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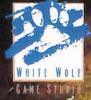
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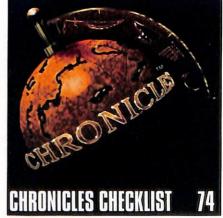
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STORES STORES

Submitted For Your Approval

"Imagine, if you will five men on a mission. Five men from InQuest magazine, sent to get enough Magic: Ice Age cards to cram a ton of Ice Age information into the latest issue of InQuest."

Hi, my name is Tom McKelvey, and I'm the associate price guide editor here at InQuest. Last month, Wizard/InQuest Art God Dan Reilly, InQuest Game Master Jeff Hannes, Wizard Assistant Price Guide Editor Bob Marshall, InQuest Assistant Editor Mike Fasolo, and I were dispatched to the Mecca of the world, New York City, to get cards for both our personal collection and use in the magazine.

Simple, right? Right...

On the way in, one of New York's notorious drivers decided to make a right turn from the left lane, cutting us off and scraping a healthy patch of paint off my car.

Despite this ominous omen, I was too excited by the imminent Ice Age to be discouraged. The five of us went into the first store and said, in unison, "We'd like to max out on Ice Age!"

The limit was two starter decks and 18 booster packs. That Wasn't enough for me, so we hit the second target, in the middle of one of the busiest parts of the city, Rockefeller Center. We parked the car, went in, and once again maxed out.

Happily cooing over our cards, we walked outside to find the car... Actually, we didn't find it. At all. That's right—New York's finest had confiscated our car in one of their notorious parking sweeps.

We did find a meter maid, and asked where in Hades our car had gone. She gave us an address that was at least 30 blocks away—and pretty close to where we'd started our shopping spree.

After a long, hot walk, we arrived at The Pound. We spoke to a few very humorous people who gave us some water, took my \$150, and let us be on our way with our vehicle.

We were mad. We were hungry. We had to pass the third store on the way home anyway. We stopped and went in. (Actually, We stopped and four of us went in.)

Because of the money we'd spent on the impounded car, we couldn't get all the Ice Age we wanted. But it was enough to suit our purposes—and besides, our expedition to Manhattan isle had turned out to be a bit too much like Gilligan's fateful outing. Clutching our boxes, we made haste for the Batcave.

Where we were greeted by just a little teasing.

But, hey, we got *Ice Age* as soon as was humanly possible. We got to play early, and you, the fan, got to see the information as quick it comes. That alone makes it all worthwhile (maybe even including the scratch on my car).

And to think that Chronicles is right around the corner!





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The HOTTEST...

DRAGON



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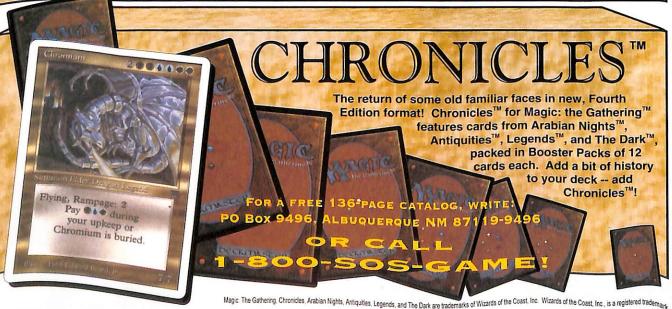
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YEAH, I PLAY

MAGIC. I WATCH MELROSE TOO, WANNA

MAKE SOMETHING

OF IT?!



MEUSTION

The End is Near

Boy, we've made some sweeping changes in *InQuest* over the last five months. We've gone up a total of 24 pages since #1, completely overhauled the price and players guides, added a bushel of new columns and departments, and replaced the letter-answerer guy...me.

While I love doing the letters, my responsibilities for other parts of InQuest, Wizard: The Guide to Comics, and the specials Wizard Press is putting out this year make it impossible for me to continue. As of next ish, InQuest Editor Michael Searle picks up the mailbag reigns.

Mike is really on the ball when it comes to fantasy gaming. He's pitched in and helped me answer questions in this column that left me clueless, and is overall one of the nicest people I've ever met. You'll be in good hands.

(Thanks, Pat. I'll slip you the Beta Time Walk later. —MjS)

Satan Plays Magic?

I have to say that I am totally disappointed with the parents and officials that are striking out against *Magic* because they think that it is evil or satanic. What they fail to realize is that it is a game....

You must look at what it also teaches kids. They learn logic and strategy. They learn how to trade and value what they have.

I am a 26-year-old man and I love Magic, and a lot of my friends do as well. I collect and play very frequently. I love going to my local shop and trading with kids, and often getting beaten by them in a game. They totally know what they are doing, and they don't see it as an evil game.

Concerned,

David P. Linton Jr.

Trenton, NJ

Magic lets you look at things in a totally new perspective every time you play, and it gets you thinking. As for people who think it rots your brains out, I'm the vice president of my school's National Junior Honor Society, and received four awards at our awards night, including a presidential education award signed by Bill Clinton. I think these accomplishments are something to think about from a kid who is addicted to the game.

[Some Magic cards have demonic images,] but, like Dungeons & Dragons, it just has a bad reputation.... Everyone I know who plays it, plays it for one reason only: it's just plain fun.

Robert Yamamoto Las Vegas, NV

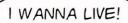
I enjoyed your article on how people think that *Magic* is satanic. We have the same problem in our town. The parents have pressured our school to the point that students are no longer allowed to play. The penalty of play-



ing is getting your cards taken and not returned, and receiving a suspension. Is there anything we can do in order to help change their minds?

CaveMan Og America Online

If someone, be it a teacher, parent, or friend, views fantasy gaming (or one of your other hobbies) in a negative light, take the time out to educate them about what you're doing. People's fear and hate may subside once they understand what's really involved.





Magic Artist Busted

I don't usually respond to letters pages and editorials in magazines, but after seeing the Casting Call for Magic in InQuest #2, I have been "lured." I've been doing conventions from coast to coast for the last year and a half, and along the way, I've been running small, friendly competitions to see who can correctly name which famous person modeled or inspired the Magic cards I have illustrated....

The ones that pop up the most often [for the Veteran Bodyguard] are Mel Gibson and William Shatner. In fact, only three people have correctly guessed that the model was Lou Ferrigno...until *InQuest* revealed the truth!

Therefore, I would like to send my kudos to the group at *InQuest* for a job well done. However, I would like to add that if this movie ever does take place, can I meet the Serra Angel as played by Sharon Stone? Can I? Huh? Huh? Can I?

Until then, "May your Serras never be Earthbound!"

Douglas Shuler Cyberspace Hey, thanks for the nice letter, Doug, and a special tip of the InQuest cap to Wizard: The Guide to Comics Editor Brian Cunningham for making all four of our Casting Calls pretty darn spiffy. As for meeting Ms. Stone, if that Magic movie ever gets made...get in line.

Still a Vampire?

Is Vampire: The Eternal Struggle different from Jyhad? Are there new cards? Modified play?

Gina M. Jenkins Sunnyvale, CA

Vampire: The Eternal Struggle is an updated version of Jyhad. The rules are being streamlined, the cards are being redesigned for easy recognition (though the art will stay the same), and the card backs are being changed to fit their snazzy new name. Other than that, it's the same ol' blood-lickin' fun.

Magic Misprint

Last weekend, my girlfriend and I each bought a Revised *Magic* booster pack. In hers was a Serendib Efreet. It's a blue card needing one island and two other mana to summon, but the border is green. Is it a misprint? Will it be worth more [than a correctly printed card]?

Mike Wong Cyberspace

Your Serendib Efreet is just like everybody else's Revised Serendib Efreet. Y'see, WotC made a li'l boo-boo with ol' Serendib. They intended to reissue the Arabian Nights Serendib Efreet, a blue card. What they ended up with was the power/toughness, casting cost, and abilities of the Serendib Efreet, but with the picture and border art of the Ifh-Biff Efreet, a green Arabian Nights card. Their card checkers were on vacation that week.

Another Satisfied Customer

I have a few comments to make about your magazine.

1) What's with all these pages with practically nothing on them to read? There are an abundance of articles that seem relatively pointless (i.e., "Ultimate Chaos," Casting Call). I can see that you guys are trying to have a lot of fun with this, but it serves as little help to anyone who just wants to read about trading, strategy, combos, and decks, and stuff like that. More on cards, please.

Interviews are boring unless you have someone interesting.

3) Your tips on deck construction sound great, but there are a vast majority of players out there who read your magazine who have never heard of spells like Berserk and other out of print stuff. Maybe you should focus

on cards in print.

4) The prizes for your contests are great, but they seem very hard to win.

5) Keep the free cards rolling!

Jeff Sturges America Online

 We've pumped up our page count over the past couple of issues, incorporating a whole slew of gamingrelated stuff. Hope you like.

2) We agree.

3) Check out this issue's all-lee Age deck. Some upcoming Killer Decks will consist of in-print, non-bank-account-emptying Magic cards. On top of that, the players guide tips this ish and last focus on Ice Age.

4) Yeah, some are kinda tough, but we do multiple contests per issue, so there are usually some that are easy to win. Try your hand at those you feel comfortable entering.

5) Okey-dokey.

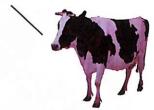
Bloody Impulsive

I love your magazine—it gives me something else to do rather than make terrible *Magic* trades. I just got *Blood Wars* when I was out at the mall the other day—impulsively, I might add—because I've never tried anything other than *Magic*. Do you think that there are other good card games out there, or are they all just copies of *Magic?*

WesManiac5 America Online

Heck, yeah! Poker is one of my favorites (and it's been around longer than Richard Garfield's great grand-pappy!). Uno is always great fun, Hearts is pretty keen, Blackjack is swell, and nothing beats Go-Fish. (But stay away from Pinochle. Evil freakin' game.)

I'LL SEE YOU ALL DEAD.



Cows

Hahaha...[issue #2] page 28...Cows, bastards...hahaha, my sides hurt...

Justin Machado Phillipsburg, NJ

Your sides hurt? How do you think the cows feel?

Thank Tourach

Planeswalkers everywhere are grateful. In a matter of a few months, over a handful of magazines have come out devoted solely to collectible trading card games—and *InQuest* has turned out to be an early favorite. The articles are relevant and interesting, and the deckbuilding article is more than promising (thank Tourach you're monthly!). So, congratulations.

However, as with all new things, there are a few things that have to be corrected. The *InQuest* price guide is by far the easiest to read among the card price lists available, and the card descriptions are a thoughtful addition for players who have never seen the actual card (Golgothian what?).

It must be noted, though, that summarizing the descriptions is risky business.... For example, using "controller" instead of "caster" [for] Personal Incarnation changes the tone of the game entirely (ever heard of Control Magic?)....

All in all, however, the magazine holds a lot of potential. Damn, keep up the good work. Oh, and one more thing. Do I need to cut up my magazine to enter the Every Magic Card InQuest Contest, or can I photocopy it?

Kensai America Online

We're constantly reviewing our price guide listings for errors, and we appreciate your pointing them out. As for the contest entries, you can photocopy a blank form or enter on a 3-by-5-inch index card instead of taking the official entry form from the magazine. But hurry, you're almost out of time!

Homelands Bound

I agree with Editor Michael Searle's article about [the cheesiness] of Channel-Fireballing people.

In the June issue (InQuest #2), you answered a question about upcoming expansion sets and mentioned Ice Age plus an Ice Age expansion called Homelands. Does this mean two Ice Age sets? What makes it an Ice Age expansion compared to a normal expansion?

Joe Ibershoff Charleston, WV

While Legends, Antiquities, and The Dark were expansion sets for the basic Magic: The Gathering set, Ice Age is the first "stand-alone" expansion, meaning that it's intended to exist in its own little frosty world. While the cards are compatible with other Magic cards, Ice Age allows fans to play Ice Age-only games, where everyone is on equal footing cardwise, without Moxes, Black Lotuses, and other spoilers that new gamers have a tough time getting. Wizards of the Coast is keeping mum, but we do know that Homelands will be an expansion set following on the footsteps of Chronicles either due out this fall or early '96.



The Shirts Off Our Backs

I think a good addition to the mag would be a card combos section where readers could send in their best card combinations, and if they're printed, maybe win an *InQuest* T-shirt or something.

Cliff Meyers Buffalo, NY

Great idea, Cliff. If any o' you gaming fans out there have any spiffy card combos, for any game, jot 'em down on a slip of paper and mail 'em off to: Card Combos, c/o InQuest, 151 Wells Ave., Congers, NY 10920. If we use your combo, we'll credit you in the magazine, and you'll win some kinda neat prize.

More Chickens

I would like to say that your mag looks great. I probably would never have seen it if Dale Mulcahy (you know, the guy in the ninja suit from issue #1) hadn't said, "Check it out, they like me!" I read his letter [in issue #1], then snatched the magazine from him and spent the rest of the class looking at it. I bought issue #2, and I must say, I love the cover art (not a vampire with a bloody chicken, but just as good)....

Some questions or comments:

- 1) I remember reading something about the possibility of a fiction-writing contest. What's the status of that?
 - 2) Where are the nude shots?
- 3) What is "Feliz Navidad" [mentioned in #1's "Ultimate Chaos" feature]?
- You need more vampires with bloody chickens.

Jason Dansby Madison, AL

First off, that was a dove on the cover to issue #1, not a chicken. It being a dove makes it more gruesome. Everybody eats chickens.

Your answers:

- 1) Check out the Hyborian Gates contest in next month's issue.
- 2) In my wallet, where they belong.
- 3) Spanish for Merry Christmas.
- 4) It wasn't a chicken! (And we never said we liked Dale Mulcahy. That guy stole all our ideas.)

Pen Pals?

I love your magazine! It has everything a person needs to know about collectible card games! I just have one suggestion: how about adding a list of CCG clubs and stores where they meet?

Jay Davis Fort Smith, AR

Yikes. That would be some list. Talk about endangering the rain forests! What might be a little more feasible is a Pen Pals-type section, where we can hook gamers up with other gamers. Good idea? Crappy idea? Write in and let us know.

The Origin of the Species

Where did the miscellaneous *Magic* cards that you have listed in your price guide (Arena, Giant Badger, and the rest) come from? They look pretty spiffy, and I would like to know where to get them.

David Amy Cary, NC

HarperPrism has released a series of novels based on Magic: The Gathering. The backs of the first four (Arena, Whispering Woods, Shattered Chains, and Final Sacrifice) feature order forms with which you can send away for exclusive cards.

And that was that. Thanks to all who wrote in. You not only helped make InQuest a better mag, you make it pretty fun to work on. Adios.

the Call

Send yer letters to InQuestMag@aol.com or:

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S

IF IT'S NEWS, IT'S HERE!

LEFT OUT IN THE GOLD

agic: The Gathering publisher Wizards of the Coast recently severed ties with Heroes World, leaving Heroes World customers without cards from the latest Magic expansion.

Heroes World and the stores it serves were initially shut out of the debut of the *Ice Age* expansion set, even though retailers and consumers had ordered and paid for the cards months in advance.

"Wizards of the Coast did send [Heroes World] some [of their order], but how much they sent I don't know. [Heroes World] sent me approximately one-third of my order," says a retailer who requested anonymity.

Heroes World is primarily a comic book distributor. After its recent purchase by Marvel Entertainment Group, owner of Marvel Comics, Heroes World announced that it would distribute only Marvel Comics comic books. The company also announced that on June 30, 1995, it would sharply curtail its distribution of game products.

In a statement sent to its clients, Heroes World speculated that Wizards of the Coast might have preserved its ties "if our sister company Fleer had not published what could be considered a competitive product." Heroes World carries Marvel OverPower, a card game based on Marvel Comics characters and produced by Marvel-owned Fleer.

However, a fax from Wizards of the Coast implied that Heroes World had cut ties. "Marvel bought Heroes World as their exclusive distributor, and thus they're not carrying any other products besides Marvel products," read a faxed statement from WotC Media Relations Director Carrie Thearle.

In a later fax, Thearle wrote, "It was a mutual decision."
Retailers who dealt with multiple distributors got
more of their order. But the size of the discount many
distributors offer is directly related to the amount of
product stores buy. For many retailers, it's not costeffective to deal with more than one distributor.

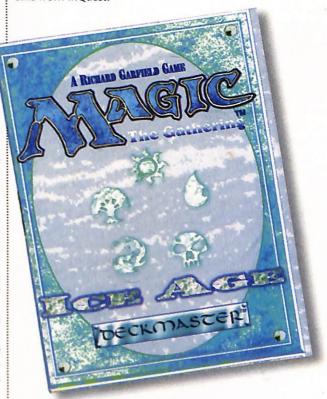
Heroes World allocated its shipments of *Ice Age* received before June 30, the day ties were officially severed, but it's not yet certain if orders will ever be completely fulfilled.

"They haven't said one way or the other whether we're getting it or not. If Wizards of the Coast agreed to take the orders from Heroes World, they should at least give them everything they ordered up to June 30," says one retailer.

"Look, even if the only thing the company is out

to do is to make money, they won't make it if they start to alienate the fans," complains Dan Scheffer, a player from Monroe, N.Y. "We're the ones who buy the games, and if they aren't available to us even when we place advance orders, they will lose us."

Heroes World declined to return numerous phone calls from *InQuest*.



"Wizards of the Coast did send some [Ice Age], but how much they sent I don't know.
[Heroes World] sent me approximately one-third of my order."—annymus relaier

Higher *Magic*: WotC Raises Prices

For the first time in the history of the game, Wizards of the Coast is raising the price of *Magic*.

A June 21, 1995, letter to retailers signed by Wizard of the Coast President Peter Adkison announced price increases for *Magic's* Fourth Edition, *Ice Age*, and *Chronicles* sets. The letter attributes the increases to higher paper and printing costs, and a drop in the value of the U.S. dollar in international markets.

Starter decks for *Ice Age* and the Fourth Edition will now bear an \$8.95 suggested retail price, an increase of one dollar, while booster packs for those sets will bear a \$2.95 suggested retail, a 50-cent hike. *Chronicles*, which will be sold in boosters only, will carry a suggested retail price of \$2.45, up from \$2.

The price changes will take effect with orders shipped in September.

Wizards of the Coast was not available for comment.

Loss of a Legend

Author Roger Zelazny succumbed to lung cancer on June 14, 1995. A resident of Santa Fe, N.M., he was 58 years old.

Zelazny, who wrote over 150 short stories and 50 books, was well-known and respected by fantasy and science fiction fans and writers alike. His career began in the '60s, when science fiction was first beginning to break away from its traditionally upbeat portrayal of the future. He and others gave readers a look at the possibilities of a future that held nightmarish consequences. His novel *Damnation Alley*, about four survivors of a nuclear holocaust, was made into a 1977 movie.

Zelazny's series of *Amber* novels about Amber, the one true world, and the intrique and adventure surrounding around its royal family is well-known and loved among fantasy fans. Zelazny also helped create a 1991 diceless roleplaying game based on the world of Amber.

Over the course of his career, Zelazny won every major award for science fiction writing, including two Nebulas, which are awarded by the Science Fiction Writers of America.

Zelazny is survived by his wife, two sons, and a daughter.



Challenges

The results of the first Corporate Card Challenge are in, and the Wizards notched the win. Wizards of the Coast's four-player team, which included company president Peter Adkison, defeated Microsoft's team in a matchup of Seattle, Wash.-area corporate giants. In the speed tournament, Gary Smith and Dan Cervelli tied for tops with 30 points each. *Magic* creator Richard Garfield was caught in a three-way knot for third place at 24 points. The only Microsoft employee to crack the top eight was Aaron Coutu, who tied for sixth with 22 points.

The Magic: The Gathering World Championships will be held August 4-6, 1995, in the Sea-Tac Red Lion Hotel in SeaTac, Wash., not at Gen Con. Because of a hotel registration mix-up in Milwaukee, Wizards of the Coast moved the championships back to their home state of Washington.

Comics 'n' Cards

Acclaim Comics' next Magic: The Gathering comic book is due in October. Homelands Special, a one-issue comic, will



be based upon the upcoming Homelands expansion set. Written by Dan Chichester (Daredevil, Elektra: Roots of Evil) and fully painted by Rebecca Guay (Black Orchid), with cover art by Greg and Tim Hildebrandt, the comic will include one of three rare cards from Homelands.

This October, Caliber Game Systems will add Youngblood Rob Liefeld's Youngblood

characters are game if

you are.

to its Powercardz collectible card game. The Youngblood superheroes, created by Rob Liefeld, join Todd McFarlane's Spawn as the second Image Comics property to be translated to Powercardz. Like the Spawn Powercardz set, the Youngblood set will contain 180 cards and be sold in 50-card starter decks and 15-card booster packs. Starters will retail for \$8.95, boosters for \$2.99.

Iron Crown Enterprises' Middle-earth collectible card game is due in November. The game, based on the fantasy universe from J.R.R. Tolkien's books, allows players to become one of five wizards sent to Middle-earth to stop Sauron. Middle-earth:



The Wizards will be sold in 76-card starter decks for \$9.95 and 15-card booster packs for \$2.95.

Destini Productions has a slew of limited edition prints for sale. Several are illustrations by Destini owner Ed Beard Jr., including cards from Des-

game (above) and Flights of Fantasy (right). tini's Flights of Fantasy and Wizards of the Coast's Magic card games. In the fall, Destini will sell limited edition prints of artwork from Iron Crown Enterprises' Middle-earth card game. For ordering information, write Destini at 73 Fessenden St., Warwick, RI 02886.

