chronicles* is a trademark of Wizards of the Coast, Inc. *Wizards of the Coast* is a registered trademark. Some illustrations may be protected by additional copyrights.

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 Dingus 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. Ooogola ooogola ooogola! 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

Official Build-It-Yourself *InQuest*

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

My Name: _____

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You want extra mana with that?

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

Casting Call

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-dum and it's almost a sure bet.





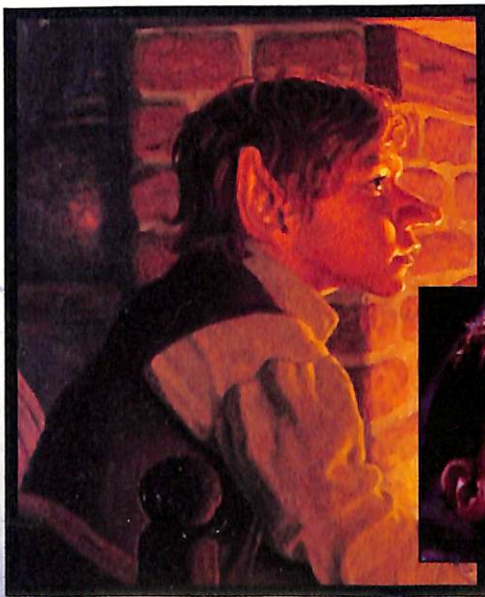
Gollum

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.



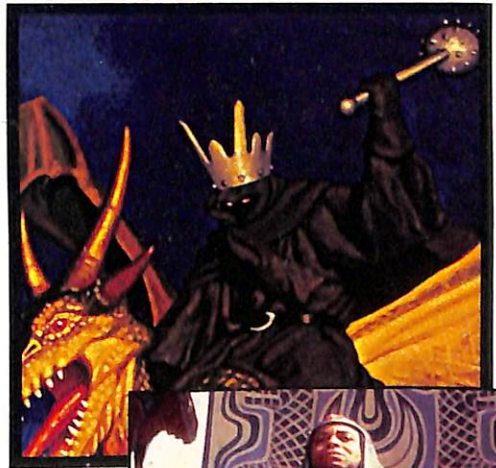
Gandalf

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

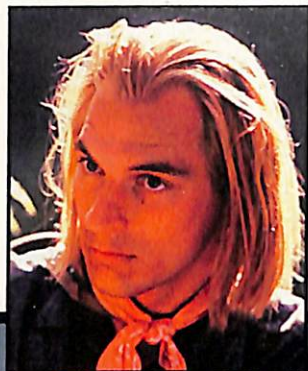
The head Ringwraith—heck, all of them—could be voiced by James Earl Jones, best known for roles in *Conan the Barbarian* and *Patriot Games*, and as the voice of the Emperor's favorite lackey, Darth Vader. Who better to work some menacing ventriloquistic tricks?

YODA: MICHAEL PERE; TOLKIEN, JOHN; GOLLUM: MICHAEL PERE; TOLKIEN, JOHN; GANDALF: MICHAEL PERE; TOLKIEN, JOHN; RINGWRAITH: MICHAEL PERE; TOLKIEN, JOHN; FRODO: MICHAEL PERE; TOLKIEN, JOHN; SOFA: 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.



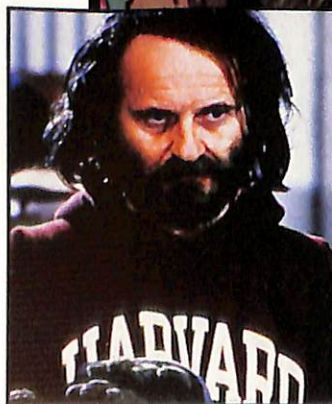
Aragorn

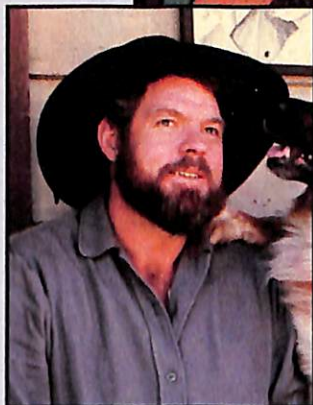
Mandy Patinkin would be the spittin' image of Aragorn. You know him from *The Princess Bride*, *Alien Nation*, and, more recently, TV's *Chicago Hope*, in which he plays Dr. Geiger. Plus, he can do some cool shadow puppets.



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.





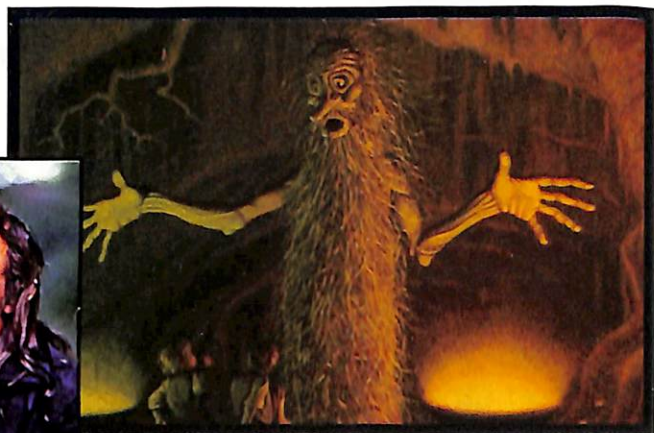
Boromir

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.

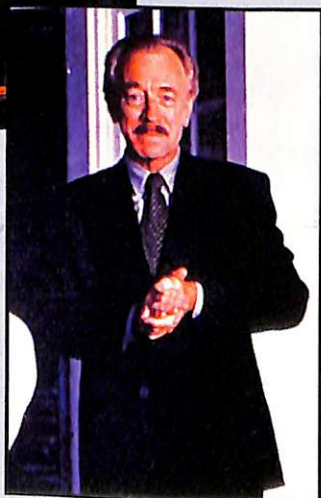


Treebeard

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*.

Saruman

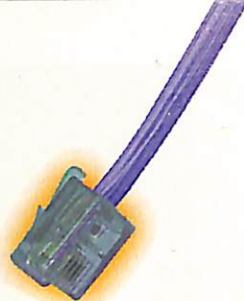
Max Von Sydow, of *Needful Things* and that fan favorite, *Flash Gordon*, terrorizes the screen as the traitorous Saruman the White. You don't even want to know what else he does down in that basement.



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 scoffing 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

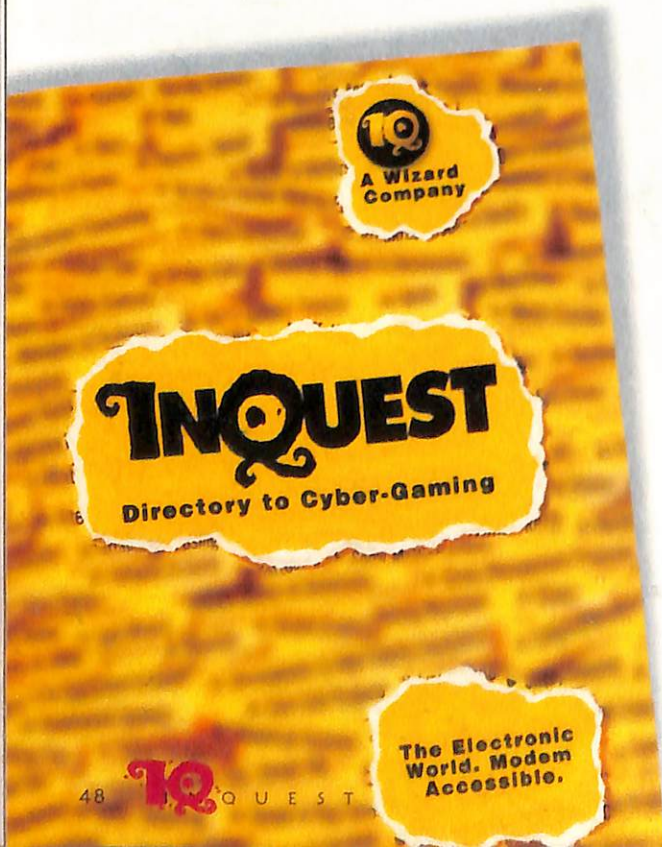
By Buddy Scalera



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 sam-

pled, 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: RPGame

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 "his biggest fan." You can reach him by e-mail at WizardTGT@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 band-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.

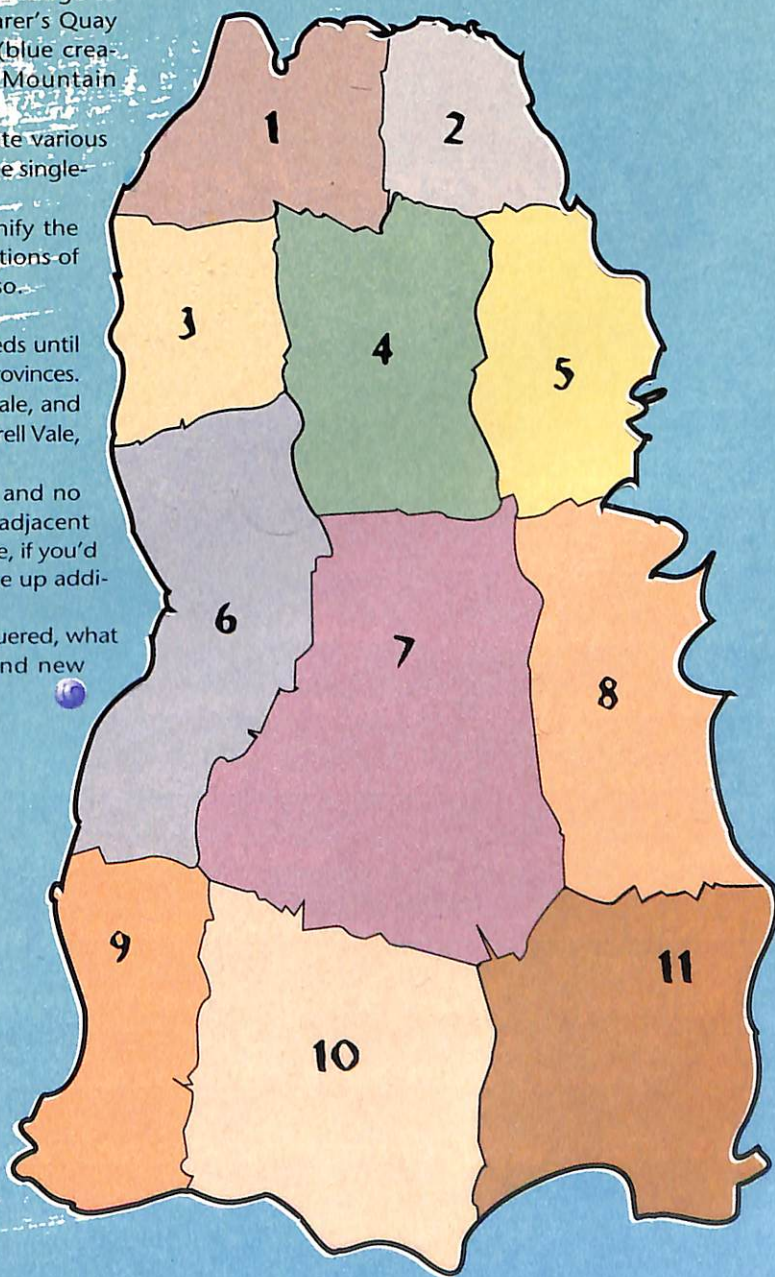
And once legendary Dominaria is conquered, what then? Well, there are always new worlds and new battlefields to be contested...

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.

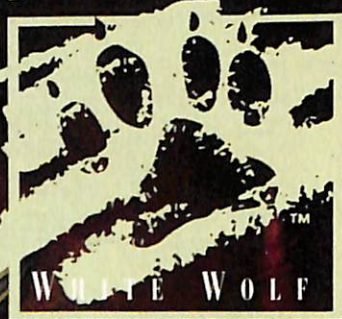
Stuck on a point that you and your opponent both feel that you're right about? Toss a coin. Whoever calls it has their opinion passed as a house rule, and the other must adhere to it.

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.)



INQUEST

CONTEST



Presents:

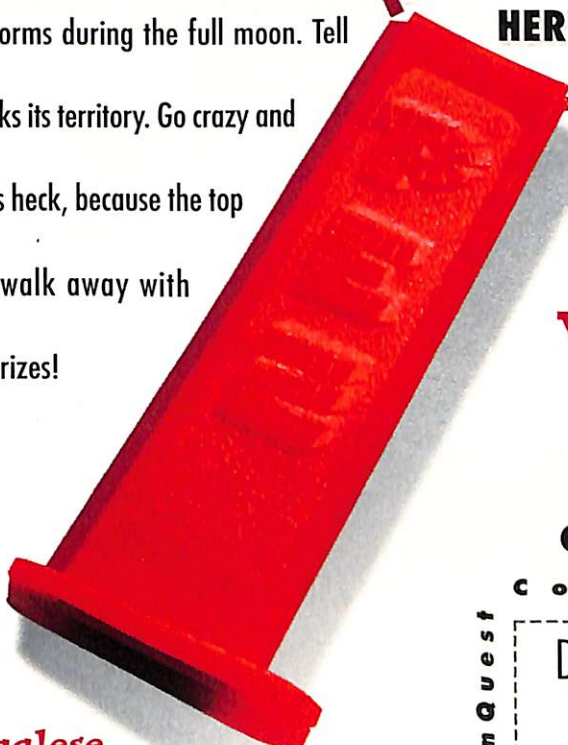
The Were-Pez InQuest Contest

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

CONTEST



5 1/2	3	Alpaca
18 7/8	13 1/2	Alpaca
23 1/2	5 1/2	Alpaca
8 1/4	5 1/2	Alpaca
10 1/2	3	Alpaca
8 3/8	4 1/2	Alpaca
6 13/16	48 1/2	Alpaca
12 1/4	8 1/2	Alpaca
17 1/2	5 1/2	Alpaca
13 1/4	9 1/2	Alpaca
26 1/4	20 1/4	Alpaca
12	5 1/4	Alpaca
12 7/8	9 7/8	Alpaca
21 1/4	14 1/4	Alpaca
35 1/4	21 1/4	Alpaca
4 1/4	1 1/4	Alpaca
1 1/2	7/8	Alpaca
5 1/8	2 1/2	Alpaca
4 3/4	3 1/4	Alpaca
15 1/2	12 7/8	Alpaca
13 1/4	11 1/2	Alpaca
13 1/4	11	Alpaca
52	36 1/2	Alpaca
21	15	Alpaca
39 1/2	18 1/2	Alpaca
39 1/4	17 1/2	Alpaca
12 3/8	5 7/8	Alpaca
7 7/8	6 3/4	Alpaca
11 1/2	5 7/8	Alpaca
6 7/8	2 7/8	Alpaca
3 3/8	3/4	Alpaca
10 5/8	5 1/2	Alpaca
1 3/4	1/4	Alpaca
15 1/4	11 1/2	Alpaca
28 1/4	9 7/8	Alpaca
7 1/2	3 1/2	Alpaca
11 7/8	5 1/2	Alpaca
14 5/8	5 3/4	Alpaca
4 3/8	2 1/2	Alpaca
7 3/8	3	Alpaca
25 3/8	19 1/2	Alpaca
15 1/2	1 1/2	Alpaca
7 1/2	2	Alpaca
4	1 1/2	Alpaca
9 1/2	7 1/2	Alpaca
3 3/4	2	Alpaca
6 9/8	6 1/2	Alpaca
7 3/8	2 1/2	Alpaca

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 *Enerivate* (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-island 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 are 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.

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



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

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
 InQuest Survey
 P.O. Box 458
 Waterford, PA 16441
 or
 e-mail @ Wizrdprice

AUGUST SURVEY

SUPERHERO

GUIDELINES

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	Savaen Fl...	
Dark Sphere	4.00	Scarec...	
Deep Water	.50	Scary	
Diabolic Machine	2.50	Scari	
Drowned	.50	Scar	
Dust to Dust	.50	Sc	
Eater of the Dead	5.00	Se	
Electric Eel	2.00	Si	
Elves of Deep Shadow	3.00	St	
Erosion	.50		
Eternal Flame	7.00		

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 **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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American Autoduel Association

An Offer You Can't Refuse

And STAY Dead!

Angel's Feather

Angst

Annual Convention

Anti-Nuclear Activists

Antiwar Activists

Are We Having Fun Yet?

Ark of the Covenant

Assertiveness Training

Atomic Monster

Auditor from Hell, The

B.A.T.F.

Backlash

Bank Merger

Bank of England

Bavarian Illuminati

Benefit Concert

Bermuda Triangle

CONDITION GUIDE

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

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

Near Mint (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).

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-Alt in Santa Cruz, Cal.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours 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.

PRICE GUIDE

INQUEST

price guide

ALPHA LIMITED

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)\$3,000.00
 Starter Deck (60 cards)250.00
 Starter Box (10 decks)2,400.00
 Booster Pack (15 cards)100.00
 Booster Box (36 packs)3,500.00

■ Air Elemental	3.00
■ Ancestral Recall	130.00
■ Animate Artifact	2.00
■ Animate Dead	2.00
□ Animate Wall	6.00
■ Ankh of Mishra	6.00
□ Armageddon	9.00
■ Aspect of Wolf	9.00
■ Bad Moon	11.00
■ Badlands	35.00
□ Balance	9.00
■ Basalt Monolith	3.50
■ Bayou	30.00
□ Benalish Hero	1.00
■ Berserk	45.00
■ Birds of Paradise	14.00
■ Black Knight	4.00
■ Black Lotus	300.00
■ Black Vise	3.50
□ Black Ward	1.00
□ Blaze of Glory	70.00
□ Blessing	9.00
■ Blue Elemental Blast	1.00
■ Blue Ward	1.00
■ Bog Wraith	3.00
■ Braingeyser	24.00
■ Burrowing	2.00
■ Camouflage	16.00
□ Castle	4.00
■ Celestial Prism	2.00
■ Channel	2.00
■ Chaos Orb	125.00
■ Chaosclace	5.00
□ Circle of Protection: Blue	1.00
□ Circle of Protection: Green	1.00
□ Circle of Protection: Red	1.00
□ Circle of Protection: White	1.00
■ Clockwork Beast	8.00
■ Clone	15.00
■ Cockatrice	12.00
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■ Conservator	1.00
■ Contract from Below	8.00
■ Control Magic	5.00
□ Conversion	4.00
■ Copper Tablet	15.00
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■ Crow Worm	1.00
□ Crusade	10.00
■ Crystal Rod	1.00
■ Cursed Land	1.00
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■ Darkpact	7.00
□ Death Ward	1.00
■ Deathgrip	2.00
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■ Demonic Attorney	9.00
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■ Fear	1.00
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■ Firebreathing	1.00
■ Flashfires	2.00
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■ Forcefield	135.00
■ Fog	1.00
■ Force of Nature	20.00
■ Forest	50
■ Fork	40.00
■ Frozen Shade	1.00
■ Fungusaur	9.00
■ Gaea's Liege	14.00
■ Gauntlet of Might	170.00
■ Giant Growth	1.00
■ Giant Spider	1.00
■ Glasses of Urza	2.00
■ Gloom	2.00
■ Goblin Balloon Brigade	2.00
■ Goblin King	14.00
■ Granite Gargoyle	20.00
■ Gray Ogre	1.00
■ Green Ward	1.00
□ Guardian Angel	2.50
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■ Hive, The	9.00
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□ Holy Strength	1.00
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■ Howling Mine	11.00
■ Hurlrow Minotaur	1.00
■ Hurricane	2.00
■ Hypnotic Specter	5.00
■ Ice Storm	22.00
■ Icy Manipulator	60.00
■ Illusionary Mask	80.00
■ Instill Energy	2.00
■ Invisibility	12.00
■ Iron Star	1.00
■ Ironclaw Orcs	1.50
■ Ironroot Treefolk	1.00
■ Island (Dark Blue Sky)	70
■ Island	50
□ Island Sanctuary	7.00
■ Ivory Cup	1.00
■ Jade Monolith	4.00
■ Jade Statue	22.00
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■ Max Jet	200.00
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■ Max Ruby	200.00
■ Max Sapphire	200.00
■ Natural Selection	55.00
■ Nether Shadow	8.00
■ Nettling Imp	9.00
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■ Nightmare	20.00
□ Northern Paladin	14.00
■ Obsidian Golem	2.00
■ Orcish Artillery	3.00
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■ Paralyze	1.00
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■ Phantasmal Forces	2.00
■ Phantasmal Terrain	1.00
■ Phantom Monster	2.00
■ Pirate Ship	7.00
■ Plague Rats	1.00
■ Plains	50
■ Plateau	35.00
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■ Power Sink	1.00
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□ Righteousness	9.00
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■ Rod of Ruin	2.00
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■ Scrubland	35.00
■ Scryb Sprites	1.00
■ Sea Serpent	1.00
■ Sedge Troll	16.00
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□ Serra Angel	10.00
■ Shamodin Dryads	1.00
■ Shatter	1.00
■ Shivan Dragon	30.00
■ Simulacrum	2.00
■ Sinkhole	11.00
■ Siren's Call	3.00
■ Sleight of Mind	8.00
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■ Spell Blast	1.00
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■ Stone Rain	1.00
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■ Wall of Brambles	2.00
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■ Wall of Ice	2.00
■ Wall of Stone	2.00
□ Wall of Swords	4.00
■ Wall of Water	1.00
■ Wall of Wood	1.00
■ Wanderlust	2.00
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■ Warp Artifact	6.00
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■ Weakness	1.00
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■ Wheel of Fortune	20.00
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□ White Ward	1.00



TOP TEN HOTTEST CARDS

1. Juzam Djinn
 Love is always painful. At 5/5 with a summoning cost of two black and two others, player's love Juzam, and are more than happy to take the two points a turn J.D. stings 'em for.

■ Wild Growth	1.00
■ Will-o'-The-Wisp	12.00
■ Winter Orb	7.00
■ Wooden Sphere	1.00
■ Word of Command	95.00
■ Wrath of God	10.00
■ Zombie Master	9.00

BETA LIMITED

Beta cards have rounded corners and are black-bordered.
 Full Set (302 cards)\$2,200.00
 Starter Deck (60 cards)170.00
 Starter Box (10 decks)1,600.00
 Booster Pack (15 cards)75.00
 Booster Box (36 packs)2,400.00

■ Air Elemental	2.50
■ Ancestral Recall	100.00
■ Animate Artifact	1.50
■ Animate Dead	1.50
□ Animate Wall	4.00
■ Ankh of Mishra	5.00
□ Armageddon	7.00
■ Aspect of Wolf	8.00
■ Bad Moon	9.00
■ Badlands	30.00
□ Balance	7.00
■ Basalt Monolith	3.00
■ Bayou	30.00
□ Benalish Hero	1.00
■ Berserk	35.00
■ Birds of Paradise	12.00
■ Black Knight	3.50
■ Black Lotus	225.00
■ Black Vise	3.00
□ Black Ward	1.00
□ Blaze of Glory	55.00
□ Blessing	8.00
■ Blue Elemental Blast	1.00
■ Blue Ward	1.00
■ Bog Wraith	2.50
■ Braingeyser	18.00
■ Burrowing	1.50
■ Camouflage	12.00

Castle	3.50
Celestial Prism	1.50
Channel	1.50
Chaos Orb	100.00
Chaosloce	3.50
Circle of Protection: Black	1.00
Circle of Protection: Blue	1.00
Circle of Protection: Green	1.00
Circle of Protection: Red	1.00
Circle of Protection: White	1.00
Clone	12.00
Clockwork Beast	6.00
Cockatrice	10.00
Consecrate Land	18.00
Conservator	1.00
Contract from Below	7.00
Control Magic	3.50
Conversion	3.50
Copper Tablet	12.00
Copy Artifact	14.00
Counterspell	3.00
Craw Wurm	1.00
Creature Bond	1.00
Crusade	8.00
Crystal Rod	1.00
Cursed Land	1.00
Cyclopean Tomb	75.00
Dark Ritual	1.00
Darkpact	6.00
Death Ward	1.00
Deathgrip	1.50
Deathlace	3.50
Demonic Attorney	8.00
Demonic Hordes	24.00
Demonic Tutor	12.00
Dingus Egg	6.00
Disenchant	1.00
Disintegrate	1.00
Disrupting Scepter	6.00
Dragon Whelp	3.50
Drain Life	1.00
Drain Power	7.00
Drudge Skeletons	1.00
Dwarven Demolition Team	16.00
Dwarven Warriors	1.00
Earth Elemental	3.50
Earthbind	2.00
Earthquake	6.00
Elvish Archers	5.00
Evil Presence	1.50
False Orders	6.00
Farmstead	9.00
Fastbond	12.00
Fear	1.00
Feedback	1.00
Fire Elemental	2.50
Fireball	1.00
Firebreathing	1.00
Flashfires	1.50
Flight	1.00
Fog	1.00
Force of Nature	16.00
Forcefield	100.00
Forest	30
Fork	35.00
Frozen Shade	1.00
Fungusaur	6.50
Gaea's Liege	10.00
Gauntlet of Might	125.00
Giant Growth	1.00
Giant Spider	1.00
Glasses of Urza	1.50
Gloom	1.50
Goblin Balloon Brigade	1.50
Goblin King	12.00
Granite Gargoyles	16.00
Gray Ogre	1.00
Green Ward	1.00
Grizzly Bears	1.00
Guardian Angel	2.00
Healing Salve	1.00
Helm of Chatzduk	3.50
Hill Giant	1.00
Hive, The	8.00
Holy Armor	1.00
Holy Strength	1.00
Howl from Beyond	1.00
Howling Mine	9.00
Harpoon Minotaur	1.00
Hurricane	1.50
Hypnotic Specter	3.50
Ice Storm	17.00
Icy Manipulator	40.00
Illusionary Mask	60.00
Instill Energy	1.50
Invisibility	9.00
Iron Star	1.00
Ironclaw Orcs	1.00

Ironroot Treefolk	1.00
Island (Dark Blue Sky)	40
Island	30
Island Sanctuary	6.00
Ivory Cup	1.00
Jade Monolith	3.50
Jade Statue	18.00
Jayemdae Tome	6.00
Juggernaut	9.00
Jump	1.00
Karma	2.00
Keldon Warlord	3.50
Kormus Bell	5.00
Kudzu	9.00
Lance	2.50
Ley Druid	1.50
Library of Leng	1.50
Lich	80.00
Lifelace	1.50
Lifelore	3.50
Lifetop	1.50



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.

Lightning Bolt	1.00
Living Artifact	5.00
Living Lands	5.00
Living Wall	3.00
Llanowar Elves	1.00
Lord of Atlantis	10.00
Lord of the Pit	12.00
Lure	1.50
Magical Hack	10.00
Mahamoti Djinn	11.00
Manabars	5.00
Mana Flare	8.00
Mana Short	5.00
Mana Vault	5.00
Meekstone	6.00
Merfolk of the Pearl Trident	1.00
Mesa Pegasus	1.00
Mind Twist	5.00
Mons' Goblin Raiders	1.00
Mountain	30
Mox Emerald	150.00
Mox Jet	150.00
Mox Pearl	150.00
Mox Ruby	150.00
Mox Sapphire	150.00
Natural Selection	40.00
Nether Shadow	7.00
Nettling Imp	8.00
Nevinyrral's Disk	6.00
Nightmare	18.00
Northern Paladin	10.00
Obsidian Golem	1.50
Orcish Artillery	1.00
Orcish Outflamme	3.50
Paralyze	1.00
Pearled Unicorn	1.00
Personal Incarnation	9.00
Pestilence	1.00
Phantasmal Forces	1.50
Phantasmal Terrain	1.00
Phantom Monster	1.50
Pirate Ship	5.00
Plague Rats	1.00
Plains	30
Plateau	30.00
Power Leak	1.00

Power Sink	1.00
Power Surge	5.00
Prodigal Sorcerer	1.00
Psionic Blast	20.00
Psychic Venom	1.00
Purelace	3.50
Raging River	55.00
Raise Dead	1.00
Red Elemental Blast	1.00
Red Ward	1.00
Regeneration	1.00
Regrowth	10.00
Resurrection	3.50
Reverse Damage	9.00
Righteousness	8.00
Roc of Kher Ridges	15.00
Rock Hydra	24.00
Rod of Ruin	1.50
Royal Assassin	20.00
Sacrifice	3.00
Samite Healer	1.00



TOP TEN HOTTEST CARDS

3. All from Cairo

Here's the deal: Get Ali 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.

Savannah	30.00
Savannah Lions	6.00
Scathe Zombies	1.00
Scavenging Ghoul	1.50
Scrubland	30.00
Scrib Sprites	1.00
Sea Serpent	1.00
Sedge Troll	14.00
Sengir Vampire	6.00
Serra Angel	9.00
Shanodin Dryads	1.00
Shatter	1.00
Shivan Dragon	25.00
Simulacrum	1.50
Sinkhole	8.00
Siren's Call	2.50
Sleight of Mind	6.00
Smoke	5.00
Sol Ring	8.50
Soul Net	1.50
Spell Blast	1.00
Stasis	6.00
Steal Artifact	1.50
Stone Giant	1.50
Stone Rain	1.00
Stream of Life	1.00
Sunglasses of Urza	5.50
Swamp	30
Swords to Plowshares	2.50
Taiga	30.00
Terror	1.00
Thicket Basilisk	3.50
Thoughtlace	3.50
Throne of Bone	1.00
Time Vault	55.00
Time Walk	150.00
Timber Wolves	6.00
Timetwister	110.00
Tranquility	1.00
Tropical Island	30.00
Tsunami	1.50
Tundra	30.00
Tunnel	1.00
Twiddle	4.00
Two-Headed Giant of Fariys	60.00
Underground Sea	30.00

Unholy Strength	1.00
Unsummon	1.00
Uttheden Troll	3.50
Verduran Enchantress	7.00
Vesuvan Doppelganger	35.00
Veteran Bodyguard	20.00
Volcanic Eruption	5.00
Volcanic Island	30.00
Wall of Air	1.50
Wall of Bone	1.50
Wall of Brambles	1.50
Wall of Fire	1.50
Wall of Ice	1.50
Wall of Stone	1.50
Wall of Swords	3.50
Wall of Water	1.00
Wall of Wood	1.00
Wanderlust	1.50
War Mammoth	1.00
Warp Artifact	4.00
Water Elemental	2.50
Weakness	1.00
Web	4.00
Wheel of Fortune	18.00
White Knight	3.50
White Ward	1.00
Wild Growth	1.00
Will-O'-The-Wisp	10.00
Winter Orb	6.00
Wooden Sphere	1.00
Word of Command	70.00
Wrath of God	7.50
Zombie Master	7.00

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

Air Elemental	2.00
Ancestral Recall	60.00
Animate Artifact	1.50
Animate Dead	1.50
Animate Wall	3.50
Ankh of Mishra	4.00
Armageddon	6.00
Aspect of Wolf	6.00
Bad Moon	8.00
Badlands	25.00
Balance	6.00
Basalt Monolith	2.50
Bayou	25.00
Benalish Hero	1.50
Berserk	22.00
Birds of Paradise	9.00
Black Knight	3.00
Black Lotus	200.00
Black Vise	2.50
Black Ward	1.50
Blaze of Glory	35.00
Blessing	6.00
Blue Elemental Blast	1.50
Blue Ward	1.50
Bog Wraith	2.00
Braingeyser	15.00
Burrowing	1.50
Camouflage	9.00
Castle	3.00
Celestial Prism	1.50
Channel	1.50
Chaos Orb	65.00
Chaosloce	3.00
Circle of Protection: Black	1.50
Circle of Protection: Blue	1.50
Circle of Protection: Green	1.50
Circle of Protection: Red	1.50
Circle of Protection: White	1.50
Clockwork Beast	5.00
Clone	10.00
Cockatrice	7.50
Consecrate Land	12.00
Conservator	1.50
Contract from Below	6.00
Control Magic	3.00
Conversion	3.00
Copper Tablet	8.00
Copy Artifact	12.00
Counterspell	2.00
Craw Wurm	1.50
Creature Bond	1.50
Crusade	6.00
Crystal Rod	1.50
Cursed Land	1.50



price guide

☐ Cyclopean Tomb	50.00
☐ Dark Ritual	1.50
☐ Darkpact	5.00
☐ Death Ward	1.50
☐ Deathgrip	1.50
☐ Deathlace	3.00
☐ Demonic Attorney	6.00
☐ Demonic Hordes	18.00
☐ Demonic Tutor	10.00
☐ Dingus Egg	5.00
☐ Disenchant	1.50
☐ Disintegrate	1.50
☐ Disrupting Scepter	5.00
☐ Dragon Whelp	3.00
☐ Drain Life	1.50
☐ Drain Power	6.00
☐ Drudge Skeletons	1.50
☐ Dwarven Demolition Team	12.00
☐ Dwarven Warriors	1.50
☐ Earth Elemental	2.50
☐ Earthbind	1.50
☐ Earthquake	5.00
☐ Elvish Archers	4.00
☐ Evil Presence	1.50
☐ False Orders	4.00
☐ Farmstead	7.00
☐ Fastbond	10.00
☐ Fear	1.50
☐ Feedback	1.50
☐ Fire Elemental	1.50
☐ Fireball	1.50
☐ Firebreathing	1.50
☐ Flashfires	1.50
☐ Flight	1.50
☐ Fog	1.50
☐ Force of Nature	12.00
☐ Forcefield	70.00
☐ Forest	15
☐ Fork	25.00
☐ Frozen Shade	1.50
☐ Fungusaur	6.00
☐ Gaea's Liege	10.00
☐ Gauntlet of Might	80.00
☐ Giant Growth	1.50
☐ Giant Spider	1.50
☐ Glasses of Urza	1.50
☐ Gloom	1.50
☐ Goblin Balloon Brigade	1.50
☐ Goblin King	9.00
☐ Granite Gargoyle	12.00
☐ Gray Ogre	1.50
☐ Green Ward	1.50
☐ Grizzly Bears	1.50
☐ Guardian Angel	1.50
☐ Healing Salve	1.50
☐ Helm of Chutzk	3.50
☐ Hill Giant	1.50
☐ Hive, The	6.00
☐ Holy Armor	1.50
☐ Holy Strength	1.50
☐ Howl from Beyond	1.50
☐ Howling Mine	8.00
☐ Hurloon Minotaur	1.50
☐ Hurricane	1.50
☐ Hypnotic Specter	3.00
☐ Ice Storm	12.00
☐ Icy Manipulator	25.00
☐ Illusionary Mask	40.00
☐ Instill Energy	1.50
☐ Invisibility	6.00
☐ Iron Star	1.50
☐ Ironclaw Orcs	5.00
☐ Ironroot Treefolk	1.50
☐ Island (Dark Blue Sky)	20
☐ Island	15
☐ Island Sanctuary	5.00
☐ Ivory Cup	1.50
☐ Jade Monolith	3.00
☐ Jade Statue	12.00
☐ Jayemdae Tome	5.00
☐ Juggernaut	7.00
☐ Jump	1.50
☐ Karma	1.50
☐ Keldon Warlord	3.00
☐ Kormus Bell	4.00
☐ Kudzu	7.00

☐ Lance	1.50
☐ Ley Druid	1.50
☐ Library of Leng	1.50
☐ Lich	50.00
☐ Lifeforce	1.50
☐ Lifelace	3.00
☐ Lifetap	1.50
☐ Lightning Bolt	1.50
☐ Living Artifact	3.50
☐ Living Lands	4.00
☐ Living Wall	2.50
☐ Llanowar Elves	1.50
☐ Lord of Atlantis	8.00
☐ Lord of the Fir	10.00
☐ Lure	1.50
☐ Magical Hack	8.00
☐ Mahamoti Djinn	8.00
☐ Mana Flare	6.00
☐ Mana Short	4.00
☐ Mana Vault	4.00
☐ Manabatts	4.00
☐ Meekstone	5.00
☐ Merfolk of the Pearl Trident	1.50
☐ Mesa Pegasus	1.50
☐ Mind Twist	3.00
☐ Mons's Goblin Raiders	1.50
☐ Mountain	15
☐ Max Emerald	100.00
☐ Max Jet	100.00
☐ Max Pearl	100.00
☐ Max Ruby	100.00
☐ Max Sapphire	100.00
☐ Natural Selection	25.00
☐ Nether Shadow	5.00
☐ Netting Imp	7.00
☐ Nevynral's Disk	5.00
☐ Nightmare	14.00
☐ Northern Paladin	9.00
☐ Obsidian Golem	1.50
☐ Orcish Artillery	1.00
☐ Orcish Oriflame	3.00
☐ Paralyze	1.50
☐ Pearled Unicorn	1.50
☐ Personal Incarnation	7.00
☐ Pestilence	1.50
☐ Phantasmal Forces	1.50
☐ Phantasmal Terrain	1.50
☐ Phantom Monster	2.00
☐ Pirate Ship	3.00
☐ Plague Rats	1.50
☐ Plains	15
☐ Plateau	25.00

☐ Reverse Damage	7.00
☐ Righteousness	6.00
☐ Roc of Kher Ridges	12.00
☐ Rock Hydra	18.00
☐ Rod of Ruin	1.50
☐ Royal Assassin	16.00
☐ Sacrifice	2.50
☐ Samite Healer	1.50
☐ Savannah	25.00
☐ Savannah Lions	5.00
☐ Scathe Zombies	1.50
☐ Scavenging Ghoul	2.00
☐ Scrubland	25.00
☐ Scryb Sprites	1.50
☐ Sea Serpent	1.50
☐ Sedge Troll	12.00
☐ Sengir Vampire	5.00
☐ Serra Angel	8.00
☐ Shanodin Dryads	1.50
☐ Shatter	1.50
☐ Shivan Dragon	20.00
☐ Simulacrum	1.50
☐ Sinkhole	5.00
☐ Siren's Call	1.50
☐ Sleight of Mind	5.00
☐ Smoke	4.00
☐ Sol Ring	8.00
☐ Soul Net	1.50
☐ Spell Blast	1.50
☐ Stasis	5.00
☐ Steal Artifact	2.00
☐ Stone Giant	1.50
☐ Stone Rain	1.50
☐ Stream of Life	1.50
☐ Sunglasses of Urza	5.00
☐ Swamp	15
☐ Swords to Plowshares	1.50
☐ Taiga	25.00
☐ Terror	1.50
☐ Thicket Basilisk	3.00
☐ Thoughtlace	3.00
☐ Throne of Bone	1.50
☐ Timber Wolves	5.00
☐ Time Vault	40.00
☐ Time Walk	100.00
☐ Timetwister	70.00
☐ Tranquility	1.50
☐ Tropical Island	25.00
☐ Tsunami	1.50
☐ Tundra	25.00
☐ Tunnel	1.50
☐ Twiddle	2.50
☐ Two-Headed Giant of Foriys	40.00
☐ Underground Sea	25.00
☐ Unholy Strength	1.50
☐ Unsummon	1.50
☐ Uthden Troll	2.50
☐ Verduran Enchantress	6.00
☐ Vesuvan Doppelganger	30.00
☐ Veteran Bodyguard	16.00
☐ Volcanic Eruption	4.00
☐ Volcanic Island	25.00
☐ Wall of Air	1.50
☐ Wall of Bone	1.50
☐ Wall of Brambles	1.50
☐ Wall of Fire	1.50
☐ Wall of Ice	1.50
☐ Wall of Stone	1.50
☐ Wall of Swords	2.50
☐ Wall of Water	1.50
☐ Wall of Wood	1.50
☐ Wanderlust	1.50
☐ War Mammoth	1.50
☐ Warp Artifact	3.50
☐ Water Elemental	1.50
☐ Weakness	1.50
☐ Web	3.50
☐ Wheel of Fortune	15.00
☐ White Knight	3.00
☐ White Ward	1.50
☐ Wild Growth	1.50
☐ Will-O'-The-Wisp	8.00
☐ Winter Orb	5.00
☐ Wooden Sphere	1.50
☐ Word of Command	50.00
☐ Wrath of God	7.00
☐ Zombie Master	6.00

☐ Air Elemental	1.50
☐ Aladdin's Lamp	3.00
☐ Aladdin's Ring	4.00
☐ Animate Artifact	1.00
☐ Animate Dead	1.00
☐ Animate Wall	3.00
☐ Ankh of Mishra	3.00
☐ Armageddon	5.00
☐ Armageddon Clock	3.00
☐ Aspect of Wolf	4.50
☐ Atog	1.25
☐ Bad Moon	6.00
☐ Badlands	18.00
☐ Balance	5.00
☐ Basalt Monolith	2.00
☐ Bayou	18.00
☐ Benalish Hero	5.00
☐ Birds of Paradise	7.00
☐ Black Knight	2.00
☐ Black Vise	1.50
☐ Black Ward	5.00
☐ Blessing	5.00
☐ Blue Elemental Blast	5.00
☐ Blue Ward	5.00
☐ Bog Wraith	1.50
☐ Bottle of Suleiman	3.50
☐ Braingeyser	12.00
☐ Brass Man	1.00
☐ Burrowing	1.00
☐ Castle	2.00
☐ Celestial Prism	1.00
☐ Channel	1.00
☐ Chaosknot	2.50
☐ Circle of Protection: Black	5.00
☐ Circle of Protection: Blue	5.00
☐ Circle of Protection: Green	5.00
☐ Circle of Protection: Red	5.00
☐ Circle of Protection: White	5.00
☐ Clockwork Beast	3.50
☐ Clone	8.00
☐ Cockatrice	7.00
☐ Conservator	5.00
☐ Contract from Below	4.00
☐ Control Magic	2.50
☐ Conversion	2.00
☐ Copy Artifact	9.00
☐ Counterspell	1.50
☐ Creature Bond	5.00
☐ Crusade	5.00
☐ Cursed Land	5.00
☐ Crow Worm	5.00
☐ Crumble	5.00
☐ Crystal Rod	5.00
☐ Dancing Scimitar	3.50
☐ Dark Ritual	5.00
☐ Darkpact	4.00
☐ Death Ward	5.00
☐ Deathgrip	1.00
☐ Deathlace	2.50
☐ Demonic Attorney	5.00
☐ Demonic Hordes	14.00
☐ Demonic Tutor	8.00
☐ Desert Twister	2.00
☐ Dingus Egg	3.50
☐ Disenchant	5.00
☐ Disintegrate	5.00
☐ Disrupting Scepter	3.50
☐ Dragon Engine	1.50
☐ Dragon Whelp	2.50
☐ Drain Life	5.00
☐ Drain Power	5.00
☐ Drudge Skeletons	5.00
☐ Dwarven Warriors	5.00
☐ Dwarven Weaponsmith	1.50
☐ Earth Elemental	2.00
☐ Earthbind	1.00
☐ Earthquake	4.00
☐ Ebony Horse	3.00
☐ El-Hajjaj	5.00
☐ Elvish Archers	3.50
☐ Energy Flux	1.00
☐ Erg Raiders	5.00
☐ Evil Presence	1.50
☐ Eye for an Eye	4.00
☐ Farmstead	6.00
☐ Fastbond	8.00
☐ Fear	5.00
☐ Feedback	5.00
☐ Fire Elemental	1.50
☐ Fireball	5.00
☐ Firebreathing	5.00
☐ Flashfires	1.00
☐ Flight	5.00
☐ Flying Carpet	4.00
☐ Fog	5.00
☐ Force of Nature	9.00
☐ Forest	05



TOP TEN HOTTEST CARDS

4. Vesuvan Doppelganger
Your opponent got an annoying creature out that you need an equal critter to handle? Maybe you've got one Shivan out when you could use two? Say the word and the Vesuvan'll be whatever you want.

☐ Power Leak	1.50
☐ Power Sink	1.50
☐ Power Surge	3.50
☐ Prodigal Sorcerer	1.50
☐ Psionic Blast	14.00
☐ Psychic Venom	1.50
☐ Purlace	3.00
☐ Raging River	35.00
☐ Raise Dead	1.50
☐ Red Elemental Blast	1.50
☐ Red Ward	1.50
☐ Regeneration	1.50
☐ Regrowth	8.00
☐ Resurrection	3.00

REVISED EDITION

Cards are white-bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticeably lighter.
Full Set (302 cards) \$450.00
Starter Deck (60 cards) 12.00
Starter Box (10 decks) 200.00
Booster Pack (15 cards) 4.50
Booster Box (36 packs) 200.00

Key: ARTIFACT BLACK BLUE GREEN MULTICOLORED RED WHITE LAND

█ Fork	18.00
█ Frozen Shade	50
█ Fungusaur	5.00
█ Gaea's Liege	8.00
█ Giant Growth	50
█ Giant Spider	50
█ Glasses of Urza	1.00
█ Gloom	1.00
█ Goblin Balloon Brigade	1.00
█ Goblin King	6.50
█ Granite Gargoyle	8.00
█ Gray Ogre	50
█ Green Ward	50
█ Grizzly Bears	50
█ Guardian Angel	1.00
█ Healing Salve	50
█ Helm of Chatzuk	2.50
█ Hill Giant	50
█ Hive, The	5.00
█ Holy Armor	50
█ Holy Strength	50
█ Howl from Beyond	50
█ Howling Mine	6.00
█ Hurkyl's Recall	4.00
█ Hurloon Minotaur	50
█ Hurricane	1.00
█ Hypnotic Specter	2.50
█ Instill Energy	1.00
█ Iron Star	50
█ Ironroot Treefolk	50
█ Island	.05
█ Island Fish Jасsonius	4.00
█ Island Sanctuary	3.50
█ Ivory Cup	50
█ Ivory Tower	5.00
█ Jade Monolith	2.00
█ Jandor's Ring	6.00
█ Jandor's Saddlebags	3.50
█ Jayemdae Tome	3.50
█ Juggernaut	6.00
█ Jump	50
█ Karma	1.00
█ Keldon Warlord	2.50
█ Kird Ape	1.00
█ Kormus Bell	3.00
█ Kudzu	5.00
█ Lance	1.50
█ Ley Druid	1.00
█ Library of Leng	1.00
█ Lifeforce	1.00
█ Lifelace	2.50
█ Lifetop	1.00
█ Lightning Bolt	50
█ Living Artifact	3.00
█ Living Lands	3.50
█ Living Wall	2.00
█ Llanowar Elves	50
█ Lord of Atlantis	6.00
█ Lord of the Pit	8.00
█ Lure	1.00
█ Magical Hack	6.00
█ Magnetic Mountain	3.50
█ Mahamohi Djinn	6.00
█ Mana Flare	5.00
█ Mana Short	4.00
█ Mana Vault	3.50
█ Mennobards	3.50
█ Meekstone	4.00
█ Merfolk of the Pearl Trident	50
█ Mesa Pegasus	50
█ Mijae Djinn	5.00
█ Millstone	2.50
█ Mind Twist	6.00
█ Mishra's War Machine	2.50
█ Mons' Goblin Raiders	50
█ Mountain	.05
█ Nether Shadow	4.00
█ Netting Imp	5.00
█ Nevinyrals' Disk	4.00
█ Nightmare	12.00
█ Northern Paladin	7.00
█ Obsidian Golem	1.00
█ Onulet	2.00
█ Orcish Artillery	1.00
█ Orcish Oniflammie	2.50
█ Ornithopter	1.00
█ Paralyze	50
█ Pearled Unicorn	50
█ Personal Incarnation	6.00
█ Pestilence	50
█ Phantasmal Forces	1.00
█ Phantasmal Terrain	1.00
█ Phantom Monster	50
█ Pirate Ship	1.00
█ Plague Rats	2.50
█ Plains	50
█ Plateau	18.00

█ Power Leak	50
█ Power Sink	50
█ Power Surge	3.00
█ Primal Clay	3.00
█ Prodigal Sorcerer	50
█ Psychic Venom	50
█ Purelace	2.50
█ Rock, The	1.50
█ Raise Dead	50
█ Reconstruction	1.00
█ Red Elemental Blast	50
█ Red Ward	50
█ Regeneration	50
█ Regrowth	6.00
█ Resurrection	2.50
█ Reverse Damage	5.00
█ Reverse Polarity	1.00
█ Righteousness	5.00
█ Roc of Kher Ridges	9.00
█ Rock Hydra	14.00
█ Rocket Launcher	5.00
█ Rod of Ruin	1.00
█ Royal Assassin	12.00
█ Sacrifice	2.00
█ Samite Healer	50
█ Savannah	18.00
█ Savannah Lions	4.00
█ Scathe Zombies	50
█ Scavenging Ghoul	1.00
█ Scrubland	18.00
█ Scryb Sprites	50
█ Sea Serpent	50
█ Sedge Troll	9.00
█ Sengir Vampire	4.00
█ Serendib Elfreet	12.00
█ Serra Angel	6.00
█ Shamanic Dryads	50
█ Shatter	50
█ Shatterstorm	6.00
█ Shivan Dragon	15.00
█ Simulacrum	1.00
█ Siren's Call	1.50
█ Sleight of Mind	4.00
█ Smoke	3.50
█ Sol Ring	6.00
█ Sorceress Queen	6.00
█ Soul Net	1.00
█ Spell Blast	50
█ Stasis	3.50
█ Steel Artifact	1.00
█ Stone Giant	1.00
█ Stone Rain	50

█ Tunnel	50
█ Underground Sea	18.00
█ Unholy Strength	50
█ Unstable Mutation	50
█ Unsummon	50
█ Urhden Troll	2.00
█ Verduran Enchantress	5.00
█ Vesuvan Doppelganger	20.00
█ Veteran Bodyguard	12.00
█ Volcanic Eruption	3.50
█ Volcanic Island	18.00
█ Wall of Air	1.00
█ Wall of Bone	1.00
█ Wall of Brambles	1.00
█ Wall of Fire	1.00
█ Wall of Ice	1.00
█ Wall of Stone	1.00
█ Wall of Swords	2.00
█ Wall of Water	50
█ Wall of Wood	50
█ Wanderlust	1.00
█ War Mammoth	50
█ Warp Artifact	3.00
█ Water Elemental	1.50
█ Weakness	50
█ Web	3.00
█ Wheel of Fortune	12.00
█ White Knight	2.00
█ White Ward	50
█ Wild Growth	50
█ Will-o'-The-Wisp	6.00
█ Winter Orb	3.50
█ Wooden Sphere	50
█ Wrath of God	5.00
█ Zombie Master	5.00

█ Chaoslace	2.00
█ Circle of Protection: Artifact	5.00
█ Circle of Protection: Black	50
█ Circle of Protection: Blue	50
█ Circle of Protection: Green	50
█ Circle of Protection: Red	50
█ Circle of Protection: White	50
█ Clay Statue	50
█ Clockwork Avian	5.00
█ Clockwork Beast	3.00
█ Cockatrice	5.00
█ Colossus of Sardia	6.00
█ Conservator	.75
█ Control Magic	2.00
█ Conversion	1.50
█ Coral Helm	3.00
█ Cosmic Horror	4.00
█ Counterspell	1.00
█ Craw Wurm	50
█ Creature Bond	50
█ Crimson Manticores	3.00
█ Crumble	50
█ Crusade	5.00
█ Crystal Rod	.75
█ Cursed Land	50
█ Cursed Rack	2.00
█ Cyclopean Mummy	.25
█ Dancing Scimitar	3.00
█ Dark Ritual	50
█ Deathgrip	1.00
█ Death Ward	50
█ Deathlace	2.00
█ Desert Twister	1.50
█ Detonate	1.50
█ Diabolic Machine	1.50
█ Dingus Egg	3.00
█ Disenchant	50
█ Disintegrate	50
█ Disrupting Scepter	3.00
█ Divine Transformation	5.00
█ Dragon Engine	1.00
█ Dragon Whelp	2.00
█ Drain Life	50
█ Drain Power	4.00
█ Dudge Skeletons	50
█ Durkwood Boars	.25
█ Dwaven Warriors	50
█ Earth Elemental	1.00
█ Earthquake	3.50
█ Ebony Horse	3.00
█ El-Hajjaj	3.50
█ Elder Land Wurm	5.00

FOURTH EDITION

Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards) \$300.00
 Starter Deck (60 cards) 8.00
 Starter Box (10 decks) 80.00
 Booster Pack (15 cards) 2.50
 Booster Box (36 packs) 90.00

█ Abomination	2.50
█ Air Elemental	1.00
█ Alabaster Potion	50
█ Aladdin's Lamp	3.00
█ Aladdin's Ring	3.50
█ Ali Baba	3.00
█ Amrou Kithkin	25
█ Amulet of Kroog	25
█ Angry Mob	2.00
█ Animate Artifact	50
█ Animate Dead	50
█ Animate Wall	2.50
█ Ankh of Mishra	2.50
█ Apprentice Wizard	50
█ Armageddon	4.00
█ Armageddon Clock	3.00
█ Ashes to Ashes	50
█ Ashnod's Battle Gear	2.00
█ Aspect of Wolf	4.00
█ Backfire	2.00
█ Bad Moon	5.00
█ Balance	4.00
█ Ball Lightning	5.00
█ Battering Ram	.25
█ Benalish Hero	50
█ Bird Maiden	.75
█ Birds of Paradise	6.00
█ Black Knight	1.50
█ Black Mana Battery	4.00
█ Black Vise	1.00
█ Black Ward	50
█ Blessing	4.00
█ Blight	2.00
█ Blood Lust	.75
█ Blue Elemental Blast	50
█ Blue Mana Battery	4.00
█ Blue Ward	50
█ Bog Imp	50
█ Bog Wraith	1.00
█ Battle of Suleiman	3.00
█ Brainwash	.25
█ Brass Man	.75
█ Bronze Tablet	3.00
█ Brothers of Fire	.75
█ Brute, The	50
█ Burrowing	1.00
█ Carrion Ants	7.00
█ Carnivorous Plant	.25
█ Castle	1.50
█ Cave People	1.50
█ Celestial Prism	.75
█ Channel	50



TOP TEN HOTTEST CARDS

5. Dual Lands

Juzam. Ali, 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.

█ 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
█ Thoughtlace	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 end of a rude spell? Wanna double a rudeness you've just committed? Fork it, Fork it, Fork it, baby!

█ Elven Riders	5.00
█ Elvish Archers	3.50
█ Energy Flux	1.00
█ Energy Tap	50
█ Erg Raiders	50
█ Erosion	.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

WENT UP

WENT DOWN

HEAVILY TRADED



price guide

Flashfires	1.00
Flight	.50
Flood	.50
Flying Carpet	3.50
Fog	.50
Force of Nature	8.00
Fortified Area	.50
Forest	.05
Frozen Shade	.50
Fungusaur	4.00
Gaea's Liege	6.00
Gaseous Form	.25
Ghost Ship	.50
Giant Growth	.50
Giant Spider	.50
Giant Strength	.50
Giant Tortoise	.50
Glasses of Urza	.75
Gloom	1.00
Goblin Balloon Brigade	1.00
Goblin King	6.00
Goblin Rock Sled	.25
Grapeshot Catapult	.50
Gray Ogre	.50
Greed	3.00
Green Mana Battery	4.00
Green Ward	.50
Grizzly Bears	.50
Healing Salve	.50
Helm of Chazruk	2.00
Hill Giant	.50
Hive, The	4.00
Holy Armor	.50
Holy Strength	.50
Howl from Beyond	.50
Hawling Mine	5.00
Hurkyl's Recall	3.50
Hurlroot Minotaur	.50
Hurr Jackal	2.50
Hurricane	1.00
Hypnotic Specter	2.00
Immolation	.50
Inferno	4.00
Instill Energy	1.00
Iron Star	.75
Ironclaw Orcs	.25
Ironroot Treefolk	.50
Island	.05
Island Fish Jascorius	3.50
Island Sanctuary	3.00
Ivory Cup	.75
Ivory Tower	4.00
Jade Monolith	2.00
Jandor's Saddlebags	3.00
Jayemdae Tome	3.00
Jump	.50
Junun Efreet	5.00
Karma	1.00
Keldon Warlord	2.00
Killer Bees	7.00
Kismet	4.00
Kormus Bell	2.50
Land Leeches	.25
Land Tax	3.00
Leviathan	3.00
Ley Druid	1.00
Library of Leng	.75
Lifeforce	1.00
Lifelace	2.00
Lifetap	1.00
Lightning Bolt	.50
Living Artifact	2.50
Living Lands	3.00
Ulanowar Elves	.50
Lord of Atlantis	5.00
Lord of the Pit	8.00
Lost Soul	.25
Lure	1.00
Magical Hack	5.00
Magnetic Mountain	3.00
Mahamoti Djinn	6.00
Mana Clash	2.00
Mana Flare	4.00
Mana Short	3.50
Mana Vault	3.00
Manabats	3.00

Marsh Gas	.25
Marsh Viper	.25
Meekstone	3.50
Merfolk of the Pearl Trident	.50
Mesa Pegasus	.50
Millstone	2.50
Mind Bomb	2.00
Mind Twist	5.00
Mishra's Factory	5.00
Mishra's War Machine	3.00
Mons' Goblin Raiders	.50
Morale	.25
Mountain	.05
Murk Dwellers	.25
Naf's Asp	.50
Nether Shadow	3.50
Nevinyral's Disk	3.50
Nightmare	9.00
Northern Paladin	7.00
Oasis	2.50
Obsidian Golem	1.00
Onulet	1.50
Orcish Artillery	1.00
Orcish Drifflame	2.00
Ornithopter	.50
Osai Vultures	.25
Paralyze	.50
Pearled Unicorn	.50
Personal Incarnation	5.00
Pestilence	.50
Phantasmal Forces	1.00
Phantasmal Terrain	.50
Phantom Monster	1.00
Pirate Ship	3.50
Piety	.50
Pikemen	.25
Pit Scorpion	.25
Plague Rats	.50
Plains	.05
Power Leak	.50
Power Sink	.50
Power Surge	2.50
Prodesh Gypsies	.50
Primal Clay	2.50
Prodigious Sorcerer	.50
Psionic Entity	4.00
Psychic Venom	.50
Purelace	2.00
Pyrotechnics	1.50
Rack, The	2.00
Radian Spirit	1.50
Rag Man	2.50
Raise Dead	.50
Rebirth	3.00
Red Elemental Blast	.50
Red Mana Battery	4.00
Red Ward	.50
Regeneration	.50
Relic Bind	3.50
Reverse Damage	5.00
Righteousness	4.00
Rod of Ruin	1.00
Royal Assassin	12.00
Samite Healer	.50
Sandstorm	.50
Savannah Lions	3.50
Scathe Zombies	.50
Scavenging Ghoul	1.00
Scrib Sprites	.50
Sea Serpent	.50
Seeker	.50
Segovian Leviathan	2.00
Sengir Vampire	3.50
Serra Angel	5.00
Shanodin Dryads	.50
Shapeshifter	4.00
Shatter	.50
Shivan Dragon	14.00
Simulacrum	.50
Sinbad	3.00
Siren's Call	1.00
Sisters of the Flame	.50
Sleight of Mind	4.00
Smoke	3.00
Sorceress Queen	5.00
Soul Net	.50
Spell Blast	.50
Spirit Link	5.00
Spirit Shackles	1.00
Stasis	3.00
Steal Artifact	1.00
Stone Giant	1.00
Stone Rain	.50
Stream of Life	.50
Strip Mine	4.00
Sunglasses of Urza	2.50
Sunken City	.25
Swamp	.05
Swords to Plowshares	1.00
Sylvan Library	6.00
Tawmos's Wand	1.50
Tawmos's Weaponry	1.50
Tempest Efreet	4.00
Terror	.50
Tetravus	5.00
Thicket Basilisk	2.00
Thoughtlace	2.00
Throne of Bone	.75
Timber Wolves	3.50
Time Elemental	8.00
Titania's Song	2.50
Tranquility	.50
Triskellon	5.00
Tsunami	1.00
Tundra Wolves	.50
Tunnel	.50
Twiddle	1.00
Uncle Istvan	2.00
Unholy Strength	.50
Unstable Mutation	.50
Unsummon	.50
Untamed Wilds	1.50
Urza's Avenger	5.00
Uttheden Troll	1.50
Vampire Bats	.25
Venom	.25
Yerduran Enchantress	4.00
Visions	2.00
Volcanic Eruption	3.00
Wall of Air	.50
Wall of Bone	1.00
Wall of Brambles	1.00
Wall of Dust	2.50
Wall of Fire	1.00
Wall of Ice	.50
Wall of Spears	.75
Wall of Stone	1.00
Wall of Swords	1.50
Wall of Water	.50
Wall of Wood	.50
Wanderlust	1.00

ICE AGE

Hey! Got this!
Ice Age is so friggin' hot it's contributing to global warming! (Ironic, eh?) Out the first week in June, Ice Age is the first stand-alone expansion set for Magic: The Gathering. Card prices are extremely volatile this month—especially the Ice Manipulator, Jester's Cap, and Deflection—but look for prices to stabilize with next month's price guide. Full Set (383 cards) \$400.00
Starter Deck (60 cards) 12.00
Starter Box (10 decks) 110.00
Booster Pack (15 cards) 3.50
Booster Box (36 packs) 100.00

Abyssal Specter	2.50
Adarkar Sentinel	3.00
Adarkar Unicorn	.50
Adarkar Wastes	5.00
Aegis of the Meek	4.00
Aggression	3.50
Altar of Bone	7.00
Amulet of Quoz	4.00
Anarchy	5.50
Arctic Foxes	.50
Arcum's Sleigh	3.00
Arcum's Weathervane	2.50
Arcum's Whistle	3.00
Arenson's Aura	.50
Armor of Faith	.50
Amjlot's Ascent	.50
Ashen Ghoul	3.00
Aurochs	.50
Avalanche	3.00
Balduvian Barbarians	.50
Balduvian Bears	.50
Balduvian Conjurer	3.00
Balduvian Hydra	6.00
Balduvian Shaman	.50
Barbarian Guides	.50
Barbed Sextant	.50
Baton of Morale	2.50
Battle Cry	2.50
Battle Frenzy	.50
Binding Grasp	4.50
Black Scarab	3.00
Blessed Wine	.50
Blinking Spirit	8.00
Blizzard	5.00
Blue Scarab	3.00
Bone Shaman	.50
Brainstorm	.50
Brand of Ill Omen	7.00
Breath of Dreams	3.00
Brine Shaman	.50
Brown Ouphe	.50
Brushland	5.00
Burnt Offering	.50
Call to Arms	8.00
Caribou Range	7.00
Celestial Sword	4.00
Centaur Archer	3.00
Chaos Lord	8.00
Chaos Moon	8.50
Chromatic Armor	6.50
Chub Toad	.50
Circle of Protection: Black	.50
Circle of Protection: Blue	.50
Circle of Protection: Green	.50
Circle of Protection: Red	.50
Circle of Protection: White	.50
Claivoyance	.50
Cloak of Confusion	.50
Cold Snap	2.00
Conquer	4.50
Cooperation	.50
Counterspell	.50
Crown of the Ages	6.50
Curse of Marit Lage	6.00
Dance of the Dead	4.00
Dark Banishing	.50
Dark Ritual	.50
Death Ward	.50
Deflection	10.00
Demonic Consultation	3.50
Despotic Scepter	4.50
Diabolic Vision	4.00
Dire Wolves	.50
Disenchant	.50
Dread Wight	5.00
Dreams of the Dead	3.00
Drift of the Dead	2.50
Drought	5.00
Dwarven Armory	6.00
Earthlink	5.00
Earthlore	.50
Elder Druid	9.00



TOP TEN HOTTEST CARDS

7. Diamond Valley

One of your creatures caught in the cross hairs? Got a blocker that's going up against an overpowering attacker? Don't let it die in vain! Sacrifice the poor guy to Diamond Valley and rack up the life points.