Destini will be selling

forthcoming Middle-earth

artwork from the

International News

Wizards of the Coast has contracted Ediciones Martínez Roca to market and distribute Magic: El Encuentro, a Spanish version of WotC's Magic: The Gathering. Ediciones Martínez Roca will provide customer support and organize tournaments in Spain, among other activities. Magic: El Encuentro will be released in early July, coinciding with the Spanish National Championships in Madrid. A division of Group Editorial Planeta, Ediciones Martínez Roca has translated and published authors like Isaac Asimov, Stephen King, Naguib Mahfuz, and Danielle Steel.

On June 30, a limited edition set of Magic: The Gathering was released to French-speaking fans. Renaissance, a limited edition French-language printing of all the cards added between the Revised and Fourth Editions of Magic, is being sold in eightcard booster packs in French, Belgian, and Swiss stores.

Margaret Weis and Tracy Hickman are returning to the world of Krynn. Dragons of Summer Flame, their first novel for the Dragonlance series in nine years, will depict the final struggle between the forces of good and evil as the dragon lance is passed on to its rightful heirs. This 560-page hardcover book, retailing for \$23.99, will be unveiled in November with an author tour in several major cities. Jeff Easley will be the cover artist.

Flying Buffalo will release four flip books with characters from their Tunnels & Trolls game. The flip books are a system of combat for RPGs that doesn't require dice. The books are designed to show the outcome of combat using pictures. The first four books will retail for \$5.50 each.

Seconds

The second kicker pack for TSR's Dragon Dice will roll into stores this November. This set will be filled with creatures



called Firewalkers, who are companions to the evil Lava Elves. Eight Firewalker dice can be yours for \$5.95.

A second set of cards for the Warhammer Quest miniature roleplaying game are to be released in August from Games Workshop. The 55 treasure cards, awarded for successfully defeating monsters or opening chests, will include new potions, weapons, and items. They'll retail for \$8.99.

Thunder Castle Games will release its first expansion set for Towers in Time in November. Amazon will be a stand-alone

expansion set, but will also be completely compatible with the original Towers in Time set. Artists from Magic: The Gathering such as Susan Van Camp and Mark Poole will be doing the art for this 165-card set. Fifty-four-card starter decks will retail for \$6.95, eight-card booster packs for \$1.45.

Chameleon Eclectic and Pinnacle Entertainment will release The Last Crusade this

October. This collectible card game is based on World War Il battles such as the invasion of France by the Allies and



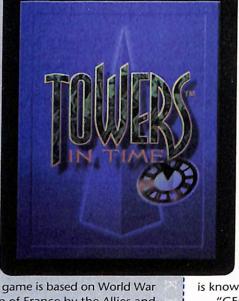
the Battle of the Bulge. The 300-card set will sell in 60card starter decks retailing for \$9, and will include 10 rare cards per deck.

If you're planning to buy Star Trek Warp Packs, you may want to hold off. Decipher never intended these packs of



12 cards for its Star Trek: The Next Generation Customizable Card Game for retail sale; the packs are supposed to be given out free by retailers. Warp Packs can be received free just by writing to Free Warp Pack Offer, P.O. Box 465,

Gainesville, VA 22065. If you know of retailers who are selling these packs, let Decipher know by writing to the same address.



Worldwide Magic

Software publisher MicroProse and on-line service provider GEnie announced that they are launching

an on-line version of Magic: The Gathering. Users of MicroProse's upcoming Magic CD-ROM for IBM-compatible computers will be able to enjoy the service if they have a modem hooked up to their computer.



GEnie has "a tradition

of working with a variety of other companies to help them run games in a national on-line kind of environment," says Arnold Hendrick, producer of Micro-Prose's Magic CD-ROM. "Among the traditional hardcore gamers, at least in the on-line world, GEnie

is known as the place to go."

"GEnie has a proven track record with some of the big games that are currently on-line. GemStone III, which is currently one of the top-grossing games, is on the GEnie network," noted Paula Rebich, public relations manager for MicroProse.

MicroProse turned to Simutronics for help with the on-



line service. Simutronics designed a system that should hold thousands of players simultaneously.

"Everyone starts off with an unlimited

Magic: The Gathering and roleplaying enter cyberspace!

amount of basic land and about 100 cards. Every time you duel, depending on whether you win or lose, depending on how stiff an opponent you go up against, at the end of the duel, you get a certain amount of what is called Spell Shards. When you get enough of these, you can trade them in for a [computer-generated] booster pack of your choice," Hendrick says.

In additional to dueling, players will also be able to talk or trade with other mages.

Monitors, called gamemasters, will be on-line to make sure things run smoothly. These gamemasters will also help organize various tournaments for on-line players.

MicroProse declined to give a specific date for the release of the CD-ROM, but said it should be on the shelves in the late summer or early fall, and should be priced in the \$50- to \$60-dollar range.





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THE GUIDE TO UPCOMING GAME RELEASES

	NAME:	The Ancient Fighting Arts of Chine
~ >	COMPANY:	Ultimate Games
	: azız Taz	120 cards
100	RELEASE:	August 1995
Р.	ACKAGING:	15-card booster packs
SUGGESTE	D RETAIL:	\$2.95 per booster

Here's the Deal: This first expansion set for *Ultimate Combat!* will introduce more fighting arts, like Kung Fu, Wu Shu, and Tai Chi, as well as expanded advanced rules for customizing personalized decks. It will also introduce two new card classifications to the game: Coach and Impact cards. The 15-card boosters will include one gold-, two black-, three brown-, and nine white-belt cards.

RCANA	
NAME:	Arcana
COMPANY:	Atlas Games
SET SIZE:	153 cards
RELEASE:	August 1995
PACKAGING:	10-card booster packs
GGESTED RETAIL:	\$1.95 per booster
	COMPANY: SET SIZE: RELEASE:

Here's the Deal: The mystic subculture of Al Amarja will be brought to light in this third On the Edge expansion set. Find out about con artists, psychic dolphins, and the Nekroi who roam the astral plane, among other fantastic characters. Each display box of Arcana will contain one of four rare chase cards depicting a character from the packaging of one of the On the Edge products: The Cut-Ups Project, Shadows, Arcana, and the Surviving On the Edge players guide.

NAME:	The Crow
COMPANY:	Heartbreaker Hobbies & Games
SET SIZE:	105 cards
RELEASE:	August 1995
PACKAGING:	15-card "Master Booster Packs"
SUGGESTED RETAIL:	\$2.95 per booster

Here's the Deal: Eric Draven is back—again. The Crow Collectible Card Game, which rises to the shelves this August, is based on the 1994 movie of the same name. The game will feature never-before-seen scenes from the movie. Every "master booster pack" will contain a four-page rule book, and scattered throughout the packs will be 10 extremely rare "special prism" cards featuring the moody paintings of Crow creator James O'Barr.

1	NAME:	Dark Sovereigns
	COMPANY:	Wizards of the Coast
Wizalds of the Cods o white wor inc.	SET SIZE:	100 cards
sove	RELEASE:	August 1995
	PACKAGING:	15-card booster packs
	TED RETAIL:	\$2.45 per booster

Here's the Deal: Clans Giovanni and Ravnos will be introduced in this first expansion set for Vampire: The Eternal Struggle (aka Jyhad). This set will delve into the legends and myths of the vampires of Western Europe, uncovering some new vampire disciplines like necromancy and chimerstry; new locations like Heidelberg Castle and the Palace at Versailles; and new vampires like the Queen of London.

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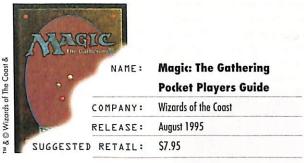
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Here's the Deal: This book, the revised edition of the Pocket Players Guide, is the best source that players can look to for answers to their rules questions. The book will feature new sections on multiplayer games, Fourth Edition tournament rules, a Fourth Edition card list, and a section of collectors information on the expansion sets up to Fallen Empires. Original Quinton Hoover art graces the cover, and the interior contains other original illustrations. There'll also be a list of Wizards of the Coast personnel to contact for answers to any of your Magic questions.

566	NAME:	Moons of Khadar
Outer Earth Inc. Tom Kohler 1995	COMPANY:	Outer Earth Games
Tom K	SET SIZE:	240 cards
h Inc.	RELEASE:	August 1995
er Earl	PACKAGING:	60-card starter decks; 15-card booster packs
UZ O	GGESTED RETAIL:	S9 per starter; S3.50 per booster

Here's the Deal: Using cards and dice, this collectible trading card game will pit players against each other in a battle of strategy, cunning, and wit. Players are Khadans, or klan lords, who lead their klans to the battlefield to destroy their enemy's protective dome. Players can use objects from any of the five moon societies, including creatures, techno-magic, and vehicle cards. The initial starter decks will only have planetary cards, while there will be five types of booster packs, one for each of the five moon societies.

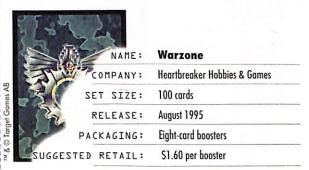
NAME:	Proxies & Powers
COMPANY:	TSR
SET SIZE:	134 cards
RELEASE:	August 1995
PACKAGING:	15-card booster packs
GGESTED RETAIL:	S2.50 per booster

TH & TSR Inc

Here's the Deal: The Blood Wars will take a new turn with this third expansion set, Proxies and Powers, when the gods get involved in the wars. Find out about your favorite deities, their powers, and their followers.



Here's the Deal: This first expansion set for *Rage* deals with the spiritual realm of the werewolf. The set will include more Wyrm, Garou, and Event cards, giving the game an even nastier edge.



Here's the Deal: This second expansion set for *Doomtrooper* focuses on corporations. It also features a new type of card, Warzones. These let players change the scene of the battle, which has various advantages and drawbacks depending upon the combatants. As with all *Doomtrooper* expansion sets, a distinctive logo will be printed on the faces of these cards to let players know they belong to *Warzone*. This expansion will be a one-time, limited-edition printing.

COMINAL MANAGEMENT	NAME:	Wing Commander
	COMPANY:	Mag Force 7
	SET SIZE:	300 cards
(E)	RELEASE:	August 1995
F	ACKAGING:	65-card starter decks; 15-card booster pack
SUGGESTE	D RETAIL:	\$7.95 per starter; \$2.65 per booster

Here's the Deal: Based on the Wing Commander III CD-ROM computer game, this collectible card game will premier in August at Gen Con, where Mark Hamill will be promoting it. The game pits the alien Kilrathi in interstellar combat against the Terran Confederacy. Starter decks will either be red (Kilrathi) or blue (Terran), though booster packs will contain a mix of the races.

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Reviewing the latest releases in collectible card games.

Rage

age is a fast-paced collectible card game of combat where players control packs of werewolves. Players race to accumulate a preset number of victory points, which are acquired by destroying cards in play, including other players' werewolves.

Based on White Wolf Game Studio's Werewolf: The Apocalypse roleplaying game, Rage is the second Storyteller game to hit the collectible trading card market. It bears many similarities to its vampiric predecessor Jyhad (co-produced with Wizards of the Coast, and due to be re-released as Vampire: The Eternal Struggle around the time you read this). But make no mistake about it: Rage is a game of combat. If you're the kind of player who likes to beat the heck out of your opponent, then Rage is the game for you. If you like sitting around and watching, go rent The Howling.

-Rage

LIMITED EDITION

PUBLISHER: WHITE WOLF GAME STUDIO

GENRE: HORROR

RELEASE DATE: JUNE 1995

SET SIZE: 321 CARDS

PACKAGING: 60-CARD STARTER DECK;

12-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$7.95 PER

STARTER; \$1.95 PER BOOSTER

RATING: * * *

The one quality that sets Rage apart from other card games is the fact that players take their turns simultaneously. There's very little sitting around and waiting in this game. If multiple players want to do something at the same time, they randomly determine who goes first. It's simple, straightforward, and doesn't require 23 pages of timing rules.

Play begins with all of the werewolves active, so there's no build-up or preserving of precious resources. This really kickstarts the action.

All of the werewolves-Garou, as they're called in the game-belong to one of 13 tribes. These tribes are further subdivided by auspice, which represents the phase of the moon under which the werewolves were born.

Depending upon a Garou's tribe, auspice, and Gnosis (a score representing ties to the spirit world), Garou can be bestowed with certain Gifts. Gifts are special cards that represent supernatural werewolf powers. The more powerful Gifts require a higher Gnosis, and many are limited to specific tribes or auspices.

Unlike most werewolves in horror flicks, there's more to these beasts than bloodthirsty rampages. The Garou worship Gaia, or Mother Earth. In exchange, she grants them special abilities. Gifts can augment combat, provide defense, or steal equipment from other characters.

Despite its free-for-all style, the game isn't complete chaos. The turns in Rage are divided into five phases: Redraw, Regeneration, Equip/Ally, Moot, and Combat. The first four phases go pretty quickly.



and damage cards that can be used during combat only.

First, all players discard cards they don't want from their Sept hand, and fill it back up to five cards. (The Combat hand doesn't get touched until combat begins.) Then everybody's Garou heal some of the damage they've taken earlier in the game. In the third phase, players may play cards such as equipment, allies, and enemies. Allies and equipment are cards that augment your Garou, while enemies are cards that everybody's Garou can try and defeat. Unlike Jyhad, there's no restriction on how many actions an individual character may take during the Equip/Ally phase. In the Moot phase, players may call votes that affect

certain characters or game conditions.

The real action of the game takes place during the Combat phase. Each player chooses one character as her alpha, or pack representative. Each alpha may attack another alpha, challenge any character in play, or attack any enemy that has been played earlier in the game.

Combat is quick and easy, and very reminiscent of the resolution of challenges in Mayfair's Cosmic Encounter. Both players hold a combat card face down and then flip them over simultaneously. Some cards do damage, while others prevent or block your opponent's damage card. Damage cards that are not blocked are placed on the victim, and they remain there until healed during the Regeneration phase. Players continue to play cards in the above manner until one side is killed, until the challenger pulls back, or until both players run out of cards. During the combat, various pieces of equipment and Gifts can

alter the outcome and effects of the combat cards.

When one of your Garou kills another Garou or an enemy, it is placed in your victory pool, and is worth its Renown score in victory points. Players can also earn victory points by playing certain moot and event cards. The game ends when one player reaches a preset number of victory points.

The strongest attribute of *Rage* is its speed. If all of the players know what they're doing, the game flies. The object of the game is very straightforward: kill lots of things. It is possible, but not easy, to win without killing anything, but decks that concentrate on such strategies are difficult to construct and not very reliable. If you sit on your haunches and watch everyone else play, you're probably going to lose.

The designers, Mike Tinney and Stephan Wieck, also did a very good job in minimizing poor draws. Since you start the game with several cards in play, it's very difficult to get a bad opening hand. Other games have tried to address the "luck of the draw" problem, but most of these systems rely on continuing to draw until you get certain cards. Rage's solution is simple and effective.

However, no new game is without

flaws, and *Rage* is no exception. For starters, the rule book doesn't go into nearly enough detail (there are no examples!), and it often leaves the reader guessing how certain types of cards should be played. White Wolf promises to fix this in the Unlimited Edition.

Another problem is the Moot system.



Rage's Gangrel Ally is a Vampire who has one nasty disposition.

While the fundamental premise is sound, this aspect of the game seems a little underdeveloped. Most of the Moots are pretty much cut and dry, essentially consisting of simple arithmetic.

As is the case with most collectible card games, the player who spends more money has a better chance of winning. The rule book doesn't state anything about deck construction restrictions for casual play (other than minimum sizes), but I strongly recommend playing with the official Rage tournament rules: no deck may contain more than three of any Sept card or two of any Combat card. This keeps decks varied and prevents moneyed players from loading up on some of the more ruthless cards, like Fang Dagger (equipment that allows a Garou to play two combat cards each round instead of one) and Entrail Rend (combat card that does 8 damage, enough to kill most Garou).

Past Lives, ultrarare cards that give Garou powerful abilities, are a neat idea, but too unbalancing. The rules allow you to start with them in play, and there's no limit. What's a midrange player supposed to do when he comes up against a deck that starts with five Past Lives in play? As with Magic's Moxes, there's usually no reason not

to use Past Lives—not a good characteristic for ultrarare cards.

The UV coating on the cards looks nice, but the slick surface makes them difficult to shuffle and even harder to stack. Sports card fans may be familiar with Upper Deck's trademark hologram, but to most people it's just an

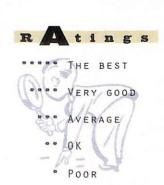
ugly silver blotch that takes away from the attractiveness of the card. Do they really think people are going to try to counterfeit a Flak Jacket?

The biggest oversight in game design was the fact that cards get passed all over the table. It can easily become a hassle to determine which cards belong to which players. The best solution we found was to use plastic sleeves with little color stickers to denote who owns the cards. When the game is over, just sort through the playing area to make sure everyone gets their cards back.

Despite a few problems, White Wolf did a pretty good job overall in their first go-around. The transition from the roleplaying game is solid, and the game is relatively inexpensive. A box of boosters lists at under \$50, and one box will give you more than enough cards to make a couple of good decks.

Most importantly, Rage addresses something that many other new card games seem to neglect: the quality of game play. It seems like a lot of new game companies are more concerned with how their product looks than how well it plays. Kudos to the designers or Rage for coming up with an original system that's both enjoyable to play and fun to collect.

Jeff Hannes



- OverPower

verPower is the new superhero-based collectible card game from Fleer featuring characters from Marvel comic books and television shows. This review is being written based on reading the nearly finalized rules in development and playing with prototype cards. For this reason, we can't really talk about how well the game plays out of a starter pack. There are 384 Over-Power cards, including 39 charac-

ters. We've seen some card art from the game, and, as we've come to expect from Fleer, it's awesome!

OverPower begins when you and your opponent reveal which four Marvel characters you'll be playing. These four characters start face-up on the table. Three characters form your front line and one character stays behind, ready to move up in case one of your characters is knocked out during the game. The reserve character may not attack or be attacked without special cards. When all of your characters are KOed, that's it: you lose.

Each character is rated in three characteristics: Energy, including mental blasts, flames,

magnetism, optic beams, and the like; Fighting, combining fighting prowess, experience, and intelligence; and Strength, because Hulk likes to smash and Thing likes to clobber. The highest number a character may have in any characteristic is eight.

Your deck is made up of cards that your four characters use in an effort to defeat your opponents. There are several types of cards. Power cards can be used for any basic attack or defense. Special cards are especially designed for individual characters, and may be used by

OVER POWER CARDGAME

If you ever wanted to kick Venom's ass, now's your chance.

OverPower

PUBLISHER: FLEER

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 384 CARDS

PACKAGING: 64-CARD STARTER DECKS;

NINE-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$5.95 PER

STARTER; \$1.49 PER BOOSTER

RATING: " " "

those characters to attack, defend, or affect the game in other ways, like drawing a card. The specials, which include Cyclops' Optic Blast and Dr. Doom's Expendable Ally, really add a lot of flavor to the game.

Universe cards are things like light posts, guns, and explosives, and are used to make basic attacks and defenses more powerful. Training cards let heroes attack with their weaker assets. The Hulk is all strength, but with a training card can make a respectable energy attack. Teamwork cards can unleash devastating three-part attacks. Each of your front-line heroes may combine to try to KO an opposing character in a single round.

Games consist of a series of hands or battles. At the start of each battle, each player draws eight cards, discarding duplicates (see below). Taking turns, each player "places" cards behind each of his four heroes. Each character may have three cards: a power card, a special card specific to that character, and a training, teamwork, or universe card.

The placed cards, along with any left in hand, are used in the battle. The disadvantage of placing your cards is that your opponent may be better able to plan her attack. The advantage is that you get to keep placed cards from battle to battle, whereas cards in hand are discarded at the end of every fight.

Since you only get eight cards at the start of each

battle, the number of placed cards can be key to victory. If one player has the maximum 12 cards placed, while the other has none placed, the first player would have 20 cards to use during the battle (12 placed plus the eight she draws), while her opponent would only have eight. After cards have been placed, each player makes a wager, or venture, of between one and seven venture cards. Venture cards don't directly affect battles; they're basically just for score-keeping. The first player to win seven ventures wins the game. Should you feel confident in your chances of winning the battle, you'll want to venture more cards. However, if you venture three or more cards on a single battle, your opponent may draw extra cards, which reduces your chances of winning.

After both players have wagered, either may surrender. If you resign, you automatically lose your wager and your opponent wins hers, but you may be able to prevent your characters from being killed and discard a terrible hand for something better. When you do this, be sure to store any good cards you have in hand behind your characters.

After wagering comes the actual battle. The players take turns playing

cards, mostly attack cards, against one another one at a time. For instance, Hulk with a Strength of 8 can play any Strength power card of value 8 or less. If he plays a Strength 7 card against Magneto, Magneto can either take the damage, use a special card to dodge the attack, or defend. To defend, Magneto must play his own power card of value 7 or more to counter Hulk's 7 attack. If the best Magneto can do is an Energy 6 card, then he can't stop the attack and must take the damage.

Why not just load your deck with high-level power cards? The answer to this is one of the keys to deck building. At the start of each hand, you must discard all duplicate cards, including power cards with the same value. So if you get an Energy 8 card and a Strength 8 card from your initial draw of eight cards, you've got to discard one before anything else happens, even before cards are placed.

If your initial draw is all power cards of value 7 and 8, you'll start the battle with just two cards in your hand. Now imagine your opponent drew one of every power card, 1 through 8. You're about to get your head handed to you!

Each successful attack becomes a permanent hit against the character that was attacked. Any character that takes 20 points worth of hits or one hit of each damage type energy, fighting, and strength—is KOed.

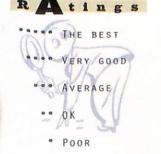
We really enjoyed this game. Perhaps the greatest strength is a real poker element. Each battle, you must carefully watch which cards your opponent is using to get a feel for what's left in his hand. If you're certain you're going to lose a battle, you'll want to concede to keep your characters from taking hits. Your bluffing skills can be the difference between success and failure.