War Mammoth	5.00
Warp Artifact	2.50
Water Elemental	1.00
Weakness	.50
Web	3.00
Whirling Dervish	4.00
White Knight	1.50
White Mana Battery	4.00
White Ward	.50
Wild Growth	.50
Winds of Change	5.00
Will-O'-The-Wisp	5.00
Winter Blast	4.00
Winter Orb	3.00
Wooden Sphere	.50
Word of Binding	.25
Wrath of God	1.50
Xenic Poltergeist	5.00
Yotian Soldier	.50
Zephyr Falcon	.50
Zombie Master	4.00

Elemental Aurguy	6.00
Elkin Bottle	4.00
Elvish Healer	5.00
Enduring Renewal	6.00
Energy Storm	7.00
Enervate	5.00
Errant Minion	5.00
Errantry	5.00
Essence Filter	5.00
Essence Flare	5.00
Essence Vortex	3.50
Fanatical Fever	4.00
Fear	5.00
Fiery Justice	5.00
Fire Covenant	3.50
Flame Spirit	2.50
Flare	5.00
Flooded Woodlands	6.00
Flow of Maggots	6.00
Folk of the Pines	5.00
Forbidden Lore	6.00
Force Void	2.00
Forest	1.10
Forgotten Lore	3.50
Formation	4.00
Foul Familiar	5.00
Foxfire	5.00
Freyalise Supplicant	2.50
Freyalise's Charm	3.00
Freyalise's Winds	6.50
Fumarole	4.00
Fyrlja	5.00
Fyndhorn Brownie	5.00
Fyndhorn Elder	3.50
Fyndhorn Elves	5.00
Fyndhorn Pollen	5.00
Fyndhorn Bow	3.50
Game of Chaos	7.00
Gangrenous Zombies	5.00
Gaze of Pain	5.00
General Jarkeld	7.00
Ghostly Flame	7.00
Giant Growth	5.00
Giant Trap Door Spider	3.50
Glaciers	5.00
Gorilla Pack	5.00
Glacial Chasm	2.00
Glacial Crevasse	4.50
Glacial Wall	2.50
Goblin Lyre	5.00
Goblin Mutant	2.50
Goblin Sappers	5.00
Goblin Ski Patrol	5.00
Goblin Snowman	3.00
Gravebind	4.00
Green Scarab	2.00
Grizzled Wolverine	5.00
Hallowed Ground	2.00
Halls of Mist	6.50
Heal	5.00
Hecatomb	8.00
Hematite Talisman	2.00
Hipparian	2.50
Hoor Shade	5.00
Hot Springs	5.00
Howl from Beyond	5.00
Hurricane	2.00
Hyalopterous Lemure	3.50
Hydrokyst	5.00
Hymn of Rebirth	4.00
Ice Berg	3.00
Ice Cauldron	6.00
Ice Floe	3.00
Icequake	4.00
Icy Manipulator	8.00
Icy Prison	6.00
Illusionary Forces	5.00
Illusionary Presence	5.00
Illusionary Terrain	3.00
Illusionary Wall	3.00
Illusions of Grandeur	6.00
Imposing Visage	5.00
Incinerate	5.00
Infernal Darkness	4.50
Infernal Denizen	4.50
Infinite Hourglass	4.50
Infuse	5.00
Island	1.10
Jester's Cap	11.00
Jester's Mask	7.50
Jeweled Amulet	5.00
Johtull Wurm	2.50
Jokulhaups	8.00
Juniper Order Druid	5.00
Justice	5.00
Karplusan Forest	5.00
Karplusan Giant	4.50
Karplusan Yeti	7.50

Kelsinko Ranger	5.00
Kjeldoran Dead	5.00
Kjeldoran Elite Guard	3.00
Kjeldoran Frostbeast	4.00
Kjeldoran Guard	5.00
Kjeldoran Knight	6.50
Kjeldoran Phalanx	5.00
Kjeldoran Royal Guard	7.50
Kjeldoran Skycaptain	3.00
Kjeldoran Skyknight	5.00
Kjeldoran Warrior	5.00
Knights of Stromgold	2.50
Krovikan Elementalist	3.00
Krovikan Fetish	5.00
Krovikan Sorcerer	5.00
Krovikan Vampire	4.00
Land Cap	6.00
Lapis Lazuli Talisman	2.00
Lava Burst	5.00
Lava Tubes	6.00
Legions of Lim-Dal	5.00
Leshrac's Rite	3.00
Leshrac's Sigil	3.00
Lhurgoyf	8.50
Lim-Dal's Cohort	5.00
Lim-Dal's Hex	3.00
Lightning Blow	5.00
Last Order of Jarkeld	6.00
Lure	2.00
Maddening Wind	2.50
Magus of the Unseen	7.00
Malachite Talisman	2.00
Marion Stromgold	8.50
Melee	3.50
Melting	2.50
Mercenaries	5.00
Merieke Ri Berit	5.00
Mesmeric Trance	5.00
Meteor Shower	5.00
Mind Ravel	5.00
Mind Warp	3.50
Mind Whip	5.00
Minion of Leshrac	7.00
Minion of Tevesh Szat	8.00
Mistfolk	5.00
Mole Worms	3.00
Monsoon	6.00
Moor Fiend	5.00
Mountain	1.10
Mountain Goat	5.00
Mountain Titan	7.50
Mudslide	5.00
Musician	6.00
Mystic Might	4.00
Mystic Remora	5.00
Nacre Talisman	2.00
Naked Singularity	5.50
Nature's Lore	3.00
Necropotence	5.00
Narmit	5.00
Oath of Lim-Dal	6.00
Onyx Talisman	2.00
Orcish Cannoneers	2.00
Orcish Conscripts	5.00
Orcish Farmer	5.00
Orcish Healer	2.50
Orcish Librarian	5.00
Orcish Lumberjack	5.00
Orcish Squatters	7.00
Order of the Sacred Torch	8.00
Order of the White Shield	2.50
Pale Bears	5.50
Panic	5.00
Pentagram of the Ages	6.50
Pestilence Rats	5.00
Phantasmal Mount	3.50
Pit Trap	3.00
Plains	1.10
Polar Kraken	8.50
Portent	5.00
Power Sink	5.00
Pax	7.00
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Pyknite	5.00
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Shyft	7.00
Sibilant Spirit	9.00
Silver Erme	3.00
Skeleton Ship	9.00



TOP TEN HOTTEST CARDS

8. Royal Assassin
Don't look at your creatures, don't breath 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.

Skull Catapult	3.00
Sleight of Mind	4.00
Snow-Covered Forest	2.50
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Snow-Covered Swamp	2.50
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Snowblind	4.00
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Stench of Evil	4.00
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Stone Spirit	3.50
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Stormbind	5.50
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Thermakarst	4.00
Thoughtleech	3.00
Thunder Wall	2.50
Timberline Ridge	6.00
Tinder Wall	5.00
Time Bomb	5.00
Touch of Death	5.00
Touch of Vitae	2.50
Tor Giant	5.00
Total War	5.50
Trailblazer	5.50
Underground River	5.00
Updraft	2.00
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Veldt	6.00

Venomous Breath	3.00
Vertigo	3.00
Vexing Arcanix	6.50
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Wall of Pine Needles	2.50
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ARABIAN NIGHTS

Full Set (78 cards)	\$60.00
Booster Pack (8 cards)	50.00
Booster Box (60 packs)	3,000.00

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Aladdin	24.00
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ANTIQUITIES

Full Set (100 cards)	\$375.00
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■ Amulet of Kroog	5.00
□ Argivian Archaeologist	24.00
□ Argivian Blacksmith	1.00
■ Argothian Pixies	1.50



TOP TEN HOTTEST CARDS

9. Feldon's Cane
Low on cards? Need to get those Disenchants or Strip Mines back? Already blew your Recall and Regrowth? The Cane will bring your entire graveyard back into your library. Cheaper than Time Twister too.

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■ Clay Statue	1.00
■ Clockwork Avian	9.00
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■ Crumble	1.00
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■ Drafn's Restoration	1.50
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■ Dwarfen Weaponsmith	2.50
■ Energy Flux	1.50
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■ Goa's Avenger	16.00

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■ Goblin Artisans	3.50
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□ Martyrs of Korlis	5.00
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■ Millstone	4.00
■ Mishra's Factory	4.00
■ Mishra's Factory (Summer Picture)	7.00
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■ Mishra's Workshop	15.00
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■ Ornithopter	1.00
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LEGENDS

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THE DARK

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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.

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FALLEN EMPIRES

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Elvish Scout	5.00
Farrel's Mantle	5.00
Farrel's Zealot	5.00
Farrelite Priest	5.00
Feral Thrull	2.00
Fungal Bloom	3.50
Goblin Chirurgeon	5.00
Goblin Flatilla	2.50
Goblin Grenade	5.00
Goblin Kites	5.00
Goblin War Drums	5.00
Goblin Warrens	3.00
Hand of Justice	5.00
Havenwood Battleground	1.50
Heroism	5.00
High Tide	5.00
Hollow Trees	3.00
Homarid	5.00
Homarid Shaman	2.50
Homarid Spawning Bed	1.00
Homarid Warrior	5.00
Hymn to Tourach	5.00
Icatian Infantry	5.00
Icatian Javelineers	5.00
Icatian Lieutenant	2.00

Icatian Moneychanger	5.00
Icatian Phalanx	1.00
Icatian Priest	5.00
Icatian Scout	5.00
Icatian Skirmishers	3.00
Icatian Store	3.00
Icatian Town	4.00
Implements of Sacrifice	2.00
Initiates of the Ebon Hand	5.00
Merseine	5.00
Mindstab Thrull	5.00
Necrite	5.00
Night Soil	5.00
Orcish Captain	5.00
Orcish Spy	5.00
Orcish Veteran	5.00
Order of Leitbur	5.00
Order of the Ebon Hand	5.00
Oryg	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
Spare Cloud	5.00
Spare Flower	5.00
Syvelunite Priest	5.00
Syvelunite Temple	1.00
Thallid	1.00
Thallid Devourer	1.00
Thelon's Chant	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
Tourach's Chant	5.00
Tourach's Gate	3.00
Vadalian Knights	3.50
Vadalian Mage	5.00
Vadalian Soldiers	5.00
Vadalian War Machine	2.50
Zelyon Sword	2.50

SPECIAL OFFERS

Arena	7.00
Giant Badger	6.00
Mana Crypt	8.00
Nalathni Dragon	6.50
Sewars 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

INQUEST

price guide

BLOOD WARS

TSR 1995

Full Set (334 cards)	\$400.00
Starter Deck Dual Pack (100 cards)	10.00
Starter Box (10 dual decks)	90.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00

Assassination Plot	6.00
Chaos Beast	5.50
Lady of Pain	30.00
Shield Maidens of Odin	5.00
Tiamat	6.50

FACTS AND FACTIONS

TSR 1995

Full Set (134)	90.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00

DIXIE

COLUMBIA GAMES 1995

Full Set (200 cards)	\$50.00
Starter Deck (60 cards)	9.00
Starter Box (10 decks)	85.00
Booster Pack	NONE

Buck Woods	1.00
Color-Guard	1.00
Rebel Yell	1.50
10 PDR Parrott	1.00
12 PDR Howitzer	1.50

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)	90.00
Booster Pack (8 cards)	2.50
Booster Box (60 packs)	90.00



ECHELONS OF FIRE/FURY-MEDIUM TANK

MEDELLION SIMULATIONS 1995

Full Fire Set (69 cards)	90.00
Full Fury Set (57 cards)	90.00
Fire Starter Deck (65 cards)	9.00
Fire Starter Box (10 decks)	90.00
Fire Booster Pack (15 cards)	3.00
Fire Booster Box (36 packs)	110.00
Fury Starter Deck (65 cards)	9.00

Fury Starter Box (10 decks)	90.00
Fury Booster Pack (15 cards)	3.00
Fury Booster Box (36 packs)	110.00



FLIGHTS OF FANTASY-MISTRESS SOLECISM

FLIGHTS OF FANTASY

DESTINI PRODUCTIONS 1994

Full Set (108 cards)	90.00
Starter Deck	NONE
Booster Pack (10 cards)	2.50
Booster Box (36 packs)	90.00



GALACTIC EMPIRES-INDIRIGAN ESCORT

GALACTIC EMPIRES

COMPANION GAMES 1995

Full Set (440)	\$180.00
Starter Deck (55 cards)	7.95
Starter Box (10 decks)	75.00
Booster Pack (12 cards)	2.45
Booster Box (36 packs)	80.00

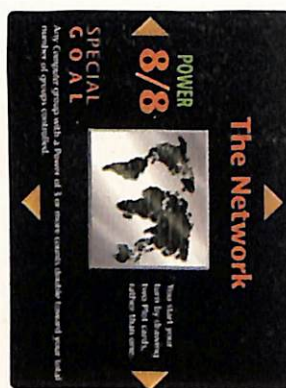
Dragon Hatchling	5.50
Dragon Lair	4.75
Moon Dragoness	5.75
Monster Overstrike	4.25
Scintillating Dragoness	4.50

NEW EMPIRES EXPANSION

COMPANION GAMES 1995

Full Set (209)	110.00
Booster Pack (12 cards)	1.95
Booster Box	110.00

Ancient Spacefarer	2.75
Fighter Pilot	3.00
Spiritual Leader	3.25
Stellar Map	2.50
Volatile Cargo	3.50



ILLUMINATI: LIMITED-THE NETWORK

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES 1994

Card names are in gold printing.

Full Set (412)	\$400.00
Factory Set (450)	70.00
Starter Deck Dual Pack (110)	20.00
Starter Box (5 dual decks)	100.00
Booster Pack (15 cards)	5.00
Booster Box (36 packs)	110.00
Unlisted Singles	50 ea.

Adepts of Hermes	2.00
Air Magic	2.00
An Offer You Can't Refuse	2.00
Angst	2.00
Annual Convention	2.00
Antiwar Activists	2.00
Ark of the Covenant	2.00
B.A.T.F.	1.50
Bank Merger	2.00
Bank of England	2.00
Bavarian Illuminati	2.00
Bermuda Triangle	2.00
Big Sellout, The	2.00
Bigger Business	1.00
Blitzkrieg	4.00
Bodyguard	2.00
Book of Kells	1.00
Botched Contact	1.00
Bribery	1.00
C.I.A.	4.00
Canada	2.00
Cattle Mutilators	2.00
Celebrity Spokesman	1.00
Censorship	1.00
Center For Disease Control	1.00
CFL-AIO	2.00
China	2.00
Church of Elvis	1.00
Clone	1.50
Combined Disasters	2.00
Comic Books	1.00
Commitment	1.00
Computer Security	2.00
Computer Virus	1.00
Congressional Wives	1.00
Corruption	2.00
Count Dracula	2.00
Counter-Revolution	2.00
Counterspell	1.00
Cover of Darkness	2.00
Cover-Up	2.00
Criminal Overlords	2.00
Crystal Skull	2.00
Cyborg Soldiers	4.00
Death Engine	2.00
Death Mask	1.00
Democrats	1.00
Deprogrammers	2.00
Dinosaur Park	1.00
Discordian Society	2.00
Dollars for Decency	1.00
Eat the Rich	2.00
EFF	2.00
18 1/2 Minute Gap	2.00
Elders of Zion	2.00
Eliza	1.00
Elvis	3.50
Embezzlement	3.00
Empty Vee	1.50
Energy Crisis	2.00

Evil Geniuses for a Better Tomorrow	2.00
Faction Fight	2.00
Fear and Loathing	1.00
Federal Reserve	1.00
Feminists	1.00
Fidel Castro	1.00
Finland	2.00
First Thing We Do, Let's Kill All The Lawyers	2.00
Flower Power	1.00
Foiled!	1.00
Forgery	1.00
Freaking the Mundanes	1.00
Fred Birch Society	2.00
Gang War	1.00
Gay Activists	1.00
Germany	4.00
Giant Kudzu	1.00
Gnomes of Zurich	2.00
Goldfish Fanciers	2.00
Great Pyramid, The (Magazine Insert)	2.00
Gremlios	2.00
Gun Control	1.00
Hackers	1.00
Hand of Madness, The	2.00
Head in a Jar	1.00
Hex	2.00
Hidden City	1.00
Hidden Influence	2.00
Hitler's Brain	4.00
Hoax	1.00
Hollywood	1.00
Holy Grail, The	2.00
I Lied	1.00
I.R.S.	1.00
Immortality Serum	2.00
International Communist Conspiracy	2.00
International Weather Organization	1.00
Israel	2.00
Italy	4.00
Jimmy Hoffa	2.50
Junk Mail	1.00
Kill for Peace!	2.00
L-4 Society	1.00
Law and Order	1.00
Let Them Eat Cake!	1.00
Let's Get REALLY Organized	1.00
Let's You and Him Fight	2.00
Libertarians	3.00
Library at Alexandria, The	1.00
Liquor Companies	2.00
Local Police Departments	1.00
Logic Bomb	2.00
Mafia, The	4.00
Manuel Noriega	1.00
Margaret Thatcher	1.00
Market Manipulation	1.00
Mass Murder	2.00
Media Connections	2.00
Men in Black, The	4.00
Messiah	2.00
Meteor Strike	1.00
MI-5	1.00
Mistaken Identity	2.00
Mossad	2.00
Multinational Oil Corporations	1.00
Murphy's Law	1.00
N.S.A.	4.00
Nancy Reagan	2.00
NASA	1.00
NATO	2.00
Necronomicon	1.00
Network, The	2.00
New Federal Budget	1.00
New York	1.00
Nice Idea, It's Mine Now!	2.00
Offshore Banks	1.00
Ollie North	1.00
Opportunity Knocks	3.00
Orbit One	1.00
Oregon Crut, The	2.00
Perpetual Motion Machine	4.00
Phone Company	1.00
Plague of Demons	3.00
Pledge Drive	1.00
Political Correctness	1.00
Pollsters	4.00
Power for Its Own Sake	2.00
Power to the People	1.00
Prince Charles	1.00
Princess Di	1.00
Professional Sports	1.00
Psychiatrists	1.50
Pyramid Marketing Schemes (Magazine Insert)	1.75
Rain of Frogs	1.00
Reach Out	2.00
Red Cross	2.00



Red Scare	1.00
Reformed Church of Satan	1.00
Reload!	1.00
Republicans	1.00
Resistance is Useless!	3.00
Revolution!	1.00
Rewriting History	2.00
Rifkinites	2.00
Robot Sea Monsters	1.00
Ross Perot	2.00
S.M.O.F.	3.00
Sabotage	2.00
Saddam Hussein	1.00
Saturday Morning Cartoons	1.00
Savings and Loans	2.00
Savings & Loan Scam	1.00
Scandal	3.00
Secret Service	2.00
Secrets Man Was Not Meant To Know	1.00
Secular Humanists	1.00
Seize the Time!	2.00
Senate Investigating Committee	3.00
Servants of Chulhu	2.00
Shangri-La	2.00
Shroud of Turin	4.00
Silicon Valley	1.00
Sniper	1.00
Soulburner	4.00
South American Nazis	3.00
Spasm of Violence	2.00
Stars are Right, The	2.00
Subliminals	4.00
Sucked Dry and Cast Aside!	1.00
Suicide Squad	1.00
Supreme Court	2.00
Sweeping Reforms	1.00
Tabloids	1.00
Tax Breaks	1.00
Tax Reform	2.00
Texas	4.00
Thousand Points of Light, A	1.00
Time Warp	3.00
Trading Card Game (Magazine Insert)	2.00
Trilateral Commission	3.00
UFOs	2.00
Underground Newspapers	4.00
Unlucky 13	3.00
Unmasked!	4.00
Up Against the Wall	2.00
Volcano	1.00
Voudonistas	1.00
Warehouse 23	1.00
Weak Link, The	2.00
Weather Satellite	1.00
Withering Curse	2.00
World Cup Victory	2.00
World War 3	2.00

ILLUMINATI-NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES-1995
Card names are in various colors.

Full Set (412 cards)	\$300.00
Starter Deck Dual Pack (110 cards)	10.00
Starter Box (5 dual decks)	30.00
Booster Pack (15 cards)	2.25
Booster Box (36 packs)	70.00
Single Cards	0.75x Limited Price

JYHAD

WIZARDS OF THE COAST-1994

Full Set (438 cards)	\$275.00
Starter Deck (76 cards)	7.00
Starter Box (10 decks)	70.00
Booster Pack (19 cards)	1.50
Booster Box (36 packs)	50.00

Anarch Troublemaker	5.00
Arcane Library	5.00
Ivory Bow	7.00
Milicent Smith	5.00
Political Ally	5.00

ON THE EDGE

ATLAS GAMES 1994

Full Set (269 cards)	\$150.00
Starter Deck (60 cards)	7.95
Starter Box (10 decks)	70.00
Booster Pack (10 cards)	1.95
Booster Box (60 packs)	115.00

Asha Ryhar	4.00
Constance D'Aubainne	2.50
Cyril Doros	4.00
Debra Grierson	3.50
Havani Shogaseimi	3.00

CUT-UPS PROJECT EXPANSION

ATLAS GAMES-1995

Full Set (117 cards)	\$80.00
Booster Pack (10 cards)	1.95
Booster Box (60 packs)	115.00

Andalusia	4.50
Jacob Brinker	5.25
Cheap Baboon Trick	4.50
Eyeballs Drillbit	3.50
Rain of Walrus	3.25

SHADOWS EXPANSION

ATLAS GAMES-1995

Full Set (117 cards)	
Booster Pack (10 cards)	2.00
Booster Box (60 packs)	120.00

POWER CARDS

CALIBER GAMES SYSTEMS-1995

Full Set (160 cards)	
Starter Deck (Both Versions)	8.00
Starter Box (10 decks)	75.00
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00



RAGE-RITE:VICTORY PARTY

WHITE WOLF-1995

Full Set (321 cards)	
Starter Deck (60 cards)	8.00
Starter Box (10 decks)	80.00
Booster Pack (12 cards)	2.00
Booster Box (24 packs)	48.00



SPELLFIRE-HERMINARD

TSR 1994

Full First Edition Set (445 cards)	\$150.00
(Set price includes 25 booster exclusive cards)	
F.E. Starter Dual Deck (110 cards)	12.00
First Edition Starter Box (6 dual decks)	60.00
First Edition Booster Pack (15 cards)	1.25
First Edition Booster Box (36 packs)	45.00
Full No Edition Set (400-Conventions Only)	
No Edition Starter Deck (55 cards)	
No Edition Starter Box (10 decks)	
No Edition Booster Pack	NONE
No Edition Starter Set (420 cards)	150.00
Full Second Edition Set (110 cards)	14.00
S.E. Starter Deck (110 cards)	80.00
Second Edition Starter Box (6 dual decks)	80.00
Second Edition Booster Pack (15 cards)	1.50

NEW LISTING

Second Edition Booster Box (36 packs)	55.00
Invisibility	2.00
Midnight Goddess of Magic	2.00
Potion of Firebreathing	2.00
Siege!	2.00
Sorut	2.00



RAVENLOFT-LORD SOTH

RAVENLOFT EXPANSION

TSR 1994

Full Set (100 cards)	\$75.00
Booster Pack (15 cards)	1.50
Booster Box (36 packs)	55.00

Castle Ravenloft	2.00
Headless Horseman	2.00
High Master Illithid	2.00
Isle of Terror	2.00
Ring of Regeneration	2.00

DRAGONLANCE EXPANSION

TSR 1994

Full Set (125)	\$100.00
(Set price includes 25 booster exclusive cards)	
Booster Pack (15 cards)	1.50
Booster Box (36 packs)	55.00

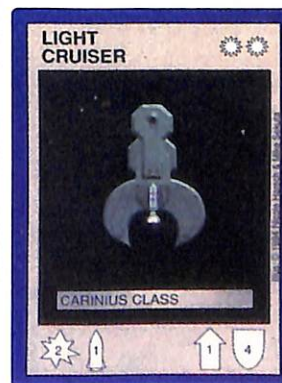
Bupu's Emerald	2.00
Hazy Image	2.00
Inn of the Last Home	2.00
Krymm Minotauris	2.00
Tasslehoff Burfoot	2.00

FORGOTTEN REALMS

TSR 1994

Full Set (125 cards)	\$125.00
(Set price includes 25 booster exclusive cards)	
Booster Pack (15 cards)	2.50
Booster Box (36 packs)	85.00

Blackstaff Tower	2.00
Dragon Slayer	2.00
Shadow Engines	2.00
Tablets of Fate	2.00
Word of Recall	2.00



STAR OF THE GUARDIANS-LIGHT CRUISER

STAR OF THE GUARDIANS

MAG FORCE 7 1995

Full Set (325 cards)	\$75.00
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Starter Deck (60 cards)	8.95
Starter Box (12 decks)	85.00
Booster Pack (14 cards)	2.95
Booster Box (36 packs)	95.00

Atheism Fate	3.00
Cult Following Modifier	2.00
Claymore Bombers Squadron	3.00
Special System Tisor	2.00
Kris and Mag Force 7 Personnel	4.00



STAR TREK-TNG LIMITED-DR. REYGA

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER-1994
Cards are black-bordered.

Full Set (363 cards)	\$800.00
Starter Deck (60 cards)	20.00
Starter Box (12 decks)	225.00
Booster Pack (15 cards)	12.00
Booster Box (36 packs)	275.00
Unlisted Singles	.50 ea.

Albert Einstein	5.00
Alexander Rozhenko	1.50
Aldar Jarok	6.00
Alien Abduction	1.00
Alien Groupie	4.00
Alien Parasites	2.00
Hazy Image	2.00
Alyanna Meshayev	5.00
Alyssa Ogawa	1.50
Amanda Rogers	2.00
Amaria	1.50
Anaphasic Organism	1.00
Ancient Computer	10.00
Anti-Time Anomaly	7.00
Armus-Skin of Evil	9.00
Asteroid Sanctuary	1.00
Auto-Destruct Sequence	2.00
Avert Disaster	5.00
B'Etor	15.00
B'Jlik	1.00
Ba'el	2.50
Baron	1.00
Barclay's Protoplasmic Disease	7.00
Benjamin Maxwell	1.00
Betazoid Gift Box	12.00
Beverly Crusher	20.00
Bachra	2.50
Bok	1.50
Borg Ship	15.00
Bynars Weapon Enhancement	9.00
Chalnoth	1.00
Cloaked Mission	2.00
Cosmic String Fragment	1.50
Covert Installation	1.00
Covert Rescue	1.00
Crosis	12.00
Crystalline Entity	7.00
Cultural Observation	4.00
Cytherians	5.00
Darion Wallace	1.00
Data	40.00
Deanna Troi	25.00
Devil, The	8.00
Devinoni Rai	2.00
Devoras	10.00
Diplomacy Mission	1.00
Distortion Field	2.00
Distortion of Continuum	2.50
Divok	2.00
Dr. La Forge	5.00
Dr. Leah Brahms	6.00

WENT UP

WENT DOWN

price guide



price guide

Dr. Reygo	1.00
Dr. Selar	2.00
Dukath	2.00
Duras	10.00
E-Adrel Creature	2.00
Energy Vortex	1.00
Engineering Kit	2.00
Eric Pressman	1.00
Etana Jol	2.00
Evacuation	2.00
Evaluate Terraforming	5.00
Exocomp	1.50
Explore Black Cluster	3.00
Explore Dyson Sphere	4.00
Explore Typhoon Expanse	3.50
Expose Covert Supply	2.00
Extraction	6.00
Federation Outpost	1.50
Fek'lhr	2.00
Female's Love Interest	1.00
Firestorm	1.00
First Contact	2.00
Fleet Admiral Shanthi	2.00
Full Planet Scan	2.50
Gaps in Normal Space	1.50
Genetic Replicator	2.50
Geordi La Forge	20.00
Giusti	1.00
Goddess of Empathy	6.00
Gorta	1.00
Gowron	15.00
Gravitic Mine	2.00
Haakona	9.00
Hannah Bates	1.50
Holo-Projectors	1.50
Hologram Ruse	2.00
Honor Challenge	6.00
Horga'hn	15.00
Hugh	15.00
Hunt for DNA Program	4.00
Husnock Ship	2.50
Hyper-Aging	2.00
I.K.C. Bortas	8.50
I.K.C. Buruk	8.00
I.K.C. Hegh'ta	8.00
I.K.C. K'Vort	2.00
I.K.C. Pagh	8.00
I.K.C. Qu'Vat	8.00
I.K.C. Vor'Cha	1.00
I.K.C. Vom	1.00
Iconia Investigation	4.00
Iconian Computer Weapon	1.00
Impassable Door	1.00
Incoming Message—Federation	3.50
Incoming Message—Klingon	2.50
Incoming Message—Romulan	2.50
Interphase Generator	10.00
Investigate Alien Probe	5.00
Investigate Disappearance	5.00
Investigate Disturbance	5.00
Investigate Massacre	5.00
Investigate Raid	4.00
Investigate Rogue Comet	3.50
Investigate "Shattered Space"	4.00
Investigate Sighting	3.00
Investigate Time Continuum	4.00
Ishara Yar	2.50
Jaglon Shrek—Information Broker	6.00
Jean-Luc Picard	50.00
Jenna D'Sora	2.00
Jo'Bl	1.50
Juggler, The	1.00
K'Ehleyr	8.00
K'mpec	1.00
K'Tal	1.00
K'Vado	1.50
Kahless	7.00
Kareel Odan	1.00
Kargan	6.00
Kell	2.00
Kevin Uxbridge	2.00
Khazara	10.00
Khitomer Research	4.00
Kivas Fajo—Collector	2.50
Klag	1.00

Kle'eg	1.00
Klingon Death Yell	7.00
Klingon Knight of Vengeance	1.00
Kornel	1.00
Koral	1.00
Korath	2.00
Korris	2.00
Krios Suppression	1.00
Kromm	1.00
Ktarian Game	5.00
Kurak	6.00
Kurlan Naikos	10.00
Kurn	8.00
L'Kor	1.50
Leah Brahms	6.00
Life-Form Scan	2.00
Long-Range Scan	1.00
Lore Returns	9.00
Lore's Fingernail	8.00
Lursa	12.00
Lwaxanna Troi	9.50
Matriarchal Society	1.00
McKnight	2.00
Medical Relief	4.00
Medical Tricorder	1.50
Mendak	7.00
Mendon	1.00
Menthar Booby Trap	1.00
Mercenary Ship	2.50
Metaphasic Shields	1.00
Microvirus	1.00
Mirak	2.00
Morag	1.00
Morgan Bateson	6.00
Mot the Barber	1.50
Movar	2.00
N'Vek	1.50
Nagilum	7.00
Nanites	1.00
Narik	2.50
Nausicaans	1.00
Near-Warp Transport	1.50
Neela Daren	10.00
Neal	1.00
Neural Servo Device	2.00
New Contact	4.00
Nikolai Rozhenko	2.00
Nitrium Metal Parasites	2.50
Norah Satie	2.00
Nu'Daq	2.00
Null Space	2.00
Nutational Shields	1.50
Oceft	2.50
Palor Toff—Alien Trader	1.00
Pardek	2.50
Parem	2.00
Particle Fountain	1.00
Pegasus Search	4.00
Phased Matter	1.00
Pi	6.00
Plunder Site	2.00
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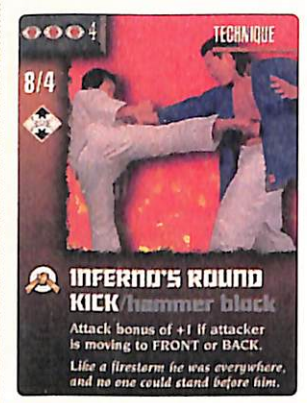
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HAND BOO!

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

<p>A ART</p> <p>Book of Rass... ART U •• Sev 6 DK</p> <p>2: Sacrifice 2 life to draw 1 card.</p> <p>Bottle of Suleiman ART R ••• IMy 4 AN,R</p> <p>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.</p> <p>• Bronze Tablet ART R • TWB 6 AQ,4TH</p> <p>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.</p> <p>• Candelabra of Tawnos ART R •••• DSh 1 AQ</p> <p>X: Untap X separate lands.</p> <p>Celestial Prism ART U •••• AWe 3 A,B,U,R,4TH</p> <p>2, T: Provides 1 mana of any color (play as an interrupt).</p> <p>• Chaos Orb ART R •••• MTa 2 A,B,U</p> <p>1: Flip card from height of one foot. If it rotates 360 degrees, any</p>	<p>whenever anyone loses a la each lost land.</p> <p>Disrupting Scepter ART</p> <p>3, T: Opponent must discard during turn of controller.</p> <p>Draconian Cylx ART</p> <p>2, T: Randomly discard a target creature.</p> <p>Dragon Engine AC</p> <p>2: +1/+0 until end of turn</p> <p>Ebony Horse A</p> <p>2: Untap one of your att attacked, except that del another creature.</p> <p>Elven Lyre AR</p> <p>1, T: Sacrifice Elven Lyre of sum.</p> <p>• Feldon's Cane AR</p> <p>O: Reshuffle your grave from game when it is</p>
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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 momma! You only usually get one of these per pack, and some of the price tags attached to these babies make Donald Trump say "Wow."

▲ Bottle of Suleiman is an artifact that is rare, it has a three power rating, and it was painted by Jesper Myrfors. 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.



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
Masnes, 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, Nè Nè	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

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 you're 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.

INQUEST

players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description							Description						

ARTIFACTS

Aeolipile	ART	R	•••	HHu	1	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.						
Al-abara's Carpet	ART	R	•••••	KFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						
Aladdin's Lamp	ART	U	•••	MTe	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	•••	Dfr	8	AN,R,4TH
8, T: Do 4 damage to any target.						
Alchor's Tomb	ART	R	•••••	HMc	4	LG
2, T: Change the color of target permanent you control.						
Amulet of Kroog	ART	C	••	MOK	2	AQ,4TH
2, T: Prevent 1 damage to any target.						
Ankh of Mishra	ART	R	••	AWe	2	A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.						
Arena of the Ancients	ART	R	•	TWā	3	LG
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
Armageddon Clock	ART	U	••	AWe	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
Ashnod's Altar	ART	U	•	AMa	3	AQ
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						
Ashnod's Battle Gear	ART	U	••	MPo	2	AQ,4TH
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
Ashnod's Transmogrator	ART	U	•••	MTe	1	AQ
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.						
Balm of Restoration	ART	R	••	MOK	2	FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
Barl's Cage	ART	R	•••••	TWā	4	DK
3: Target creature does not untap as usual in its controller's next untap phase.						
Basalt Monolith	ART	U	•••	JMy	3	A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.						
Battering Ram	AC	C	•••	JMe	2	AQ,4TH
Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying, 1/1.						
Black Lotus	ART	R	•••••	CRu	0	A,B,U
T: Discard to add 3 mana of any single color to your mana pool.						
Black Mana Battery	ART	U	•••	AMa	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
Black Vise	ART	U	•••••	Rth	1	A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
Blue Mana Battery	ART	U	•••	AWe	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
Bone Flute	ART	U	••	CRu	2	DK
T: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	U	••	SEv	6	DK
2: Sacrifice 2 life to draw 1 card.						
Bottle of Suleiman	ART	R	••••	JMy	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.						
Brass Man	AC	U	•••	CRu	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3.						
Bronze Horse	AC	R	••	MPo	7	LG
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.						
Bronze Tablet	ART	R	••	TWā	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	•••••	MTe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
City in a Bottle	ART	R	•	DTu	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Clay Statue	AC	C	•••	JMy	4	AQ,4TH
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	•••	RAF	5	AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps						



Walking Wall: As an artifact creature, this card can be superuseful. At only four mana, it's cheap to cast and provides great defense. If you've got three spare mana, a 3/5 attacker is nothing to scoff at. Don't forget that you can also use the wall's special ability when blocking: catch your opponent off-guard by transforming the wall to kill one of his attackers.

Avian 0/4	AC	R	•••	DTu	6	A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4						
Coal Golem	AC	U	•	CRu	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
Colossus of Sardia	AC	R	•••••	JMy	9	AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
Conch Horn	ART	R	•••	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Conservator	ART	U	•••	AWe	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	••	AWe	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Coral Helm	ART	R	••	AWe	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
Crystal Rod	ART	U	••	AWe	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cursed Rack	ART	U	••	Rth	4	AQ,4TH
Opponent must discard to 4 cards during discard phase.						

Cyclopean Tomb	ART	R	•••	AMa	0	A,B,U
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.						
Dancing Scimitar	AC	R	•••	AMa	4	AN,R,4TH
Flying. 1/5.						
Dark Sphere	ART	U	••••	MTe	0	DK
1: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
Delif's Cone	ART	U	••	MTe	0	FE
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
Delif's Cube	ART	R	••••	MTe	0	FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.						
Diabolic Machine	AC	U	••	AMa	7	DK,4TH
3: Regenerates. 4/4.						
Dingus Egg	ART	R	••	Dfr	4	A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land.						
Disrupting Scepter	ART	R	•••	Dfr	3	A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
Draconian Cylx	ART	R	••	EBe	2	FE
2, T: Randomly discard a card from your hand to regenerate target creature.						
Dragon Engine	AC	C	•••	AMa	3	AN,R,4TH
2: +1/+0 until end of turn. 1/3.						
Ebony Horse	ART	R	•	DWi	3	AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Elven Lyre	ART	R	••	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						
Feldon's Cane	ART	U	••••	MTe	1	AQ
0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.						
Fellwar Stone	ART	U	••••	QHo	2	DK,4TH
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
Flying Carpet	ART	R	••••	MTe	4	AN,R,4TH
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Forcefield	ART	R	••••	Dfr	3	A,B,U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.						
Forethought Amulet	ART	R	•••	MBe	5	LG
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						
Fountain of Youth	ART	U	••••	DGe	0	DK
2, T: Gain 1 life.						
Gauntlet of Might	ART	R	••••	CRu	4	A,B,U
All mountains produce an extra mana. Give all red creatures +1/+1.						
Gauntlets of Chaos	ART	R	••••	Dfr	5	LG
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
Glasses of Urza	ART	U	•••	DSh	1	A,B,U,R,4TH
T: Look at opponent's hand. No, his cards!						
Golgothian Sylex	ART	R	•	KKa	4	AQ
1: Discard all Antiquities cards, including Golgothian Sylex, from play.						
Grapeshot Catapult	AC	C	•••	Dfr	4	AQ,4TH
T: Do 1 damage to a target flying creature. 2/3						
Green Mana Battery	ART	U	•••	CRu	4	LG,4TH
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).						
Helm of Chazruk	ART	R	•••	MTe	1	A,B,U,R,4TH
1, T: Give one creature blocking ability until end of turn.						
Hive, The	ART	R	•••	SEv	5	A,B,U,R,4TH
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.						
Horn of Deafening	ART	R	••••	Dfr	4	LG
2, T: Target creature deals no damage in combat this turn.						
Howling Mine	ART	R	••••	MPo	2	A,B,U,R,4TH
Everyone must draw an extra card during his or her draw phase.						
Icy Manipulator	ART	U	•••••	DSh	4	A,B,U
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.						
Illusionary Mask	ART	R	•••	AWe	2	A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
Implements of Sacrifice	ART	R	•••	MOK	2	FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.						
Iron Star	ART	U	••	Dfr	1	A,B,U,R,4TH
1: Take 1 life for any red spell cast. Can only give 1 life for each						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found		
Description							Description							Description								
time a red spell is cast.							1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.							turn. 2/2.								
Ivory Cup ART U ●● AMa 1 A,B,U,R,4TH							North Star ART R ●●● KFo 4 LG							Sentinel AC R ●●● RAF 4 LG								
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.							4, T: You may cast one spell this turn using mana of any color.							=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.								
Ivory Tower ART U ●●●● MOK 1 A,Q,R,4TH							Nova Pentacle ART R ●●● RTh 4 LG							Serpent Generator ART R ●●●● MTe 6 LG								
Take 1 life for each card over four you have in hand during upkeep.							3, T: Redirect all damage done to you by one source to target creature of opponent's choice.							4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.								
Jade Monolith ART R ●● AMa 4 A,B,U,R,4TH							Obelisk of Undoing ART R ●● TWa 1 AQ							Shapeshifter AC R ●●●● DFr 6 A,Q,4TH								
1: Take all damage done to any creature on yourself instead.							6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.							=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).								
Jade Statue ART U ●●● DFr 4 A,B,U							Obsidian Golem AC U ●●● JMy 6 A,B,U,R,4TH							Skull of Orm ART U ●● TWa 3 DK								
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.							4/6.							5, T: Bring an enchantment card from your graveyard into your hand.								
Jalum Tome ART R ●●● TWa 3 AQ							Onulet AC U ●● AMa 3 A,Q,R,4TH							• Sol Ring ART U ●●●● MTe 1 A,B,U,R								
2: Draw a card from your library and discard a card of your choosing to your graveyard.							If Onulet is placed in graveyard, its controller takes 2 life. 2/2.							T: Add 2 to your mana pool (play as an interrupt).								
Jandar's Ring ART R ●● DFr 6 AN,R							Ornithopter AC C ●● AWe 0 A,Q,R,4TH							Soul Net ART U ●● DWI 1 A,B,U,R,4TH								
2, T: Discard a card you just drew, and draw another to replace it.							Flying. 0/2.							1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.								
Jandar's Saddlebags ART R ●●●● DWI 2 AN,R,4TH							Planar Gate ART R ●●● MBe 6 LG							Spirit Shield ART R ●●● SKG 3 FE								
3, T: Untap a creature.							Pay 2 colorless mana less when casting a summon spell.							2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.								
Jayemdae Tome ART R ●●● MTe 4 A,B,U,R,4TH							Primal Clay AC U ●● KFo 6 A,Q,R,4TH							Staff of Zegon ART C ●● MPO 4 AQ								
4, T: Draw 1 extra card.							When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.							3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.								
• Jeweled Bird ART R ●● AWe 1 AN							Pyramids ART R ●● AWe 6 AQ							Standing Stones ART U ●● SEv 3 DK								
1: Exchange Bird for your ante, then draw a new card.							2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.							1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.								
Juggernaut AC U ●●● DFr 4 A,B,U,R							Rack, The ART U ●●● RTh 1 A,Q,R,4TH							Stone Calendar ART R ●● AWe 5 DK								
Must attack each turn if possible. Can't be blocked by walls. 5/3.							Do 1 damage for each card under three opponent has in hand during upkeep.							Your spells cost 1 less to cast; casting cost cannot go below 0.								
Knowledge Vault ART R ●●● AWe 4 LG							Rakalite ART U ●● CRu 6 AQ							Su-Chi AC U ●● CRu 4 AQ								
2: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.							2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.							— When Su-Chi goes to the graveyard, its controller gets 4 colorless								
Kormus Bell ART R ●● CRu 4 A,B,U,R,4TH							Red Mana Battery ART U ●●● MTe 4 LG,4TH							• Sword of the Ages ART R ●●●● CRu 6 LG								
Treat all swamps in play as 1/1 creatures that can be tapped for B.							2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).							Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game. mana. 4/4.								
Kry Shield ART U ●● RTh 2 LG							Reflecting Mirror ART U ●●● MPO 4 DK							Tablet of Epitaph ART C ●● CRu 1 AQ								
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.							X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.							1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.								
Library of Leng ART U ●●● DGe 1 A,B,U,R,4TH							Relic Barrier ART U ●● HMc 2 LG							Tawnos's Coffin ART R ●●●● CRu 4 AQ								
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.							T: Tap target artifact.							3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave								
Life Chisel ART U ●●● AWe 4 LG							Ring of Immortals ART R ●● MBe 5 LG															
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.							3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).															
Life Matrix ART R ●●●● AWe 4 LG							Ring of Ma'ruf ART R ●●●● DFr 5 AQ															
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.							5: Sacrifice Ring of Ma'ruf to select a card from outside the game															
Living Armor ART U ●●● AMa 4 DK																						
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.																						
Living Wall AC U ●●● AMa 4 A,B,U,R																						
Counts as a wall. 1: Regenerates. 0/6.																						
Mana Matrix ART R ●● MTe 6 LG																						
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.																						
Mana Crypt ART R ●●● MTe 0 BOOK																						
T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.																						
Mana Vault ART R ●●●● MTe 1 A,B,U,R,4TH																						
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.																						
Marble Priest AC U ●● MBe 5 LG																						
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.																						
Meekstone ART R ●●●● DHo 1 A,B,U,R,4TH																						
Any creature with power greater than 2 may not be untapped as normal during the untap phase.																						
Mightstone ART U ●● PVe 4 AQ																						
All attacking creatures gain +1/+0.																						
Millstone ART U ●●● KFo 2 A,Q,R,4TH																						
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.																						
• Mirror Universe ART R ●●●● PFO 6 LG																						
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.																						
Mishra's War Machine AC R ●● AWe 7 A,B,U,R,4TH																						
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.																						
• Mox Emerald ART R ●●●● DFr 0 A,B,U																						
T: Add G to your mana pool.																						
• Mox Jet ART R ●●●● DFr 0 A,B,U																						
T: Add B to your mana pool.																						
• Mox Pearl ART R ●●●● DFr 0 A,B,U																						
T: Add W to your mana pool.																						
• Mox Ruby ART R ●●●● DFr 0 A,B,U																						
T: Add R to your mana pool.																						
• Mox Sapphire ART R ●●●● DFr 0 A,B,U																						
T: Add U to your mana pool.																						
Necropolis AC U ●● NTh 5 DK																						
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.																						
Nevinyrral's Disk ART R ●●●● MTe 4 A,B,U,R,4TH																						



SOUL KISS

AGGRESSION

Soul Kiss & Aggression: Here's a couple of enchantments that'll have your opponent praying for a Swords to Plowshares. At the cost of one life and one black for two power and toughness, Soul Kiss is a bargain. Combined with Aggression, it can make just about any creature, even lowly arcs, unstoppable!

instead of drawing.

Ring of Renewal ART R ●●●● DSh 5 FE
5, T: Randomly discard a card from your hand to draw two cards.

Rocket Launcher ART U ●●● PVe 4 A,Q,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.

Rod of Ruin ART U ●●● CRu 4 A,B,U,R,4TH
3, T: Do 1 damage to any target.

Runesword ART U ●● CRu 6 DK
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.

Sunglasses of Urza ART R ●●● DFr 3 A,B,U,R,4TH
Your plains may generate either white or red mana.

Sandals of Abdallah ART R ●●● DFr 4 AQ
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.

Scarecrow AC U ●● AMa 5 DK
6, T: Negate all damage done to you by flying creatures until end of

turn.

Coffin tapped.

Tawnos's Wand ART U ●● DSh 4 A,Q,4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.

Tawnos's Weaponry ART U ●●● DFr 2 A,Q,4TH
2: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.

Tetravus AC R ●●● MTe 6 A,Q,4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetravus. 1/1.

Throne of Bone ART U ●● AMa 1 A,B,U,R,4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.

• **Time Vault** ART R ●●●● MTe 2 A,B,U
T: Take an extra turn. Comes into play tapped, and may only be

●/● Restricted/Banned	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	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	

KEY:



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
untapped if controller forfeits a turn.						
Tormod's Crypt	ART	U	◆◆◆	CRu	0	DK
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
Tower of Coireall	ART	U	◆	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	◆◆	Dfr	4	LG
3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Triskelion	AC	R	◆◆◆	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						
Urza's Avenger	AC	R	◆◆◆	AWe	6	AQ,4TH
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability						



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.

CROWN OF THE AGES

WINGS OF AESTHIR

gains are cumulative. 4/4.						
Urza's Chalice	ART	C	◆	JMe	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 casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
War Barge	ART	U	◆◆◆	TW4	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	◆◆	AW4	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.						

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
BLACK							
Abomination	Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	◆◆	MTe	BB3	LG,4TH
Abyss, The	Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	◆◆	PVe	B3	LG
All Hallow's Eve	Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	◆◆	CRu	BB2	LG
Animate Dead	Bring a creature from any graveyard into play on your side with -1 power.	EC	U	◆◆◆	AMa	B1	A,B,U,R,4TH
Armor Thrull	T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.	SC	C	◆◆◆	Multi	B2	FE
Artifact Possession	Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	◆	CRu	B2	AQ
Ashes to Ashes	Remove two non-artifact creatures from the game and lose 5 life.	SOR	C	◆◆	DTu	BB1	DK
Bad Moon	EN R ◆◆ JMy B1 A,B,U,R,4TH	EN	R	◆◆	JMy	B1	A,B,U,R,4TH

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Add BBB to your pool of mana.							
Darkness	Creates attack and block as normal but deal no damage.	INS	C	◆◆	HMc	B	LG
Darkpact	Swap your topmost undrawn card with either ante card.	SOR	R	◆◆◆	QHo	BBB	A,B,U,R
Deathgrip	BB: Counter a green spell (play as an interrupt).	EN	U	◆◆	AMa	BB	A,B,U,R,4TH
Deathlace	Change the color of one card being played or in play to black.	INT	R	◆◆	Sev	B	A,B,U,R,4TH
Demonic Attorney	Unless opponent concedes game, both players must draw an extra ante card.	SOR	R	◆	DGe	B	A,B,U,R
Demonic Hordes	T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.	SC	R	◆◆◆	JMy	BBB3	A,B,U,R
Demonic Torment	Target creature deals no damage during combat and may not attack in play or	EC	U	◆◆	AMa	B2	LG
Demonic Tutor	Choose one card from your library, then reshuffle your library.	SOR	U	◆◆◆	DSh	B1	A,B,U,R
Derelor	Your black spells cost an additional B. 4/4.	SC	R	◆	AMa	B3	FE
Drain Life	Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.	SOR	C	◆◆	DSh	B1X	A,B,U,R,4TH
Drudge Skeletons	B: Regenerates. 1/1.	SC	C	◆◆◆	Sev	B1	A,B,U,R,4TH
Eater of the Dead	Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.	SC	U	◆	JMy	B4	DK
Ebon Praetor	Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	◆	RAF	B4	FE
El-Hajjaj	Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.	SC	R	◆◆	DWi	BB1	AN,R,4TH
Erg Raiders	Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.	SC	C	◆	DWi	B1	AN,R,4TH
Evil Eye Orbs-By-Gore	Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.	SC	U	◆	JMy	B4	LG
Evil Presence	Target land is now a basic swamp.	EL	U	◆	Sev	B	A,B,U,R,4TH
Fallen, The	During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	◆	JMy	BBB1	DK
Fallen Angel	Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.	SC	U	◆◆	DSh	BB3	FE
Fear	Only black or artifact creatures may block target creature.	EC	C	◆◆◆	MPo	BB	A,B,U,R,4TH
Frozen Shade	B: +1/+1 until end of turn. 0/1.	SC	C	◆	DSh	B2	A,B,U,R,4TH
Gate to Phyrexia	Sacrifice one of your creatures during your upkeep to destroy any one artifact.	EN	U	◆	Sev	BB	AQ
Ghosts of the Damned	T: Make target creature -1/-0 until end of turn. 0/2.	SC	C	◆	EBe	BB1	LG
Giant Slug	5: Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	◆◆	AMa	B	LG
Gloom	0/1. White spells and white enchantment activation costs now require 3 extra mana.	EN	U	◆◆	Dfr	B2	A,B,U,R,4TH
Glyph of Doom	Creates blocked by target wall are destroyed after combat.	INS	C	◆	SVC	B	LG
Grave Robbers	B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	◆◆	QHo	BB1	DK
Greed	B: Draw an extra card and sacrifice 2 life.	EN	R	◆	PfO	B3	LG, 4TH
Guardian Beast	If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	◆◆	KMe	B3	AN
Hasron Ogress	Pay 2 when Hasron Ogress attacks or lose 2 life. 3/2.	SC	C	◆	Dfr	BB	AN
Haunting Wind	Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	◆	JMe	B3	AQ
Headless Horseman	2/2	SC	C	◆	QHo	B2	LG
Hell Swarm	Make all creatures -1/-0 until end of turn.	INS	C	◆	CRu	B	LG
Hell's Caretaker	T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	◆◆◆	Sev	B3	LG
Hellfire	Destroy all non-black creatures. Hellfire does X-3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	◆◆	PVe	BBB2	LG
Horror of Horrors	Sacrifice a swamp to regenerate a black creature.	EN	U	◆	MTe	BB3	LG
Howl from Beyond		INS	C	◆◆	MPo	BX	

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found												
Target creature gains +X/+0 until end of turn.						A,B,U,R,4TH	Nether Shadow	SC	R	•••	CRu	BB	A,B,U,R,4TH	damage from blocking creatures.																		
Hymn to Tourach	SOR	C	••••	Multi	BB	FE	If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.							Shimian Night Stalker	SC	U	•••	JMy	BB3		LG	Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.										
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi, SYC.							Nether Void	EW	R	••••	HMc	B3	LG	Simulacrum	INS	U	••••	MPo	B1	A,B,U,R,4TH	Retroactively divert all damage done to you this turn to one of your creatures.											
Hypnotic Specter	SC	U	••••	DSh	BB1	A,B,U,R,4TH	Counter all spells unless their casters pay an extra 3.							Sinkhole	SOR	C	•••	SEv	BB		A,B,U	Destroy a land.										
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2							Nettling Imp	SC	U	•••	QHo	B2	A,B,U,R	T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.								Sorceress Queen	SC	R	•••••	KFo	BB1	AN,R,4TH	T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.			
Imprison	EC	R	••••	CRu	B	LG	T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.							Soul Exchange	SOR	U	••••	AWa	BB		FE	Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.										
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.							Nightmare	SC	R	•••••	MBe	B5	A,B,U,R,4TH	Flying. Power and toughness equal number of swamps controller has in play. */*.									Spirit Shackles	EC	C	••	EBe	BB	LG,4TH	Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.		
Infernal Medusa	SC	U	•••	AMa	BB3	LG	Order of the Ebon Hand	SC	C	••••	Multi	BB	FE	Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.									Stone-Throwing Devils	SC	C	•••	KMe	B	AN	First strike. 1/1.		
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.							Oubliette	EN	C	••••	DSh	BB1	AN	Place target creature out of play.										Syphon Soul	SOR	C	•••	MBe	B2	LG	Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.	
Initiates of the Ebon Hand	SC	C	•••	Multi	B	FE	T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.							Takklemmaggot	EC	U	••	DGe	BB2		LG	Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemmaggot. If no new targets exist, Takklemmaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemmaggot enchanted.										
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.							Pit Scorpion	SC	C	••	SKi	B2	LG	If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.									Terror	INS	C	••••	RSP	B1	A,B,U,R,4TH	Bury target creature. Cannot target black or artifact creatures.		
Inquisition	SOR	C	•	AMa	B2	DK	Plague Rats	SC	C	••	AMa	B2	A,B,U,R,4TH	Power and toughness equal number of Plague Rats in play. */*.									Thrull Champion	SC	R	••••	DGe	B4	FE	All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.		
Examine target player's hand. Do 1 damage to for each white card in hand.							Priest ofYawmhoil	SC	C	•	MTe	B1	AQ	T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.										Thrull Retainer	EC	U	••••	RSp	B	FE	Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.	
Jovial Evil	SOR	R	••	CRu	B2	LG	Quagmire	EN	U	••	Dfr	B2	LG	Creatures with swampwalk may be blocked.										Thrull Wizard	SC	U	••	AMa	B2	FE	B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.	
Do 2 damage to opponent for each white creature opponent controls.							Rag Man	SC	R	••••	DGe	BB2	DK,4TH	BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.										Touch of Darkness	INS	U	•••	PVe	BO	LG	Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.	
Junun Efreet	SC	R	•••	CRu	BB1	AN,4TH	Raise Dead	SOR	C	•••	JMe	B	A,B,U,R,4TH	Bring a creature from your graveyard into your hand.										Tourach's Chant	EN	U	•••	RKF	BB1	FE	Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.							Royal Assassin	SC	R	•••••	TWa	BB1	A,B,U,R,4TH	T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.											Tourach's Gate	EL	R	••	SEv	BB1	FE	You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. 0. Tap the land Tourach's Gate enchants to give all your attacking creatures +2/+1 until end of turn.
Juzam Djinn	SC	R	••••	MTe	BB2	AN	Sacrifice	INT	U	•	Dfr	B	A,B,U,R	Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.										Transmutation	INS	C	•••	SVC	B1	LG	Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.	
Lose 1 life during upkeep. 5/5.							Scathe Zombies	SC	C	••	JMy	B2	A,B,U,R	2/2.											Uncle Istvan	SC	U	•••	DGe	BBB1	DK,4TH	Creatures cannot damage Uncle Istvan. 1/3.
Khabal Ghoul	SC	R	••••	DSh	B2	AN	Scavenging Ghoul	SC	U	•••	JMe	B3	A,B,U,R,4TH	At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.											Underworld Dreams	EN	U	••••	JBa	BBB	LG	Do 1 damage to opponent for each card drawn.
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.							Season of the Witch	EN	R	•••	JMy	BBB	DK	At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.											Unholy Strength	EC	C	••••	DSh	B	A,B,U,R,4TH	Target creature gains +2/+1.
Lesser Werewolf	SC	U	•••	QHo	B3	LG	Sengir Vampire	SC	U	••••	AMa	BB3	A,B,U,R,4TH	Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it 4/4.										Vampire Bats	SC	C	••	AMa	B	LG,4TH	Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	
B: Give Werewolf -1/0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Walking Dead	SC	C	••••	Dfr	B1	LG	B: Regenerates. 1/1.
Lich	EN	R	••	DGe	BBBB	A,B,U	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Wall of Bone	SC	U	••	AMa	B2	A,B,U,R,4TH	B: Regenerates. 1/4.
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Wall of Putrid Flesh	SC	U	••	RTh	B2	LG	Protection from white. damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.
Lord of the Pit	SC	R	•••	MTe	BBB4	A,B,U,R,4TH	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Wall of Shadows	SC	C	•••	PVe	BB	LG	damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Wall of Tombstones	SC	U	•	Dfr	B1	LG	*--the number of creatures in your graveyard. 0/1+*
Lost Soul	SC	C	•••	RAF	BB1	LG,4TH	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Warp Artifact	EA	R	••••	AWe	BB	A,B,U,R,4TH	Do 1 damage to target artifact's controller during upkeep.
Swampwalk. 2/1.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Weakness	EC	C	••••	DSh	BO	A,B,U,R,4TH	Target creature loses -2/-1.
Marsh Gas	INS	C	•	DSh	B	DK,4TH	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Will-O'-The-Wisp	SC	R	•••••	JMy	B	A,B,U,R,4TH	Flying. B: Regenerates. 0/1.
Make all creatures -2/0 until end of turn.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Word of Binding	SOR	C	•••	RSp	BBX	DK,4TH	Tap X creatures.
Mindstab Thrull	SC	C	••	Multi	BB1	FE	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes											Word of Command	INS	R	•	JMy	BB	A,B,U	Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
• Mind Twist	SOR	R	••••	JBa	BX	A,B,U,R,4TH	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Mold Demon	SC	R	•	JMy	BB5	LG	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Mark Dwellers	SC	C	•••	Dtu	B3	DK,4TH	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
If Mark Dwellers attack and are not blocked, they gain +2/+0. 2/2.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Nameless Race	SC	R	•••	QHo	B3	DK	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
Necrite	SC	C	••	Multi	BB1	FE	Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, Dtu. 2/2.							Sewars of Estark	INS	R	•••	MBe	BB2	BOOK	If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes																		



BALDUVIAN SHAMAN



BLACK SCARAB

Balduvian Shaman & Black Scarab: Here's another reincarnation of a popular card—it's Sleight of Mind on a creature. Use the shaman to maximize the effectiveness of white enchantments like the Black Scarab, tailoring them to your opponent's colors.

- /• Restricted/Banned
- AC Artifact Creature
- ART Artifact
- 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
- CU Cumulative Upkeep

KEY:



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
legally using his or her available mana.						
Worms of the Earth	EN	R	•	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	•••	CRu	BB3	LG
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
Xenic Polltgeist	SC	U	•••	Dfr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both						



Vexing Arcanix & Portent: The Arcanix is a useful tool for doing two damage to your opponent, but it's not much of a benefit to you unless you know what's coming. Portent is just one of many *Ice Age* cards that lets you look at the top few cards of your library. Check out what's coming, then scoop it up early with the Arcanix.

VEXING ARCANIX

PORTENT

power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

Yawmoth Demon SC R •• Sev BB4 AQ
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawmoth Demon taps to do 2 damage to you. 6/6.

Zombie Master SC R •• JMc BB1 A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.