We also enjoyed the cool special cards that reflect the individual personalities of the heroes and villains we grew up with and still love. Who can resist shouting "Flame on!" or "Hulk smash puny human!"? My personal favorite was saying "I've always hated you" as Cyclops used his Optic Blast special card on Professor X. (InQuest Associate Editor Matthew E. Milliken, who controlled Professor X, wasn't so thrilled.)

OverPower has two minor problems. The venture process is a little complex. We would have preferred something simpler, using a pencil and paper if necessary. Second, it's impossible to believe Elektra could hurt the Silver Surfer or the Hulk, even if she blew up a building they were in. These are small quibbles, and once the game started, little attention was paid to Elektra's relative power, as long as she was using those lethal Sais as often as possible.

OverPower gets a high recommendation for its great artwork, excellent playability, and the great bluffing element to the game. This is a game Magic veterans and poker players can love!

-Marty Stever





- WildStorms: The Expandable Super-Hero Collectible Card Game

uperheroes and villains are always fighting, it seems. In WildStorms: The Expandable Super-Hero Collectible Card Game, they have an excellent reason to put their fantastic powers to use. At stake are key battlesites, the controllers of which get special advantages. WildStorms lets players recreate battles that have already been staged in the popular Image Comics comic books by Jim Lee's WildStorm Productions characters. And, of course, there are always new battles to be waged...

Players combine their character, equipment, combat modifier, and plot twist cards into a deck. The more powerful the card, the bigger the point value printed on it. The basic game limits players to 200 points per deck, and no more than three of any one card with the same name in each deck. (Only one of each character may be in play at one time.) The rules also suggest a minimum 50 cards per deck.

When players choose who goes first, the one who loses gets an advantage: she picks a battlesite for the

-WildStorms: The Expandable Super-Hero Collectible Card Game

PUBLISHER: WILDSTORM PRODUCTIONS

GENRE: SUPERHERO

RELEASE DATE: AUGUST 1995

SET SIZE: 315 CARDS

PACKAGING: 60-CARD STARTER DECKS;

15-CARD BOOSTERS

SUGGESTED RETAIL: \$7.95 PER STARTER;

\$2,25 PER BOOSTER

RATING: " "

game from her entire collection of cards. Some battlesites give bonuses, like HALO Enterprises, which gives +1 to the defense value of any WildC.A.T.s team member.

Once the game is under way, you draw a hand of seven cards. In later rounds, you draw up to seven cards, or one more if you already have seven in hand. The next step is combat (see below). After combat, players are given 10 points per turn to move new characters and equipment from their hand into a holding area. (As with deck building, you use the point values printed on the cards.) Characters in the holding area may not attack or be attacked, or exchange equipment with other characters.

If you choose to transfer characters from your holding area, you must move everyone out of the holding area, and you can't put any new characters or equipment there this round. Equipment cards are limited to one of any type per character, so characters can't bring in two guns to hand off to another character.

At the end of your turn, you must discard down to seven cards, or you may discard up to three cards if you have fewer than seven. Turns alternate between players until the battlesite is won.

In combat, characters can attack each other using their close-combat skills, their ranged combat skills (which usually require a weapon of some sort), or the unique teamwork rules. Combat cards can be played to modify any of these numbers.

Attacked characters that take a number of points equal to or greater than their defending value are stunned. If they're already stunned, they're

KOed, and if they're hurt once more after that, they're killed. When you KO a character, you get that card's points toward controlling the battlesite. When you reach the number required to win the battlesite, the battle is over.

Let's say I decide to use WarBlade to attack my opponent's Prince Drakken. Prince Drakken's Defense value (D) is 7, and WarBlade currently has a Close Combat value (C) of 6 and a Range value of 5. I play a combat card called Vitals Punch, which gives WarBlade +2 to his C. My opponent plays a Full Defense card, which gives Drakken +3 to his D.

I play a plot twist card, Achilles' Heel, on Drakken, which lowers his D by 2 until my next turn begins. As attacker, I get the tie-breaker in an 8-



8 score, so Drakken is hit and stunned. If I can beat the prince's defense value a second time, he'll be KOed, and I'll get Drakken's six points. There's still a long way to go, since I need to get 30 points to control the Vampire Enclave.

The numerous skills and powers available in this set gives this game a longer shelf life than you might expect. The teamwork rules, which allow you to increase the combat power of an attacking member of your team, add some interesting strategies to the game.

In a Campaign game, a prize card is placed under the battlesite, and players are given additional points for deck building. These prizes are usually objects that have special powers but may only be used a limited number of times. You then play a series of battles, with each battlesite acquired giving you a number of points toward an agreed-upon total.

For example, HALO Enterprises is a battlesite that requires 40 points to control and is worth 20 points toward winning the campaign. A prize here might be an Orb of Healing with three counters. If you own it, you may remove one counter from the Orb to heal one injury to each of your active characters on the battlefield.

WildStorms plays fairly quickly, and the two types of game play offer radically different deck-construction strategies. A single battle could heavily favor combat cards, while a deck built around healing injuries might be the basis for a long-term campaign game.

The game is well-balanced, and the comic book flavor of the game shows through in the equipment and powers available: these remained surprisingly faithful to their comic book origins.

The weak spot of the game is the heavy bookkeeping involved in scoring points. When KOed characters heal, they negate the points given out for the knockout, and the adding and subtracting can get rather tedious.

Players who don't collect comics might not be able to enjoy the theme. The fact that villains and superheroes can go into the same deck may put off some players.

Calculating the points value of a deck is time-consuming, but necessary. The game heavily favors decks built around teams: if you have enough characters out, you can easily KO a character or two each round late in the battle. Since the teamwork rules work just fine with heavy-duty characters, some combinations are nearly unbeatable.

The problem with that approach is that all the tough characters cost big points, so you'll have to go with a smaller deck. And the high per-card expense means it'll take a while to get your characters into battle. In campaign play, having a smaller deck means that keeping your characters alive is vital.

Collectors may be interested in chase cards that appear in one out of every nine packs. These chase cards include characters from outside the WildStorm Universe, like Todd McFarlane's Spawn

I should note that I was sent the playtest versions of the cards, and I cannot comment on the packaging and materials that will be sold to the consumer. Overall, though, the game is well-done. and should please both comic fans and card game veterans.

and Sergio Aragonés' Groo.





A LOOK AT REAL LIFE BACK IN THE MIDDLE AGES

REALITY FANTASY

BY ERIC BLACK

henever I see paintings of sword-and-sorcery scenes—you know, barbarians locked in combat with serpent gods, dwarves cleaving orcs with battle axes, all that stuff—I'm always amazed at how well-conditioned everybody's hair is. Have

you ever seen Conan with split ends? I don't know if he takes time out for hot oil treatments or what, but for a barbarian, his grooming is impeccable.

Everyone is always clean-shaven, too. Shape-shifting enchantresses never have armpit hair or leg stubble. Imperial guards, despite their duties fighting off palace thieves and giant spiders, somehow find time to exfoliate and moisturize. And although loincloth-clad warriors are always devoid of facial hair, they're never covered with little bits of toilet paper where they cut themselves shaving. I can only conclude there is much more body waxing going on in fantasy worlds than we read about.

And of course, no one ever has to go to the bathroom. You never see a knight stumbling away from a fire-breathing hydra, scrambling to undo his armor, nor do you ever see a wizard emerge from a tiled room holding the sports pages.

Meanwhile, you and I live in a world where people drool in their sleep, cut themselves shaving, and constantly face dry, fly-away hair. You think Red Sonja ever has a bad hair day? Of course not. So what's the deal? Do fantasy characters really live in a charmed world, or is there a dark side we don't hear about?

CONAN'S BEAUTY SECRETS

Let's say you were to travel to a pseudomedieval fantasy world, like the one found in *Advanced Dungeons & Dragons* or Ursula K. LeGuin's *Earthsea* books. The people, the places, and the culture are all somewhat familiar, suggesting Europe of the Middle Ages, but mixed in you find wizards, dragons, elves, dwarves, and armor-clad, sword-toting adventurers looking for dungeons to explore. What miraculous things can you expect in such a world?

First off, there's no toilet paper. Making paper by hand is laborious and expensive, and you can bet no one is going around wiping anything with the stuff. Even if you were fabulously wealthy, handmade paper is riddled with flaky, splintery bits of wood pulp that hardly bring the words "quilted comfort" to mind.

What did medieval Europeans do? They used a curved wooden stick called a torche-cul that was usually provided in a basket next to the latrine. I will leave it to your imagination to decide exactly how one might use a stick for this purpose. Of course, you can always use leaves if the idea of sharing a torche-cul with strangers is more than you can bear. Just keep your fingers crossed you don't pick poisonous ones.

Secondly, there are no toothbrushes or toothpaste. The local residents will suggest you take a hazel twig and rub it around your teeth. When you're done laughing they will say no, seriously, they've been doing that all their lives. At this point, you might notice that many of them, if not all, have had teeth pulled. Medieval physicians knew how to scrape out tooth decay and make fillings from bone shavings, but tooth-pulling was a far more common solution to dental problems. Those gap-toothed grins could inspire you to set some money aside for a Cure Gingivitis spell from the local wizard.

If you think poking your gums with a twig is unpleasant, wait till you try



ARNOLD," YOU'D BE HARD-PRESSED TO FIND ANY BODY HAIR ON CONAN.

which they double as. Imagine covering your face with hot WITH THE EXCEPTION OF "LI'L sheep lard and scraping a big knife across it and you'll understand why shaving was infrequent in the Middle Ages.

Getting a haircut will be no great fun either. Medieval shears were clunky and inexact. You'll find they're really great at grabbing hair and pulling it out, but only so-so at cutting it. You could try using a knife to saw through your hair, but it's still going to hurt like hell, and you'll wind up with jagged edges. You're better off submitting to the shears, or just going long. If Conan didn't suffer through haircuts, why should you?

OK, so maybe fantasy hygiene isn't what you might have imagined. You're still in a world of enchanted creatures and magical treasure, and there's no reason not to explore it.

GOOD COMPANY AND A HO+ MEAL

You wander around the countryside, hoping to glimpse a dragon or a lost temple, but seeing only farm after farm, sheep after sheep, and—oh, look!—farm after farm again. (This is an agrarian society, after all.) After a few hours of

this, you'll probably want to find an inn. Inns are good places to hear tales of battle and plunder, and maybe you'll meet up with a band of adventurers. Besides, you're bound to be hungry and tired by now.

Arriving at a village, you step inside the local inn. You imagined a saloon with swords, featuring gambling, singing, and occasional dueling downstairs, and quaint, private rooms upstairs. Here, however, you find only one room in the entire building—and everyone in it is staring

at you. The floor is packed dirt covered with straw, it's dark inside, and the acrid smoke from the fire is making you cough.

Medieval buildings rarely had glass windows, and this one is no exception. Glass is expensive, and you'll find it used for windows only in well-funded cathedrals. Instead,

shaving. Medieval windows are sometimes covered with oiled parchment. soap was soft and It's not transparent, but it does a pretty good job of letting smelly, being comlight in and keeping flies, mosquitoes, and small, winged posed of mutton fat, demons out. More likely, you'll find that the windows are wood ash, and bakjust holes in the wall with wooden shutters. If it's cold out, ing soda. You'll find you can bet the shutters are closed, and the only warmth and light in the inn will be from the fire, which is sitting it's not particularly effective as far as in the center of the room without benefit of a chimney. frothing up into a The fire pit set below a hole in the roof through which nice, creamy lather is the smoke can escape... but not before it visits every corconcerned. You'll also ner of the room. The roof, you'll notice, is thatched with notice the razors straw. Straw thatching is a good insulator, but it's highly aren't very sharp by flammable. It also makes a cozy home for mice, rats, fleas, modern standards. In and all their vermin pals. Since you'll be sleeping on a straw mattress, you'll get to find this out firsthand. fact, they bear a dis-As far as food is concerned, well... The good news is quieting resemblance to carving knives, you won't be eating anything fried. Fat is too valuable to

waste on cooking; the locals are saving it to make soap, tallow candles, and axle grease. The bad news is everything is boiled instead. The fare consists of meat (your choice: boiled or salted), bread,

*PARDON ME IGNORANCE, GUVNOR, BUT

WHAT'S A TIC-TAC?"

and ale. Since you're among peasants, you might actually see some vegetables, perhaps in the form of a nice turnin porridge or maybe a piping hot parsnip gruel. You won't see any fresh fruit, though. Medieval physicians believed it was bad for you.

By the way, you're much better off eating with the peasants than with the nobility. Apparently believing themselves above nutrition, medieval lords avoided vegetables, and dined almost exclusively on white bread. wine, and exotic meat concoctions like the following recipe for "An Entrayle": "Take a sheepis stomache. Then take uppe the egges hard boyld, and put it in the stom-

ache with salte, and boyle it till it be enough, and serve it forthe."

Mmm! Eat it with a spoon so you can savor every drop.

BE AFRAID. BE VERY AFRAID.

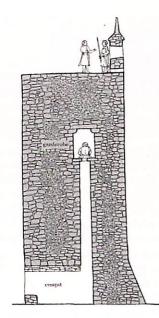
All that walking around and those extra helpings of boiled meat have probably taken the edge off your thirst for adventure. Plus the dour looks from that group of armed men in the corner are a little unsettling. At this point. you would just like to know where the bathroom is and where your



MEDIEVAL CUISINE WAS LESS THAN FIVE-STAR DIN-ING. (YOU DON'T EVEN WANNA KNOW WHAT WEN'T INTO KING ARTHUR'S FAMOUS THREE-ALARM CHILI!)

sleeping quarters are.

The inn, like most country buildings, has an outhouse nearby. An outhouse in the U.S. of A. is scary enough; can you imagine what magical hell you'll be walking into? If you're lucky, the innkeeper regularly dumps in charcoal ash to help keep down odors. If you're unlucky, in the



SCIENTIFIC DATA AT ITS FINEST... DIAGRAM OF A GUY TAKING A DUMP.

morning you'll be assigned the task of cleaning out the cesspool (you're going to have to pay for your food and lodging somehow).

Castle bathrooms are even more fun. Castles usually have latrines built into the walls. Some latrines empty out into the castle moat, an arrangement that's convenient but extremely unhygienic. If there's no moat, the latrines will empty into a cesspool at the base of one of the towers. These cesspools can only be accessed from outside the castle, which means that during a siege, no one can

clean them. A siege can easily last a year.

As far as sleeping quarters go, do you remember the dirt floor in the tavern? Good. That's where you'll be sleeping. Don't bother waiting for a mint on the pillow; heck, don't bother waiting for a pillow. Just fluff up your straw mattress and hope there aren't too many bedbugs nesting inside.

After about one night of this, you're going to start wondering how you can get your hands on large sums of cash so you can live in the heroic style you imagined. Fortunately, the grungy band of adventurers who have been making you feel uneasy have a business proposition.

HOW WOULD YOU LIKE +O LEARN ABOUT PIT TRAPS?

The adventurers are hearty souls complete with the bad skin and bleeding gums caused by a diet heavy in meat and bread and low in vitamin C. They're setting off to plunder a nearby dungeon, and they'd like you to join their party. They need another person, they say, and you fit the bill.

Don't be too flattered. They're not asking because you took that nine-week Let's Learn Jujitsu course at the local minimall. They want you to walk ahead of

them and find out, the hard way, where all the pit traps are. The fact is, any modern combat skills you may have picked up are going to be useless to them.

Summer camp archery, for example, will not prepare you for the longbow. Longbows are six feet tall, and the shafts are three feet long. You have to be tall and strong to use one properly, and you need a lot of practice. If you just pick up the bow and try to pull the string, you'll injure yourself. The proper technique is to push the bow away with your body while holding the string in place. A good longbow archer can deliver five accurate shots a minute. You and I would be better off using the bow to beat people over the head.

Two-handed swords are tricky, too. They are surprisingly light, weighing only a few pounds, but they are five to six

feet long. This is too large for a human to strap to his back, despite what fantasy novels would have us believe. If you want to use a two-handed sword, you'll be stuck having to carry it, and you'll find it's



ROAD SIGNS IN THE MIDDLE AGES WERE ALWAYS COLORFUL.

very unwieldy. Knights were often killed by their opponents while trying to get such a sword into position for a blow.

Crossbows and polearms don't require much training, so there might be some hope for you there. But crossbows are slow to reload—it takes about a minute to crank the drawstring back into position and load another bolt, if you've been practicing. By the time you're ready to fire, that hobgoblin with the longbow will have turned your chest into a pincushion. Medieval crossbow archers actually worked in pairs and used multiple bows; one archer constantly reloaded, while the other aimed and fired.

If you pick a polearm instead, you'll find that it's a great weapon—as long as you're facing a cavalry charge, for which polearms were designed. Few knights and even fewer horses would be stupid enough to charge into a phalanx of spears.

But when was the last time anyone faced a cavalry charge in a dungeon? Dungeon fighting is hand-to-hand

> combat. You might be able to hold an opponent off for a few rounds, but the moment you miss a strike, they'll rush in and knock you silly. Being long, heavy sticks, polearms take a while to reposition. Even if you did face a charging attack—from an enraged land squid, perhaps—a polearm might kill your opponent, but it won't stop its momentum. You're still going to get creamed by all that mass heading straight

> for you.

Let's face it: you'd be better off armoring up and just falling on your enemies.



MAKE MINE STEEL!

Fortunately, the adventurers have the same idea. They're willing to invest in a suit of armor, not so much out of the goodness of their hearts, but because if you die in the first pit trap, they won't have gotten their full

use out of you. And so off you go to the armorer's.

Plate mail, as we all know, is heavy. A suit can weigh anywhere from 60 to 100 pounds. But it's much easier to move around in than you might think. Fully armored knights can not only get up from the ground with ease, they can do somersaults and climb up the underside of a ladder using only

their hands. As long as they're not

exhausted, that is.

The problem with plate mail is that all that extra weight will tire you out very quickly. Even knights in excellent shape sit down when their squires suit them so they won't get worn out just putting on the armor. Bad conditions can make matters worse. At Agincourt, French knights drowned when they fell in the muddy fields and became bogged down. Plus it gets hot under all that metal. You have to wear a quilted undergarment beneath the armor to protect you from it, and heat tends to stay trapped next to your body.

Of course, you can't wipe away perspiration if you're wearing a helmet. You can't see or hear very well, either. Because of this, medieval knights relied on their squires to help fill them in as to what was going on in the battlefield. Tips like "Milord, there's an infantry battalion trying to decapitate you" came in very handy.

As if all that weren't enough, helmets can sometimes spin out of place when struck, effectively blinding you. If you think it's hard adjusting your helmet to get those little eye slits in just the right spot, try doing it while Derek the Chaotic Cleric is whacking you with a mace.

Worse still, helmets can get stuck. A helmet is often worn with a metal collar called a gorget. If either the helmet or the

gorget are bent by a blow, they can lock together. A 12th-century English knight named William Marshal once won a tournament but afterwards could not be found to receive his prize. After a search, he was discovered at a nearby blacksmith's, resting his head on an anvil while the smith hammered at his helmet, trying to remove it without killing him.

Despite all that, you're still going to want the protection a helmet offers; in fact, you're going to want all the protection you can get when you find out what the armor

doesn't cover. Medieval knights were cavalry troops. They were most effective on horseback, and you can't ride a horse very well if your butt and crotch are sealed up with metal. Plate mail, therefore, does not cover these areas. At best, you'll be given a chain-mail belt to help prevent opponents from cutting anything off, but it won't do much for-I hesitate to say it-bludgeoning attacks.

At least, though, it's pretty easy to go the bathroom. Since there's no armor there, all you have to do is pull down the padded trousers underneath and let nature take

its course. Contrary to popular belief, medieval knights did not go around soiling their armor.

FINALLY. THE ADVENTURE

The plate mail's a lot of bother, so you and the adventurers pick chain mail instead and head off into the coun-

tryside, searching for the clearing where the entrance to the dungeon is said to lie.

Chain mail is lighter than plate—it weighs somewhere between 20 and 60 pounds-but that's still pretty heavy. It's basically a long shirt, called a hauberk, composed of metal links riveted together. Underneath you wear cotton padding, which the metal links can catch on, making it awkward to move around. Chain mail is great if someone is trying to cut you. But a good solid blow from a battle axe can drive the metal links into your skin, causing nasty infections. Many medieval knights died of wounds that weren't serious in and of themselves, but that got infected with gangrene due to bits of mail being imbedded in their flesh.

Sobering as these thoughts may be, they dissipate when, through a thicket of trees, one of the adventurers spies the clearing. At last, adventure! Magic! Gold!

Suddenly, two imperial guards pop up

and ask your party what they're doing here.

Searching for the clearing, someone says, coyly avoiding the topic of secret treasure.

That's the clearing, the guards say, but you won't be going over there today.

And then you hear the steady sounds of picks and shovels. Through the trees you can see that a large excavation

is underway. Earth has been turned; stone walls and floors have been dug up and set aside; and skeletons, trolls, and beholders are being herded into corrals, along with a rather sad-looking lich. Swords, scrolls, potions, and gold pieces are being stacked into separate piles, where they are counted and assessed before being hauled off in the emperor's carts.

Emperors and kings need a steady flow of liquid assets to wage wars and build palaces, after all. If there were huge quantities of gold lying

YOU'VE BEEN RUN THROUGH! I'LL

FETCH THE LEECHES AND YOU'LL BE

UP AND AROUND IN NO TIME."

YOUR SCREAMS WILL BE HEARD ACROSS THE COUNTRY... HEY, SPIT YOUR GUM OUT. C'MON, OUT WITH IT."

around in convenient, underground stockpiles, do you really think they would just leave it there?