BLUE						
Acid Rain	SOR	R	•••	Nth	U3	LG
Destroy all forests in play.						
Air Elemental	SC	U	••••	Rth	UU3	A,B,U,R,4TH
Flying. 4/4.						
Amnesia	SOR	U	•••	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
• Ancestral Recall	INS	R	•••••	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	•••	DSh	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	•••••	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	R	•••	Dfr	UU1	DK, 4TH
U, T: Add 3 to your mana pool (play as an interrupt). 0/1						
Azure Drake	SC	U	•••	Dfr	U3	LG
Flying. 2/4.						
Backfire	EC	U	••	Bsn	U	LG, 4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Blue Elemental Blast	INT	C	•••	Rth	U	A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.						
Boomerang	INS	C	••••	Bsn	UU	LG
Return target permanent to owner's hand.						
• Braingeyser	SOR	R	•••••	MTe	UUU	A,B,U,R,4TH
Target player must draw X cards.						
Brine Hag	SC	U	•••	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2						
Clone	SC	U	••••	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*						
Control Magic	EC	U	•••••	DWi	UU2	A,B,U,R,4TH

may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.

Deep Water EN C •• JMc UU DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.

Devouring Deep SC C •• LDa U2 LG
Islandwalk. 1/2.

Dranfna's Restoration SOR C •• AWe U AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.

Drain Power SOR R •••• DSh UU A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.

Dream Coat EC U •••• AWA U LG
Change target creature's color to another color (play as an interrupt).

Drowned SC C • QHo U1 DK
B: Regenerates. 1/1.

Elder Spawn SC R • JMj UUU4 LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

Electric Eel SC U • AMa U DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.

Enchantment Alteration INS C •••• BSn U LG
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.

Energy Flux EN U •••• KFo U2 AQ
Each artifact requires 2 during upkeep or it must be discarded.

Energy Tap SOR C •• DGe U LG, 4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.

Erosion EL C •• PVo UUU DK, 4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.

Feedback EE U •• QHo U2A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.

Field of Dreams EW R ••• KFo U LG
The top card in every library plays face up.

Fishliver Oil EC C ••• AMa U1 AN
Give target creature islandwalk.

Flash Counter INT C ••• HMc U1 LG
Counter target interrupt or instant spell.

Flash Flood INS C • TWa U LG
Destroy red permanent or return mountain to owner's hand. Destroy

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
enchantments on target land.						
Flight	EC	C	••••	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	U	•••	DDa	U	DK, 4TH
UU: Tap target non-flying creature.						
Flying Men	SC	C	••••	CRu	U	AN
Flying. 1/1.						
Force Spike	INT	C	••	BWo	U	LG
Counter target spell unless its caster spends 1 extra colorless mana.						
Gaseous Form	EC	C	••	PFo	U2	LG
Target creature deals no damage in combat.						
Ghost Ship	SC	C	••••	TWa	UU2	DK, 4TH
Flying. UUU: Regenerates. 2/4.						
Giant Shark	SC	C	••	TWa	U5	DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.						
Giant Tortoise	SC	C	••	KFo	U1	AN, 4TH
+0/+3 while untapped. 1/1.						
Glyph of Delusion	INS	C	•	SVC	U	LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.						
High Tide	INS	C	••••	Muh	U	FE
All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.						
Homarid	SC	C	•	Muh	U2	FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWA. 2/2.						
Homarid Shaman	SC	R	•••	AWe	UU2	FE
U: Tap target green creature. 2/1.						
Homarid Spawning Bed	EN	U	••••	DSh	UU	FE
UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homarid Warrior	SC	C	•	Muh	U4	FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.						
Hurkyl's Recall	INS	R	•••	NTh	U1	AQ, R, 4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.						
In the Eye of Chaos	EW	R	•	CRu	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Invisibility	EC	C	••••	AMa	UU	A,B,U
Target creature may only be blocked by walls.						
Invoke Prejudice	EN	R	••	HMc	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jasconius	SC	R	•••	JMy	UUU4	AN, R, 4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Jump	INS	C	••	MPo	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
Juxtapose	SOR	R	•••	JHo	U3	LG
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Land Equilibrium	EN	R	•••	JMy	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
Leviathan	SC	R	•••	MTe	UUUU5	DK, 4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
Lifetap	EN	U	••••	AMa	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	•••	MBe	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	•••••	JBa	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
Mahamoti Djinn	SC	R	•••••	Dfr	UU4	A,B,U,R,4TH
Flying. 5/6.						
Mana Drain	INT	U	•••••	MTe	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
Mana Short	INS	R	••••	DWi	U2	
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Mana Vortex	EN	R	••	DSh	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	
Vortex is destroyed whenever there are no lands in play.							• Recall	SOR	R	•••••	BSn	UXX	LG	end of turn. Use this ability only during upkeep. 1/1.							
Merchant Ship SC R •• TWa U AN							Sacrifice X cards in hand to bring X cards from your graveyard into play, then remove Recall from game.							Tangle Kelp EC U •• RAI U DK							
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.							Reconstruction SOR C ••• AMa U AQ,R							Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.							
Merfolk Assassin SC U ••• DDe UU DK							Bring an artifact from your graveyard into your hand							Telekinesis INS R •• DGe UU LG							
T: Destroy target creature that has islandwalk. 1/2.							Relic Bind EA U •• CRU U2 LG,4TH							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.							
Merfolk of the Pearl Trident SC C •• JMe U A,B,U,R,4TH 1/1.							When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.							Teleport INS R •••• DSh UUU LG							
Merseine EC C ••• Multi UU2 FE							Remove Soul INT C ••• BSn U1 LG							Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.							
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.							Reset INT U •• NLe UU LG							Thoughtlace INT R ••• MPo U A,B,U,R,4TH							
Artists: HHu, MOK, DTu, PVe.							Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.							Change the color of a card being played or already in play to blue.							
Mind Bomb SOR R •• MTe U DK,4TH							Reverberation INS R •••• JHa UU2 LG							Tidal Flats EN C •• Multi U FE							
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.							Redirect damage from a sorcery to its caster.							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.							
Old Man of the Sea SC R •••• SVC UU AN							Riptide INS C •• RAF U DK							Tidal Influence EN U •• TWa U2 FE							
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.							Tap all blue creatures.							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.							
Part Water SOR U ••• NTh UXX LG							River Merfolk SC R •••• DSh UU FE							Time Elemental SC R ••• AWa U2 LG,4TH							
Give X target creatures island walk until end of turn.							U: Give River Merfolk mountainwalk. until end of turn. 2/1.							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.							
Phantasmal Forces SC U ••• MPo U3 A,B,U,R,4TH							Sage of Lat-Nam SC C •• PVe U1							• Time Walk SOR R ••••• AWa U1 A,B,U							
Flying. Pay U during upkeep or card is destroyed. 4/1.							T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard.							Take an extra turn immediately after the end of the one in which you cast Time Walk.							
Phantasmal Terrain EL C •••• DWi UU A,B,U,R,4TH							Sea King's Blessing INS U ••• RAF U LG							• Timetwister SOR R ••••• MTe U2 A,B,U							
Target land switches to any basic land type chosen by caster.							Change the color of any number of target creatures to blue until end of turn.							Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.							
Phantom Monster SC U •••• JMy U3 A,B,U,R,4TH							Sea Serpent SC C •• JMe U5 A,B,U,R,4TH							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.							
Flying. 3/3.							Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.							Twiddle INS C ••••• RAI U A,B,U,4TH							
Pirate Ship SC R •••• TWa U4 A,B,U,R,4TH							Seasinger SC U ••• AWa UU1 FE							Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.							
T: Do 1 damage to any target. Cannot attack unless opponent has							T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves							Undertow EN U •• RAF U2 LG							



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.

IMPOSING VISAGE

VENOMOUS BREATH

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 •••• JHa 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 •• AMa UU2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

Serendib Efreit SC R •••• AMa 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 ••• AMa 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 ••• AWa UU2 A,B,U,R,4TH
Take control of target artifact.

Syvelunite Priest SC U ••• RSp U1 FE
UU, T: Target creature may not be targeted by spells or effects until

Return target creature to the hand of its owner. Discard enchantments on creature.

Venerian 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.

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. 7/7.

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.

Vodalian Mage SC C ••••• Multi U2 FE
U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.

Vodalian Soldiers SC C ••••• MBe U1 FE
Artists: MBe, RKF, JMe, SVC. 1/2.

Vodalian War Machine SC R ••••• AWa 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.

Volcanic Eruption SOR R ••••• DSh UURX ABUR,4TH
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.

Wall of Air SC U ••••• RTh UU1 A,B,U,R,4TH
Flying. 1/5.

Wall of Water SC U ••••• RTh UU1 A,B,U,R,4TH
U: +1/+0 0/5.

Water Elemental SC U ••••• JMe UU3 A,B,U,R,4TH 5/4.

Wall of Vapor SC C ••••• RTh U3 LG
Cannot be damaged by creatures it blocks. 0/1.

Wall of Wonder SC U ••••• RTh UU2 LG
UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.

Water Wurm SC C ••••• RSp U1 DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.

Zephyr Falcon SC C ••••• HHu U1 LG,4TH
Flying. Does not tap to attack. 1/1.

•/• Restricted/Banned	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	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	

KEY



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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GREEN

Aisling Leprechaun	SC	C	••	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
Arboria	EW	U	••••	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Argothian Pixies	SC	C	••	AWe	G1	AQ
Cannot be blocked by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	••••	AWe	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
Aspect of Wolf	EC	R	••••	JMe	G1	A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests cast has in play.						
Avoid Fate	INT	C	•	PFo	G	LG
Counter target interrupt or enchantment targeting a permanent you control.						
Barbary Apes	SC	C	•••	BWa	G1	LG
2/2.						
Berserk	INS	U	•••••	DFr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	•••••	MPo	G	A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Camouflage	INS	U	•••	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Carnivorous Plant	SC	C	•••	QHo	G3	DK,4TH
4/5.						
Cat Warriors	SC	C	••••	MBe	GG1	LG
Forestwalk. 2/2.						
Channel	SOR	U	••	RTh	GG	A,B,U,R,4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
Citanul Druid	SC	U	••	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice	SC	R	••••	DFr	GG3	A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Cocoon	EC	U	•••	MTe	G	LG
Put 3 counters on and top target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	•••	AWe	G	LG
Creatures may attack or tap during the turn they are brought into play.						
Craw Giant	SC	U	••••	CRu	GGGG3	LG
Trample. Rampage: 2. 6/4.						
Crumble	INS	C	••••	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Craw Worm	SC	C	••	DGe	GG4	A,B,U,R,4TH
6/4.						
Cyclone	EN	R	••	MTe	GG2	AN
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Deadfall	EN	U	••	NTh	G2	LG
Creatures with forestwalk may be blocked.						
Desert Twister	SOR	U	•••••	SVC	GG4	AN,R,4TH
Destroy any one card in play.						
Drop of Honey	EN	R	•••	AMa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Durkwood Bears	SC	C	•••	MKi	G4	LG,4TH
4/4.						
Elven Fortress	EN	C	•••	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAI, MPo, PVe, TWa.						
Elven Riders	SC	R	•••	MBe	GG3	LG,4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	••••	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Elvish Archers	SC	R	••	AMa	G1	A,B,U,R,4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
Emerald Dragonfly	SC	C	•	QHo	G1	LG
Flying. GG: First strike until end of turn. 1/1.						
Elvish Farmer	SC	R	•••	RKF	G1	FE

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	••••	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.						
Elvish Scout	SC	C	••••	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Erhnam Djinn	SC	R	•••	KMa	G3	AN
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Eureka	SOR	R	••••	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Festbond	EN	R	•••	MPo	G	A,B,U,R,4TH
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	••	RAI	GGG3	FE
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fire Sprites	SC	C	••	JBa	G1	LG
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	••	RAI	G3	FE
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	•••	JMy	G	A,B,U,R,4TH
Creatures do not affect one another in combat.						
Force of Nature	SC	R	••••	DSh	GGGG2	A,B,U,R,4TH
Trample. Pay GGGG during upkeep or Force of Nature does B damage to you. 8/8.						
Fungal Bloom	EN	R	••••	DGe	GG	FE
GG: Put a spore counter on target Fungus.						
Fungusaur	SC	R	•••	DGe	G3	A,B,U,R,4TH
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Gaea's Avenger	SC	R	•••	PVe	GG1	AQ
*number of artifacts opponent has in play. *+1/*-+1.						
Gaea's Liege	SC	R	••••	DWi	GGG3	A,B,U,R,4TH
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.						
Gaea's Touch	EN	C	•••	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Ghazban Ogre	SC	C	•	JMy	G	AN
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Giant Badger	SC	R	••••	Lda	GG1	BOOK
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Growth	INS	C	••••	SEv	G	A,B,U,R,4TH
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	R	••••	SEv	G3	A,B,U,R,4TH
Doesn't fly, but can block flying creatures. 2/4.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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All green creatures gain forestwalk.						
Hornet Cobra	SC	C	••	SEv	GG1	LG
First strike. 2/1.						
Hurricane	SOR	U	••••	DWi	GX	A,B,U,R,4TH
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	•••	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	•	MBe	GG1	LG
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.						
Ith-biff Efreel	SC	R	•••	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	••••	DWi	G	A,B,U,R,4TH
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	•••	JMy	G4	A,B,U,R,4TH
3/5.						
Killer Bees	SC	R	•••••	PFo	GG1	LG,4TH
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Kudzu	EL	R	•	MPo	GG1	A,B,U,R
When target land is topped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Land Leeches	SC	C	••	QHo	GG1	DK,4TH
First strike. 2/2.						
Ley Druid	SC	U	•••	SEv	G2	A,B,U,R,4TH
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lifelore	EN	U	••••	DWi	GG	A,B,U,R,4TH
GG: Counter a black spell as it is being cast (play as an interrupt).						
Lifelace	INT	R	•	AWe	G	A,B,U,R,4TH
Changes the color of one card in play to green.						
Living Artifact	EA	R	•••	AMa	G	A,B,U,R,4TH
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	••	JMy	G3	A,B,U,R,4TH
Treat all forests in play as 1/1 creatures that can be tapped for G.						
Living Plane	EW	R	•••	BWa	GG	LG
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.						
Llanowar Elves	SC	C	••••	AMa	G	A,B,U,R,4TH
T: Add G to your mana pool. Played as an interrupt. 1/1.						
Lure	EC	U	•••••	AMa	GG1	A,B,U,R,4TH
All creatures that can block target creature must do so.						
Lurker	SC	R	••	AMa	G2	DK
Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.						
Marsh Viper	SC	C	•••	RSp	G3	DK,4TH
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.						
Master of the Hunt	SC	R	•••••	JMe	GG2	LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						
Metamorphosis	SOR	C	•	CRu	G	AN
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						



CONQUER



ZURAN ORB

Conquer & Zuran Orb

Is Ice Floe giving you a hard time? Take it with the long-awaited land-stealing spell, Conquer. If your opponent manages to get rid of Conquer, sacrifice the stolen land to the Zuran Orb for a quick two life.

Giant Turtle	SC	C	•	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Glyph of Reincarnation	INS	C	••	SVC	G	LG
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Grizzly Bears	SC	C	•••	JMe	G1	A,B,U,R,4TH
2/2.						
Hidden Path	EN	R	••••	RAI	GGGG2	DK

Moss Monster	SC	C	••	JMy	GG2	LG
3/6.						
Naf's Asp	SC	C	••	CRu	G	AN,4TH
If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Natural Selection	INS	R	•	MPo	G	A,B,U
Look at the top 3 cards of any library. You may then shuffle that library.						
Niall Silvain	SC	R	•••	CRu	GGG	DK

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
GGGG, T: Regenerate target creature. 2/2.																							
Night Soil	EN C ●●● Multi GG FE																						
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SÉv, HHu, DTu.																							
People of the Woods	SC U ●●● DTu GG DK																						
number of forests controlled by controller of People of the Woods. 1/.																							
Pixie Queen	SC R ●●● QHo GG2 LG																						
GGG, T: Give target creature flying until end of turn. 1/1.																							
Powerleech	EN U ●●● CRu GG AQ																						
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.																							
Pradesh Gypsies	SC U ●● QHo G2 LG,4TH																						
G1, T: Give target creature -2/0 until end of turn. 1/1.																							
Rabid Wombat	SC U ●●● Kfo GG2 LG																						
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.																							
Radian Spirit	SC U ●●● CRu G3 LG,4TH																						
T: Target creature loses flying ability until turn ends. 3/2.																							
Rebirth	SOR R ●● MTe GGG3 LG,4TH																						
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.																							
Regeneration	EC C ●●● QHo G1 A,B,U,R,4TH																						
G: Target creature regenerates.																							
Regrowth	SOR U ●●● DWi G1 A,B,U,R																						
Bring a card from your graveyard into your hand.																							
Reincarnation	INS U ●●● EBo GG1 LG																						
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.																							
Revelation	EW R ●● Kfo G LG																						
Play with all cards in hand face up.																							
Rust	INT C ●● LDa G LG																						
Counter target artifact effect that requires an activation cost.																							
Sandstorm	INS C ●● BSn G AN,4TH																						
Do 1 damage to all attacking creatures.																							
Savaan Elves	SC C ●● RSp G DK																						
GG, T: Destroy target enchant land. 1/1.																							
Scarwood Bandits	SC R ●●● MPo GG2 DK																						
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.																							
Scarwood Hag	SC U ●●● AMa G1 DK																						
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.																							
Scavenger Folk	SC C ●●● DDe G DK																						
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.																							
Scryb Sprites	SC C ●●● AWe G A,B,U,R,4TH																						
Flying. 1/1.																							
Shanodin Dryads	SC C ●●● AMa G A,B,U,R,4TH																						
Forestwalk. 1/1.																							
Shelkin Brownie	SC C ●● DSh G1 LE																						
T: Remove the banding ability from target creature until end of turn. 1/1.																							
Singing Tree	SC R ●●● RAI G3 AN																						
T: Reduce attacking creature's power to 0 until end of turn. 0/3.																							
Spitting Slug	SC U ●●● AMa GG1 DK																						
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.																							
Spare Cloud	INS C ●●● Multi GG1 FE																						
Top all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.																							
Spare Flower	SC U ●●● MOK GG FE																						
Put a spore counter on Spare Flower during upkeep. Remove three counters from Spare Flower to prevent creatures from dealing damage in combat. 0/1.																							
Storm Seeker	INS U ●●● MPo G3 LG																						
Do 1 point of damage to opponent for every card he or she has in hand.																							
Stream of Life	SOR C ●●● MPo GX A,B,U,R,4TH																						
Target player gains X life.																							
Subdue	INS C ●● BSn G LG																						
Target creature deals no damage. It gains X toughness, where X equals its casting cost.																							
Sylvan Library	EN U ●●● HMc G1 LG,4TH																						
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.																							
Sylvan Paradise	INS U ●●● RAF G LG																						
Change the color of one or more target creatures to green until end of turn.																							
Thallid	SC C ●●● Multi G FE																						
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBo, DGe, JMy, RSp, 1/1.																							
Thallid Devourer	SC U ●● RSp GG1 FE																						
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.																							
Thelonite Druid	SC U ●●● MOK G2 FE																						
G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.																							
Thelonite Monk	SC R ●●● BWA GG2 FE																						
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.																							
Thelon's Chant	EN U ●●● MBe GG1 FE																						
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.																							
Thelon's Curse	EN R ●●● Pve GG FE																						
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to																							
creature goes to the graveyard, remove it from the game. 1/1.																							
Whirling Dervish	SC U ●●● SVC GG LG,4TH																						
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.																							
Wild Growth	EL C ●●● MPo G A,B,U,R,4TH																						
Whenever target land is tapped for mana, Wild Growth provides an extra G.																							
Willow Satyr	SC R ●● JMe GG2 LG																						
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.																							
Winter Blast	SOR R ●●● Kfo GX LG,4TH																						
Tap X target creatures. Do 2 damage to each target creature with flying.																							
Wolverine Pack	SC C ●● JMe GG2 LG																						
Rampage: 2. 2/4.																							



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!

SERAPH **BATTLE CRY**

Thicket Basilisk	SC U ●●● Dfr GG3 A,B,U,R,4TH																						
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.																							
Thorn Thallid	SC C ●●● Multi GG1 FE																						
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.																							
Timber Wolves	SC R ●●● MBe G A,B,U,R,4TH																						
Bands. 1/1.																							
Titania's Song	EN U ●●● KKa G3 AQ,R,4TH																						
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.																							
Tracker	SC R ●●● JMe GG1 DK																						
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.																							
Tranquility	SOR C ●●● DSh G2 A,B,U,R,4TH																						
Discard all enchantments in play.																							
Tsunami	SOR U ●● RTh G3 A,B,U,R,4TH																						
Destroy all islands in play.																							
Typhoon	SOR R ●● AMa G2 LG																						
Do 1 damage to opponent for each island he or she controls.																							
Untamed Wilds	SOR U ●●● NTh G2 LG,4TH																						
Search your library for one basic land and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterward.																							
Venom	EC C ●●● TWo GG1 DK,4TH																						
All non-wall creatures blocking or blocked by target creature are destroyed after combat.																							
Verduran Enchantress	SC R ●● KBr GG1 A,B,U,R,4TH																						
Draw a card each time you cast an enchantment. 0/2.																							
Wall of Brambles	SC U ●●● AMa G2 A,B,U,R,4TH																						
G: Regenerates. 2/3.																							
Wall of Ice	SC U ●●● RTh G2 A,B,U,R,4TH																						
0/7.																							
Wall of Wood	SC C ●● MTe G A,B,U,R,4TH																						
0/3.																							
Wanderlust	EC U ●● CBr G2 A,B,U,R,4TH																						
Do 1 damage to controller of target creature during upkeep.																							
War Mammoth	SC C ●●● JMe G3 A,B,U,R,4TH																						
Trample. 3/3.																							
Web	EC R ●●● RAI G A,B,U,R,4TH																						
Target creature gains +0/+2 and may block flying creatures.																							
Whipporwill	SC U ●●● DSh G DK																						
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirection spells or effects. If target																							

MULTICOLORED

- **Adun Oakenshield** SC R ●●● JMe BGR LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.
- **Angus Mackenzie** SC R ●●● BWA UG LG
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.
- **Arcades Sabboth** SC R ●●● EBe UUGWW2 LG
Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.
- **Axelrod Gunnarson** SC R ●●● SKi BBRR LG
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.
- **Ayasha Tanaka** SC R ●●● BWA UIUWW LG
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.
- **Barktooth Warbeard** SC U ●● ARu BRR4 LG
6/5.
- **Bartel Runeaxe** SC R ●●● ARu BGR3 LG
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.
- **Boris Devilboon** SC R ●●● JMy BR3 LG
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.
- **Chromium** SC R ●●● EBe BBUUWW2 LG
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.
- **Dakkon Blackblade** SC R ●●● RKF BUUW2 LG
* equals the number of lands you control. */*.
- **Dark Heart of the Wood** EN C ●●● CRu BG DK
Sacrifice a forest to gain 3 life.
- **Gabriel Angelfire** SC R ●●● DGe G



players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Gwendlyn Di Corei T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SC	R	*****	JBa	BBUR	LG
Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SC	R	****	MBe	BUW1	LG
Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SC	R	****	RKF	GRW4	LG
Hunding Gjornersen Rampage: 1. 5/4.	SC	R	****	ARu	GRW1	LG
Jacques le Veri Make all your green creatures +0/+2. 3/2.	SC	R	****	ARu	GRW1	LG
Jasmine Boreal	SC	U	**	RKF	GW3	LG
Jedit Ojanen	SC	U	***	MPo	UWW4	LG
Jerrard of the Closed Fist	SC	U	***	ARu	GGR1	LG
Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SC	R	****	MTe	GRW3	LG
Kasimir the Lone Wolf	SC	U	*	RKF	UW4	LG
Kei Takahashi T: Prevent up to 2 damage to target creature. 2/2.	SC	R	***	SKI	GW2	LG
Lady Caleria T: Do 3 damage to target attacking or blocking creature. 3/6.	SC	R	****	BWa	GGWW3	LG
Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SC	R	***	MPo	BUW	LG
Lady of the Mountain	SC	U	**	RKF	GR4	LG
Lady Orca	SC	U	**	SeV	BR5	LG
Livonya Silone First strike, legendary landwalk. 4/4.	SC	R	***	RKF	GRR2	LG
Lord Magnus First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SC	U	***	MTe	GW3	LG
Marhault Elsdragon Rampage: 1. 4/6.	SC	U	**	MPo	GRR3	LG
Marsh Goblins Swampwalk. 1/1.	SC	C	**	QHo	BR	DK
Nebuchadnezzar Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.	SC	R	*****	RKF	BU3	LG
Nicol Bolas Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.	SC	R	****	EBe	BBUUR2	LE
Palladia-Mors Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.	SC	R	***	EBe	GRRWW2	LG
Pavel Maliki BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SC	U	*	ARu	BR4	LG
Princess Lucrezia T: Add U to your mana pool (play as an interrupt). 5/4.	SC	U	*	SeV	BUU3	LG
Ragnar UGW, T: Regenerate target creature. 2/2.	SC	R	***	MBe	BGW	LG
Ramirez DePietro First strike. 4/3.	SC	U	***	PfO	BBU3	LG
Ramses Overdark T: Destroy a target creature with an enchantment on it. 4/3.	SC	R	***	RKF	BBU2	LG
Rasputin Dreamweaver Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.	SC	R	**	ARu	UW4	LG
Riven Turnbull T: Add B to your mana pool (play as an interrupt). 5/7.	SC	U	**	RKF	BU5	LG
Rohgahh of Kher Keep All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.	SC	R	***	EBe	BRR2	LG
Rubinia Soulsinger T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes	SC	R	*****	RAI	UGW2	LG

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
Scarwood Goblins	SC	C	**	RSp	GR	DK
Sir Shandalar of Eberyn	SC	U	**	ARu	GW4	LG
Sivitri Scarzam	SC	U	**	NTh	BU5	LG
Solkimar Swamp King Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R	*****	RKF	BUR2	LG
Stangg Put Stangg Twin taken in play when casting Stangg. Stangg Twin taken is a 3/4 green and red legend. Remove Stangg Twin taken from game if Stangg leaves play. 3/4.	SC	R	****	MPo	GR4	LG
Sunastian Falconer T: Add 2 to your mana pool. 4/4.	SC	U	**	CRu	GR3	LG
Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SC	R	****	JBa	BUR	LG
Tobias Andrian	SC	U	**	ARu	UW3	LG
Tor Wauki	SC	U	***	RAF	BBR2	LG
Torsten Von Ursus	SC	U	**	MPo	GGW3	LG
Tuknir Deathlock Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.	SC	R	****	LDa	GRR	LG
Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SC	R	***	CRu	BBU3	LG
Vaevictis Asmadi Flying, B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.	SC	R	***	ARu	BBRRG2	LG
Xira Arien Flying, GR, T: Make target player draw a card. 1/2.	SC	R	***	MBe	BRG	LG

RED

Active Volcano Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	*	BSn	R	LG
Azathi Berserker Rampage: 3. 2/4.	SC	U	**	MBe	RRR2	LG
Aladdin RR1: Steal artifact. 1/1.	SC	R	****	JBa	RR2	AN
Ali Baba R: Tap a wall. 1/1.	SC	R	***	JBa	R	AN,4TH
Ali from Cairo You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	****	MPo	RR2	AN
Artifact Blast Counter any artifact as it is being cast.	INT	C	*	MPo	R	AQ
Atog O: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	**	JMy	R1	AQ,R
Backdraft Do half the damage (round down) done by one sorcery to the sorcery's caster.	INS	U	***	BSn	R1	LG
Ball Lightning Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	****	QHo	RRR	DK,4TH
Beasts of Bogardan Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.	SC	U	***	DGe	R4	LG
Bird Maiden Flying. 1/2.	SC	C	**	JMe	R2	AN,4TH
Blazing Effigy When placed in the graveyard from play, Blazing Effigy does 3	SC	C	**	SVC	R1	LG

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
damage to target creature. 0/3.						
Blood Lust Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.	INS	U	****	AMa	R1	LG,4TH
Blood Moon Turn all non-basic lands into basic mountains while Blood Moon is in play.	EN	R	****	TWa	R2	DK
Brassclaw Orcs Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), DFr, HHU. 3/2.	SC	C	*	MuKi	R2	FE
Brothers of Fire RR1: Do 1 damage to any target as well as 1 damage to you. 2/2	SC	U	**	MTe	RR1	DK,4TH
Brute, The Target creature gains +1/+0. RRR: Regenerates.	EC	C	**	MPo	R1	LG,4TH
Burrowing Target creature gains mountainwalk.	EC	C	**	MPo	R	A,B,U,R,4TH
Cave People Cave People get +1/2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	***	DTu	RR1	DK,4TH
Caverns of Despair No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.	EN	R	**	HMc	RR2	LG
Chain Lightning Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.	SOR	C	**	SeV	R	LG
Chaoslace Changes the color of a card being played or in play to red.	INT	R	***	DWi	R	A,B,U,R,4TH
Crevasse Creatures with mountainwalk may be blocked.	EN	U	**	RAI	R2	LG
Crimson Kobolds Crimson Kobolds are red creatures. 0/1.	SC	C	*	AMa	0	LG
Crimson Manicore Flying, R, T: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	***	DGe	RR2	LG,4TH
Crookshank Kobolds Crookshank Kobolds are red creatures. 0/1.	SC	C	*	CRu	0	LG
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	**	CRu	R2	AN
Detonate Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.	SOR	U	**	RAF	RX	AQ,4TH
Disharmony Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	***	BWa	R2	LG
Disintegrate Do X damage to a target. If target dies this turn, it is removed from game.	SOR	C	****	AMa	RX	A,B,U,R,4TH
Dwarven Song Change the color of any number of target creatures to red until end of turn.	INS	U	**	DFr	R	LG
Dragon Whelp Flying, R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	****	AWe	RR2	A,B,U,4TH
Dwarven Armorer R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	****	BWa	R	FE
Dwarven Catapult Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	***	JMe	RX	FE
Dwarven Demolition Team T: Destroy a wall.	SC	U	***	KBr	R2	A,B,U
Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	*	JMe	RR	FE



INFINITE HOURGLASS



RIME DRYAD

Infinite Hourglass & Rime Dryad: Weenie hordes unite! The Infinite Hourglass may affect everybody, but you'll benefit more if you've got lots of creatures. Load up with cheap creatures like the Rime Dryad and make 'em all bigger with the Hourglass. Just beware of spells that can wipe out your creatures, or you'll find yourself paying to keep the Hourglass at bay.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Dwarven Soldier	SC	C	••	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.						
Dwarven Weaponsmith	SC	U	•••	MPa	R1	AQ,R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.						
Dwarven Warriors	SC	C	•••••	DSh	R2	A,B,U,R,4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.						
Earth Elemental	SC	U	•••	Dfr	RR3	A,B,U,R,4TH
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.						
Earthquake	SOR	R	•••	Dfr	RX	A,B,U,R,4TH
Do X damage to all players and non-flying creatures in play.						
Eternal Flame	SOR	R	•	MPa	RR1	DK
damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	U	•••••	AMa	R	LG,4TH
Target creature does not tap to attack.						
Falling Star	SOR	R	•••	DSh	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						
False Orders	INS	C	•••••	AMa	R	A,B,U
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.						
Faint	INS	C	••	BSn	R	LG
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
each time you cast an artifact. 1/1.						
Goblin Balloon Brigade	SC	U	•••	ARu	R	A,B,U,R,4TH
R: Gains flying until end of turn. 1/1.						
Goblin Caves	EL	C	•••	Dtu	RR1	DK
If target land is a basic mountain, all Goblinks gain +0/+2.						
Goblin Chirurgeon	SC	C	•••	Multi	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: Pfo, Dfr, DGe. 0/2.						
Goblin Digging Team	SC	C	••	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Flotilla	SC	R	•••	TWü	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	•••	Multi	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp						
Goblin Hero	SC	C	••	MTe	R2	DK
2/2.						
Goblin King	SC	R	•••	JMy	RR1	A,B,U,R,4TH
While Goblin King is in play, all Goblinks acquire mountainwalk and +1/+1. 2/2.						
Goblin Kites	EN	U	••	AMa	R1	FE
R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin Rock Sled	SC	C	••	DDe	R1	DK,4TH
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.						
Goblin Shrine	EL	C	•••	RSp	RR1	DK
If target land is a basic mountain, all Goblinks gain +1/0. Does 1 damage to all Goblinks if it leaves play.						
Goblin War Drums	EN	C	•••••	Multi	R2	FE
Each attacking creature you control may not be blocked with fewer						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Keldon Warlord	SC	U	•••	KBr	RR2	A,B,U,R,4TH
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.						
Kird Ape	SC	C	•••	KMe	R	AN,R
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
Kobold Drill Sergeant	SC	U	••	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	••	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobold Taskmaster	SC	U	••	RAF	R1	LG
Give all your Kobolds +1/+0.						
Kobolds of Kher Keep	SC	C	•	JBa	0	LG
0/1.						
Land's Edge	EW	R	••	BSn	RR1	LG
Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.						
Lightning Bolt	INS	C	•••••	CRu	R	A,B,U,R,4TH
Do 3 damage to one target.						
Magnetic Mountain	SC	R	•••	SVC	RR1	AN,R,4TH
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!						
Mana Clash	SOR	R	••	MTe	R	DK,4TH
Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.						
Mana Flare	EN	R	•••••	CRu	R2	A,B,U,R,4TH
Each land produces an extra mana of its normal type whenever it is tapped for mana.						
Manabarbs	EN	R	••	CRu	R3	A,B,U,R,4TH
Do 1 damage to controller whenever he or she draws mana from any land.						
Mijae Djinn	SC	R	•••	SVC	RRR	AN,R
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
Mons' Goblin Raiders	SC	C	•	JMe	R	A,B,U,R,4TH
1/1.						
Mountain Yeti	SC	U	•••••	Dfr	RR2	LG
Mountainwalk, protection from white. 3/3.						
Nalathni Dragon	SC	R	•••	MWe	RR2	CON
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1						
Orc General	SC	U	•	JMy	R2	DK
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.						
Orcish Artillery	SC	U	•••	AMa	RR1	A,B,U,R,4TH
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Captain	SC	U	••	MTe	R	FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.						
Orcish Mechanics	SC	C	•••	PVe	R2	AQ
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.						
Orcish Oriflamme	EN	U	•••	Dfr	R1	A,B,U,R,4TH
All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Orcish Spy	SC	C	•••••	Multi	R	FE
T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.						
Orcish Veteran	SC	C	•••	Multi	R2	FE
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.						
Orrg	SC	R	•••	DGe	RR3	FE
Trample. Orrg can not attack if opponent controls an untapped creature with power greater than 2. Orrg cannot block creature of power greater than 2. 6/6.						
Power Surge	EN	R	•••••	DSh	RR	A,B,U,R,4TH
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Primordial Ooze	SC	U	••	SeV	R	LG
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						
Pyrotechnics	SOR	C	•••••	AMa	R4	LG,4TH
Do 4 damage divided any way among any number of targets.						
Quarum Trench Gnomes	SC	R	•••	Dfr	R3	LG
T: Target plains produce 1 instead of W until end of game. 1/1.						
Raging Bull	SC	C	••	RAF	R2	LG
2/2.						
Raging River	EN	R	•••	SeV	RR	A,B,U
When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.						
Raiding Party	EN	U	•••	QHo	R2	FE
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to						



FYNDHORN ELDER



FOLK OF THE PINES

Fyndhorn Elder & Folk of the Pines: As if green wasn't fast enough, now there's the Fyndhorn Elder. Double the fun of Llanowar Elves, this super-mana creature is guaranteed to help you get out big creatures like Scaled Worm in no time. The Elder is also very useful for pumping up creatures like Folk of the Pines, the stand-in for Treefolk.