The imperial guards turn your party away. Reality has struck, taxation has taken precedence over adventure, and there is to be no dungeon-delving today.

Oh, well. It doesn't have to be a total loss. Maybe you can open an electrolysis boutique back in the village to cater to barbarian warlords trying to keep up their hair-free image.

I wouldn't expect them to tip very well, though. Eric Black is a freelance writer living in Los Angeles. He feels bad for the lich.

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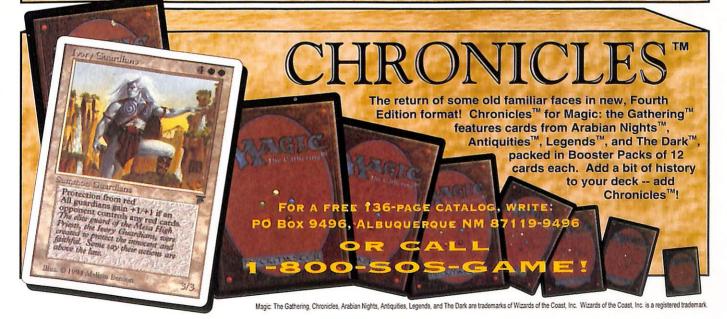
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Austin

d Instice

How I hate cheese. You know, being served up a 46-point Fireball that obliterates you and your firstborn. Heck, let's give up on strategy altogether-baseball bats are readily available.

But you need fear no longer. We have a savior—the ultimate anti-cheese card: Justice.

Filled with Justices and Sleights of Mind, this deck is the equivalent of the M-1 Abrams tank-powerful enough to blast to cinders the first person to throw so much as a stone in your direction.

How does it work?

Simple: you get your opponent to damage himself.

The beauty of Justice is that whenever a red creature or spell deals damage, Justice deals an equal amount of damage to the controller of that creature or spell. So if that nasty Shivan Dragon comes screaming in for 10 points, its master will take 10 as well. It stops red's momentum faster than a train wreck. Yowch!

But Justice is even more than it seems at first glance. Any time a red creature deals damage, its controller takes damage. If that nasty Shivan decides just to sit there and mimic a big, huge, merciless wall, its owner still takes damage when it blocks. Double yowch!

And the beauty of this deck is that you can Sleight

Justice to any color you want in a snap. As long as you hold a Sleight of Mind and Justice is already in play, you can determine which color takes damage at any

time—even in midcombat, which could knock heavily armed opponents out of the game in one shot. What's the strategy with a deck like this?

The key is patience. You play defense and slowly build your forces. Don't tip your hand too soon, and don't put out your important enchantments earlythat'll give your enemy more opportunities to get rid of them. (Break this rule if someone is playing black and you fear discarding.)

When you decide to put things in motion, start with a COP and try to get out a Balduvian Shaman. With the Shaman or a Sleight of Mind, you can switch the COP (or Justice) to whatever color you like. But remember, once targeted with the Shaman, a white enchantment has a cumulative upkeep cost of one colorless mana. Eventually, it'll disappear. Try not to get too many people mad at you, especially in large multiplayer games. You may have defense, but it really works best against a single opponent, not an army.

Believe it or not, the Norritts are your real weapon. Their ability to untap blue creatures is fatally effective when used with creatures like the Skeleton Ship and Merieke Ri Berit, but they're even more effective as agents provocateurs. Force your opponent's creatures to attack, block them with your tough guys, and the color-tweaked Justice will make 'em pay.







7, (1) () () (

White SPELLS CREATURES 1 River Delta Black 1 Blinking Spirit Blue 4 Swamps 1 Knight of Stromgald 1 Kjeldoran Royal Guard 2 Counterspells 3 Norritts 1 Order of the Sacred Torch 1 Power Sink SIDEBOARD 1 Stromgald Cabal 1 Order of the White Shield 4 Sleights of Mind 1 Arenson's Aura (for troublesome enchantments) 1 Seraph 1 Word of Undoing 1 Circle of Protection: Black Blue 1 Circle of Protection: Blue 2 Balduvian Shamans ARTIFACTS Multigolor 1 Circle of Protection: Green 1 Glacial Wall 1 ley Manipulator 1 Wings of Aesthir 1 Circle of Protection: White 1 Shyft 1 Jester's Cap 2 Disenchants (vs. heavy artifacts) 1 Sibilant Spirit J Zuran Orb White 2 Energy Storms (yes, more anti-cheese!) 1 Thunder Wall 2 Circles of Protection: Red Glaciers (anti-mountains) LANDS 1 Hydroblast (can't have enough countering) 2 Disenchants Multigolor 1 Adarkar Wastes 2 Icequakes (for those annoying land cards 3 Justices 1 Merieke Ri Berit 2 Swords to Plowshares that keep popping up) Skeleton Ship 1 Land Cap 1 Swords to Plowshares (more creature elimination) 8 Plains 1 Wrath of Marit Lage (to pin creatures in place)

Work on summoning the rest of your creatures, and keep 'em on a short rein. Sure, attack when you can, but the idea is to keep these guys around for defense. A lot of the damage you do will come from creatures attacking you, so you need strong blockers.

Your flying defenders are the best, with big leaguers like the Sibilant Spirit, the Thunder Wall, and the Seraph (Egads! More creatures for you if you block and knock them off). On the ground, you have Glacial Wall (a blue Wall of Ice) and Blinking Spirit, the eternal blocker. In the rear, you've got the Kjeldoran Royal Guard (a superior Veteran Bodyguard, since you can choose when to accept the damage from unblocked creatures)—great for those suicide runs you're bound to see as frustration mounts.

Another benefit of the deck is that it's "color sensitive." The 4/2 Shyft can change color once an upkeep, while Order of the White Shield and Knight of Stromgald are both protected creatures who can be Sleighted against a particular color for instant defense or to slip through a defense.

To back all that up, you have countering ability. Stromgald Cabal or Order of the Sacred Torch can be Sleighted to counter a certain color, and already counter white and black. Of course, you've got your standard fare of Counterspells and a Power Sink. The idea is to keep your key enchantments safe and thwart surprise disasters.

To round things out, this deck has some great all-around Ice Age cards: Jester's Cap (peek at your opponent's library and remove his three nastiest cards, like Disenchant and the Tranquility-like Essence Filter); Icy Manipulator (good for defense and annoying artifacts); Zuran Orb (you can gobble up land for life at any time, and protect yourself from sneak cheese attacks); and Wings of Aesthir (make your most powerful creature the king of the hill, with flying, first strike, and +1/+0).

Like I said, you have to have a lot of patience with this deck, but it has its advantages. How much better does life get than having an opponent die by his own hand?

Ah, there is justice in this world after all.

THEME DECK THE NON-KILLER DECK

Another Brick in the Wall

"Now you can build an all-wall deck!" was one of the first things InQuest Editor and Killer Decks columnist

Mike Searle said to me when he returned from the Ice Age debut tournament in Toronto.

After skimming through a handful of cards, he yanked out a Pox and passed it me. "Ummm...what does this have to do with a wall deck?" I asked.

"Nothing," he replied, "but how cool is that?" He then proceeded to show me the Walking Wall, a 0/6 artifact wall that, when pumped with three mana, becomes a 3/5 artifact creature that can attack!

By golly, Mike was right. Ice Age's Walking Wall, coupled with Legends' Wall of Wonder (another wall that can attack) and Fourth Edition's Animate Wall (an enchant creature that allows target wall to attack), makes an all-wall deck possible. Heck, it doesn't just make it possible—it makes your opponent eat her words when she sees you plop down two or three walls and jokingly asks, "What, you playing an all-wall deck or something?"

Note: if your adversary casts a Shivan Dragon and a Dwarven Demolition Team, get rid of the dwarves first. Trust me.

The All-Great Wall Deck

CREATURES

White

3 Walls of Swords 1 Wall of Light

Blue

- 4 Walls of Wonder
- 2 Thunder Walls
- 1 Wall of Water
- 1 Wall of Air

Rec

- 2 Walls of Opposition
- 1 Wall of Fire
- 1 Wall of Lava

ARTIFACTS

4 Walking Walls

SPELLS

White

- 4 Animate Walls
- 4 Disenchants
- 2 Swords to Plowshares

Blue

4 Counterspells

Red

- 2 Meteor Showers
- 2 Fireballs
- 2 Stone Hands
- 2 Smokes
- 1 Fork

ARTIFACTS

- 1 Skull of Orm 1 Sol Ring
- 1 Zuran Orb

LANDS

- 2 Strip Mines
- 1 Maze of Ith
- 4 Tundras
- 4 Plateaus
- 4 Volcanic Islands
- 1 Hammerheim
- 2 Plains
- 3 Islands
- 2 Mountains

Pat McCallum Bricklayer











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

What's up our sleeve this month? Two brand-new artifacts from *Ice Age*: Jester's Cap and Jester's Mask.

Just the rumor of Jester's Cap had folks on the Internet in a tizzy, even at a rumored cost of eight to 10 mana. Actually, Jester's Cap costs only four mana to cast, and two to activate. For this price, plus the sacrifice of the Cap, you get to look through any player's library, pull out the three cards you like least, remove them from the game entirely, and then reshuffle the deck.

When playing against a new opponent, the chance to look through and see what cards are in the deck could be extremely worthwhile. You can plan your play

strategy much better if you know what cards are likely to be showing up.

To avoid wrecking the game, though, I strongly recommend taking a tip from the Star Trek: The Next Generation Customizable Card Game: make a house rule limiting the time for these examinations—say, two or three minutes max. Otherwise, you could be sitting there for an hour or two while a new player with a Jester's Cap reads through and puzzles over every single card.

The real benefit of the Jester's Cap, though, is the chance to detune your opponent's deck. Don't like out-of-print spoiler cards? Pull out Time Walk, Timetwister, and Ancestral Recall, and even up the odds a bit. Relying heavily on your enchantments?

Pull three Tranquilities or Disenchants. Playing a land-destruction strategy? Take out three of the type of land your opponent is shortest on.

Doing this once may or may not make a difference, depending on how balanced the deck is; most of the benefit is probably psychological, not statistical. But if you have several Caps, or can recycle one using Reconstructions, you can cause serious headaches. For major abuse, use an Argivian Archaeologist and recycle the Cap every turn! It won't take long to reduce a carefully honed, tournament-winning deck to a near-useless mess.

You can also use the Jester's Cap on yourself, just for the chance to reshuffle and tune your own deck a bit by removing cards you don't want. This will rarely be as helpful as using it on your opponent, but if you've used one of the cards that let you peek at the top few cards in your own library and you don't like what you saw, it's definitely worth considering.

Jester's Mask is similar, but instead of hurting your opponent's future draws, you get to ruin her current hand. It costs five to cast and comes into play tapped. Once you've untapped it, for a measly one mana you can sacrifice the Mask to take an opponent's hand and library, examine both of them, and then construct a new hand, with the same number of cards, out of whatever will be least useful. (No, you can't use this one on yourself—get real!)

If you get a lucky draw of a Jester's Mask and enough mana to cast it in the first turn or two of a game (two Dark Rituals or Mana Vaults will work), you've probably won. Simply give your opponent a Mulligan-type hand with no land and all of the highest-casting-cost spells in the deck. This will slow his development to a near standstill.

But such a draw is unlikely; more often, you'll not be able to cast the Mask until the midgame, when everyone already has four or five lands in play. By that time, players with fast decks will usually have few or no cards left in their hands, so the Mask won't do you much good, except for the chance to peek at the library.

But if you're up against a player using mostly expensive spells, or a blue "permission" deck player holding a fistful of counterspells who made the mistake of tapping out, they probably won't have cast much yet, and you can still ruin their day. Just give them a nice hand made entirely of basic land.

To add insult to injury—or maybe vice versa—play a Black Vise first. If you're playing land destruction, of course, stick with the no-land, high-casting-cost hand even in midgame.

Jester's Mask plus Mind Twist is a truly evil combination: fill your opponent's hand with the best cards in the deck, then Mind Twist them away.

And if an opponent complains about either of these cards, just give your silliest grin and ask, "Can't you take a joke?"

Jester's Wask

Comes into play tames

Jester's Cap

Jester's Cap

Jester's Cap to look
through target player's library and
through target player's library and
remove any three of those cards
from the game. Reshuffle that
library afterwards.

"Know your feet, strengths as seel as
their teseaknesses.

Arcum Dagsson, Soldevi Machinist

The joke's on your opponent

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when you use these two

powerful Ice Age cards.

Beth Moursund had been an amateur rules lawyer most of her life, but Magic turned her into a professional. She wrote the Mathias and Selene section in the Magic Pocket Player's Guide, and answers questions on CompuServe as a WotC representative.

Stumpers

Solving tough gaming questions <mark>for *Magic: The Gatherin*g.</mark>

Q: If I attack with Marton Stromgald and a bunch of other creatures and my opponent casts Sandstorm, killing Marton during the attack but before any damage in combat is dealt, do all my other creatures retain their bonuses?

—T. Belladone, Gulport, MS

A: The text says, "If Marton Stromgald attacks, all other attacking creatures get +*/+* until end of turn..." If he taps to attack, the creatures get the bonus until the end of the turn. The bonus will decrease for each creature the Sandstorm kills.

Q: How do you pronounce Fylgja?

-F. Mast, Bay City, MI

A: This word is Scandinavian in origin. Pronounce this as "FILL-ya."

Q: If I have the Snow Hound out but no other creatures, may I use the Snow Hound's special ability just to bring him back to my hand?

—S. Markowitz, West Lafayette, IN

A: Nope. You must have a target blue or green creature available as well.

Q: If I put Errantry on multiple creatures, may they all attack?

—K. Jordan, Orma, WV A: Uh-uh, only one.

Q: If I cast Updraft on a creature after it's blocked by a Woolly Spider, does the Spider get its +0/+2 bonus?

-W. Jodice, Philippi, WV

A: The Woolly Spider checks to activate its bonus when blocking is declared. Since the attacking creature didn't have flying when blocking was declared, it doesn't get the bonus.

Q: If you're attacked by a Lured creature, may you cast Panic on one of your own creatures so it doesn't have to block?

—H. Goodwin, Canfield, OH

Q: If I Magical Hack Reality Twist to have the word "plains" read "mountains"

then the card reads that mountains produce both and . So which color does it produce?

-V. Bennet, Wenonah, NJ

A: Beleive it or not, the folks over at Wizards of the Coast never thought of Hacking the Twist (Hacking the Twist? Sounds like a Chuck Berry song), and as of yet have no solution for this dilemma. We'll try and get an answer for next issue.

Q: How does the Mountain Titan card work? Do you have to spend two red and one other mana every time a black spell is cast, or do you pay that activation cost once? And are the +1/+1 counters permanent?

-M. Croci, Pensacola, FL

A: Pay the activation cost once each turn you want to use its ability. The counters are permanent.

Q: May you sacrifice the goblin tokens created by the Goblin Warrens to make more goblin tokens?

—G. Fray, Richmond, VA A: You betcha.

Q: When you put a spell on the Ice Cauldron, can your opponent counter it?

—A. Forman, Montebello, CA

A: Nope—that's using an artifact ability, not casting a spell. He can counter it by using a Brown Ouphe's ability (in which case the spell stays in your hand and the charge counter never appears), or he can counter your casting the spell when you take it off the Cauldron.

Q: I have a Chaos Lord in play, and during my upkeep there are an odd number of permanents. My opponent Disenchants an artifact, making the total number of permanents even. Since I control when things happen during my upkeep, may I count the number of permanents to determine where the Chaos Lord ends up before the Disenchant resolves?

—E. Gillikin, Los Angeles, CA A: Sure can. Q: An incoming Keldon Warlord is bearing down on me along with all my opponent's other creatures, two 1/1 guys. If my White Knight blocks the Keldon and my War Mammoth kills one of the 1/1s, what happens to my White Knight?

-T. Smith, South Bend, IN

A: The White Knight and Keldon Warlord both die. During resolution of the first strike, the White Knight does two points of damage to the Warlord. The Warlord is currently a 3/3 creature, so it lives. During resolution of normal combat, the Mammoth kills one of the 1/1 creatures, and the Warlord does three points to the White Knight. When the 1/1 and the White Knight both go to the graveyard, suddenly the Warlord is a 2/2 creature with two points of damage applied to him! So he goes to the grave too.

Q: I tap Arena and choose my Land Leeches. My opponent chooses his Grizzly Bears. Does the first strike knock off the bears immediately, or do they still do their damage like the card says?

—B. Gillotti, Lake Mary, FL

A: First strike has no effect in the Arena. The Leeches die too. (Also note that a Basilisklike ability does not work in the Arena either.)

Q: If Farrel's Zealot is enchanted with Farrel's Mantle, may it attack once and—assuming it isn't blocked—do three damage to one creature and four to another?

—T. Espasandin, Modesto, CA A: Yup.

Q: If my Dread Wight is killed several turns after it's put paralysis counters on some creatures, do the counters remain?

—S. Joya, Matthews, NC A: They sure do.

Q: Can an interrupt beat a fast effect? Can you Red Elemental Blast a Prodigal Sorcerer before he can deal his point of damage?

___J. Vara, Lancaster, CA

A: Once an effect with an activation cost is activated (tapping the Prodigal Sor-



A Lured Basilisk heading your way? Learn a new way to keep one of your untapped creatures safe from harm.



Hmm...Nothing like a targeting Pestilence.

cerer is a cost), it always happens assuming its targets remain legal. Tim will die, but will still cause one point of damage.

Q: Can a Maze of Ith stop the Serra Angel? —M. Wilkon, Bloomington, IN

A: There's a new ruling on this. Under Fourth Edition rules, you should be able to determine whether a target is valid simply by looking at the text on the card being cast. If you can find a legal target for an effect, then you may play the effect on that target. Since Maze of 1th does not say "target untapped creature," but says "target attacking creature," you may use it on a Serra Angel. Although it can't execute the untapping, it can execute the rest of its effect.

Q: What if you only have three creatures in play when you cast Hecatomb? The spell fizzles, but are those creatures sacrificed?

—B. Jessup, Burbank, CA A: The creatures are toast.

Q: Can you use Nature's Lore to retrieve a dual land (Bayou, Savannah, and so on) from your library?

—F. Jenks, Greenwich, CT A: Nope.

Q: When can you sacrifice a snow-covered land to return Whiteout to your hand?

-R. Odell, Austin, TX

A: Any time you can use fast effects.

Q: Does a blocking creature with protection from black or red take damage from an attacking black or red creature when Ghostly Flame is out?

—K. Wallach, Portland, OR A: Yes indeedy.

Q: The new Icy Manipulator card does not say, "No effects are generated from tapped permanent." Does that mean if I tap my opponents's land it would add a point of mana to his mana pool and he would take a point of "mana burn" if he doesn't use it?

—B. Matzelle, Sinking Spring, PA

A: A card tapped by an outside spell or effect does not generate anything. Regardless of what the Ice Age Ice Manipulator says, that's part of the rules.

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:

STUMPERS c/o Inquest 151 Wells Ave.

Congers, NY 10920 Include your full name, address, and phone number.



Q: How does bluffing in combat work?

A: You can play any combat card of any rage during combat, but there's no guarantee that it'll work. If the Garou's rage equals or exceeds the rage value of the combat card, the card will work as normal. If the card value is higher than the Garou's rage, this is a bluff. The combat card will only work if all of the other cards played that round are also bluffs, or if it is the only card played. If a bluff fails, the card is simply discarded with no effect.

Q: Can a character in frenzy use cards from your regular combat hand during combat, or can he only use the cards in his frenzy hand?

A: When a character goes into frenzy, that character gets an additional number of cards equal to his rage. These cards may only be used by that character, and they are discarded when the current combat ends. However, the character may use cards from your regular combat hand as well.

Q: What happens if I manage to get enough Renown to win the game, but during the combat phase somebody kills my last character. The rules say I'm out of the game. Does this mean I lose?

A: Just because you're no longer actively involved in the game doesn't mean that you're completely eliminated. If you have enough victory points to win at the end of the fifth phase, then you win, regardless of how many Garou you still have.

Q: Suppose one of my Garou in Crinos form takes lethal damage during combat. Can I play Mother's Touch to remove some damage before the Garou dies, or is it too late?

A: It's too late. The damage card is removed, but the Garou's status has already changed to dead, so the Garou still dies.

Q: Do I still get the victory points for an Umbral Quest if I manage to pull my Garou out of the hunting grounds before two full turns?

A: If you can protect your Garou using a card like the Environmental Activist, you still get the victory points for the Umbral Quest.

Q: One of my Garou is equipped with an Elder Stone. May I get three extra votes and then discard the Stone for an additional 10 votes after everyone has voted?

A: You may only use one of the Stone's bonuses, not both. These votes must be used at the same time normal votes are used.

Q: How the heck does Alias, the Glass Walker Gift, work? Does it copy the breed form or Crinos form of the Garou who uses it? If it's the breed form, does it turn into Crinos when it takes damage equal to its rage? What if the original Garou's stats are modified by some Gift like Whelp Body? Help!

A: The Alias copies whatever state the Garou is currently in, and it cannot change forms later in the game. The only modifiers that apply to the copy are global effects such as the Lunar Phases.

Q: What does Silhouette do if the character with the highest Renown is protected by something like the Flower of Aphrodite? Does she attack the next-highest character, or does she simply lose her attack?

A: Silhouette attacks the most-Renowned character that she is legally allowed to attack. Since she can't attack a character protected by the Flower, she would move onto the next valid target.

For answers to additional Rage Stumpers, call Justin Achilli at the Rage Hotline: (404) 292-WOLF. It's open from 9 a.m. to 5 p.m. on the East Coast, Monday to Friday.



Ah Mother Gaea, she's got that magic tough . . . but is it magic enough to thwart certain death?



Mirror, mirror on the
wall...now wait a sec. Just
how the heck does the Alias
card work anyway?



Mmm, is that the smell of wet fur? Not quite, but the scent of the Flower of Aphrodite is more than enough to keep the bedbugs away.

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You tell us!

We need ideas—what can you do with all your extra mana cards? Shred 'em up and stuff a *piñata* with 'em? Duct-tape them together and make a boat? Sew them into a big *Magic: The Gathering* quilt? You tell us. Give us your most creative way to rid yourself of the scourge of extra mana. The inventor of the coolest idea will walk away with something nifty.

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

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

This contest is sponsored by us, hot dammit, and you'd better appreciate it.

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One lucky reader, whose idea we think is the best, will receive something he or she can really use—a set of 68 special lands. Yeah, we rounded it off to a nice even number, so you'll get all the special lands to date like Library of Alexandria, Strip Mine, Pendelhaven, Dwarven Hold, plus all the Ice Age lands, including snow-covered lands — but you don't get the ever-so-lame Sorrow's Path (trust us, this is for your own good).

Zonk! (One, uh, winner)

Another reader, whose idea we think is *the worst*, will receive all the extra mana we can find *and* Sorrow's Path. That's right, buckaroo—we're gonna gather up 53 metric tons (or so) of worthless, cheesy lands, throw 'em in a box, and send 'em to your house. And don't give us any crap about it or we'll come over there and give you a wedgie. Remember, we have your address and we can read a map.

Deadline is September 29, 1995

Must... Destroy... Mana

Name:

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Date of Birth:

Address:

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White Zombie or Monster Magnet?

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Meet fantasy artist Christopher Rush

Vital Stats

Name: Christopher Rush

Birth: April 4, 1965, in Long Beach, Calif.

Occupation: Artist

Base of Operations: Wizard

of the Coast, Renton, Wash.

Career Highlights: Being a part

of Magic: The Gathering

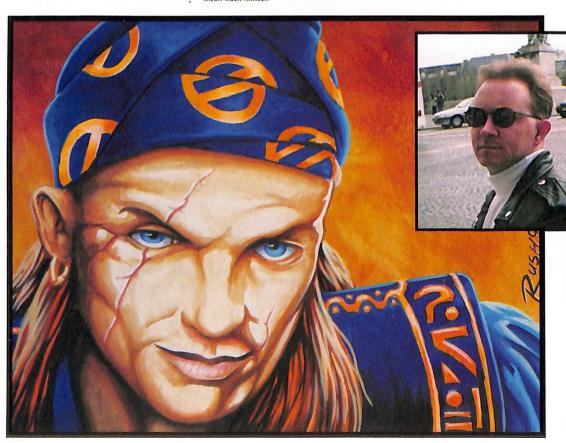
izards of the Coast has given Magic: The Gathering artist Christopher Rush several job titles and responsibilities. As the lead graphic designer for Magic: The Gathering, he develops the logos and packaging for Magic products. He's also the art director for WotC's upcoming Netrunner card game (based on R. Talsorian's Cyberpunk). When wearing that hat, he assigns and organizes the game's artwork. In his free time, Rush also freelances out of his home.

Rush considers the clean styles of Alphonse Mucha and J.C. Leyendecker to be two of his strongest influences. Often called the Father of Art Deco, Mucha specialized in stylized, commercial work in the '20s that often consisted of line drawings with pastel backgrounds. Leyendecker, who

Top: A sketch of Ruen, a planeswalker

Below: Eron the Relentless from the Homelands expansion set for Magic: The Gathering

Inset: Rush himself



worked in the '30s and '40s, boasts a slick, squarish painting style that caught Rush's eye.

"I could also credit countless fantasy and comic artists," Rush adds. "Fortunately, I have gotten to meet, work with, and learn from many of them." These artists include Don Maitz and Michael Whelan, both known for their fantasy book covers, and Barry Windsor-Smith, a comic book artist who worked on Marvel's Conan and the Weapon X serial in Marvel Comics Presents, and Image's current WildStorm crossover.

Rush's first professional work was an antishoplifting sign for Wally's Book and Comic Exchange in Kirkland, Wash. Since then, he has done everything from comic books (a vampire story in Chrome Tiger's 1987 *Menagerie*) to commercial advertising.

"I love card games because they are illustrationspecific...and, of course, the color," Rush says. "I would also like to do illustrations for magazines and books. One thing I like about fantasy art is that it gives me more freedom than any other industry or genre."

When asked what he sees himself doing in 10 years, Rush says, "Hopefully exactly what I'm doing right now. However, I also have a high interest in electronic media, especially 3-D rendering and multimedia."

Top: Unpublished illustration of a priest
Middle: Ihsan's Shade from the *Homelands* expansion set for *Magic*Bottom: Painting for *Dark Sovereigns* expansion set for *Vampire: The Eternal Struggle*Background: Sketches of Ruen's staff



Favorite work of your own...

That changes a lot. So far it changes with every set I work on. There's a piece in the next *Magic* release, but I can't talk about it. I guess it would be Order of the Ebon Hand from *Fallen Empires*.

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

Leonardo da Vinci, because of the way his mind worked, the way he looked at the world and tried to figure out every aspect of it. And, for the most part, I think he got it pretty right.

Most embarrassing moment...

Waking up in a field wearing nothing but a blanket.... I won't fill in any more of that.

Things you collect...

Besides *Magic* cards? Actually, the only other things I really collect are prints from artists I admire—or any new artists that I haven't noticed before.

Favorite television show...

Today I would have to say *X-Files*. Mostly because of the supernatural and mystery, and because you don't get all the answers at the end of the show.

Most recent trick-or-treating costume...

I was a pirate. I hope the next question isn't going to be when that was.... I have an excuse. It was a couple of years ago. I took my daughter out, and I didn't want her to be the only one in a costume.

The last good book you've read...

Tigana by Guy Gavriel Kay. I liked the portrayal of the characters—the fact that they were real. Many artists and writers can create fantastic creatures and cultures, but to make them live and breathe: I think that's vital for a writer.

Favorite roleplaying or card game...

I guess it would be boring to say *Magic*, though I really enjoy it. With roleplaying games, I don't think it really matters. It's portraying the roles, not putting the numbers together. I really enjoy roleplaying, and I use parts of many systems in my games.

Favorite fantasy character...

Thomas Covenant [from the two *Chronicles of Thomas Covenant* series by Stephen R. Donaldson]. He's such a complete rat-bastard, and I hated him the entire time. But I sure kept reading.

The people you'd most like to work with...

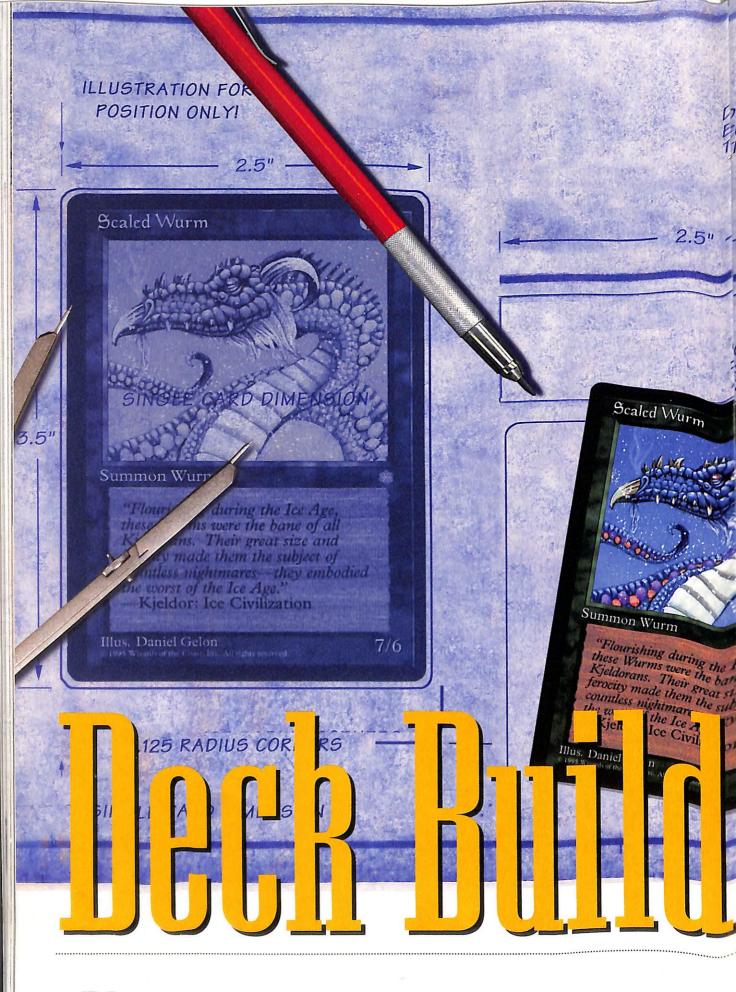
I think Industrial Light and Magic—if I had to choose something I wasn't doing right now. Mostly because they do so many things. As a freelance artist, you may do a lot of work one day and have nothing the next. Not only is ILM the best, but they have tons of jobs coming to them. There would always be something to do.

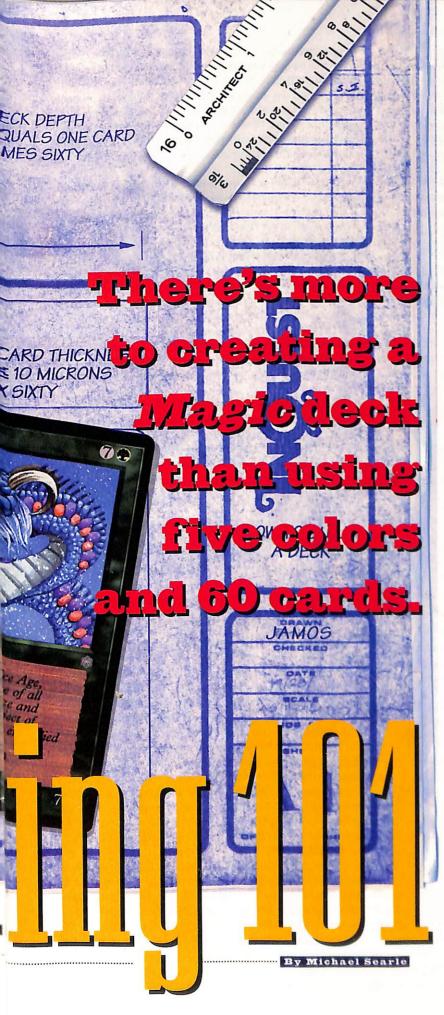
Favorite musicians...

Vivaldi, Front Line Assembly, and Peter Murphy. I like the different range of styles and sounds. it's hard to say that I like any one type of music. If I hear it, I either like it or don't. These are the most vibrant that I've heard recently.

If you were an all-powerful wizard, what you would do...

I would probably build the world that I've been creating on paper and in my mind ever since I became involved in fantasy.





traight outta the cellophane, that first Magic pack can be a great, big confusion of colors, weird pictures, and even weirder text. Sure, it's fun to break open a starter deck, shuffle it up, and play against the first boosterless opponent who comes your way, but eventually you'll want more.

Whether it's to play your usual Magic gang or a brand-new set of tournament duelers, you'll probably want to know how to turn your card collection into winning, fun-to-play decks. You can learn how to do this using some basic formulas. No matter if you want a well-tuned machine or a wacky theme deck, these principles of deck building will help make you competitive in any league.

I. The Concept: Brainstorm an Idea

Sorry, the *Ice Age* card won't help you with this. You're gonna have to use your own noggin to figure out exactly what you want. Think of a concept for the deck: anything from the colors you'll be playing (perhaps white and black) to the theme you'd like (a shapeshifting deck, for instance). For this article, we'll be building an all-commons deck.

II. The First Cut: You Don't Want the Encyclopedia Dominia

Your next step on the road to a new deck is to examine all your cards and pick the ones you think will work with the deck. It's important to read the cards—there's bound to be a few you'd forgotten about or unjustly neglected.

But avoid the *Encyclopedia Dominia* approach of selecting at least one copy of every card you own, A through Z. Take only cards that fit strongly into your concept, or powerful cards in the colors you're using.

The key question is: What do you want your deck to do? If you're looking for a speed deck, you want mana-generating creatures, spells, and artifacts (Fyndhorn Elder, Wild Growth, Mana Vault). If you're looking for fast-strike offense, you may want some direct damage (Lightning Bolts, Storm Seeker) or quick, low-casting-cost creatures (so-called "weenies" like Savannah Lions, Scryb Sprites, and Merfolk). Make sure you have a weapon against every type of permanent: land (destroyed by Stone Rain), enchantment (Tranquility), creature (Lightning Bolt), and artifact (Crumble).

Don't get blinded by "Must...have...four...
Serras!" fever. Remember the cards that have plagued you in the past, such as Maze of Ith or Goblin War Drums, and make sure your new deck can handle them.

For this article, I built a common deck, with the theme of accessible cards—nothing rare or uncommon—so all the cards in it should be relatively easy to find, especially since *The Dark* is the oldest set represented here. (Not to toot our own horn too much, but all I did was scan down the rarity column in the *InQuest* Players Guide to see what cards were available. It was a snap.)

III. Grunching It Down, Part 1: 214 is Too Many

If you're like me, you'll probably have a 214-card deck at this point, and you want one in the 60-card range. To help weed out extraneous cards, sort your big pool of cards by color, then by spells and creatures (if you're playing a creatureless deck, make your own sorting rules), and sometimes even further by offensive, defensive, and miscellaneous capabilities.

A good rule of thumb is to go with a varied group of cards to give your deck flexibility. With this in mind, chuck out any duplicate cards. I know it's hard not to keep two of everything, but you'll still have the same ratio of really good cards as before; your deck will simply be smaller and more concise. If a creature or spell seems just too valuable to ditch, keep two in there. If it's absolutely crucial (i.e., the Atogs in your Atog deck), put three or four in—but I rarely go above three.

I had to make some tough choices when designing this deck, especially since it has such a big scope: anyone who's bought a binder and stretched the plastic pockets knows there are more than a few commons! I decided to go with two main colors; any more would be suicidal without special—hence rare—lands. I chose green for its mana producers and excellent creature array, and blue for its cheap countering ability and powerful complementary spells. I slipped in just a hint of red in the form of a few creature elimination/direct damage spells (not that I condone cheese, mind you).

IV. Grunching It Down, Part 2: On the Road to the Finals

After more teeth-grinding and temple-knocking, I condensed the deck yet again. Don't be discouraged if your discard pile looks like a world-caliber deck—think of it as the next challenge you'll tackle once this deck is working.

After about an hour, I had the general outlines of the deck I wanted. These were my semifinalists for green:

22 CREATURES

• 13 Low-Level Guys

8 green-mana-generating Llanowar and Fyndhorn Elves

1 artifact-eating Scavenger Folk

1 artifact-stopping Brown Ouphe

1 always-useful Fyndhorn Brownie

2 red-mana-producing Tinder Walls

• 5 Midrange Creatures

1 trampling War Mammoth

1 first-striking Land Leeches

1 Balduvian Bear

1 Grizzly Bear

1 Woolly Spider for air defense

4 Powerhouses

1 Scaled Wurm

1 Craw Wurn

1 pumpable Folk of the Pines

1 Durkwood Boars

10 SPELLS

7 Defensive

1 Crumble

1 live-giving Stream of Life

1 Fog for nasty surprise attacks

2 Spore Clouds for your counterattack

1 creature-preserving Regeneration

1 anti-enchantment Tranquility

3 Offensive

3 Giant Growths good for offense and defense

How did this pool of green cards evolve into my final green lineup? Glad you asked.

One-third of your deck should be creatures, another third should be spells, and the last third should be land. Simply put: in a standard, trim, 60-card deck, 20 is the magic number. There should be about 20 creatures, spells, and lands each in a 60-card deck. (Put slightly more mana in a tournament deck.)

Remember that the chance of drawing any given card decreases with each card you add. If you must go higher than 60 cards, try to keep the number of creatures, spells, and lands even—that way the odds of getting a useful card stay relatively even.

Of course, that's only if you want balance. If you've got a theme that's heavy on one type of card, or if you're just looking for a challenge, heck, build a horde deck with 40 creatures or an artifact deck with 35 machines and go to town.

A. Creatures

Creatures are usually the first card type I look at, probably because it's the easiest type to evaluate. Based on their power/toughness, I break the creatures down into three categories: low-level (1/1s and 2/2s), midrange (3/3s and creatures with high toughness and low power, or vice versa), and highpower (4/4s and above).

Usually, you're looking for a mix of low to high power/toughness critters. Why? Well, the more powerful a creature, the more it typically costs to cast. Think about it: you want big creatures, but you want to get some creatures—practically any creatures—out quickly.

When you're choosing creatures, take their abilities into consideration. The Woolly Spider's anti-flier capabilities are clutch; mana-producing Elves boost your power supply tremendously; and a Brown Ouphe provides an important defense.

Remembering the rule of around 20 creatures per deck, I had to whittle down the green guys in order to fit in blue and artifact cards. Trampling and first strike are nice, but something had to go, so out were War Mammoth, Land Leeches, and the regular 2/2s, the Balduvian and Grizzly Bears. The sole midrange survivor was the Woolly Spider.

The powerhouses stayed as is, since I should be able to bring in the big guns fairly quickly with the help of the mana-generating Elves (thus mostly eliminating the need for midrange creatures). Still, I had to drop down further, and eventually decided on 16 total green creatures by cutting out two Elves. That left room for two artifact creatures and three blue creatures, bringing my grand total to 21.

B. Spells

Spells always seem to cause me grief, probably because it's more difficult to determine which has more bang for the buck. Instants and interrupts are fantastic, since you can use them at any time. Sorceries are generally more powerful, but have the drawback of only being playable during your turn. Enchantments are nice, since they stay in play and can help your cause for a long period of time; however, you might have to deal with maintenance costs, and always have to worry about protecting them.

In this deck, I chose all the green spells for their combat capabilities (Giant Growth, Spore Cloud, Regeneration) or their defensive abilities (Stream of Life, Tranquility); there were no cards with "miscellaneous" abilities like Regrowth. Blue was a little tougher. Before I even started getting down to the nitty gritty, I was forced to discard Flight, Flood, Unstable Mutation, and Unsummon, plus a slew of duplicates.

The final count brought in some countering and four all-purpose spells (two Rays of Command, Twiddle, and a Brainstorm). I needed creature elimination badly, so I threw in three Lightning Bolts and two Fireballs. Since I had only minimal room for mountains, it was a little risky to introduce another color, but the red-mana-producing Tinder Walls helped me stay on track.

C. Lands

Generally speaking, land should comprise a third of your deck—20 cards in a 60-card deck. To figure out how much land you need, count up the cards in each color and divide that number in half (round up). If you have 22 green cards, you'll end up with 11 forests in there, or a third of your 33 total cards.

Repeat this for all the colors in the deck. Although this process really works—trust me—you may have to make adjustments. For example, this deck only has six red spells, but I put in four mountains to improve my chances of having red spells

and red mana at the same time.

As with lands, you should count up your artifacts and divide the number in two, addding that many special lands or whichever mana you think you'll need most.

In a tournament deck, you want to make sure that you get enough mana, and that you get it early. Your general formula should be 24 lands and 36 creatures and spells for a 60-card tournament-legal deck.

D. Artifacts

Artifacts, which use colorless mana, can easily be worked into any deck-just find ones that complement your deck at a rea-

Most of the time, you'll want to pick your artifacts around the same time as your creatures and spells, so it's easier to calculate the land you need. But with this deck, there were so few common artifacts that this was the last type of card I considered. I just went with two creatures with neat special abilities, Clay Statue and Yotian Soldier.

Whatever you do, don't start throwing in artifacts just because you think they'd be cool to play with: I've seen many a potentially good deck badly diluted by too many artifact afterthoughts. Sure, Ornithopter's a cheap blocker, but there are a lot of situations when that's the last card you want to draw from your deck.

V. The Check: Striving for Inner Harmony

I've got a checking method I use when I finish a fresh deck. Shuffle the deck thoroughly and deal yourself several seven-card opening hands to see what you get. Use a piece of paper to keep track of how many lands, creatures, and spells you deal. A good balance is three creatures, one or two spells, and two to three lands. You should be able to cast at least one card from your opening hand by the second or third turn.

Even after all this work, your deck is still in its "raw" stage. There are some questions you now have to ask yourself, for no matter how thoughtful you were while designing, you probably didn't get it completely right the first time around.

Is the deck doing what you thought it would? Are all the creatures and spells as useful as you thought, or do some cards sit in your hand because they're too expensive or simply not helpful? Does your deck have the tools to take on an assortment of opponents? If you can honestly answer yes to all these questions, you probably have a solid deck.

VI. The Deck: Into the Fray

Practice makes perfect, so most of your definitive answers will probably come after playing real opponents and strong decks. Don't get down if your deck doesn't work right away—the best way to make a deck better is to learn its weaknesses, identify the cards that give you problems, and plug in cards to cover those gaps. In play-testing this "Just a Buck" deck, I found it was easy to cast cards, and the hands I drew had a good repertoire of spells each time out.

Oddly enough, combinations you never thought of before will come to you as your deck begins working as a team. When a defending creature is tapped with Twiddle, it doesn't deal damage in combat—frequently dying at the hands of but not even scratching your creature. Using the Krovikan Sorcerer's special ability right before your turn lets you trade the extra land you've been holding on to for a new card. If your pumped-up Folk of the Pines can't quite knock off a much bigger enemy creature, using that spare mountain on a Lightning Bolt might do the trick. Untapping Woolly Spider with the Fyndhorn Brownie lets you swat down that pesky Mesa Pegasus.

The list goes on. Keep your mind open to the possibilities within your deck... and those outside it. There's always another deck idea on the way!