Fire Drake	SC	U	••	CRu	RR1	DK
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
Fire Elemental	SC	U	•••	MBe	RR3	A,B,U,R,4TH
5/4.						
Fireball	SOR	C	•••••	MTe	RX	A,B,U,R,4TH
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
Firebreathing	EC	C	•••••	Dfr	R	A,B,U,R,4TH
R: +1/+0.						
Firestorm Phoenix	SC	R	•••••	JMe	RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Fissure	INS	C	•••••	DSh	RR3	DK,4TH
Bury target land or creature.						
Flashfires	SOR	U	•••••	DWi	R3	A,B,U,R,4TH
Destroy all plains in play.						
Fork	INT	R	•••••	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.						
Frost Giant	SC	U	•••	DGe	RRR3	LG
Rampage: 2. 4/4.						
Giant Strength	EC	C	•••••	JHo	RR	LG,4TH
Make target creature +2/+2.						
Glyph of Destruction	INS	C	••	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	••	JBa	R	AQ
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for						

than two creatures. Artists: Dfr, Htu, RKF, JMe.						
Goblin Warrens	EN	R	•••••	Dfr	R2	FE
R2: Sacrifice two Goblinks to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Goblin Wizard	SC	U	•••	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.						
Goblins of the Flarg	SC	C	•••	TWü	R	DK
Mountainwalk. Bury Goblinks of the Flarg if its controller controls any Dwarves. 1/1.						
Granit Gargoyle	SC	R	•••	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	•••••	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre	SC	C	••	Dfr	R2	A,B,U,R,4TH
2/2.						
Hill Giant	SC	C	••	Dfr	R3	A,B,U,R,4TH
3/3.						
Hurlon Minotaur	SC	C	••	AMa	RR1	A,B,U,R,4TH
2/3.						
Hurr Jackal	SC	C	•••	Dtu	R	AN,4TH
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	•••	Dfr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						
Immolation	EC	C	•••••	Ski	R	LG,4TH
Make target creature +2/2.						
Inferno	INS	R	•••	RAF	RR5	DK,4TH
Do 6 damage to all players and all creatures.						
Ironclaw Orcs	SC	C	•	AMa	R1	A,B,U,4TH
May only block creatures of power equaling 1 or less. 2/2.						

•/• Restricted/Banned	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	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	

KEY



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.

Red Elemental Blast INT C ●●●● Rth R A,B,U,R,4TH
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.

Roc of Kher Ridges SC R ●●●● ARu R3 A,B,U,R
Flying, 3/3.

Rock Hydra SC R ●●● JMe R A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.

Rukh Egg SC C ●●●● CRu R3 AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.

Sedge Troll SC R ●●● DFr R2 A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.

Shatter INS C ●●●● AWe R1 A,B,U,R,4TH
Destroy target artifact.

Shatterstorm SOR R ●●● MPo RR2 AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.

Shivan Dragon SC R ●●●● MBe RR4 A,B,U,R,4TH
Flying, R: +1/+0. 5/5.

Sisters of the Flame SC U ●●●● JMy RR1 DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.

Smoke EN R ●●● JMy RR A,B,U,R,4TH
Each player may only untap one creature during untap phase.

Spinal Villain SC R ●●●● AMa R2 LG
T: Destroy target blue creature. 1/2.

Stone Giant SC U ●●●● DWi RR2 A,B,U,R,4TH
T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4.

Stone Rain SOR C ●●● DGe R2 A,B,U,R,4TH
Destroy any one land.

Storm World EW R ●●● CRu R LG
Do 1 damage to any player for each card below 4 in hand during upkeep.

Tempest Efreet SC R ●●● NTh RRR1 LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.

Tunnel SOR U ●●● DFr R A,B,U,R,4TH
Bury one wall.

Two-Headed Giant of Forays SC R ●●●● AMa R4 A,B,U
Trample. May block two creatures in combat. 4/4.

Uthden Troll SC U ●●●● DSh R2 A,B,U,R,4TH
R: Regenerates. 2/2.

Wall of Dust SC U ●●●● Rth R2 LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.

Wall of Earth SC C ●●●● Rth R1 A,B,U,R,4TH
0/6.

Wall of Fire SC U ●●●● Rth RR1 A,B,U,R,4TH
R: +1/+0. 0/5.

Wall of Heat SC C ●●●● Rth R2 A,B,U,R,4TH
2/6.

Wall of Opposition SC R ●●●● HMc RR3 LG
1: +1/+0 until end of turn. 0/6.

Wall of Stone SC U ●●●● DFr RR1 A,B,U,R,4TH
0/8.

Wheel of Fortune SOR R ●●●● DGe R2 A,B,U,R
All players must discard their hands and draw seven new cards.

Windseeker Contour SC R ●●●● AMa RR1 BOOK
Does not tap to attack. 2/2.

Winds of Change SOR U ●●●● JHa R LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.

Ydwen Efreet SC R ●●●● DTu RRR AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

WHITE

Abu Ja'far SC R ●●●● KMe W AN
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.

Akron Legionnaire SC R ●●●● MPo WW6 LG
Of your non-artifact creatures, only Akron Legionnaire may attack.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
8/4.						
Alabaster Potion	INS	C	●●●●	HMc WWX	LG,4TH	
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	●●	QHo WW	LG,4TH	
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	●●●	JBa WW2	LG	
Give all your creatures +1/+1 if you control only white or artifact creatures.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Cleanse	SOR	R	●●●●	Pfo WW2	LG	
Destroy all black creatures in play.						
Cleansing	SOR	R	●●●	PVe WWV	DK	
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	●●	DGe W	LG	
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Combat Medic	SC	C	●●●●	Muñ W2	FE	
W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa,						



MERIEKE RI BERIT



NORRITT

Merieke Ri Berit & Norritt: Well, here's something the Norritt can do that his discontinued friend Nettling Imp can't. Tap Merieke to steal a creature. Unfortunately, she doesn't untap during your untap phase—but the Norritt can untap her! Once she does, the poor stolen creature is buried and Merieke is ready for action again.

Angry Mob	SC	U	●●●●	DTu WW2	DK,4TH	
Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*.						
Animate Wall	EC	R	●●	DFr W	A,B,U,R,4TH	
Target wall may now attack.						
Argivian Archaeologist	SC	R	●●●●	AWe WW1	AQ	
2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	●●	KKa WW1	AQ	
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	●●●●	JMy W3	A,B,U,R,4TH	
Destroy all lands in play.						
Army of Allah	INS	C	●●●●	BSn WW1	AN	
+2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	●●	DSh W	AQ	
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Balance	SOR	R	●●●●	MPo W1	A,B,U,R,4TH	
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Benalish Hero	SC	C	●●●	DSh W	A,B,U,R,4TH	
Bands. 1/1.						
Black Ward	EC	U	●●●●	DFr W	A,B,U,R,4TH	
Target creature gains protection from black.						
Blaze of Glory	INS	R	●●●	Rth W	A,B,U	
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessing	EC	R	●●●●	JBa WW	A,B,U,R,4TH	
W: +1/+1.						
Blood of the Martyr	INS	U	●	CRu WWW	DK	
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Ward	EC	U	●●●	DFr W	A,B,U,R,4TH	
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVa W	DK,4TH	
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Camel	SC	C	●●	Sev W	AN	
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Castle	EN	U	●●●	DWi W3	A,B,U,R,4TH	
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	●●●●	PVe W1	A,B,U,R,4TH	
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	●●●●	JMy W1	A,B,U,R,4TH	
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	●●●	DWi W1	A,B,U,R,4TH	
1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	●●●	Sev W1	A,B,U,R,4TH	
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	●●●●	MTe W1	A,B,U,R,4TH	
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	●●●	DSh W1	A,B,U,R,4TH	
1: Prevent all damage to you from one white source.						

AMA,SVC, 0/2.						
Consecrate Land	EL	U	●●●●	JMe W	A,B,U	
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	●●●●	JMy WW2	ABUR,4TH	
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Crusade	EN	R	●●●●	MPo WWA,B,U,R,4TH		
All white creatures gain +1/+1.						
D'Avanant Archer	SC	C	●●●	DSh W2	LG	
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	●	JHa W2	AQ	
No one may untap more than one artifact in each of his or her own untap phases.						
Death Ward	INS	C	●●●●	MPo W	A,B,U,R,4TH	
Regenerates target creature						
Divine Intervention	EN	R	●●●	AWe WW6	LG	
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	●●●●	JMe W1	LG	
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	R	●●●●	NTh WW2	LG,4TH	
Give target creature +3/+3.						
Dust to Dust	SOR	C	●●●	DTu WW1	DK	
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	●●●	QHo WWW4	LG,4TH	
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Enchanted Being	SC	C	●●●	DSh WW1	LG	
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Equinox	EL	C	●●	SVC W	LG	
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Exorcist	SC	R	●●●	DTu WW	DK	
W1, T: Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	●●●●	MPo WW	AN,R,4TH	
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmstead	EL	R	●	MPo WWW	AB,U,R	
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	●●●	AWa W2	FE	
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	●●	Muñ WW1	FE	
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKf. 2/2.						
Farrelite Priest	SC	U	●●●	Pfo W2	FE	
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3						
Fasting	EN	U	●●●	DSh W	DK	
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	●●	MPo W	DK	

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found						
Description							Description							Description												
Opponent may not declare an attack this turn. Play during opponent's upkeep.							strike until end of turn. 1/1.							Personal Incarnation	SC	R	●●●	KBr	WWW3	ABUR,4TH						
Fire and Brimstone	INS	U	●●	JMe	WW3	DK	Icatation Town	SOR	R	●●●●	TWā	W5	FE	If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.												
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.							Put 4 Citizen tokens, which are 1/1 white creatures, in play.							Petra Sphinx	SC	R	●●	Sev	WW2	LG						
Fortified Area	EN	U	●●	RAF	WW1	LG	Indestructible Aura	INS	C	●●	MPo	W	LG	Reduce to 0 all damage dealt to target creature until end of turn.												
Give all your walls +1/+0 and banding.							Infinite Authority	EC	R	●●	DSh	WWW	LG	T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.												
Glyph of Life	INS	C	●	SVC	W	LG	After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.							Piety	INS	C	●●	MPo	W2	AN,4TH						
Add to your life points damage done to target wall by attacking creatures.							Island Sanctuary	EN	R	●●	MPo	W1	ABUR,4TH	If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.												
Great Defender	INS	U	●●	MPo	W	LG	Ivory Guardians	SC	U	●●●	MBe	WW4	LG	Protection from red. Make all guardians +1/+1 if opponent controls red cards.												
Give target creature +0/+X until end of turn, where X is the creature's casting cost.							Jihad	EN	R	●●●●	BSn	WWW	AN	+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.												
Great Wall	EN	U	●	Sev	W2	LG	Karma	EN	U	●●●●	RTh	WW2	ABUR,4TH	Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.												
Creatures with plainswalk may be blocked.							Keepers of the Faith	SC	C	●●	DGe	WW1	LG	2/3.												
Greater Realm of Preservation	EN	●●●●	NTh	W1	LG	King Suleiman	SC	R	●●	MPo	W1	AN	T: Destroy an Efreot or Djinn. 1/1.													
W1: Prevent all damage to you from a red or black source.							Kismet	EN	U	●●●●	KFo	W3	LG,4TH	All opponent's creatures, lands, and artifacts enter play tapped.												
Green Ward	EC	U	●●	Dfr	W	ABUR,4TH	Knights of Thorn	SC	R	●●●●	Cru	W3	DK	Protection from red, banding. 2/2.												
Target creature gains protection from green.							Lance	EC	U	●●	RAI	W	ABUR,4TH	Target creature gains first strike.												
Guardian Angel	INS	C	●●●	AMa	WX	ABUR,4TH	Land Tax	EN	U	●●●●	BSn	W	LG,4TH	If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.												
Negate X damage dealt to a target. Pss: put this card next to Paralyze.							Lifeblood	EN	R	●●●●	MTe	WW2	LG	Take 1 life whenever opponent taps a mountain.												
Hand of Justice	SC	R	●●●●	MBe	W5	FE	Martyr's Cry	SOR	R	●●●	JMe	WW	DK	Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.												
T: Top 3 target white creatures you control to destroy any target creature. 2/6.							Martyrs of Karlis	EN	U	●●●	MOK	WW3	AQ	damage done to you by artifacts is instead done to Martyrs of Karlis unless Martyrs of Karlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.												
Healing Salve	INS	C	●●●	Dfr	W	ABUR,4TH	Mesa Pegasus	SC	C	●●●●	MBe	W1	ABUR,4TH	Flying, bands. 1/1.												
Gain 3 life, or negate up to 3 damage dealt to a target.							Miracle Worker	SC	C	●●●	RSp	W	DK	T: Destroy target enchantment on one of your creatures. 1/1.												
Heaven's Gate	INS	U	●●	DSh	W	LG	Moot	EN	R	●●●●	JMe	WW2	LG	Non-flying creatures cannot attack.												
Change the color of one or more target creatures to white until end of turn.							Moorish Cavalry	SC	C	●●●	DWi	WW2	AN	Trample. 3/3.												
Heroism	EN	U	●●	MPo	W2	FE	Morale	INS	C	●●	MPo	WW1	DK,4TH	Give all attacking creatures +1/+1 until end of turn.												
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.							Northern Paladin	SC	R	●●●●	DSh	WW2	ABUR,4TH	WW. T: Destroy a black card in play. 3/3.												
Holy Armor	EC	C	●●●	MBe	W	ABUR,4TH	Order of Leibur	SC	C	●●●●	Multi	WW	FE	Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWA (two versions). 2/1.												
Target creature gains +0/+2. W: +0/+1.							Osai Vultures	SC	C	●	Dfr	W1	LG,4TH	Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.												
Holy Day	INS	C	●●●	JHo	W	LG	Pearled Unicorn	SC	C	●●	CBr	W2	ABUR,4TH	2/2.												
Creatures attack and block as normal but deal no damage.																										
Holy Light	INS	C	●●	DTu	W2	DK																				
Give all non-white creatures -1/-1 until end of turn.																										
Holy Strength	EC	C	●●●	AMa	W	ABUR,4TH																				
Target creature gains +1/+2.																										
Icatation Infantry	SC	C	●●	Multi	W	FE																				
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRU, DSh, DTu. 1/1.																										
Icatation Javelineers	SC	C	●●	Multi	W	FE																				
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKI. 1/1.																										
Icatation Lieutenant	SC	R	●	PVe	WW	FE																				
W1: Give target Soldier +1/+0 until end of turn. 1/2.																										
Icatation Moneychanger	SC	C	●●	Multi	W	FE																				
Lose 3 life when casting and put 3 counters on Icatation Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.																										
Icatation Phalanx	SC	U	●●●	KFo	W4	FE																				
Bands. 2/4.																										
Icatation Priest	SC	U	●●●	DTu	W	FE																				
WW1: Make target creature +1/+1 until end of turn. 1/1.																										
Icatation Scout	SC	C	●●●	Multi	W	FE																				
1: T: Give target creature first strike until end of turn. Artists: RAI, Pfo, RKF, DSh. 1/4.																										
Icatation Skirmishers	SC	R	●●	HHu	W3	FE																				
Bands, first strike. All creatures that band with Skirmishers gain first																										



VERTIGO



GIANT TRAP DOOR SPIDER

Vertigo & Giant Trap Door Spider: If you own any Earthbinds, you're probably wondering why you should bother with Vertigo. Simple: the element of surprise. Use Vertigo to ground a nasty flying beastie, then block it with the Giant Trap Door Spider. For real baddies, use the spider's special ability to knock both creatures out of the game.

Shield Wall INS U ●● DSh W1 LG
Give all your creatures +0/+2 until end of turn.

Spirit Link EC U ●●●● KFo W LG,4TH
Take 1 life for every point of damage target creature does.

Spiritual Sanctuary EN R ●● AWe WW2 LG
Any player controlling plains takes 1 life during his or her upkeep.

Squire SC C ● DDe W1 DK
1/2.

Swords to Plowshares INS U ●●●● JMe W ABUR,4TH
Remove target creature from game. Creature's controller gains life points equal to its power.

Thunder Spirit SC R ●●●● RAF WW1 LG
Flying, first strike. 2/2.

Tivadar's Crusade SOR U ● DDe WW1 DK
All Goblins are destroyed.

Tundra Wolves SC C ●● QHo W LG,4TH
First strike. 1/1.

Veteran Bodyguard SC R ●●●● DSh WW3 ABUR,4TH
damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.

Visions SOR U ●● NTh W LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose.

Wall of Caltrops SC C ●● BSn W1 LG
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.

Wall of Light SC U ●●● RTh W2 LG
Protection from black. 1/5.

Wall of Swords SC U ●●●● MTe W3 ABUR,4TH
Flying. 3/5.

●/● Restricted/Banned	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	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery	

KEY:



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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POLAR KRAKEN



ICE FLOE

Polar Kraken & Ice 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.

War Elephant	SC	C	••••	KBi	W3	AN
Bands, trample. 2/2.						
White Knight	SC	U	••••	DGe	WW	A,B,U,R,4TH
Protection from black, first strike. 2/2.						
White Ward	EC	U	•••	Dfr	W	A,B,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	A,B,U,R,4TH
Bury all creatures in play.						

LANDS

Adventurer's 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		A,B,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	••••	JMy		A,B,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.						
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

Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	•••	RAI		AN
T: Add 1, T: Regenerate an Elephant or Mammoth.						
Forest	LAN	C	—	CRu		A,B,U,R,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.						
• Hammerheim	LAN	U	••••	BWā		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

were just summoned.						
Sand Silos	LAN	R	•••	PMo		FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Savannah	LAN	R	••••	RAI		A,B,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
Scrubland	LAN	R	••••	JMy		A,B,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
Seafarer's Quay	LAN	U	•	TWā		LG
All your blue legends may band with other legends.						
Sorrow's Path	LAN	R	•	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
Strip Mine	LAN	U	•••••	DGe		AQ,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
Svyelunite Temple	LAN	U	•	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.						
Swamp	LAN	C	—	Dfr		A,B,U,R,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
Taiga	LAN	R	••••	RAI		A,B,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
• 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		A,B,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.						
Tundra	LAN	R	••••	JMy		A,B,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		A,B,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and a Plains.						
Unholy Citadel	LAN	U	•	MPo		LG
All your black legends may band with other legends.						
• Urborg	LAN	U	•••	BWā		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		A,B,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	•••	AWā	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your						

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	•••	RAI	2	IA							
3, T: Give target creature first strike until end of turn.													
Goblin Lyre	ART	R	•••	AKI	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	•••	BW4	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 untap 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: +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

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 get +2/+0. During all other turns, all your creatures get -0/-2.													
Walking Wall	AC	U	••••	AWa	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.													
Clot 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 untap phase. Its controller may pay 1B to untap it.													
Dark Banishing	INS	C	••••	DTu	B2	IA							
Bury target creature. Cannot target block creatures.													
Dark Ritual	INT	C	•••••	JHo	B	A,B,U,R,4th,IA							
Add BBB to your mana pool.													
Demonic Consultation	INS	U	•••	RAI	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													



SNOW-COVERED SWAMP

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							

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	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	0: Tap target land to give target blocking creature +1/+2 until end of turn.							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	★★	KMe	U1	IA	Elder Druid G3, T: Tap or untap one creature, land, or artifact. 2/2.	SC	R	★★★★	RKF	G3	IA	Pale Bears Islandwalk. 2/2.	SC	R	★★	AWa	G2	IA
Snowfall CU: U. Islands may produce an addition 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	Essence Filter Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	★★★★	Rem	GG1	IA	Pygmy Allosaurus Swampwalk. 2/2.	SC	R	★★	AWa	G2	IA
Soldavi Machinist T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	★★	JMe	U1	IA	Fanatical Fever Give a creature +3/+0 and trample until end of turn.	INS	U	★★★★	JBa	GG2	IA	Pykrite 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	Folk of the Pines G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBU	SC	C	★★★★	Multi	G4	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	Forbidden Lore 0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	★★	CRu	G2	IA	Rime Dryad Snow-covered forestwalk. 1/2.	SC	C	★★	HHu	G1	IA
Uprift Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	★★	LWi	U1	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	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	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	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 creatures' 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 Suppliant 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	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 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	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 Top all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	★★★★	MRA	UU3	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	Stampede All attacking creatures get trample and +1/+4 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 Brownie G2, T: Untap a creature. 1/1.	SC	C	★★	RTh	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 Elder T: Add GG to your mana pool. 1/1.	SC	U	★★★★	CRu	G2	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 Elves T: Add G to your mana pool. 1/1.	SC	C	★★★★	JHa	G	IA	Thermokarst Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	★★	KMe	GG1	IA

GREEN

Aurochs Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C	★★	KMe	G3	IA
Baldvian 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	★★	AWa	GG	IA
Brown Ouphe	SC	C	★★★★	DGe	G	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.

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

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	★★	DWt	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

●/● Restricted/Banned
AC Artifact Creature

ART Artifact
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

CU Cumulative Upkeep

KEY



players guide

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
a land.						
Elemental Augury 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	◆◆◆	AWa	BUR	IA
Essence Vortex Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	◆◆◆	MOK	BU1	IA
Fiery Justice Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	◆◆◆	MBe	GRW	IA
Fire Covenant Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	◆◆◆	Dfr	BR1	IA
Flooded Woodlands No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	◆◆◆	KFo	BU2	IA
Fumarole Sacrifice 3 life to destroy a land and a creature.	SOR	U	◆◆◆	DTu	BR3	IA
Ghostly Flame Black and red permanents and spells are considered colorless sources of damage.	EN	R	◆◆◆	RGa	BR	IA
Giant Trap Door Spider GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	◆◆◆	HHu	GR1	IA
Glaciers All mountains become plains.	EN	R	◆◆◆	MTe	UW2	IA
Hymn of Rebirth Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	◆◆◆	RKF	GW3	IA
Kjeldoran Frostbeast Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	◆◆◆	MPo	GW3	IA
Merieke Ri Berit Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	SC	R	◆◆	HHu	BUW	IA
Monsoon If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.	EN	R	◆◆◆	Nth	GR2	IA
Mountain Titan RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.	SC	R	◆◆◆	MBe	BR2	IA
Reclamation No black creature may attack unless its controller sacrifice a land when that creature attacks.	EN	R	◆◆◆	DWi	GW2	IA
Skeleton Ship Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa	SC	R	◆◆◆	Multi	BU3	IA
Spectral Shield Target creature gains +0/+2 and it cannot be the target of further spells.	EC	U	◆◆◆	MOK	UW1	IA
Storm Spirit Flying. T: Do 2 damage to target creature. 3/3.	SC	R	◆◆◆	PVe	UGW3	IA
Stormbind 2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMA	EN	R	◆◆◆	Multi	GR1	IA
Wings of Aesthir Give target creature flying, first strike, and +1/+0.	EC	U	◆◆◆	EBe	UW	IA

RED

Aggression Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.	EC	U	◆◆◆	REm	R2	IA
Anarchy Destroy all white permanents	SOR	U	◆◆◆	Pfo	RR2	IA
Avalanche Destroy X snow-covered lands.	SOR	U	◆◆	Bsn	RR2X	IA
Balduvian Barbarians 3/2.	SC	C	◆◆	MPo	RR1	IA
Balduvian Hydra Put X +1/+0 counters on Balduvian Hydra when it comes into play. O: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.	SC	R	◆◆	MBe	RRX	IA
Barbarian Guides R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.	SC	C	◆◆	RTh	R2	IA
Battle Frenzy All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.	INS	C	◆◆	Bsn	R2	IA

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Bone Shaman B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.	SC	C	◆◆	AMa	RR2	IA
Brand of Ill Omen CU: R: Target creature's controller may not cast summon spells.	EC	R	◆◆◆	RAI	R3	IA
Chaos Lord First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.	SC	R	◆◆◆	Bsn	RRR4	IA
Chaos Moon Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.	EN	R	◆◆◆	DTu	R3	IA
Conquer Take control of target land.	EL	U	◆◆◆	RGa	RR3	IA
Curse of Marit Lage Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.	EN	R	◆◆◆	AWe	RR3	IA
Dwarven Armory 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	◆◆◆	RTh	RR2	IA
Errantry Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	◆◆	LWi	R1	IA
Flame Spirit R: +1/+0 until end of turn. 2/3.	SC	U	◆◆	JHa	R4	IA
Flare Flare does 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	◆◆	DTu	R2	IA
Game of Chaos Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.	SOR	R	◆◆◆	DTu	RRR	IA
Glacial Crevasses O: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.	EN	R	◆◆	MRa	R2	IA
Goblin Mutant Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.	SC	U	◆◆	DGe	RR2	IA
Goblin Sappers RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.	SC	C	◆◆	JMe	R1	IA
Goblin Ski Patrol R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.	SC	C	◆	MPo	R1	IA
Goblin Snowman Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.	SC	U	◆◆	DGe	R3	IA
Grizzled Wolverine R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.	SC	C	◆◆	CBr	RR1	IA
Imposing Visage Target creature cannot be blocked by less than 2 creatures.	EC	C	◆◆	Pfo	R	IA
Incinerate Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.	INS	C	◆◆◆	MPo	R1	IA
Jakulhaups Bury all artifacts, creatures, and lands.	SOR	R	◆◆◆	RTh	RR4	IA
Karplusan Giant O: Top a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.	SC	U	◆◆◆	DGe	R6	IA
Karplusan Yeti T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3.	SC	R	◆◆	OHo	RR3	IA
Lava Burst Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	◆◆◆	TWa	RX	IA
Marton Stromgald If Marton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.	SC	R	◆◆◆	MPo	RR2	IA
Melee Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.	INS	U	◆◆◆	DWi	R4	IA
Melting All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	◆◆	RGa	R3	IA
Meteor Shower Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SC	C	◆◆◆	REm	RXX	IA
Mountain Goat Mountainwalk. 1/1.	SC	C	◆◆	CBr	R	IA

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Mudslide Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.	EN	R	◆◆	Bsn	R2	IA
Orcish Cannoners T: Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	◆◆◆	Dfr	RR1	IA
Orcish Conscripts Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.	SC	C	◆	DSH	R	IA
Orcish Farmer T: Turn target land into a swamp until its controller's next untap phase. 2/2.	SC	C	◆◆◆	Dfr	RR1	IA
Orcish Healer R, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.	SC	U	◆◆◆	OHo	RR	IA
Orcish Librarian R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.	SC	R	◆◆◆	Pfo	R1	IA
Orcish Lumberjack T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.	SC	C	◆◆◆	Dfr	R	IA
Orcish Squatters If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.	SC	R	◆◆◆	RKF	R4	IA
Panic Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	◆◆	MKi	R	IA
Pyroblast Counter target blue spell or destroy target blue permanent.	INT	C	◆◆◆	KFo	R	IA
Pyroclasm Do 2 damage to each creature.	SOR	U	◆◆◆	PMo	R1	IA
Sabretooth Tiger First strike. 2/1.	SC	C	◆◆	MBe	R2	IA
Shatter Destroy target artifact.	INS	C	◆◆◆	BWa	R1	A,B,U,R,4th,IA
Stone Rain Destroy any one land.	SOR	C	◆◆	KFo	R2	A,B,U,R,4th,IA
Stone Spirit Stone Spirit cannot be blocked by flying creatures. 4/3.	SC	U	◆◆	JMe	R4	IA
Stonehands Target creature gains +0/+2. R: Gains +1/+0 until end of turn.	EC	C	◆◆	Dfr	R2	IA
Tor Giant	SC	C	◆◆	JMe	R3	IA



BRAINSTORM

Brainstorm: Can you say... Ancestral Recall? Not as powerful, every bit as cool, Brainstorm is a potent card that's not as much a spoiler as its out-of-print cousin. Remember, you can put any two cards from your hand back on top of your library, not just two of the three you drew.