The Deck Builder's

Six steps to thinner, stronger decks.

- 1. The Concept. Brainstorm an idea for your deck.
- II. The First Cut. Examine all your cards and select the ones you think will fit into your theme or help your deck. Pick cards because of their usefulness, and make sure you can combat every kind of permanent; land, enchantment, creature, and artifact.
- III. Crunching It Down, Part 1. Sort your cards by colors; by spells and creatures; and by offensive, defensive, and miscellaneous capabilities. Keep a varied group of cards on hand to give your deck flexibility, but start chucking duplicates unless they're integral to your concept.
- IV. Crunching It Down, Part 2. Cut, cut, cut! Usually, one-third of your deck should be creatures, one-third should be spells, and one-third lands. In a 60card deck, that means 20 of each type; in a tournament deck, put in at least 24 lands to ensure you get the right mana quickly. The order in which you evaluate card types depends on your deck.
- A. Creatures: Get a mix of low-level, midrange, and powerhouse creatures. Remember, abilities and casting cost count along with power and toughness!
- B. Spells. Sort these by offensive, defensive, and miscellaneous abilities, then choose the most useful ones.
- C. Lands. Count up the number of cards in each color, divide by two, and put in that many lands, rounded up, of the appropriate color. For artifacts, add special lands or the mana you need most.
- D. Artifacts. You can choose these by their own category, or by grouping artifact creatures with creatures and regular artifacts with spells. Don't throw in too many "oh-so-cool" artifacts or you'll ruin your focus!
- V. The Check. Shuffle thoroughly, and deal yourself seven-card opening hands. Repeat several times, tracking the results. You want a good balance—around three creatures, one or two spells, and two to three lands-and the ability to cast at least one card from your hand in the first two or three turns. Look at your deck's speed and effectiveness.
- VI. The Deck. Let the battle begin! Identify weaknesses and change your card mixture to handle them. As you play, you're bound to learn some important things about your deck.

st a Buc

Creatures

Green

1 Brown Ouphe

1 Craw Wurm

1 Durkwood Boars

1 Folk of the Pines

1 Fyndhorn Brownie

3 Fyndhorn Elves

3 Llanowar Elves

1 Scaled Wurm

2 Tinder Walls

1 Woolly Spider Blue

1 Illusionary Forces

1 Krovikan Sorcerer

1 Zuran Spellcaster

Artifacts

1 Clay Statue

1 Yotian Soldier

Spells

Green

1 Crumble

2 Giant Growths

1 Regeneration

1 Spore Cloud

1 Stream of Life 1 Tranquility

Blue

SEPTEMBER

1 Brainstorm

2 Counterspells

1 Power Sink

2 Rays of Command

1 Spell Blast

1 Twiddle

Red

2 Fireballs

3 Lightning Bolts

1 Stone Rain

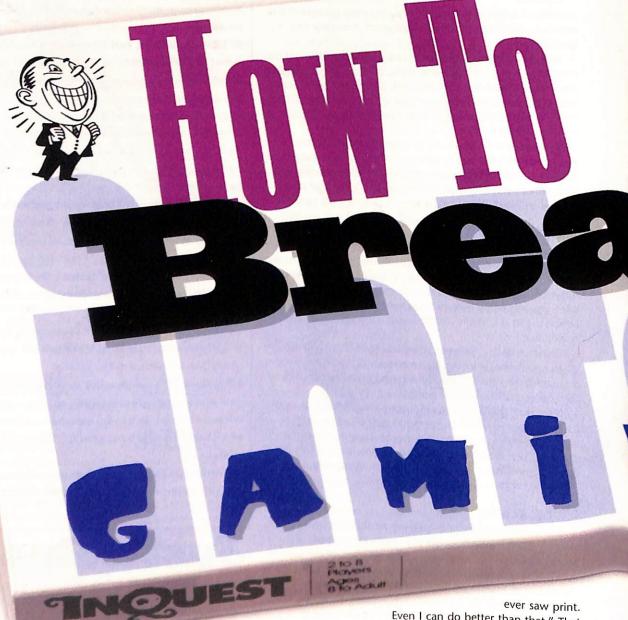
Lands

11 Forests

6 Islands

4 Mountains

What you need to know to succeed as a game designer



By Matt Forbeck

rom the moment you cracked open your first *Dungeon Master's Guide* or broke the shrink wrap on your first *Magic: The Gathering* starter pack, one thought has burned in your mind: "This is *cool!*" You really like games—hell, you *love* playing them. You've spent dozens of sleepless nights storming the castle or blasting away at the alien invaders—so many that you've lost count.

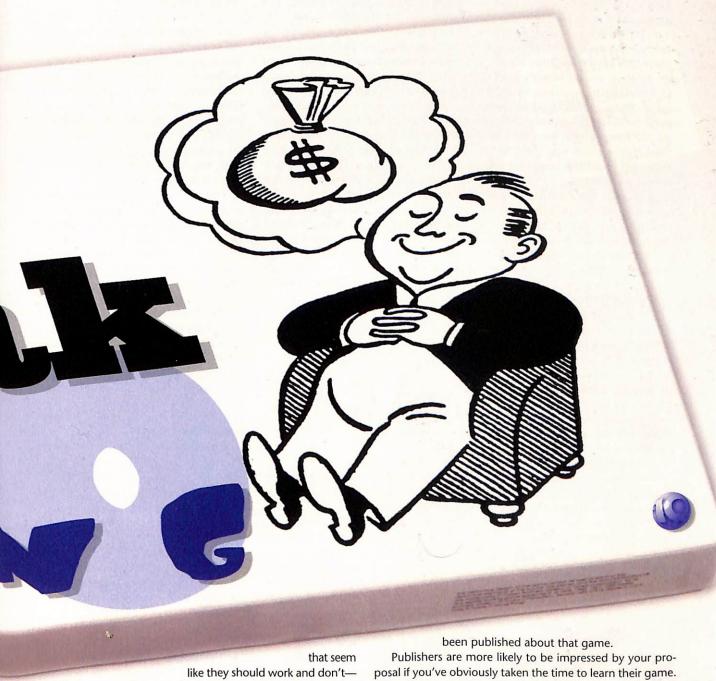
Since then, you've looked at the games being published and thought to yourself, "I can't believe this thing

Even I can do better than that." That seed took root in your mind, and was fertilized by game after game—until it finally bloomed in a moment of raw insanity. "I can do better than that!" you thought. "In fact, I will!"

Before you hunt around for that old manual typewriter your mother stashed in the attic years ago, stop and sit down for a moment. There's a few things you need to know before you go off half-cocked.

What You're Getting Into

As a game designer, you can look forward to long hours pecking at a keyboard, locked away from the rest of the world. Interspersed with this, you'll play games



like they should work and don't it being up to you to make them sing. After that, assuming you can find a publisher, you'll very likely get meager advances and little pay, if any, at first.

Sound like fun? If you love games, it can be. After all, there're few things more rewarding than making a living doing something you truly enjoy.

On the other hand, don't bet the farm on breaking in—especially not right away. It can be a long, hard haul. There are few jobs available as a designer in the adventure gaming industry, and people who manage to make a living as a full-time freelancer are even rarer.

Assuming all this doom and gloom hasn't dissuaded you, let's press on.



Know Your Subject

If you want to write something set in a known game universe, read everything you can that's

Publishers are more likely to be impressed by your proposal if you've obviously taken the time to learn their game. After all, they published it—they're probably proud of it. If you can't be bothered to know at least a little about it, they likely won't bother reading your proposal.

Also, this way you'll know what this publisher has already done with the game. After all, if you tell TSR you've got this great new idea for a series of handbooks based on each type of character class, they won't bother wasting the post office's valuable time using your self-addressed, stamped envelope (SASE) to comment on your brilliant notion.

Go to Conventions

This is a small industry.

This means that professional gaming people actually go to gaming conventions across this nation and, yes, play games. Often they do this with people they've never met before, and they have a lot of fun.

Game publishers are a lot more likely to pay attention to

a submission from someone whom they know, so use this opportunity to introduce yourself. It's human nature to give a proposal from a known name more serious consideration, no matter what the reason for knowing that name.

Whatever you do, though, don't go to a convention expecting to pitch a bunch of new ideas to your favorite publishers. The more polite ones will ask you to write them down and send them in. The others won't, and if they remember your name later, they won't remember it well.

If you just can't restrain yourself, contain yourself to talking briefly about your idea in a general sense. Ask if they'd be interested in seeing a proposal. If they say yes—Hallelujah!—it's time to get cracking.

Equipment

Get access to a computer. With the desktop publishing revolution now years behind us, many publishers won't even accept a manuscript in a format their computer can't read. Most publishers are on Macs, but they can usually read IBM formats just fine.

If you don't have a computer, borrow one or find someone who will let you use one for a while. Many schools have computer labs their students can use. Maybe you can use your office computer after hours.

If you have a major word processor that's up to date, most companies will be able to translate your manuscript into their program's format (although they'd prefer it if you did it for them). Just don't expect them to be able to find a translator for your uncle's Timex Sinclair 1000.



Getting Guidelines

Before you start writing a single sentence of the magnum opus that's destined to revolutionize the

way people play games, you've got to write a simple letter. Address it to the company you hope will be wise enough to acknowledge your talent.

If you don't know the company's address (most list contact information in the front of their games or books), we've gone to the trouble to track down that information for you (see sidebar on page 48). Just remember us when you're on top of the world.

Offering up various pieces of your

anatomy ("I'd give my left arm!") is not likely to impress, so keep frothing to a minimum. Try to be professional.

Keep the letter short. Simply tell the company that you like its games and you're interested in writing something for them. Then ask for their writers guidelines. Always include a SASE for these.

Publishers don't come up with these guidelines just to see how well prospective authors can jump though hoops (at least, they've never publicly admitted so). They're designed to make the submission process as painless as possible for both them and you.

Obviously, they don't want you wasting their time with something that isn't going to work, but the reverse is true, too. Keep this in mind if you start questioning their policies. If you don't like their way of doing business at this stage, find another publisher now.



Writing a Query

Most guidelines first ask for a query letter. This is usually a one- or two-page summary of the project you have in mind. If a project is rejected at this stage, no one's out a whole lot of time, and hopefully no feelings are hurt.

Be as succinct as possible. Mention your previous publishing credits if you've got any. Even working on your high school yearbook can help.

Some publishers get dozens of queries a week. Someone's got to sit down and read through them all.

Don't bore them. Grab their attention as quickly as you can, and don't let go. If you can't accomplish this over a two-page span, you're likely not going to be able to sustain it throughout an entire product. This is your first chance to show what you can do.

Again, always include a SASE if you want a response (hint: you do).

Magazines

When reading over a good proposal, many publishers say, "This looks great, but can this person really deliver?" Of course, if you'd already proven yourself, you wouldn't have to be writing query letters. They'd be calling you and offering you work, right?

One way to prove you can handle game design is to start small. Few publishers are willing to hand a large project over to an unknown writer, but magazine publishers aren't usually so picky.

A magazine article usually only runs a few thousand words. If you write a magazine article and the publisher decides it's not any good, you're only out a couple of days' time, and the publisher can usually make up the missing pages with something else.

Once you've got an article or two under your belt, send along a copy of your work when asked for a writing sample. This is bound to impress a lot more than, "I've never set pen to paper before this query letter, but I think your games rule!"

Release Forms

In these days of 1-800-SUE4CASH, most publishers have gotten cautious about reading any unsolicited proposals or even query letters. Sometimes you'll get your letter back unread. Other times, you've managed to lessen the publisher's heating bill. Query letters make great kindling.

If the publisher needs you to sign a release form, they'll generally send it along with the writers guidelines. Read it over, and if they've for some reason left out the traditional clause concerning the fate of your firstborn, sign it and send it in with your query.

If you're planning on making a number of queries to a particular company, make yourself a few photocopies of their release form. This way you won't have to ask for a new one each time.

Writing a Proposal

Once a publisher accepts a query letter, you're still not out of the woods. Then they usually ask for a longer proposal. In five pages or less, you need to outline your entire project on at least a chapter-by-chapter basis. Try to give the publisher as much of a feel for the entire project as you can in the space allotted.

Again, this is a chance for you to show what you can do. Don't just turn in your first draft. Take your time and polish your proposal. Make sure it's the best that you can make it be.

If your proposal's accepted, congratulations! The next step is to get yourself a contract and start writing.

Continued on page 48



Coming Soon Chronicles Star Wars

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Copyrights



With a few exceptions, most work for adventure game publishers is work for hire. This means that you sign over all copyrights

to them in exchange for some sort of compensation (hopefully in the form of check with a lot of zeros on it).

This is pretty much standard procedure, especially if you're writing something set in a game universe that someone else has developed. After all, if you get to keep the rights to a certain part of their universe, it's not entirely theirs anymore, is it?

Self-Publishing

If you don't want to hand the rights to your baby over to someone else, no matter how little they may be able to offer you, maybe you should try publishing it yourself. Be warned, however, that this can be an extremely hazardous proposition. Just because you can design games doesn't mean you can run a business, and that's what you're talking about getting into.

When asked about starting up a company, one publisher compared doing so to driving a nail through your genitals. If you still find this appealing, seek professional help.

By this, I mean that if you don't know the first thing about running a business, find someone who does and is willing to lend a hand. This is not something to be undertaken lightly.

Final Thoughts

No matter what you may have read in this article, don't be entirely disheartened. Gaming is a tough field to break into, but as a

quick glance at many published games will tell you, every publisher in the industry always needs strong writers willing to work for peanuts.

Despite what you may have heard, it's possible to survive by writing games full time. You just have to be willing to take the time to build a reputation as a professional. With enough talent, hard work, and mule-headed perseverance, you too can be lucky enough to join those of us who make a living doing something we truly enjoy: designing games.

Matt Forbeck has been working as a full-time freelance game designer for over five years. Despite (or more likely because of) this, he's managed to amass a great deal of personal debt that he's fervently trying to work off by writing whatever he can—even magazine articles.

Whom to Contact

When you've finally got a great

idea for a game and you know which

company you want to submit it to,

how do you get a hold of them?

Here's a list of some of the top com-

panies in the industry and the names

of the people in charge of examin-

ing proposals submitted to them,

plus some tips from those people.

FASA

1100 West Cermak Suite B305 Fifth Floor Chicago, IL 60608

Contacts

Battletech. Bryan Nystul
Earthdawn: Louis J. Prosperi
Shadowrun: Mike Mulvihill
Do be professional.
Dan't submit a whole manue

Don't submit a whole manuscript. No one will read the entire thing.

Don't change the universe the game is set in. That's out of a freelancer's range.

Don't insult the game, the authors, or the editors. No letters saying, "You bozos don't know what you're doing!" Don't overcommit. If you've never written anything before, don't submit a proposal for a 100,000-word project. Who knows if you'll ever finish it?

Games Workshop

Howard House 16 Castle Boulevard Nottingham NG7 1FL England

Contact: Almost all of Games Workshop's game designs come directly from their design studio. They are not currently taking submissions (although even a snowball sometimes has a chance in hell).

Heartbreaker Hobbies & Games

P.O. Box 105 Folsom, PA 19033 Contact: Bob Watts

Iron Crown Enterprises

P.O. Box 1605 Charlottesville, VA 22902

Contacts

General: Coleman Charlton Hero/Champions: Bruce Harlick Middle-earth: Jessica Ney-Grimm Rolemaster: John Curtis Silent Death: Matt Forbeck

Mayfair Games

P.O. Box 48539 Niles, IL 60648

Contact: Darwin Bromley

Do send us a two-page synopsis. Tell us the game's topic and who it's aimed at.

Do tell us why it will sell and why Mayfair is the company that should sell it.

Do describe the style of the game. What kind of components does it use?

Don't send us a prototype. Without a release form, we won't even look at it.

Don't tell us about how the game plays.

Don't send a copy of the rules.

Metropolis Ltd.

P.O. Box 57083 Washington, DC 20037 Contact: Terry Amthor

Palladium

12455 Universal Drive Taylor, MI 48180 Contact: Maryann Siembieda

R. Talsorian Games

P.O. Box 7356 Berkeley, CA 94707

Contacts

Cyberpunk: Derek Quintanar Cybergeneration: Dave Ackerman Mekton: Mike MacDonald Castle Falkenstein: Mike Pondsmith

Steve Jackson Games

P.O. Box 18957 Austin, TX 78760 Contact: Write Attention Submissions Guidelines

TSR

P.O. Box 756 Lake Geneva, WI 53147

Contacts

Amateur: Wolfgang Baur (*Dragon Magazine*) and David Gross (*Dungeon Adventures Magazine*)
Published: Bruce Heard **Do** act like a pro. Then you'll be treated like a pro.

Do make your manuscript readable.
Do contact us for writers guidelines.
These are important, since game publishers like TSR have special demands.

Also, you'll get a release form with the guidelines.

Do send in the release form. Otherwise, we won't look at your submission.

Do be original. If we've already seen it a dozen times, we don't want it.

International writers take note:

Always include International Reply Coupons when writing in. Otherwise, you'll never get your proposal back—or even a contract!

If English isn't your native tongue, know that you'll still be expected to meet the same high standards of writing we expect from anyone else.

West End Games

Road 3, Box 2345 Honesdale, PA 18431

Contacts

Star Wars. Bill Smith Star Wars Adventure Journal. Pete Schweighofer Anything else: Greg Farshtey

White Wolf

Suite 100 780 Park North Boulevard Clarkston, GA 30021

Contacts

Vampire: Jennifer Hartshorn
Wraith: Richard Dansky
Werewolf: Bill Bridges
Mage: Phil Brucato
Changeling: Ian Lemke
Rage: Mike Tinney
Do send a query letter first.
Do include an SASE if you want a response.

Do make your proposal as well-written as can be.

Don't send poetry!

Don't send illustrations. Those go to the art director.

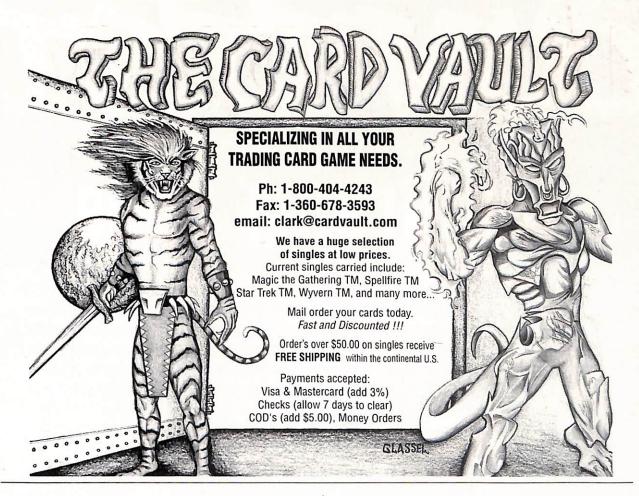
Wizards of the Coast

P.O. Box 707 Renton, WA 98057-0707

Contacts

Roleplaying Games: Aron Anderson
Anything Else: Matt Burke
Do enclose a record of disclosure
(release) form. Otherwise, we won't
even breathe on your letter.
Do send in board game ideas.
Don't send in any Deckmaster submissions. We aren't accepting them.
Don't do something just like another
game. No D&D or Star Trek knockoffs,

Don't submit a *Magic* board game, though. We've already seen plenty of these.





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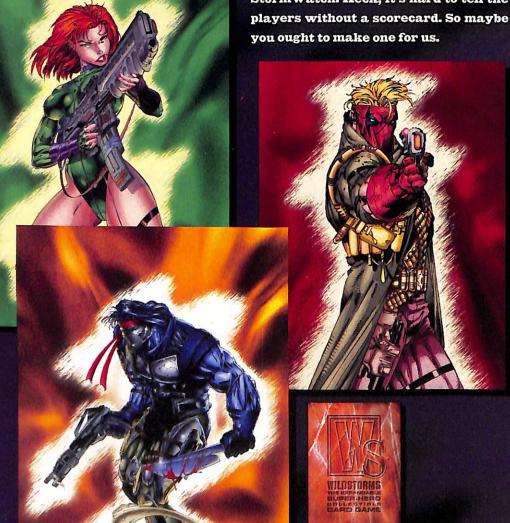
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WildStorm Productions Presents:

The Iream Ieam InQuest Contest

Whoa, Nellie! WildStorms: The Expandable Super-Hero Card Game is hitting the shelves as we live and breathe, and it's just chock-full of all the cool WildStorm comic characters that we've come to know and love. Seems like there's a million of these dudes and dudettes: Fairchild, Grail, Grifter, Maul, Freefall, and Union, among oth-





How to Play

It's simple. Just put together your personal WildStorm Dream Team using any of the many WildStorm characters. Mix and match. Go nuts. Just tell us which characters you'd team together, why they'd work well together, and what your team's name would be. You can use up to five different characters, and you might want to go the maximum to improve your chances of winning some...

Grand Prize (One winner)

One lucky reader will receive a complete set of WildStorms: The Expandable Super-Hero Card Game cards. That's right—the whole enchilada! And WildStorm head honcho Jim Lee will even

autograph one of the cards for you!

Second Prize (20 winners)

Another 20 readers will each receive a WildStorms starter deck and an extra card autographed by one of the many superfunky WildStorm artists who are a-drawin' the set.

Fill this sucker out, put it an envelope, attach it to your Dream Team lineup, and send to:

WILDSTORM

Dream Team InQuest Contest

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

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, WildStorm Productions, and their immediate families or major league baseball players. We're still not quite ready to forgive this strike thing. 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 Dream Team lineup. Enter as many times as you like. Mail each entry separately to: Dream Team 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. About two verses into that "There's a hole in the bucket, dear Liza" song, I wanted to riddle that "dear Henry" guy with bullets. 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 by Wizard Press from all properly completed entries based on creativity. Judging will take place on October 16, 1995. What we say goes, so no whinin' if you don't win anything.

For a list of winners, available after October 16, 1995, send a self-addressed stamped envelope to: Dream Team InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. This month's contest is sponsored by WildStorm Productions, those groovy fellas who crank out swell comics

Deadline is September 29, 1995

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Regular or Unleaded?

Art 19 & @ Aegs Entertainment Inc. DBA Wildstorm Productions

and keen cards.

Required equipment for Magic tournament players.

By Marty Stever

You've become the king of Magic: The Gathering on your block? Your friends won't play for cards, even when you promise to put Moxes in your ante deck and let them start with 25 points of life? Your local store won't let you play on Saturday afternoon because it demoralizes other customers?

Sounds like you're ready for a tournament, and buddy, InQuest is here for you. We know there's more to being a tournament champion than hav-

ing the best deck. You need both the physical and psychological edges that are the marks of every truly great player.

With that in mind, we've created a list of everything besides cards that you'll need to make you a winner at every tournament. Remember to send us 10 percent of all your winnings in gratitude. (Please note: In Type I tourneys, a Black Lotus and a fistful of Moxes will help your chances, too.)

... **Psychic girlfriend:** The ultimate Black Lotus equalizer. Usually only available to superheroes, we used our friends at Wizard: The Guide To Comiss to make a Love Connection and hook us up. Of course, it's painful when, the night before the tourney, she says, "You're going to lose. Let's go shopping instead."



INTITY OF SUMBLASSES: Perfect for opponents who believe they can glare you down. Also good for buildings with annoying florescent lighting. (Warning: opponents may try to put you off-balance by rectiting lines from Cool Hand Luke: "What we have here is a *failure* to communicate.")

Star Trek key ring: Really want to piss off your opponent? Short of Channeling a Fireball, nothing can beat hitting the phaser noise every time you reduce his life.

> nent and say, "What, you don't think I'm staying at 20 life, do you?"

100-sided die: So you can smirk at your oppo-

Cindy Crawford's home phone phone number: If you have this, who cares if you win the fourney or not?

RingDings: Mmmmm.

Donald Trump's The Art of the Deal For inspiration when you question the morality of trading a 9-year-old two "awesome" cards for a Shivan.

Cellular phone with satellite hook-up, IBM: notebook computer and modem: Allows real-time trading of Magic cards on the Internet, AOL, and CompuServe. Especially helpful when you're playing slow or novice tourney opponents and you need to keep your mind occupied.

Trained squirrels: Give 'en the cue and ithey'll run up your pants leg and hand you that vital Counterspell (although the bite marks on the cards tend to be a give-away). Great for ante.

One of those beaded seat covers favored by New York City taxidrivers: We don't really know if they're all that comfortable, but the checkered bead pattern may distract and confuse your opponent.

Jolt: All the sugar and twice the caffeine. Need we say more?

.... ScLSSOTS: fear your opponent has a card up his sleeve? Offer to give him a stylish short-sleeve look. (Warning: It's dangerous to run with scissors.)

. Annoying plastic sleeve thingles: You can't let those precious Magic cards be touched by anything as potentially corrosive as air, can you?

The Great Khan Game: TSR's classic card game is ideal for relaxing between matches.

SIIK boxers: They just feel so nice and smooth.

The Club: You've spent all your money on *Magic* cards, so there's no chance anyone will steat the bucket you call "The Juggernaut"...but it's nice to pretend it could happen.

Bounty, the quicker picker-upper: Because Magic cards and 7-Up

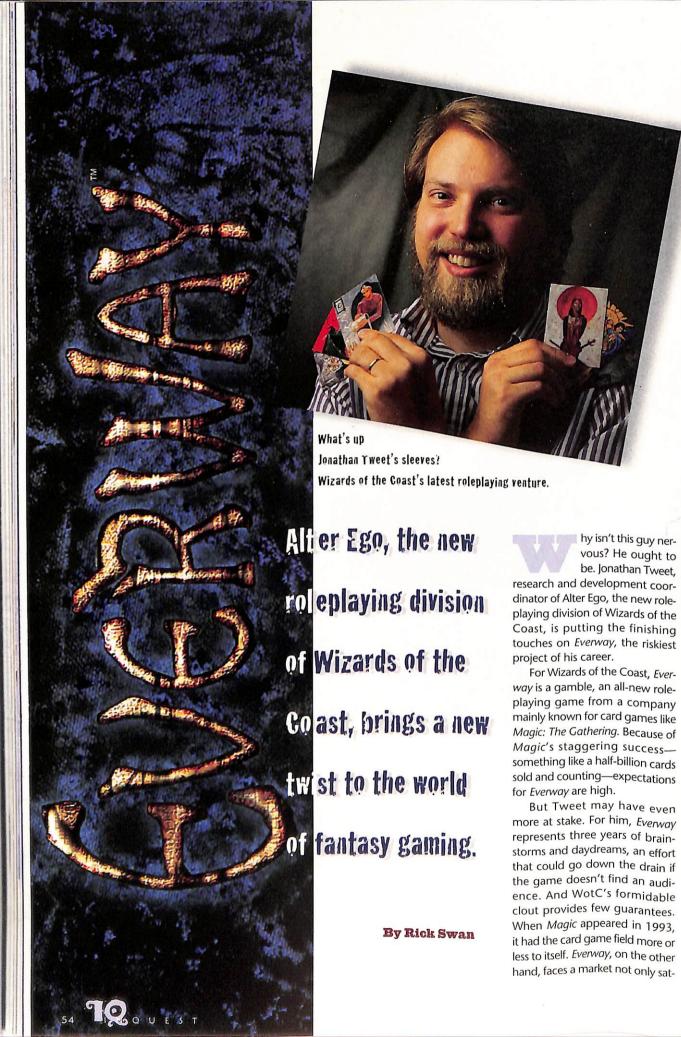
just don't mix. Also helps keep those sweaty hands dry during especially tense matches.

 Thighmaster: The only piece of exercise equipment actually designed with the Magic player in mind.

> Bonus! For international tourney players only! Doyle's Guide to Rude Gestures in Any Country. Self-explanatory.

ty Stever, a longtime gaming conventioneer and tournament player, placed second in his last outing. He likes cheese. I mean really, really likes cheese.

.. Crackers: Just in case someone throws cheese your way.



urated with roleplaying games, but dominated by monsters like *Advanced Dungeons & Dragons*.

If Tweet's worried, however, he doesn't show it. "I don't think Wizards of the Coast will ever be thought of as the company that does *Everway*," he shrugs, relaxing in his office at WotC headquarters in Renton, Wash. "Magic is a hard act to follow." He surveys the toys—Matchbox cars, an ocarina, a miniature forklift—decorating his desk. "What I care about is reaching new people."

So maybe he's not nervous. But you'd think he'd be worn out. On this Friday, Tweet's completed a performance review, answered a batch of e-mail, discussed a distributor meeting, written letters to other game companies, and mulled over a licensing deal. And it's only midafternoon. Work will also follow him home—planning, scheduling, more e-mail. He admits the job has gotten tougher since he came on board in June 1994. But the 29-year-old Tweet seems invigorated. "All I need," he laughs, "is a desk sufficiently far from my bed so I can only take one nap per day."

"He's very thorough," marvels Wade Racine, developer for the *Ars Magica* game and Tweet's WotC colleague. "He explores every aspect of a game, from the artwork to the text to how it ties into marketing. It's good to see someone who's in love with what he's doing."

The concept for Everway came in 1993, while Tweet

was wandering around a science-fiction convention. "There were no role-playing games for sale in the hucksters' room," he recalls. "I was wondering, why aren't these people buying my games?" But it wasn't just that Tweet's Ars Magica and Over the Edge were absent from the room—there weren't any roleplaying games being offered.

The problem, he concluded, was with the games themselves. Roleplaying games were targeting the same old audience with the same old systems. Maybe it was time for a new approach, with rules sophisticated enough for veterans, but simple enough for beginners.

He came up with a system based on imagery and symbols, avoiding the avalanche of numbers and charts that make novices throw up their hands and run for cover. In a traditional roleplaying game, for

instance, players use formulas and statistics to create their characters. In Tweet's game, they use pictures. In a traditional game, players are limited to the kinds of characters they can be. In Tweet's game, they can be anything. Traditional games use dice to resolve actions; Tweet's game foregoes dice altogether.

As for the setting, Tweet envisions an infinite number of parallel worlds, Earthlike and human-populated, where magic is real. Gifted individuals called sphere walkers, portrayed by the players, have the ability to travel from realm to realm.

The title came from a location integral to the setting. "Everway is named after a city that has gates to all the different worlds," Tweet explains. Most names, in fact, are based on common words. Instead of Jonathan or Rick, which Tweet calls "nonsense names," characters might be called Chance or Amber. A town named Endwall is literally that—a town at the end of a wall.

Two card decks, included in the boxed set, form the basis of the game system. The Vision Deck helps players create their characters. Each of the textless Vision Cards has a color illustration of a landscape, person, or monster. A player interprets the illustrations any way he wishes, using his interpretations to develop his character's background. For example, a player might hold one Vision Card displaying a primitive woman, another showing a dog-headed humanoid. After studying the cards, the player decides the primitive woman is his character's kidnapped sister, the dog-head is a member of the tribe that destroyed his village.

The referee resolves game actions with the Fortune Deck. Like the Vision Cards, the Fortune Cards feature colorful illustrations. But they also have ambiguous captions, which the referee must interpret and apply to a particular situation. Say, for instance, a character attempts to brew a poison antidote. The referee draws a card showing a person sowing stones like seeds, representing, as indicated by the caption, Fruitless Labor. The referee decides the antidote fails. Had the player drawn the card upside-down, with the picture facing the other way, the caption would have read Ceasing Fruitless Labor, in which case he might've steered the character in a more productive direction.

Suppose the antidote neutralizes the poison. A month later,

the character awakens to find he's aged 20 years overnight. He consults a sage for advice. The referee draws a Fortune Card showing an image of a priestess in a room with a



Everway Quest Card by Ed Lee

smoky candle; the caption reads Understanding Mysteries. The referee hints that the character's condition is a side effect of the antidote.

Source and Quest cards provide background on various elements of the adventure, like miniature sourcebooks.

Veteran roleplayers may be surprised by *Everway's* unconventional adventures, which favor problem-solving over dungeon crawling. Tweet describes a recent session: "The characters had come down a river and stopped at a

Everway Vision Card by Andrew Robinson

village. The village was very simple, the people lived simple lives. When the characters woke up, their memories had been taken away." Like the villagers, the characters could perceive only the present moment. "The truth was, the villagers had done something so terrible that they were condemned to live day to day. The characters eventually found the past and future, who appeared as twin children living in a swamp."

According to Tweet, play-testers

have been tickled pink, especially those unfamiliar with roleplaying games. "They're delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart."

Tweet's own love affair with games began in Rock Island, Ill. At the age of 12, while other adolescents were watching *Gilligan's Island* reruns, Tweet was tinkering with his favorite roleplaying games. "In those days, the rules were sort of funky," he recalls. "You had to be sort of an amateur game designer to get them to work." He even cooked up his own science-fiction extravaganza called *Have Laser Will Travel.* "You wandered around in the wilder-

wizardry that earned them a Gamer's Choice Award. More Ars Magica supplements followed, until the two parted company in 1989. Rein•Hagen went on to design the groundbreaking Vampire: The Masqueraae game for White Wolf. Tweet toured Europe, attended game conventions, and drifted into mutual fund sales.

Throughout, Tweet kept designing games, but many of his efforts flopped. A game about cave men ("Stone Age—or something like that") was rejected by Chaosium, publisher of the acclaimed RuneQuest and Call of Cthulhu. He and Rein•Hagen also developed a bizarre roleplaying game called Mindscape, featuring an infinite universe where personal beliefs determine reality. "It was an abomination," admits Tweet. "We played one session and everyone hated it."

Tweet continued freelancing, placing a few Advanced Dungeons & Dragons supplements with TSR and putting together the surreal Over the Edge roleplaying game for the Minnesota-based Atlas Games. In 1992, a freelance assignment to revise the rules for Talislanta began his association with the then-microscopic Wizards of the Coast. Impressed with his work, Wizards phoned Tweet in the fall of 1993 and sounded him out about running its roleplaying line. ("I was real surprised!") Although Tweet didn't jump on the offer right away—his wife, an English professor in Rock Island, wanted to finish the school year—he had few doubts about accepting. "Freelancing has the luxury of freedom. But it doesn't have the resources for my ideas. I already had the idea for Everway, but there was no way I could produce it as a freelancer."

His wife wrapped up her term, they relocated to Washington, and Tweet joined Wizards of the Coast the following summer, becoming head of Alter Ego. The need to put roleplaying in its own department had become obvious. "The company had gotten too big for everyone to attend every meeting. We had to draw lines as to which people would be in which division." Staffers were assigned to teams, each responsible for a separate product line; one team would handle *Ars Magica*, another *Everway*. Alter Ego's overall mission: to produce games that would appeal to new audiences.

As the coordinator, Tweet was caught up in a whirlwind of staff meetings, planning sessions, and contract negotiations. The job was not without its frustrations. "I wasn't hired as a designer per se. There's always a sense

Play-testers are delighted they have a game that's easy to play and fun to look at, a game that encourages them to talk and be part of a group. Suddenly, they feel real smart.

ness and monsters came by and you killed them. When you got hurt, you went to the hospital and got better. It was really bad."

Despite selling a few articles to the now-defunct *Heroes* and *Different Worlds* magazines, Tweet's career didn't take off until he hooked up with Mark Rein•Hagen at St. Olaf College in Northfield, Minn. After forming the Lion Rampant company in 1987, they published the first edition of *Ars Magica*, a roleplaying game of medieval

that when I'm working with a freelancer, I could just take it over and write it myself." On the other hand, "it's very rewarding to see things develop."

Tweet flourished in his new environment, which operated more like a clubhouse than a corporation. It still does. Product teams tend to overlap one another. Everyone, regardless of their job descriptions, feels free to pitch ideas. Even Richard Garfield, mastermind of Magic: The Gathering, had a hand in Everway. "The game uses cards," says

Tweet, "and he came up with the concepts for some of the more interesting ones. He also helped with the setting."

Tweet relies not only on the staff for input, but also a stable of freelancers. And he knows what he wants. "I've got a certain vision, and I want people who are professional

enough to fit with my ideas. The last thing I want is a freelancer to redesign [the game]."

Any advice for would-be freelancers? "Quit your day job," he says, only half-joking. "You've got to have a real commitment. A lot of people are willing to send me resumes, but not a lot are willing to gamble and make themselves noticed."

Freelancers will likely become more important in the future. "We're going to be expanding," promises Tweet. But for now, Alter Ego remains relatively tiny.

Elsewhere in the Wizards of the Coast compound, 26-yearold Wade Racine is polishing up the fourth edition of *Ars Magica*, which he says is in no danger of taking a back seat to *Everway* or *Magic*. "It's a strong game in its

own right. We don't have the same budget as *Magic*. But *Ars Magica* is getting more attention at this company than it ever has before."

Yet another Vision Card by Ed Lee

That's music to Tweet's ears, as he was less than thrilled with how *Ars Magica* was treated by its previous publisher. After Lion Rampant bit the dust, White Wolf acquired the game, then proceeded to reshape it, attempting to adapt it to the gritty World of Darkness that was home to the hit *Vampire: The Masquerade.* "I wasn't happy with White Wolf," says Tweet. "They added some things that didn't fit." Still, the durability of *Ars Magica* surprises him. "Despite a lot of hard-core fans being disappointed by White Wolf, it's just been growing. It's nice to see that given time, it has the sort of following we'd hoped for."

Was it hard turning *Ars Magica* over to someone else? "I was pretty much used to not being in control of it. But it was hard, because I'd like to be doing rewrites," admits Tweet. Racine "has a good grasp of history. He's a lot more organized than I used to be."

Racine, a self-described "Air Force brat," started playing *Ars Magica* when Tweet joined the company. "I was the only person vaguely working on roleplaying. When Jonathan came in, he said, 'If you want to run that line, it's yours.'" A Seattle resident since 1991, Racine had spent four years as a military intelligence analyst. He met Wizards of the Coast president Peter Adkison on the Internet and began corresponding via e-mail. Their relationship led to a job offer. Though Racine had no previous design experience, he's since gotten his feet wet with *Generation Gap*, a spin-off of the *Cyberpunk* roleplaying game, published by R. Talsorian.

Racine describes Ars Magica as "a combination of the

familiar and fantastic" set in our own world's 13th century, in which "there really are angels and fairies." The fourth edition, scheduled for an October release, will comprise four books in a slipcase, packaged with a map of Mythic Europe. He intends to make the new ver-

sion easier to learn and play, streamlining the presentation, stripping out complicated rules, and improving the graphics. "Character creation will be changing significantly. The wizards won't be quite as restricted; I've loosened up their strengths and weaknesses."

Additionally, Racine promises a wealth of support material. Currently in the works are Exotic Magic: Fire and Ice, a look at unusual wizard orders; Tribunals of Hermes, featuring wizardly politics; and The Storm Rider Returns, an introductory adventure.

Tweet has a full plate, too. Upcoming supplements for *Everway* include a series of fantasy card sets, usable

as Vision Cards, but sold in a trading-card format; several "sphere books" describing the creatures, organizations, and traditions of various *Everway* locales; an untitled quest book containing three adventures; and

Sphere Walker, a sourcebook bundled with a set of cards.

A Dominia encyclopedia, detailing the multiverse of Magic: The Gathering, is also in the works. "That was originally designed as part of the Magic roleplaying game line," says Tweet. "Apparently, it'll be published separately. It's not under my direction." When will we see it? "Probably not any time soon." And the status of the Magic roleplaying game? "We've done some work on it, but currently, we're in the process of hiring someone to handle it." Look for it in 1996.

For now, Tweet's anxious to launch Everway. "In some

ways, I wish it were a one-shot deal. Then I'd be done with it. But as soon as it's out, I'll be on to the next thing."

Any plans to celebrate? "Maybe a stress reduction seminar," he laughs.

Or maybe he can move a bed into his office. Sounds like he's earned his nap.

Everway Fortune Card by Scott Kirschner

Rick Swan, author of The Complete Guide to Roleplaying Games (St. Martin's Press), always reads the last page of this magazine.

Sure, getting on-line can be kind of intimidating. It's best for new users to find someone to hold their hand in the beginning. That's why InQuest started this column, which will highlight the best gaming stuff available on-line.

louringt

And that's also why, when I wanted to take a look at America Online's Game Information Exchange or GIX forum, I lassoed a tour guide: Donna Millheim, the forum host. Follow along as we check out some

InQuest readers who recall last month's "Plugged-In" feature remember that the GIX is where we played Magic on-line. Actually, Donna was the player Matt Milliken and I whipped in our first on-line game. Right, Donna? (<G> We still haven't given Donna a rematch. And it's drivin' her nuts!)

The GIX (you can use that keyword to get there) is an easy-to-use on-line forum and a great resource for gamers. The home screen is broken down into six areas. If you're new, start in the "About the Forum" area.

Once you've settled in, click into the File Library. Donna says there are over 300 megabytes of information and software to download free of charge.

Free stuff is listed chronologically in the Collectible Card Games Library. Scroll down to 4/7 for Hordes, a popular Windows program that helps track cards for buying, selling, and trading. It's easy to use and has sharp graphics. There are Hordes-ready decks for Magic, Star Trek, Wyvern, Blood Wars, and other games. (Hordes can also be found on CompuServe at Go: Card Games.)

Other tracking programs use FileMaker Pro or Hypercard, including versions for Star Trek (3/14) and Jyhad (2/14).

Among the most popular downloads on GIX are the sample decks and play tips for Magic. I enjoy the CoffeMage tips uploaded by someone called CoffeeMate. The moves are well-written and downright entertaining. The files are at 4/4, 4/6, 4/20, 4/22, and 5/16.

Three particularly humorous files are "Sweet Betsy Filksong"

(2/25), "Irritants List" (10/11), and "12 Days of Magic" (12/12).

One of my favorites downloads was a QuickTime movie (1/5) that shows a fly-by of a Magic card in full 3-D animation. (Most Macs have QuickTime. Windows and Mac users can download QuickTime from CompuServe at Go: QTime.)

There're many megs that I don't have room to mention. A good rule of thumb is: if it's been downloaded more than 400 times, you should probably check it out.

GIX actually has a second file archive, the GIX Library, filled mainly with graphics and gaming-related stories. It's worth a look-see if that kind of thing tickles your artifacts.

GIX is also the place where many AOL users meet to play and discuss gaming. The Game Registry and the Schedules & Events sections list gamers and conventions across the nation.

Everything on GIX is clearly explained, including the Collectible Card Game Classifieds and the bulletin boards. Donna is a great tour guide for those of you who are overwhelmed by some of these gaming forums. If you check out GIX, zap Donna with an instant message (it's like live AOL e-mail) addressed to OGFDiamond. Ask her to show you around the place,

- The MicroProse Home Page on the World Wide Web at http://www.microprose.com/mpshp.html has information about all of its popular games. More importantly, it has links to its file transfer protocol area, where you can download a demo of the upcoming Magic multiplayer CD-ROM. To link directly to the MicroProse FTP, key in ftp.microprose.com.
- CompuServe's Play-By-Mail Gaming Forum (Go: PBMGAM) also has important on-line gaming information. If you're eager to start gaming on-line, check out the Magic Games Library. The files Magic.PBM and
- eWorld users can find a Magic Card Tracker in the Macintosh Board & Card Library on the Inside Games forum. To use it, you'll need FileMaker Pro.
- CompuServe and Prodigy each offer full access to the World Wide Web for PC users. America Online has a "beta test" version of its WWW browser for both PCs and Macs. To download the software, use Keyword: WWW.

like she did for me. And tell her InQuest sent ya! **E-Notes:**

Rules.EML will give players a good idea of what to do.