Total War Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.	EN	R	◆◆	DTu	R3	IA
Vertigo Do 2 damage to target flying creature, which loses flying until end of turn.	INS	U	◆◆	DTu	R	IA
Wall of Lava R: +1/+1 until end of turn. 1/3.	SC	U	◆◆	PVe	RR1	IA
Word of Blasting Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the costing cost of the wall.	INS	U	◆◆	KMe	R1	IA

Name Kind Rarity Rating Artist Cost Sets Found
Description

WHITE					
Adarkar Unicorn	SC	C	•••	QHo WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.					
Arctic Foxes	SC	C	••	MPo W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.					
Arenson's Aura	EN	C	••	NLe W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.					
Armor of Faith	EC	C	•••	AMa W	IA
Target creature gains +1/+1. W: +0/+1.					
Battle Cry	INS	U	•••	DSH W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.					
Black Scarab	EC	U	•••	KFo W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.					
Blessed Wine	INS	C	••	KFo W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.					
Blinking Spirit	SC	R	•••••	LW1 W3	IA
O: Blinking Spirit returns to its owner's hand. 2/2.					
Blue Scarab	EC	U	•••	AWe W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.					
Call to Arms	EN	R	••••	RGa W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.					
Caribou Range	EL	R	••••	RTP WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.					
Circle of Protection: Black	EN	C	•••	SEv W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one black source.					
Circle of Protection: Blue	EN	C	•••	PVc W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one blue source.					
Circle of Protection: Green	EN	C	•••	SEv W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one green source.					
Circle of Protection: Red	EN	C	••••	PVc W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one red source.					
Circle of Protection: White	EN	C	•••	SEv W1	A,B,U,R,4th,IA
1: Prevent all damage to you from one white source.					
Cold Snap	EN	U	••	RGa W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.					
Cooperation	EC	C	•••	PFo W2	IA
Target creature gains banding.					
Death Ward	INS	C	•••	HMc W	A,B,U,R,4th,IA
Regenerates target creature.					
Disenchant	INS	C	•••••	BSn W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.					
Drought	EN	U	•••••	Nth WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.					
Elvish Healer	SC	C	•••	REm W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.					
Enduring Renewal	EN	R	••••	HMc WW2	IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.					
Energy Storm	EN	R	••••	SEv W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.					
Formation	INS	R	••	KJm W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.					
Fylgia	EC	C	••••	EBc W	IA
Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.					
General Jarkeld	SC	R	•••	RTh W3	IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.					
Green Scarab	EC	U	•••	NLe W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.					
Hallowed Ground	EN	U	•••	DSH W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.					
Heal	INS	C	••	MTe W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.					
Hippotion	SC	U	•••	DW1 W1	IA
Hippotion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.					

Name Kind Rarity Rating Artist Cost Sets Found
Description

Justice	EN	U	•••••	RTP WW2	IA
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.					
Kelsinko Ranger	SC	C	•	MPo W	IA
W1: One green creature gains first strike until end of turn. 1/1.					
Kjeldoran Elite Guard	SC	U	•••	MBc W3	IA
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.					
Kjeldoran Guard	SC	C	•••	AWa W1	IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.					
Kjeldoran Knight	SC	R	••••	RSp WW	IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.					
Kjeldoran Phalanx	SC	R	•••	RKF W5	IA
First strike, banding. 2/5.					
Kjeldoran Royal Guard	SC	R	••••	LW1 WW3	IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.					
Kjeldoran Skycaptain	SC	U	••••	MPo W4	IA
Flying, banding, first strike. 2/2.					
Kjeldoran Skyknight	SC	C	•••	MPo W2	IA
Flying, banding, first strike. 1/1.					
Kjeldoran Warrior	SC	C	•••	MPo W	IA
Banding. 1/1.					
Lightning Blow	INS	R	•••	HMc W1	IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.					
Lost Order of Jarkeld	SC	R	•••	ARu WW2	IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.					
Mercenaries	SC	R	•	CBv W3	IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.					
Order of the Sacred Torch	SC	R	•••••	RTP WW1	IA
T: Sacrifice 1 life to counter a black spell. 2/2.					
Order of the White Shield	SC	U	••••	RTP WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.					
Prismatic Ward	EC	C	•••	LW1 W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.					
Rally	INS	C	••	HHu WW	IA
All blocking creatures gain +1/+1 until end of turn.					
Red Scarab	EC	U	•••	SEv W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.					
Sacred Boon	INS	U	••••	MRA W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.					
Seraph	SC	R	•••••	CRu W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.					
Shield Bearer	SC	C	••	DFr W1	IA
Banding. 0/3.					
Snow Hound	SC	U	•••	PMo W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.					
Swords to Plowshares	INS	U	•••••	KFo W	A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.					
Warning	INS	C	•	PMo W	IA
Target attacking creature does no damage in combat this turn.					
White Scarab	EC	U	•••	PFo W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.					

LANDS

Adarkar Wastes	LAN	R	•••	MRA	IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.					
Brushland	LAN	R	•••	BWa	IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.					
Forest	LAN	C	—	PMo	A,B,U,R,4th,IA
T: Add G to your mana pool.					
Glacial Chasm	LAN	U	••	LDa	IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.					
Halls of Mist	LAN	R	••••	MPo	IA
CU: 1. No creature may attack if it attacked during its controller's last turn.					
Ice Floe	LAN	U	•••	JMe	IA
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.					

Name Kind Rarity Rating Artist Cost Sets Found
Description

Island	LAN	C	—	AMa	A,B,U,R,4th,IA
T: Add U to your mana pool.					
Karplusan Forest	LAN	R	•••	NLe	IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.					
Land Cap	LAN	R	••••	LW1	IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.					
Lava Tubes	LAN	R	••••	BWa	IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.					
Mountain	LAN	C	—	TWc	A,B,U,R,4th,IA
T: Add R to your mana pool.					
Plains	LAN	C	—	CRu	A,B,U,R,4th,IA
T: Add W to your mana pool.					

Jeweled Amulet

Artifact

1, 3U Put a charge counter on Jeweled Amulet. *None what type of mana was used to pay this activation cost.* Use this ability only if there are no charge counters on Jeweled Amulet.

3U Remove the charge counter from Jeweled Amulet to add one mana of the type last used to put a charge counter on Jeweled Amulet to your mana pool. Play this ability as an interrupt.

John Doe Preiser

Jeweled Amulet: You wanted Moxes? Too bad. However, this new gem is still useful. Look at it as a Mox you can use every other turn. Sure, it's not nearly as potent as the Moxes, but then it probably won't cost you a hundred bucks, either.

River Delta	LAN	R	••••	SEv	IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.					
Snow-Covered Forest	LAN	U	—	PMo	IA
T: Add G to your mana pool.					
Snow-Covered Island	LAN	U	—	AMa	IA
T: Add U to your mana pool.					
Snow-Covered Mountain	LAN	U	—	TWc	IA
T: Add R to your mana pool.					
Snow-Covered Plains	LAN	U	—	CRu	IA
T: Add W to your mana pool.					
Snow-Covered Swamp	LAN	U	—	DSH	IA
T: Add B to your mana pool.					
Sulfurous Springs	LAN	R	•••	PFo	IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.					
Swamp	LAN	C	—	DSH	A,B,U,R,4th,IA
T: Add B to your mana pool.					
Timberline Ridge	LAN	R	••••	JMe	IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.					
Underground River	LAN	U	•••	Nth	IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.					
Veldt	LAN	R	••••	BWa	IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.					

a/n Restricted/Banned
 AC Artifact Creature
 ART Artifact
 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
 CU Cumulative Upkeep



INQUEST

players guide

Name	Description	Type	Rarity	Alignment	VP	RR	Rating
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BLOOD WARS BASIC SET- 300 cards

BATTLEFIELDS

Abyss, The	Plane	C	CE	2	8	••	You may play one tanar'ri Warlord during your Opening Phase.
Acheron	Plane	C	LN	2	8	•••	You may assemble Legions under one active Warlord during Resolution Phase.
Amun-Thys	Realm	U	CG	4	6	—	Home Realm of Nephthys.
Arborea	Plane	C	CG	2	8	••	Send one of your cards to discard instead of the Dead-Book. (Flip)
Arcadia	Plane	C	LG	2	8	•••	During your Resolution Phase, you may discard up to two cards and replace them from the draw pile.
Asgard	Realm	U	CN	4	6	•••	Home Realm of the Aesir Avatars.
Astral Plane	Plane	C	NN	2	8	•••	Discard to make all your cards immune to opponents' Fate until his next Resolution Phase. Ø
Automata	In. Town	R	NN	6	4	—	
Azzagrat	Realm	C	CE	4	6	—	Home Realm of Graz'zt.
Baator	Plane	C	LE	2	8	••	You may play one baatezu Warlord during your Opening Phase.
Barnstable	In. Town	R	CN	6	4	—	
Beastlands	Plane	C	CG	2	8	•••	During your Opening Phase, you may draw one extra card.
Bedlam	In. Town	U	NN	6	4	—	
Bifrost the Rainbow Bridge	Site	R	CN	5	5	—	
Bytopia	Plane	C	NG	2	8	••	During your Opening Phase, discard and draw an RR to force an opponent to discard that many cards. ✓
Carceri	Plane	C	NE	2	8	•••	You may retrieve one chaotic or evil Legion from discard instead of your normal draw.
Caverns of Thought	Realm	R	NN	4	6	—	Home Realm of Ihsensine.
Court Under the Stars	Realm	U	CG	4	6	—	Home Realm of the Faerie Queen Marwel.
Curst	In. Town	U	NN	6	4	—	
Deepshaft Hall	In. Town	U	NN	6	4	—	
Demonweb Pits	Realm	C	CE	4	6	—	
Home Realm of Loth.							
Dothion	Realm	U	NG	4	6	—	Home Realm of the Gnomish Avatars.
Dwarven Mountain	Realm	C	NN	4	6	—	Home Realm of Dugmaren Brightmantle, Dumathoin, and Vergadain.
Ecstasy	In. Town	U	NN	6	4	—	
Eshava	In. Town	R	CG	6	4	—	
Elysium	Plane	C	NG	2	8	••	You may keep one extra card in your Command Hand for each copy of this Battlefield.
Excelsior	In. Town	U	NN	6	4	—	

Name	Description	Type	Rarity	Alignment	VP	RR	Rating
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Faunel	In. Town	U	NN	6	4	—	
Floating City, The	In. Town	R	CN	6	4	—	
Forbidden Citadel, The	R. Town	C	CE	6	4	—	
Fortitude	In. Town	U	NN	6	4	—	
Fortress of the Arcanath	Site	U	LE	5	5	—	
Gaola	In. Town	U	NE	6	4	—	
Gates of the Moon	Realm	U	CN	4	6	—	
Home Realm of Selune.							
Gehenna	Plane	C	LE	2	8	•••	You may retrieve one lawful or evil Legion from discard instead of your normal draw.
Gilded Hall, The	Site	R	CG	5	5	—	
Glorium	In. Town	U	NN	6	4	—	
Grandfather Oak	R. Town	R	CG	6	4	—	
Gray Waste, The	Plane	U	NE	2	8	•••	You may retrieve one neutral or evil Legion from discard instead of your normal draw.
Harmonica, The	Site	R	CE	5	5	—	
High Grove of Alfheim	Site	R	CN	5	5	—	
Hopeless	In. Town	U	NN	6	4	—	
Hruggekolkohk	Realm	C	CE	4	6	—	
Home Realm of Hruggek.							
Infinite Staircase, The	P. Path	C	NN	3	7	•••	Discard to counter the effects of a Warlord power. ✓
Iron City of Dis	In. Town	U	LE	6	4	—	
Jade Palace, The	Realm	C	LN	4	6	—	
Home Realm of Shang-ti.							
Jotunheim	Realm	U	CN	4	6	—	
Home Realm of Surtr and Thrym.							
Limbo	Plane	C	CN	2	8	••••	During your Resolution Phase, you may discard your entire Command Hand and draw six new cards.
Madhouse	In. Town	R	CE	6	4	—	
Mausoleum of Chronopsis	Realm	C	NN	4	6	—	
Home Realm of Chronopsis.							
Mechanus	Plane	C	LN	2	8	•••	During your Opening Phase, you may draw three cards rather than two, discarding one of your choice.
Merrlat	Realm	U	CN	4	6	—	
Home Realm of Bast.							
Minauros the Sinking	In. Town	U	LE	6	4	—	
Mines of Marsellin	Site	U	LN	5	5	—	
Mount Celestia	Plane	C	LG	2	8	••••	During your Resolution Phase, discard to search your draw pile for two cards and place them atop the draw pile. ✓
Mount Olympus	P. Path	C	NN	3	7	••••	Discard to counter the effects of one Fate card. ✓
Naratyr	R. Town	U	CE	6	4	—	
Nidavellir	Realm	U	CN	4	6	—	
Home Realm of Hod and Muamman Duathal.							
Outlands	Plane	C	NN	2	8	•••	You may retrieve one Legion from discard instead of your normal draw.
Palace of Judgement	Realm	C	NN	4	6	—	
Home Realm of Yen-Wang-Yeh.							

Name	Description	Type	Rarity	Alignment	VP	RR	Rating
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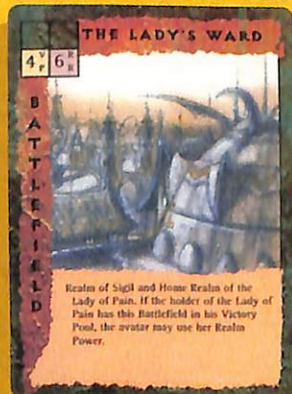
Pandemonium	Plane	C	CE	2	8	••	You gain two additional reward cards when acting as a Defender in a Challenge.
Pillar of Skulls, The	Site	U	LE	5	5	—	
Plague-Mort	In. Town	U	NN	6	4	—	
Plane of Infinite Portals, The	Layer	C	CE	4	6	••	You may discard Plane of Infinite Portals from your Victory Pool and replace it with another Battlefield of the Abyss.
Plains of Gallensu	Realm	U	CE	4	6	—	
Regulus	Realm	C	LN	4	6	—	
Home Realm of Primus							
Release from Care	In. Town	R	NG	6	4	—	
Ribcage	In. Town	U	NN	6	4	—	
Rigus	In. Town	U	NN	6	4	—	
River Ma'ot, The	Realm	C	NN	4	6	—	
River Oceanus	P. Path	C	NN	3	7	••	During your Opening Phase, send to Dead-Book to force one opponent to discard entire Command Hand. Ø
River Styx, The	P. Path	C	NN	3	7	••	During your Resolution Phase, discard from Victory Pool to force opponents to send six cards to discard or two cards to Dead-Book. ✓
Semuanya's Bog	Realm	C	NN	4	6	—	
Home Realm of Semuanya.							
Sheela Peryoyl's Realm	Realm	U	NN	4	6	—	
Home Realm of Sheela Peryoyl.							
Ship of Chaos, The	Site	U	CE	5	5	—	
Shra'kt'lor	In. Town	R	CN	6	4	—	
Silver Sea, The	Realm	U	LG	4	6	—	
Smaragd	Realm	U	CE	4	6	—	
Home Realm of Mershaulk and Ramenos.							
Soot Hall	In. Town	U	NN	6	4	—	
Spawning Stone	Site	R	CN	5	5	—	
Spire, The	Realm	C	NN	4	6	—	
Fate Cards have no effect in a Combat Challenge for this Battlefield.							
Straifling	In. Town	U	NE	6	4	—	
Strongale Hall	In. Town	U	NN	6	4	—	
Sylvania	In. Town	U	NN	6	4	—	
Teardrop Palace	Realm	C	LE	4	6	—	
Home Realm of Sung Chiang.							
Torch	In. Town	U	NN	6	4	—	
Torremor	Realm	C	CE	4	6	—	
Home Realm of Pazrael.							
Tradegate	In. Town	U	NN	6	4	—	
Valhalla	Site	R	CN	5	5	—	
Vanachheim	Realm	U	CN	4	6	—	
Home Realm of the Vanir Avatars.							
Viper Wastes, The	Site	U	NE	5	5	—	
Varkehan	In. Town	R	LN	6	4	—	
Wasting Tower of Khin-Oin	Realm	C	NE	4	6	—	
Home Realm of Vadathar.							
Windglum	In. Town	R	CE	6	4	—	
Winter's Hall	Realm	C	CE	4	6	—	
Home Realm of Loki.							
Xaos	In. Town	U	CN	6	4	—	
Yagdrasil the World Tree	P. Path	C	NN	3	7	•••	Discard to counter the effects of one Legion power. ✓
Ysgard	Plane	C	CN	2	8	•	During your Opening Phase, you may look at each players' Command Hand and discard one card from each. Ø
Zaronor, City of Shadows	In. Town	U	LN	6	4	—	
Zrintor the Viper Forest	Site	U	CE	5	5	—	

FATES

Name	Description	Type	Rarity	Alignment	CS	RR	Rating
Ambush!	Orders	C	—	—	5	•	Draw an RR and use it to replace the CS of one of your Legions.
Animate Battlefield	Spell	U	—	—	5	•••	Force Challenger to discard all Legions less than the VP value of the contested Battlefield.
Armor of Invulnerability	Item	C	—	—	5	•••	Give a Legion the Spirit Legion power.
Assassination Plot	Spell	R	—	—	5	••••	Draw an RR and send 1-3 Warlords of your choice to discard. Ø
Astral Conduit	Spell	C	—	—	5	•••	Force Challenger to exchange the contested Battlefield for one in his Command Hand.
Battle-Scarred Planes	Spell	R	—	—	5	••••	Draw an RR and send 1-3 Battlefields of your choice to Discard. Ø
Betrayal	Spell	C	—	—	5	••••	Draw an RR and force another player to discard that many cards from their Command or Battle Hand. Ø
Blade of Loyalty	Item	C	—	+2	3	•	Add +2 CS to a non-good Legion; +3 CS to a good Legion.
Bladed Mace, The	Item	U	—	+6	0	•••	Add +6 CS to any non-neutral Legion; +7 CS to a neutral Legion.
Blood War Provocation	Spell	C	—	—	5	•	Force one unflipped baatezu Warlord and one unflipped tanar'ri Warlord to flip.
Call to Arms	Spell	C	—	—	5	••	Shuffle your discard pile back into your draw pile.
Cambion Mercenary	Orders	U	—	—	5	•	At the end of combat send one Legion to the Dead-Book instead of discard. Ø
Charge!	Orders	C	—	—	5	••	Double one Legion's CS.
Cloak of Invisibility	Magical Item	U	—	+?	5	•••	Draw an RR and add that number to the Legion's CS.



THE LADY OF PAIN



THE LADY'S WARD

The Lady of Pain & The Lady's Ward—If you think the Lady of Pain's biggest asset is her intrigue strength of 21, you haven't looked low enough—at her realm power, listed at the bottom of the card. If you're having trouble drawing a Battlefield and don't want your rivals to gain an edge, just jump into a challenge with the Lady. Then you can declare a two-turn challengeless period and restock. Now that's power!

Name	Type	Rarity	Alignment	CS	RR	Rating	Name	Type	Rarity	Alignment	CS	RR	Rating	Name	Type	Rarity	Alignment	CS	RR	Rating	
Conclave of Generals Orders U — — 5 ●●●● During an Intrigue Challenge, add the IS of any or all of your Warlords. Ø	Orders	U	—	—	5	●●●●	Trident of Corruption Item U — +6 0 ●●● Add +6 CS to any nonevil Legion; +7 CS to an evil Legion.	Item	U	—	+6	0	●●●	Leon Guardinal R NG 10 0 ●●●● CP: Send one opposing Legion of 7 CS or less to the Dead-Book. (Flip)	Guardinal	R	NG	10	0	●●●●	
Consolidation of Power Spell R — — 5 ●●●● If you possess at least three Battlefields from the same plane in your Victory Pool, add 5 VP to your total.	Spell	R	—	—	5	●●●●	United Front Orders U — — 5 ●●● Add the Warlord's IS to the Battle Hand's total CS.	Orders	U	—	—	5	●●●	Light Asimom Asimom U LG 9 1 ●●●● CP: Send all opponent's nongood Legions to Command Hand. ✓	Asimom	U	LG	9	1	●●●●	
Cranium Blast Spell C — — 5 ●● Force opponent to discard one Legion of 3 CS or less or add +3 CS to a Cranium Rat.	Spell	C	—	—	5	●●	LEGIONS						Lillend Lillend R CN 5 5 ●●● CP: Cutter	Lillend	R	CN	5	5	●●●		
Crystal Ball Magical Item U — +2 3 ●● Add +2 IS to a Warlord or look at the top two cards of an opponent's draw pile.	Magical Item	U	—	+2	3	●●	Asimor Asimor U LN 3 7 ●●	Asimor	U	LN	3	7	●●	Lupinal Guardinal C NG 6 4 ●●● CP: Guardian	Guardinal	C	NG	6	4	●●●	
Dragonscale Armor Item U — — 5 ●● Give a Legion the Guardian power.	Item	U	—	—	5	●●	Abishai Baatezu C LE 4 6 ●●	Baatezu	C	LE	4	6	●●	Malaetor Rider Tiefling U LN 9 1 ●●●	Tiefling	U	LN	9	1	●●●	
End Hostilities Spell R — — 5 ●●● All Warlords in play flip unless their owner can draw an RR of 6 or higher for each Warlord. Ø—	Spell	R	—	—	5	●●●	Agathinor Asimor U LG 7 3 ●●●● IP: Aide	Asimor	U	LG	7	3	●●●●	Molephant Molephant C LN 8 2 ●●●	Molephant	C	LN	8	2	●●●	
Escape from Death Spell C — — 5 ●●●● All of your Legions that are discarded during combat go to your Command Hand instead.	Spell	C	—	—	5	●●●●	Alu-Fiend Tanar'ri C CE 2 8 ●●	Tanar'ri	C	CE	2	8	●●	CP/IP: Counter the effects of another Legion power. ✓	Mezzoloth Yugoloth U NE 9 1 ●●●	Yugoloth	U	NE	9	1	●●●
Gate Key Orders U — — 5 ●● You may exchange the contested Battlefield for one from your Command Hand after Warlords are committed to the challenge.	Orders	U	—	—	5	●●	Asrai Asrai R CG 1 9 ● CP: Shock Troop	Asrai	R	CG	1	9	●	Monodrone Modron R LN 1 9 ●●	Modron	R	LN	1	9	●●	
Honorable Passing Spell C — — 5 ●●● Send one opposing good Legion of 8 CS or less to the Dead-Book.	Spell	C	—	—	5	●●●	Avoral Guardinal U NG 5 5 ●●●	Guardinal	U	NG	5	5	●●●	Movanic Deva Asimom C NG 8 2 ●●●● CP: Aide	Asimom	C	NG	8	2	●●●●	
Invite to Battle Orders C — — 5 ●●● Force an opponent's Warlord to become a defender in the current Combat Challenge.	Orders	C	—	—	5	●●●	Babou Recruiter Tanar'ri C CE 8 2 ●●●● IP: Terrorist	Tanar'ri	C	CE	8	2	●●●●	Nabassu Tanar'ri C CE 6 4 ●●●	Tanar'ri	C	CE	6	4	●●●	
Lance of Pain Item C — +3 2 ●● Add +3 CS to a non-evil Legion or +4 CS to an evil Legion.	Item	C	—	+3	2	●●	Bacchae Marauders Baachae C CN 2 8 ●●●	Baachae	C	CN	2	8	●●●	Nic'epona Nic'epona C NN 6 4 ●●● CP: Send all opponent's Legions of 3 CS or less to discard. ✓	Nic'epona	C	NN	6	4	●●●	
Lost Comrade Returns Spell U — — 5 ●●●● Retrieve one card from the Dead-Book. Ø	Spell	U	—	—	5	●●●●	Baku Baku U NN 9 1 ●●●	Baku	U	NN	9	1	●●●	Night Hag Night Hag C NE 6 4 ●●●	Night Hag	C	NE	6	4	●●●	
Mace of Misery Item C — +3 2 ●● Add +3 CS to a non-neutral Legion; +4 CS to a neutral Legion.	Item	C	—	+3	2	●●	Balaena Balaena R NG 7 3 ●●●● CP: Discard contested Battlefield and flip both Warlords. ✓	Balaena	R	NG	7	3	●●●●	Norse Dwarves Dwarves U LG 3 7 ●●●	Dwarves	U	LG	3	7	●●●	
Major Transformation Spell C — — 5 ●●● The Warlord becomes a Legion and uses his IS as CS. Ø	Spell	C	—	—	5	●●●	Bar-Lgura Tanar'ri R CE 5 5 ●●●	Tanar'ri	R	CE	5	5	●●●	Noviere Raider Ealdrin C CG 4 6 ●●● CP: Force an opponent to discard a Fate: Item card from Battle Hand.	Ealdrin	C	CG	4	6	●●●	
Modron Procession Spell C — — 5 ●● All Modrons are at +3 CS until your next Resolution Phase.	Spell	C	—	—	5	●●	Barbazuu Baatezu R LE 5 5 ●●● CP: Force opponent to discard one legion of at least 5 CS. ✓	Baatezu	R	LE	5	5	●●●	Nupperibo Modron C LE 1 9 ●	Modron	C	LE	1	9	●	
Monster Summons Spell C — — 5 ●●●● Draw an RR and add that many cards to your Command Hand.	Spell	C	—	—	5	●●●●	Barghest Legionnaire Barghest U LE 9 1 ●●●●	Barghest	U	LE	9	1	●●●●	Octon IP: Advocate	Modron	R	LN	10	0	●●●	
Pandemonium Madness Spell C — — 5 ●● Force an unflipped Warlord and its Battle Hand to flip.	Spell	C	—	—	5	●●	Barghest Lord Barghest R LE 10 0 ●●●●	Barghest	R	LE	10	0	●●●●	Oread Oread U CG 3 7 ●●●	Oread	U	CG	3	7	●●●	
Political Scapegoat Orders C — — 5 ●● Force an opponent's Warlord to participate in the current Intrigue Challenge.	Orders	C	—	—	5	●●	Bariour Bariour C CG 6 4 ●●●	Bariour	C	CG	6	4	●●●	Osluth Baatezu U LE 3 7 ●●●	Baatezu	U	LE	3	7	●●●	
Powers of Evil Intervene Orders U E — 5 ●●●● Evil Warlord is successful despite CS or IS totals. Ø	Orders	U	E	—	5	●●●●	Blue Slaad Slaad U CN 7 3 ●●●	Slaad	U	CN	7	3	●●●	Outsider Archer Human C LG 2 8 ●●	Human	C	LG	2	8	●●	
Powers of Good Intervene Orders R G — 5 ●●●● Good Warlord is successful despite CS or IS totals. Ø	Orders	R	G	—	5	●●●●	Bralani Ealdrin R CG 5 5 ●●●	Ealdrin	R	CG	5	5	●●●	Parai Parai R LN 5 5 ●●● CP: Send one opposing Legion to the Dead-Book. ✓	Parai	R	LN	5	5	●●●	
Powers of Neutrality Intervene Orders R NN — 5 ●●●● Neutral Warlord is successful despite CS or IS totals. Ø	Orders	R	NN	—	5	●●●●	Buseni Buseni C LN 6 4 ●●●	Buseni	C	LN	6	4	●●●	Piscaloth Yugoloth C NE 8 2 ●●●	Yugoloth	C	NE	8	2	●●●	
Press Gang Orders U — — 5 ●● Retrieve a Legion card from the discard pile.	Orders	U	—	—	5	●●	Cambian Baron Tanar'ri U CE 3 7 ●●●	Tanar'ri	U	CE	3	7	●●●	Quadrone Modron C LN 4 6 ●●●	Modron	C	LN	4	6	●●●	
Prime Summons I Spell C — — 5 ● Send one opposing Legion of 4 CS or less to discard.	Spell	C	—	—	5	●	Cervidal Guardinal U NG 3 7 ●●●	Guardinal	U	NG	3	7	●●●	Quill Quill R NN 1 9 ●●	Quill	R	NN	1	9	●●	
Prime Summons II Spell U — — 5 ●● Send one opposing Legion of 6 CS or less to discard.	Spell	U	—	—	5	●●	Chaos Beast Chaos Beast R CN 10 0 ●●	Chaos Beast	R	CN	10	0	●●	Red Slaad Slaad C CN 6 4 ●●●	Slaad	C	CN	6	4	●●●	
Prime Summons III Spell U — — 5 ●●● Send one opposing Legion of 8 CS or less to discard.	Spell	U	—	—	5	●●●	Chaos Imps Chaos Imp R CN 1 9 ●●	Chaos Imp	R	CN	1	9	●●	Rogue Modron Modron C LN 2 8 ●	Modron	C	LN	2	8	●	
Prime Summons IV Spell R — — 5 ●● Send 1 opposing Legion of 10 CS or less or 1 Warlord of 11 IS or less to discard.	Spell	R	—	—	5	●●	Chosme Drone Tanar'ri U CE 7 3 ●●●	Tanar'ri	U	CE	7	3	●●●	Shield Maidens of Odin IP: Draw an RR and retrieve that many Legions from your discard pile to your Command Hand. ✓	Valkyrie	R	NN	10	0	●●●●	
Protection vs. Fate Spell C — — 5 ●●●● Counter the effects of one Fate card.	Spell	C	—	—	5	●●●●	Clueless Warrior Human R NG 1 9 ●	Human	R	NG	1	9	●	Shiere Crusaders Ealdrin C CG 8 2 ●●●	Ealdrin	C	CG	8	2	●●●	
Protection vs. Legions Spell C — — 5 ●●● Counter the effects of one Legion Power.	Spell	C	—	—	5	●●●	Clueless Wizard Human C NN 2 8 ●●	Human	C	NN	2	8	●●	Snowhair Oread U CG 9 1 ●●●	Oread	U	CG	9	1	●●●	
Protection vs. Warlords Spell C — — 5 ●●●● Counter the effects of one Warlord Power.	Spell	C	—	—	5	●●●●	Coire Ealdrin C CG 2 8 ●●	Ealdrin	C	CG	2	8	●●	Spinagon Baatezu, Lesser C LE 2 8 ●●	Baatezu, Lesser	C	LE	2	8	●●	
Rain of Fire Spell C — — 5 ●●●● Send all Legions of 5 CS or less to discard. Ø	Spell	C	—	—	5	●●●●	Cranium Rats Cranium Rats C NE 1 9 ●●	Cranium Rats	C	NE	1	9	●●	Spirit of the Air Spirit C NN 8 2 ●●●	Spirit	C	NN	8	2	●●●	
Renegotiations Orders C — — 5 ●● Change a Combat Challenge to Intrigue.	Orders	C	—	—	5	●●	Decaton Modron U LN 7 3 ●●●	Modron	U	LN	7	3	●●●	Succubus Tanar'ri C CE 4 6 ●●	Tanar'ri	C	CE	4	6	●●	
Scepter of Sheklor Item, ART R E +? 0 ●●●● Draw and discard a card, adding double its RR to the attached Legion's CS.	Item, ART	R	E	+?	0	●●●●	Dergholoth Yugoloth R NE 7 3 ●●●	Yugoloth	R	NE	7	3	●●●	Sword Archon Archon C LG 8 2 ●●●	Archon	C	LG	8	2	●●●	
Scimitar of Valor Item U — +6 0 ●● Add +6 CS to any nongood Legion; +7 CS to a good Legion.	Item	U	—	+6	0	●●	Dretch Tanar'ri C CE 1 9 ●	Tanar'ri	C	CE	1	9	●	Tiefling Amazon Tiefling U NE 3 7 ●●●	Tiefling	U	NE	3	7	●●●	
Sneak Attack Orders U — — 5 ●●●● Send any flipped Warlord and its Battle Hand to discard. Ø	Orders	U	—	—	5	●●●●	Einheriar of the Outlands Human U NN 5 5 ●●●	Human	U	NN	5	5	●●●	Tiefling Wanderer Tiefling C NN 4 6 ●●	Tiefling	C	NN	4	6	●●	
Spell Mirror Spell C — — 5 ●●● Reverse the effect of any other Fate spell just played, causing it to affect its caster instead.	Spell	C	—	—	5	●●●	Elves of Arborea Elves C NG 2 8 ●●●	Elves	C	NG	2	8	●●●	Tiefling Wizard Tiefling R NN 7 3 ●●● CP: Add +2 CS to any Fate: Spell Tiefling Wizard uses. ✓	Tiefling	R	NN	7	3	●●●	
Spies in the Walls Spell C — — 5 ●●● You may look at any other player's Command Hand or one Battle Hand.	Spell	C	—	—	5	●●●	Equinal Guardinal C NG 4 6 ●●●	Guardinal	C	NG	4	6	●●●	Trumpet Archon Archon U LG 10 0 ●●●	Archon	U	LG	10	0	●●●	
Spirited Troops Orders C — — 5 ●● All Legions of one Battle Hand receive a bonus of +1 CS.	Orders	C	—	—	5	●●	Erinyes Baatezu C LE 7 3 ●●●	Baatezu	C	LE	7	3	●●●	Ursinal Guardinal U NG 9 1 ●●●	Guardinal	U	NG	9	1	●●●	
Stolen Seat of Power Orders R — — 5 ●●●● Send one evil Warlord anywhere in play to Discard or send one tanar'ri Warlord to the Dead-Book. Ø	Orders	R	—	—	5	●●●●	Fensir Rakka U CN 3 7 ●●●	U	CN	3	7	●●●	Vargouilles C NE 2 8 ●	C	NE	2	8	●			
Sword of Purity Item C — +4 1 ●● Add +4 CS to a nongood Legion; +5 CS to a good Legion.	Item	C	—	+4	1	●●	Fire Mephit Mephit U NN 3 7 ●●●	Mephit	U	NN	3	7	●●●	Vrock Tanar'ri U CE 9 1 ●●●	Tanar'ri	U	CE	9	1	●●●	
Tide Turns Orders C — — 5 ●●● The Challenger and Defender exchange CS totals for the current combat.	Orders	C	—	—	5	●●●	Fire Troops Ealdrin U CG 7 3 ●●●	Ealdrin	U	CG	7	3	●●●	Warden Archon Archon C LE 6 4 ●●●	Archon	C	LE	6	4	●●●	

In. Town Independent Town VP Victory Points RR Random Result
P. Path Planar Pathway CH Chose Card C Chaotic E Evil G Good

L Lawful N Neutral CP Combat Power CS Combat Strength Ø Dead-Book ✓ Discard IP Intrigue Power IS Intrigue Strength UR Ultra Rare





players guide

Name	Type	Rarity	Alignment	IS	RR	Rating
Chronopsis IP: Double the IS of another dragon Warlord. (Flip) RP: Send any dragon Warlord to the Dead-Book. ✓	Avatar, Dragon	C	CN	15	5	••
Cornugon Whiplard CP: Reduce all opposing nonevil Legions by 1 CS. (Flip)	Baatezu	C	LE	9	6	••
Darktome the Arcanologist IP: Move two Legions to another one of your Battle Hands and add that Warlord's IS to Darktome's.	Yugoloth	U	NE	11	4	•••
Deva Commander IP: Discard one Legion and add its RR to the Deva Commander's IS. (Flip)	Asimion	C	LG	10	5	•••
Duchess Callisto CP: Add +1 CS to each of your Legions. (Flip)	Guardinal	U	NG	11	4	•••
Duke Lucan CP: Send an opposing Legion of 6 CS or less to discard. (Flip)	Guardinal	U	NG	10	5	•••
Duke Windheir CP: Send an opposing Legion of 7 CS or less to Dead-Book. (Flip)	Guardinal	U	NG	9	6	•••
Echarus CP: Retrieve up to 6 CS of baatezu Legions from discard pile.	Baatezu	C	LE	11	4	•••
Ericd, Rudra's Vengeance CP: Send opposing Warlord to the Dead-Book. ✓	Marut	C	LN	12	3	••••
Exiraoti IP: If defeated, send an opposing Warlord involved in the challenge to discard. ✓	Astral Dreadknight	C	NE	13	2	•••
Faaram the Slaadi King CP: Add +1 CS to all your Slaadi Legions. (Flip)	Slaad	C	CN	10	5	••
Faerie Queen Marwel IP: All Ealdrin in Marwel's Battle Hand add their RR to her IS total. RP: Flip 1 opposing evil Warlord in Intrigue. (Flip)	Avatar, Ealdrin	R	CG	13	7	••••
Faerinaal, Queen's Consort CP: Add +8 to the Battle Hand's total CS. (Flip)	Ealdrin	U	CG	11	4	••••
Gazza the Pit Fiend CP: Retrieve up to three baatezu Legions (9 CS max) from discard.	Baatezu	C	LE	10	5	•••
Gelugon Overlord CP: Challenger must defeat your Battle Hand by at least 8 CS to capture the Battlefield.	Baatezu	C	LE	9	6	•••
Graz'zi CP: Send opposing tanar'i legions to Dead-Book at end of combat. RP: Can be used in combat as 13 CS Legion that does not discard unless defeated.	Avatar, Tanar'i	C	CE	15	5	•••
Gwynnarwhyl the Veiled IP: Force 1 evil Warlord to withdraw from the challenge. (Flip)	Ealdrin	C	CG	10	5	•••
Hawk Lord PP: Stack six Legions of any alignment.	Animal Lord	C	NN	12	3	•••
Lazzaret the Brown IP: Look at the top card of an opponent's draw pile. (Flip)	Human	C	NN	8	7	•
Lizard Lord IP: Force any one Warlord to ally on your side.	Animal Lord	C	NN	12	3	••••
Lord Hwhyn CP: At the end of combat, send an opposing Legion of 4 CS minimum to the Dead-Book. (Flip)	Guardinal	U	NG	8	7	•••
Lord Rhanok CP/IP: If defeated, discard all Fate cards from the Command Hand of an opponent in the challenge. ✓	Guardinal	U	NG	8	7	••
Lord Tenarrus CP: Send one Legion of 6 CS or less to discard. (Flip)	Tanar'i	C	CE	10	5	•••
Marilith Colonel CP: Send one opposing Legion of at least 5 CS to Dead-Book. (Flip)	Tanar'i	C	CE	10	5	•••
Marisa IP: Force any Warlord except the Challenger to switch sides for one challenge. (Flip)	Human	C	CN	8	7	••••
Mellinos the Rakkmal CP: If defeated, discard to force the contested Battlefield to be discarded. ✓	Githzerai	C	CN	10	5	•••
Molydeus Magistrate IP: Gains +6 IS in any challenge with a tanar'i Warlord on the opposing side.	Tanar'i	C	CE	10	5	••
Nalfeshnee Captain CP: Reduce an opposing Legion by -3 CS. (Flip)	Tanar'i	C	NE	10	5	•
Nycaloth Warrior IP: Look at the Command Hands of up to two opponents. (Flip)	Yugoloth	C	NE	10	5	••
Old Hannirion IP: Discard a Fate: Item card and add twice its CS bonus to Old Hannirion's IS. (Flip)	C	CN	12	3	••••	
Pazrael CP: If defeated, the opposing player's Command Hand is discarded. ✓ RP: If defeated, all Warlords of one opponent are flipped. (Flip)	Avatar, Tanar'i	R	CE	15	5	•••
Phylaras IP: Prevent the use of any further Warlords' Intrigue Powers. (Flip)	Banior	C	CG	8	7	••
Planetar General CP: Add 6 CS to total or send an opposing Legion of 6 CS or less to the Dead-Book. (Flip)	Asimion	C	LG	10	5	•••
Quarton Hierarch CP/IP: Name a card category and draw a card. If it matches, add it to your hand. If not, discard it. (Flip)	Modron	C	LN	13	2	•••

Name	Type	Rarity	Alignment	IS	RR	Rating
Quinton Hierarch PP: Monadron Legions in Quinton Hierarch's Battle Hand gain the Horde Ability.	Modron	C	LN	12	3	••
Sardior CP/IP: Look at an opponent's Command or Battle hand. (Flip) RP: Cause one of your flipped Legions to retain its full CS. (Flip)	Avatar, Dragon	C	NN	15	5	••••
Scion of Ilesensine IP: Discard up to two cards from Battle Hand and add their CS to Scion of Ilesensine's IS.	Eater of Knowledge	C	NE	9	6	••••
Talisd the Leonal Prince CP: Send an opposing Warlord of 15 IS or less to the Dead-Book. ✓	Guardinal	C	NG	12	3	••••
Thomstel Maedarsen IP: Switch sides in the middle of a challenge.	Human	U	CN	15	0	•••
Throne Archon CP: Send 2 Fate: Item cards in opposing Battle Hand to the Dead-Book. (Flip)	Archon	C	LG	11	4	••
Tiamat IP: Draw up to five Hidden Allies and keep one. RP: Send five cards at random to the Dead Book from Battle Hand of an opponent in challenge.	Avatar, Dragon	R	LE	15	5	••••
Tokkarest Mercenary CP: Send two Legions of 5 CS or less back to opponent's Command Hand. (Flip)	Tokkarest	R	NE	10	5	•
Tulani Champion CP: Send one opposing nongood Legion of 8 CS or less to the Dead-Book. (Flip)	Ealdrin	C	CG	8	7	••
Tulani Warlord CP: Send up to three flipped cards from opposing Battle Hand to discard. (Flip)	Ealdrin	C	CG	9	6	••
Urial, the Celestial Arrow CP: Send one Legion and one Fate card from opposing Battle Hand to the Dead-Book. (Flip)	Asimion	R	LG	14	1	••••
Vadathar the Ultraloth CP: Send opponent's highest CS Legion to the Dead-Book. (Flip) RP: Send all opponent's yugoloth Legions to the Dead-Book. (Flip)	Avatar, Yugoloth	C	NE	11	9	••••
Wolf Lord CP/IP: Look at an opponent's Command Hand or the top four cards of any player's draw pile. (Flip)	Animal Lord	C	NN	12	3	••••
Xerxes the Vigilant CP: If Xerxes has a sword, he may act as a Legion.	Per	C	LN	9	6	•••

REBELS & REINFORCEMENTS SET- 34 cards

FATES

Name	Type	Rarity	Alignment	CS	RR	Rating
Amulet of Protection Counter the effects of one Warlord power.	Magical Item	Ch	—	—	5	•••
Bebilith Sympathizer Add +4 CS to an evil Legion.	Support	Ch	E	+4	1	••••
Converted, The Legion becomes an Acolyte of a Warlord: Avatar.	Acolyte	Ch	—	—	5	•••
Crown of Protection Counter the effect of one Fate card.	Magical Item	Ch	—	—	5	•••
Foo Dog Pack Add +3 CS to a good Legion.	Support	Ch	G	+3	2	••••
Gaze of the Bodak Draw an RR. If it is greater than target Legion's CS, that Legion goes to the Dead-Book.	Spell	Ch	—	—	5	••
Hruggek's Symbol The Possessing Warlord may use Hruggek's IS or Combat Power.	Magical Item	Ch	—	—	5	••••
Legions Mutiny! Send all Legions and Fate cards in a Warlord's Battle-Hand to its owner's Command Hand.	Orders	Ch	—	—	5	••••
Lemure Patrol Add +3 CS to an evil Legion.	Support	Ch	E	+3	2	••••
Lower Planar Conscriptio Place any evil Legions into your Battle Hands and draw new cards to replace them.	Orders	Ch	E	—	5	••••
Marraenoloth Skiff IS: Warlord gains +8 IS to conquer an evil Battlefield.	Spell	Ch	—	—	5	••••
Massacre in Baator Draw an RR. That number of opposing baatezu Legions are sent to the Dead Book from all of one player's hands.	Spell	Ch	CE	—	5	•••
Mephit Swarm Add +3 CS to a neutral Legion.	Support	Ch	NN	+3	2	••••
Mercykiller Paladin Add +3 CS to a good Legion.	Support	Ch	G	+3	2	••••
Modron Sentries Add +3 CS to a neutral Legion.	Support	Ch	NN	+3	2	••••
Native of Sigil Legion becomes an Acolyte of any one Faction of Sigil.	Acolyte	Ch	—	—	5	•••
Nupperibo Host Add +5 CS to an evil Legion.	Support	Ch	E	+5	0	••••
Peace Compact Current game's victory conditions are permanently reduced by 6 VP.	Orders	Ch	—	—	5	••••
Prisoners of War All opposing Legions and Fates discarded in this challenge go to the Dead-Book instead.	Orders	Ch	—	—	5	•••
Ring of Protection Counter the effects of one Legion power.	Magical Item	Ch	—	—	5	•••
Stream of the Armanites Add +6 CS to an evil Legion.	Support	Ch	E	+6	0	••••
Shamble of the Rutterkin Add +3 CS to an evil Legion.	Support	Ch	E	+3	2	••••

Name	Type	Rarity	Alignment	CS	RR	Rating
Shekinester's Symbol The Possessing Warlord may use Shekinester's IS or Personal Power.	Magical Item	Ch	—	—	5	••
Slaadi Mob Add +3 CS to a neutral Legion	Support	Ch	NN	+3	2	••••
Slaughterer in the Abyss Draw an RR. That number of opposing tanar'i Legions are sent to the Dead Book from all of one player's hands.	Spell	Ch	LE	—	5	•••
Tiefling Sensate Add +3 CS to a good Legion.	Support	Ch	G	+3	2	••••
Upper Planar Recruitment Place any good Legions into your Battle Hands and draw new cards to replace them.	Orders	Ch	G	—	5	••••
Yeth Hound Pack Add +3 CS to an evil Legion.	Support	Ch	—	+3	2	••••
Yugoloth Bribery Draw an RR. Discard an equal CS total of evil Legions. ✓	Spell	Ch	—	—	5	••

LEGIONS

Name	Type	Rarity	Alignment	CS	RR	Rating
Bugbear Shaman CP: Cutter	Acolyte, Bugbear	Ch	NE	3	7	••
Tutor of the Crane CP/IP: Send two opposing Legions (7 CS minimum) to discard. ✓	Acolyte, Naga	Ch	LE	6	4	••••

WARLORDS

Name	Type	Rarity	Alignment	IS	RR	Rating
Hruggek CP: Hruggek or his Legions are immune to Warlord Powers in Combat. RP: If Hruggek wins, all opposing Legions go to the Dead-Book. (Flip)	Avatar, Bugbear	Ch	NE	10	10	••••
Lady of Pain, The PP: Stack any six Faction Legions in Battle Hand. RP: End an Action Phase, canceling current Challenge and invoking a two turn Challengeless period. (Flip)	Avatar	UR	LN	21	0	•••••
Shekinester PP: Can stack a Battle Hand of any six Legions. RP: Retrieve 12 CS worth of good Legions from discard. ✓	Avatar, Naga	Ch	—	11	9	•••

FACTIONS & FACTOLS EXPANSION SET- 134 cards

BATTLEFIELDS

Name	Type	Rarity	Alignment	VP	RR	Rating
Armory of Sigil	Site	U	—	5	5	—
Bogles' Glen	Site	Ch	—	5	5	—
City Barracks, The	Site	U	—	5	5	—
City Courts, The	Site	R	—	5	5	—
Civic Festival, The	Site	R	—	5	5	—
Clerk's Ward	Realm	U	NN	4	6	—
Dragon Bar, The	Site	R	—	5	5	—
Gatehouse, The	Site	U	—	5	5	—
Great Foundry, The	Site	U	—	5	5	—
Great Gymnasium, The	Site	R	—	5	5	—
Greengage, The	Site	R	—	5	5	—
Guildhall & Market Ward	Realm	U	NN	4	6	—
Hall of Records, The	Site	R	—	5	5	—
Hall of Speakers, The	Site	U	—	5	5	—
Harbringer House	Site	R	—	5	5	—
Hive, The	Realm	U	—	5	5	—
Hive Ward	Realm	U	NN	4	6	—
Lady's Ward, The Home Realm of the Lady of Pain.	Realm	U	NN	4	6	—
Lower Ward	Realm	U	NN	4	6	—
Mortuary, The	Site	U	—	5	5	—
Prison, The	Site	U	—	5	5	—
Screaming Falls, The	Site	Ch	—	5	5	—
Shattered Temple, The	Site	U	—	5	5	—
Streets of Sigil	Plane	R	—	2	8	••••
Prevent another Battlefield in the same Victory Pool from flipping or going to discard when its power is used. (Flip)						
Temple of the Abyss	Site	R	—	5	5	—

FATES

Name	Type	Rarity	Alignment	CS	RR	Rating
Anarchist Mark Attached Legion may be stacked under any Warlord: Factol.	Acolyte	Ch	—	—	5	•••
Astral Searcher Add +4 to a neutral Legion.	Support	U	N	+4	1	••••
Barber Shop Portal Draw two cards into Command Hand during a challenge. RP: If you have the Lower Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	•••
Bladeswirl Portal Draw two cards into Command Hand during a challenge. RP: If you have the Lady's Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	•••
Bleaker Mark CP: Legion can send one opposing Legion back to Command Hand.	Acolyte	R	—	—	5	••
Chandler's Portal Draw two cards into Battle Hand during a challenge. RP: If you have the Clerk's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	•••
Chaosman Mark CP: If you have fewer cards in your Battle Hand than your opponent, your opponent must discard until the hands are of even size.	Acolyte	Ch	C	—	5	••

Name	Type	Rarity	Alignment	CS	RR	Rating
Cipher Mark CP: Draw an RR and use it in place of the Legion's CS.	Acolyte	Ch	N	—	5	•••
Dagger's Throw Portal Draw two cards into Command Hand during a challenge. RP: If you have the Hive Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	•••
Dead Mark CP: If Legion is defeated, send an opposing Legion and Fate card to the Dead-Book.	Acolyte	R	—	—	5	••
Defier Mark CP/IP: Legion is immune to Avatar powers, replacing the Legion's normal power.	Acolyte	R	—	—	5	••
Diplomatic Treachery Send all Warlords involved in current Intrigue Challenge to the Dead-Book.	Spell	Ch	—	—	5	•••••
Doomguard Mark CP: Legion can force opponent to discard all Fate: Item cards from his Battle Hand.	Acolyte	R	—	—	5	•••
Equipment Disintegration Send all Fate: Item cards in one Command or Battle Hand to discard.	Spell	Ch	—	—	5	•••
Erosion of Faith Send an Avatar's Battle Hand to discard or reduce Avatar's IS by 10 for the duration of one Challenge.	Spell	Ch	—	—	5	•••
Factol's Favor Add +5 CS to a good Legion.	Support	U	G	+5	0	••••
Faocircle Portal Draw two cards into Command Hand during a challenge. RP: If you have the Lower Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	—	•••
Godsman Mark At the end of combat, send one Legion of the same CS or less to the Dead-Book.	Acolyte	R	—	—	5	••
Golden Web Portal Draw two cards into Battle Hand during a challenge. RP: If you have the Lady's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	•••
Great Blade of Tasup CP: Double the CS of the Legion. Triple the CS of the Legion if it belongs to the Harmonium faction.	Artifact	R	—	—	5	•••
Gunner Mark Assigned Legion becomes lawful. If it is already lawful, it gains +3 CS.	Acolyte	Ch	L	—	5	••
Hardhead Mark CP: Legion can send two cards from opposing Battle Hand to discard.	Acolyte	Ch	L	—	5	•••
Harp of Stars All Legions are at +2 CS. At end of Challenge, send one from your Battle Hand to the Dead-Book.	Artifact	R	N	—	5	•••••
Heartless Mark Legion can hold up to four additional Fate cards in its Battle Hand. This replaces the Legion's usual power.	Acolyte	Ch	—	—	5	•••
Hidden Treasure Take three cards of your choice from your draw pile and place them in your Command Hand.	Spell	Ch	—	—	5	•••••
Hope Incarnate Add +6 CS to a good Legion.	Support	U	G	+6	0	••••
Indep Mark Legion is immune to Legion powers of other factions.	Acolyte	Ch	—	—	5	•••
Inkwell Portal Draw two cards into Command Hand during a challenge. RP: If you have the Clerk's Ward, add 10 IS to your Warlord's total.	Spell	R	—	—	5	•••
Key of Pain, The CP: Play at the start of a Challenge. The Challenger automatically wins the Battlefield before Defenders are declared.	Artifact	UR	—	—	5	•••••
Mazes, The Send one unflipped Warlord not involved in a challenge and its Battle Hand to the Dead-Book.	Spell	Ch	—	—	5	•••••
Mediator Add +5 CS to a neutral Legion.	Support	U	N	+5	0	••••
Mimir IP: Draw an RR and add it to the Warlord's IS.	Magical Item	Ch	—	—	5	•••
Moon's Rose Portal Draw two cards into Battle Hand during a challenge. RP: If you have the Lady's Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	•••
Notice of Secundus Add +6 to a neutral Legion.	Support	U	N	+6	0	••••
Portal of Pain Draw two cards into Battle Hand during a challenge. RP: If you have the Hive Ward, add 1 CS to each of your Legions.	Spell	Ch	—	—	5	•••
Quick Escape All of your Legions discarded during Combat go to your Command Hand instead.	Spell	R	—	—	5	•••••
Ratatosk Glider Add +4 CS to a good Legion.	Support	U	G	+4	1	••••
Red Death Mark CP: Triple the CS bonus of any Fate: Item card held by attached Legion.	Acolyte	Ch	L	—	5	••••
Rest & Relaxation Target player cannot participate in challenges until his next Action Phase and is immune to any attacks or Fate cards until that time.	Orders	Ch	—	—	5	••••
Scratcher, The Send all Legions involved in Combat challenge to the Dead-Book.	Spell	Ch	—	—	5	••••
Sensate Mark If Legion is sent to discard, it is flipped instead. If sent to Dead-Book, it is sent to discard instead.	Acolyte	Ch	—	—	5	•••
Servant Li's Request Force opponent to discard one Legion from his Command Hand or one of his Battle Hands.	Spell	Ch	—	—	5	•••

Signer Mark Acolyte Ch — — 5 •••
All Legions are treated as having the same base CS as the Legion assigned this card.

Swords' Breath Portal Spell R — — 5 •••
Draw two cards into Command Hand during a challenge. RP: If you have the Guildhall Ward, add 10 IS to your Warlord's total.



Betrayal is a great card that pretty much stands by itself. Draw an RR and force a player to discard that many cards from either their command hand or a battle hand. Of course, knowing when to use it is key. It's best to do so during a challenge. With her thinned-out battle or command hand, it'll be nigh-impossible for your adversary to get the upper hand in the challenge.

Undead Host Spell Ch — — 5 •••
Force the discard of all Legions of 6 CS or less from one Battle Hand. If there is a Dustman in the targeted Battle Hand, this spell fails and the Dustman gains +6 CS.

Under Arrest Orders U — — 5 •••
Flip any Warlord and its Battle Hand. If you have Factol Sarin, target Warlord and Battle Hand go to discard instead.

LEGIONS

Name	Type	Rarity	Alignment	CS	RR	Rating
Agalyn Anarchist	Acolyte	C	CN	5	5	•••
Amazon Guardian	—	Ch	CG	4	6	•••
CP: Spirit						
Apothean Archer	Acolyte	C	NE	4	6	••
Aquallorian Sensate	Acolyte	C	NG	3	7	•••
CP: Martyr						
Armanite	—	Ch	CE	4	6	•••
CP: Berserker						
Aspirants	Acolyte	C	LE	2	8	•
CP: Horde						
Beholder	Acolyte	C	LE	10	0	•••
Bleak Battalion	Acolyte	C	NG	10	0	•••
Cynical Wizard, The	Acolyte	C	CG	7	3	•••
Dabus	—	Ch	NN	7	3	•••
CP/IP: If one of your Battlefields goes to discard, it returns to your Command Hand instead.						
Defiant Ones, The	Acolyte	C	N	8	2	•••
IP: Advocate						
Doppelganger	Acolyte	C	NE	3	7	•••
CP: Spirit						
Emerald Dragon Hatchling	Acolyte	R	LN	6	4	•••
Entropy League, The	Acolyte	C	CG	6	4	••••
IP: Terrorist						
Foxwoman	Acolyte	C	CN	7	3	•••
Gladiator of Sigil	Acolyte	C	LG	8	2	•••
Glee-Bashers	Acolyte	C	CE	5	5	•••
CP: Berserker						
Godsman Warrior	Acolyte	C	CN	4	6	•••
CP: Spirit						
Gunner Baliff	Acolyte	C	LE	3	7	•••
CP: Guardian						
Halfing Cleric	Acolyte	C	N	3	7	••
CP: Cutter						
Hardhead Dwarves	Acolyte	C	LN	9	1	•••
Harmonium						
Hezrou	Tanar'ri	Ch	CE	9	1	••••
IP: Parasite						
Hieracosphinx	Acolyte	R	CE	7	3	••••
IP: Parasite						
Hill Giant	Acolyte	C	CN	9	1	•••

Name	Type	Rarity	Alignment	CS	RR	Rating
Hin Archer	Acolyte	C	NG	5	5	•••
IP: Advocate						
Hobgoblin Deader	Acolyte	C	NE	2	8	••
CP: Shock Troop						
Inquisitive Kender	Acolyte	R	NG	5	5	•••
CP: Shock Troop						
Judge Arcane	Acolyte	C	LG	4	6	•••
IP: Diplomat						
Larvae	Tanar'ri	Ch	CE	1	9	•
CP: Horde						
Lizard Man	Acolyte	C	CE	5	5	•••
CP: Cutter						
Mane	Acolyte	C	CE	1	9	•
CP: Horde						
Minor Magistrate	Acolyte	C	LN	3	7	••
Moon Dog	Acolyte	C	NG	6	4	••••
CP: Shock Troop						
Ogre Mage	Acolyte	C	LE	7	3	•••
Paladin	Acolyte	R	LG	5	5	•••
IP: Aide						
Perished, The	Acolyte	C	LN	8	2	•••
IP: Diplomat						
Rogue Madron Merchant	Acolyte	C	CN	6	4	•••
Sigil's Sentries	Acolyte	C	LG	6	4	•••
CP: Guardian						
Tiefling Mage-Thief	Acolyte	C	CG	5	5	•••
IP: Advocate						
Treant	Acolyte	C	CG	7	3	•••
Valhalla's Finest	Acolyte	R	CG	5	5	•••
Vorekhan Guard	Acolyte	C	LE	7	3	••••
IP: Terrorist						
Wemic Shaman	—	R	N	5	5	•••
CP: Cutter						
Wererat Indep	Acolyte	C	LE	4	6	•••
CP: Berserker						
Wererats of Sigil	—	Ch	LE	4	6	•••
CP: Guardian						
Weretiger	Acolyte	C	N	5	5	••••
CP: Spirit						

WARLORDS

Name	Type	Rarity	Alignment	IS	RR	Rating
Artus	—	R	CG	13	2	•••
CP/IP: Negate or double the effects of Fate: Portal cards.						
Factol Ambar	Factol	U	NG	10	5	•••••
PP: Act as an Avatar's realm, allowing the Avatar to use its realm power.						
Factol Darius	Factol	U	LN	10	5	••••
IP: Force up to two committed Warlords to ally on Darius' side. Challenger is immune.						
Factol Erin Darkflame	Factol	R	LG	12	3	••••
PP: Any attack or effect on this Warlord is duplicated on another Warlord of your choice.						
Factol Hashkar	Factol	U	LN	11	4	•••
CP/IP: Guess the outcome of a challenge. If you are correct, draw an additional reward card.						
Factol Karan	Factol	U	CN	9	6	•••
IP: Draw an RR. If it is greater than 5, send one Warlord in the challenge to its owner's Command Hand and discard its Battle Hand.						
Factol Lhar	Factol	U	CN	10	5	••
PP: No opponent may look at Lhar's Battle Hand outside of combat.						
Factol Mallin	Factol	U	LN	8	7	••••
IP: When defending, change challenge to combat between you and challenger. All other Warlords flip with no rewards.						
Factol Pentar	Factol	U	CG	9	6	•••
CP: If the challenge is for a 2 VP Battlefield, destroy that Battlefield.						
Factol Rhys	Factol	U	NN	8	7	•••
IP: Guess a number and draw an RR. If the guess is correct, you win the challenge.						
Factol Rowan Darkwood	Factol	R	CG	12	3	•••
IP: Take a reward from another player.						
Factol Sarin	Factol	U	LG	9	6	•••
CP/IP: If contested Battlefield is from Sigil, send both Warlords, their Battle Hands, and the Battlefield to discard.						
Factol Skall	Factol	U	NE	8	7	••
PP: During your Opening Phase, you may move one Legion from the Dead-Book to your discard pile.						
Factol Terrance	Factol	U	LG	9	6	••
IP: Reduce an opposing Avatar's IS by 8.						
Gamakar the Studios	—	R	N	12	3	•••
IP: Send the Battle Hand of a Warlord not involved in the current Challenge back to its owner's Command Hand.						
Orryx	—	R	CE	10	5	••••
CP: Send the opposing Legion with the highest CS to the Dead-Book.						
Perigon	—	R	CG	10	5	••••
CP/IP: Copy the power of any Warlord in play.						

In Town Independent Town VP Victory Points RR Random Result
P. Path Planar Pathway CH Chase Card C Chaotic

L Lawful N Neutral CP Combat Power CS Combat Strength

Ø Dead-Book √ Discard IP Intrigue Power IS Intrigue Strength UR Ultra Rare

KEY



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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Wizards

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