At parties, Buddy Scalera wears a lampshade on his head. He's Wizard's on-line editor, and can be reached at WizardTGTC@AOL.Com or 74774.2707@CompuServe.Com.





Bone up on your favorite game, download Magic tips, or just talk—you can do it all with America Online's Game Information Exchange.



COINTESIE

Comico Gaming Presents:

BORNE OF TIHE SUPERNATIURE

Inquest Contest

So you like them that card games, huh? But sometimes you and your buddles find it hard destiding which one to play. Maybe you're in a sword-and-sortery mood, but your partner is feeling a bit more high-tech. What to do?

Well, we recommend you ity Chrysalis: Borne of the Supernature. Why? Because it interporates elements of superheroics, science tiction, swerd-and-sordery, and other funky stuff into a single game. No more worries about what kind of game to play—go with Chrysalis and you're playing them all!

And it ain't like the cards are hard to look at, either. With top-flight artists like Simon Bisley, Walt Simonson, Buzz, Dave Gibbons, and Jill Thompson contribute ing pieces, the art content is pretty darned group, indeed. Just check out this swell Jill Thompson piece. While you're at it, think about where in your house you want to hang it.

Grand Prize

One lucky reader will win this spiffy-as-all-heck Jill Thompson original S.P.-EYE illustration that appears in the *Chrysalis* set!

Second Prize (10 winners)

Another 10 readers will each receive an uncut sheet of *Chrysalis:*Borne of the Supernature cards, and it'll even be autographed by Jill Thompson and a slew of other *Chrysalis* artists.

Twenty-five readers will each receive autographed copies of the new Comico Comics Oblivion #1 (signed by creators Jack Herman, Tony Daniel, and Pam Eklund) and Elementals #1 (signed by Jack Herman and Andy Dimitt).



The Legalese

know hot dogs.

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Comico, and their imme diate families or John Jacob Jingleheimer Schmidt. His name is my name, too. 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. Enter as many times as you like. Mail each entry separately to: Chrysalis: Borne of the Supernature 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. Speaking of hot dogs, did You know that the government says that as long as no more than 20% of a hot dog is made of human flesh, it's fit for human consumption? Weird, huh? 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 by a random drawing by Wizard Press from all properly completed entries. Drawing will take place on October 16, 1995. All decisions are final. Cause a stink and we'll screw with your credit rating. For a list of winners, available after October 16, 1995, send a self-addressed, stamped envelope to: Chrysalis: Borne of the Supernature InQuest Contest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. This month's contest is sponsored by Comico, and we think they're real swell. Plus they're from Chicago, so they really

Fourth Prize (50 winners)

Fifty readers will each receive a Chrysalis: Borne of the Supernature booster pack. Flip 'em! Trade 'em! Play 'em!

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It's so darned simple even we understand it. Fill out the entry form. Send it in. It's a random drawing. And read Elementals. It's a cool book.

Fill this sucker out, put it an envelope, and send to:

Chrysalis: Borne of the Supernature InQuest Contest,

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

Deadline is September 29, 1995

Name:

Date of Birth:

Address:

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ICE STORM!

Limited availability keeps *Ice Age* cards in demand.

Even though *Ice Age* has been out for months now, its limited release to the stores has kept gamers from getting the quantity of cards they so desperately want. Most have accepted the fact that packs go for \$3-\$4 and are limited to three or five per customer. Hell, you've probably paid your sister to go in and buy some for you.

The same situation holds true for the Magic: The Gathering Fourth Edition. Boxes come in, the stores sell out, and we wait until the next shipment. If Chronicles has come out by the time you read this, you'll have noticed that it's extremely limited as well. The set may be printed year-round, but it'll come to us in a trickle. Don't be surprised if packs go for \$4 or more for several months.

Watch for prices to

drop immediately on older cards that show up in *Chronicles*, but don't panic yet. If the rumors regarding its limited release are true, demand for the originals will return.

Also keep in mind that WotC is thinking about pushing back the release of the *Ice Age* expansion set *Homelands* until early 1996, which will give the industry some recovery

time. Not only are gamers scrambling to keep up with this three-month, one-*Magic*-set-per-month bonanza, there are a hell of a lot of new games coming out that players want to try.

Ice Age Card Activity

A few special cards in *Ice Age* were extremely powerful and desirable, and the prices for them are very high.

Jester's Cap is arguably the best card in *Ice Age*. Not only does it let you look through your opponent's entire library, but you can remove three cards from the game with it! This can cripple many single-minded decks that rely on a few cards to kill you. The Cap's cousin, Jester's Mask, lets you go through your opponent's library and draw her a new hand from it. Apparently, these and other library cards are very popular nowadays. The Cap and Mask go for as high as \$20 and \$15 respectively in some places.

There are several other big *Ice Age* cards. Blinking Spirit (\$6-\$10) is a white creature that can be unsummoned at will, meaning it's next to impossible to kill. Call to Arms (\$6-\$10) is a version of the old, still-popular Jyhad, which hasn't been affected pricewise. Chaos Moon (\$6-\$10) is, if you're careful, a Gauntlet of Might (also unaffected). Deflection (\$8-\$12) is invaluable: a Counterspell and Fork combined in one. Elder Druid (\$8-\$12) can Twiddle things as a fast effect. (Twiddles are about as valuable as banana peels nowadays, thanks to all the cards that do similar things.)

General Jarkeld, Marton Stromgald, and Skeleton Ship are all sought-after legends because of their powerful fast effects. They're around \$10 each—but the other *Ice Age* legend, Merieke Ri Berit, won't increase much in price because she can't untap without the aid of another card.

The improved-upon creatures in *Ice Age* are particularly desirable. The Fourth Edition Sengir Vampire only gets a +1/+1 token for each creature it kills, but the new Krovikan Vampire gives you control of the creatures it kills! It fetches \$4-\$6, and should go higher. Whereas the Serra Angel can attack without tapping, Seraph, like the Krovikan bloodsucker, also gives you control of creatures she kills. She should also go

Jester Viask

Magic: The Gathering

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By Douglas Goldstein

Monstrously powerful cards like the

Jester's Mask and Jester's Cap have

helped make Ice Age the hottest

expansion set since Legends.

beyond her current \$8-\$12 price. People are even seeking out the new Balduvian Hydra at \$5-\$8 each, if only because its big brother the Rock Hydra is now discontinued (and can fetch up to \$18).

Surprisingly, the new Brainstorm (draw three cards and put back two from your hand) hasn't yet affected the price of the old Ancestral Recall (draw three cards), which still fetches between \$50 and \$70 for the Unlimited version. Time should wear down demand for Ancestral Recall, since we don't really need it anymore.



Magic Card Activity

The Fourth Edition's new card roster has inspired a lot of market activity. Carrion Ants and Killer Bees are two of the Fourth's biggest attractions. Even though the originals have dropped in value, they continue to sell. People are also grabbing the new Strip Mines and Circles of Protection: Artifact when they can. Useful cards like Living Artifact are also nudging up in value. Remember that the biggest key to a card's value is its usefulness.



Are you one of the people who've decided to seek out the killer creatures in Magic? The powerful ones, the monsters that can turn a game on its ear, are all in demand and gaining value. The Fourth Edition Royal Assassin (tap to kill any tapped creature) goes for \$10-\$15, and older ver-

Carrion Ants, aside from being able to move rubber tree plants, are keeping Magic Fourth Edition hot.

UNTAPPED POTENT

Card Name: Icatian Lieutenant Set: Fallen Empires Current Value: \$1.50-\$2.50 Rarity: Rare

The Icatian Lieutenant was always somewhat useful because it could pump up the power of a target Soldier. But the Lieutenant (a Soldier himself) didn't catch on at first because Fallen Empires had the only Soldiers, and they weren't too impressive. Also, one white and another mana is a lot for +1/+0.

Ice Age brings this card into the spotlight because most of the Kjeldoran white creatures are



Soldiers! The Kjeldoran Skyknights and Skycaptains-which both band, fly, and have first strike, and are 1/1 and 2/2, respectively-work frighteningly well in tandem with the Icatian Lieutenant, since the whole point of a first-strike creature is to get its power high. Watch for this card to improve white decks tremendously.

sions are going up in price. The discontinued Vesuvan Doppelganger is heavily sought-after, and the Revised V.D. (boy, that's one card that shouldn't be initialized) fetches up to \$25. Creatures that give their brethren pluses, like Goblin King and Thrull Champion, are also on the move.

Let's not forget about the old Revised "gotta-have-'emor-you're-a-loser" discontinueds like Fork and the dual lands. The new Ice Age dual lands aren't as easy to use as the old duals, and if you're playing a multicolor deck, you've gotta have them. Everyone knows this, so all 10 old duals can go for around \$20 each.

Speaking of Fork... is it restricted? Yes. In demand? Yes. Cheap? No. How much? \$15-\$25.

New Guide Twist

Take a good look at the price guide. Notice anything? There's two prices for each card instead of one, a low price and a high price. No, there aren't a few hundred tiny Vesuvan Doppelgangers running through the price guide, we've simply improved our price-gathering methodology and presented the results in a more reader-friendly format.

The high and low prices account for the price variety you'll find throughout the country. The small-town shop might sell Vesuvan Doppelganger for \$13, but stores in suburban or metropolitan areas may ask for \$15. Therefore, instead of boiling our survey information down to one price, we eliminate the highest and lowest 10 percent of the prices and presented a range. This gives collectors a better guide to fair pricing.

If you have any feedback on our price guide, please fill out our survey and let us know.

Douglas Goldstein claims to be Spock. But he's not, dammit! C'mon, where are his friggin' Vulcan ears? And Spock wears pants!

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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 a squirrel monkey on steroids, serving up the best darn price guide both sides of the Mississippi.

We want to know	Comments & Comments & Comments of our isst, and what you though	magazine. Tell us wl			
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Name: Address: City: Age: E-mail address (if you got one):

Mail to: **Dan Albaugh** InQuest Survey P.O. Box 458 Waterford, PA 16441 e-mail: Wizrdprice @ aol.com

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.

WE	R
(60 cards) 10 decks)	75.00 90.00
ad Desertate	7.00 10.00 7.00 10.00 7.00 10.00 5.00 8.00

B.A.I.F1.25	٠.
Bank Merger 1.50	٠.
Bank of England1.50	
Bayarian Illuminati	-
Rermuda Trianale	
Big Sellout, The 1.50	
Rigger Business	-
Rlitzkrieg	
Bodyguard 1.5	
Rook of Kells	
Botched Contact	
Bribery	
CIA	

How to use the InQuest CCG Price Guide

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

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



	Circle of Protection: Artifact 7.00 10.00
	Citanul Druid
ľ	Clay Statue
ļ	Clockwork Avian 8.00 12.00
	olossus of Sardia 10.00 15.00
	4.00 6.00

	Dark Heart of the Wood	3575	■ Scare
	Dark Sphere		Scarw
	Deep Water		Scarw
	Diabolic Machine	2.25 3.00	■ Scarw
	Drowned		■ Scaver
	Dust to Dust		Seasor Seasor
	Eater of the Dead	4.00 6.00	■ Sister
	Electric Eel	1.50 2.50	Skull
福	Flyes of Deep Shadow	2.50 3.50	Sorr
	Erosion		Spitti
	Fternal Flame	4.00 6.00	□ Squir
	Exordist	6.00 10.00	■ Stand
	Fallen, The	3.25 4.00	Stone Sunka
	Fasting	1.50 2.50	Sunkr
	Fellwar Stone	2.50	□ Tiv
	Festival	35/5	T IIV
	Fire and Brimstone	2.25 3.00	E I
	Fire Droke	2.25 3.00	

Price Guide Contributors

Adventures in Comics & Gomes in Carmichael, Calif., All Pro Sports in Newark, Del.; Augusta Comics & Cards in Carmel, Ind.; B&R Baseboll Cards in Suffern, N.Y.; Book & Music Exchange in Louisville, Ken.; Books, Comics & Things in Ft. Wayne, Ind.; Books Golore in Erie, Pa.; Broadway Comics in Suffern, N.Y.; Book & Music Exchange in Louisville, Ken.; Books, Comics & Chiefibes in Mornoe, La.; Chimera Comics & Cards in Fond Du Lac, Wis.; Collector's Choice in Athens, Tenn.; Collector's World in Anderson, Ind.; The Comic Shop in Fairbanks, Ark.; Comic on Parade in Santa Barbara, Colif.; Comically Speaking in Maynard, Mass.; DR Comics & MR Games in Oakland, Calif.; Daver Cards & Comics in Dover, N.H.; Dragon's Latir in Austin, Tex.; The Dragon's Statesboro, Ga.; Gomes-Alot in Santa Cruz, Cal.; Gomes Plus in Woodinville, Wash.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours Hobbies in Joliet, Ill.; Statesboro, Ga.; Gomes-Alot in Santa Cruz, Cal.; Gomes Plus in Woodinville, Wash.; Hansen's Hobbies in Wilmette, Ill.; Leisure Hours Hobbies in Joliet, Ill.; Lion & Unicorn in Hoover, Al.; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Mojor League in Lansing, Mich.; Mission Gomes in Mission, British Lion & Unicorn in Hoover, Al.; M&M Sports Cards and Comics in Cedar Rapids, Ind.; Mojor League in Lansing, Mich.; Mission Gomes in Mission, British Lion & Unicorn in Hoover, Al.; Massion Gomes in Statesville, M.C.; Troll and Tood in Keory, Ken.; WarGomes & Fantasy in Melatirie, La.; Wizzard World Comics & Gomes in St. Paul, Minn.; The Time Tunnel in Statesville, M.C.; Troll and Tood in Keory, Ken.; WarGomes & Fantasy in Melatirie, La.; Wizzard World Comics & Gomes in St. Paul, Minn.; The Time Tunnel in Statesville, M.C.; Troll and Tood in Keory, Ken.; WarGomes & Fantasy in Melatirie, La.; Wizzard World Comics & Gomes in St. Paul, Minn.; The Time Tunnel in Statesville, M.C.; Troll and Tood in Keory, Ken.; WarGomes & Fantasy in Melatirie, La.; Wizzard World Comics & Gomes in St. Paul, Minn.; Duce Amit World Comics & Comics SuperAmit@aol.com; Sin@csua.berkeley.edu; BParker933.

CONDITION GUID

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

Mint (MT): Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good 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 MT): 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 percent 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 offcenter, 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).

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ALPHA LIMITED

Cards have black borders. Alpha cards have a 00 00 00 00 00

rounde	r corner when cor	npared to Beta co	ards.
Full Set	(295 cards)	\$2,800.00	3,400.00
	Deck (60 cards) .		
Starter	Box (10 decks)	2,000.00	2,500.00
Booster	Pack (15 cards) Box (36 packs)	90.00	. 110.00
Booster	Box (36 packs)	3,200.00	3,700.00
200		2.22	2.22
Air l	Elemental	2.50	3.50
And And	estral Recall:	110.00	. 140.00
Anir Anir	nate Artifact	1.50	2.50
Anir	nate Dead nate Wall	1.50	2.50
☐ Anin	nate Wall	5.00	8.00
Ank	h of Mishra	5.00	8.00
☐ Arm	oneddon	8.00	12.00
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Bad	ect of Wolf Moon	8.00 .	12.00
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■ Bers	erk	40.00	60.00
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■ Blac	s of Paradise k Knight	3.50	5.00
III Black	k Lotus	250.00	350.00
■ Block	k Vise	3.25	4.00
☐ Black	k Ward		1.50
☐ Bloz	k Ward e of Glory	60.00	. 75.00
Bless	sing	8.00	10.00
Rlue	Flemental Blast	75	1.50
☐ Blue	Ward		1.50
■ Bog	Wroith	2.50	3.50
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D Circle	e of Protection: Red	75	1.50
Circle	of Protection: Wh	ito 75	1.50
= Clock	or Protection: Wil	7.00	10.00

☐ Clockwork Beast 7.00 ☐ Clone 12.00 ☐ Cockatrice 12.00

☐ Consecrate Land 18.00

Control Magic.....

Craw Wurm

Dark Ritual Darkpact
Death Ward

Cursed Land

Cyclopean Tomb

Deathgrip Deathlace

■ Demonic Tutor

Disintegrate Disrupting Scepter
Drogon Whelp

Drain Life ... Drain Power

Drudge Skeletons

Earth Elemental ...

Earthquake

Evil Presence

Earthbind

Elvish Archers

Dwarven Demolition Team.

Dwarven Warriors

Demonic Attorney Demonic Hordes

Dingus Egg 7,00
Disenchant 75

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■ False Orders	10.00
■ Fastbond	
■ Fear	
Feedback	
Fire Elemental 2.50.	
■ Fireball	
Firebreathing	
■ Flashfires 1.50	2.50
Flight	
■ Fog	1.50
Force of Nature	
Forcefield	175.00
■ Forest	
Fork	40.00
Frozen Shade	
Fungusaur 8.00	12.00



10) Killer Bees Like playing green, but not too keen on its

lack of flying? Killer Bees, one of the few green fliers, can really live up to its name when you pump it up +1/+1 for every green.

	nunu tuppeu ano a.	Makada A	
	Gaea's Liege	15.00	20.00
	Gauntlet of Might	150.00	175.00
	Clark Consults	7.5	1.00
į.	Giant Spider	75	1.50
	Glasses of Urza	1.50	2.50
	Gloom	1.50	2.50
	Goblin Balloon Brigade .	1.50	2.50
	Giant Spider Glasses of Urza Gloom Goblin Balloon Brigade Goblin King	15.00	20.00
	oranne oargoyie	10.00	25.00
Ų.	Gray Oare	75	1.50
	Green Ward	75	1.50
	Guardian Angel	2.25	3.00
	Grizzly Rears	75	1.50
	Healing Salve		1.50
	Healing Salve Helm of Chatzuk	6.00	10.00
	Hill Giant		1.50
8		8.00	12.00
	Holy Armor		1.50
	Holy Strength		
	Howl from Beyond		1.50
	Howling Mine	10.00	15.00
	Hurloon Minotaur		1.50
	Hurricane	1.50	2.50
	Hypnotic Specter	4 00	6.00
	Ice Storm	18.00	25.00
M	Icy Manipulator Illusionary Mask	40.00	70.00
100	Illusionary Mask	70.00	90.00
	Instill Energy	1.50	2.50
-	Invisibility		
	Iron Star	75	1.50
	Ironclaw Orcs	1.25	2.00
	Ironroot Treefolk		1.50
	Ironroot Treefolk Island (Dark Blue Sky)	60	1.00
	Island	35	75
0	Island Sonctuary	7.00	10.00
100	Ivory Cup Jade Monolith Jade Statue	75	1.50
8	Jade Menolith	3.50	5.00
調	Jade Statue	18.00	25.00

100	Jayemdae Tome	6.00	10.00
	Juggernaut	10.00	15.00
	lumn	75	1.50
	Jump Karma Keldon Warlord Kormus Bell	150	2.50
=	Koldon Warlard	4.00	4.00
=	Keldon Wahord	4.00	6.00
	Kormus Bell	5.00	8.00
颐	Kudzu	10.00	15.00
	Lance	3.25	4.00
础	Ley Druid	1.50	2.50
	Library of Lenn	1.50	2.50
	lich	70.00	100.00
=		1.00	2.50
=	Lifelace	1.50	2.30
-	Lifelace	4.00	6.00
	Lifetap	1.50	2.50
	Lightning Bolt	75	1.50
	Lightning Bolt Living Artifact	7.00	10.00
100	Living Lands	6.00	10.00
	Living Wall	3.25	4.00
-	Llanowar Elves	75	1.50
	Lord of Atlantic	12.00	10.00
	Lord of Atlantis	12.00	10.00
=	Lord of the Pit	15.00	20.00
	Lure	1.50	2.50
	Magical Hack	. 10.00	15.00
	Mahamoti Diinn	12.00	15.00
	Mong Flore	8.00	12.00
	Mana Flare	00.0	10.00
100	Mana Vault	4.00	10.00
	Manaharhe	0.00	10.00
	Manabarbs	6.00	10.00
	meekstone	7.00	10.00
U	Mesa Pegasus	75	1.50
	Merfolk of the Pearl Trident	75	1.50
	Mind Twist	8.00	12.00
	Mons's Goblin Raiders	75	1.50
	Mountain	35	75
m	May Emerald	175.00	225.00
100	May let	175.00 .	225.00
-	Mesa Pegasus Merfolk of the Pearl Trident Mind Twist Mons's Goblin Raiders Mountain Mox Emerald Mox Jet Mox Pearl	175.00 .	225.00
	Mox Pearl Mox Ruby Mox Sapphire	1/5.00 .	225.00
10	Mox Ruby	175.00 .	225.00
	Mox Sapphire	175.00 .	225.00
	Notired Selection	50.00	60.00
	Nether Shadow Nettling Imp Nevinyrral's Disk Nightmore	7.00	10.00
=	Notifica Into	7.00	10.00
-	Westing imp	7.00	10.00
	Nevinymal S Disk	7.00	10.00
	Nightmare	. 20.00	30.00
	Northern Paladin	15.00	20.00
	Obsignus Golem	1.50	2.50
	Orcish Oriflamme	2.50	3.50
	Orcish Oriflamme	4 00	6.00
	Paralyze	75	1.50
	Turulyze	/ 2	1.50
		7.0	
7	Pearled Unicorn	75	1.50
10	Personal Incarnation	75 10.00	15.00
0	Personal Incarnation	10.00 75	15.00
30	Personal Incarnation Pestilence Phantasmal Forces	10.00 75 1.50	15.00 15.00 1.50
30	Personal Incarnation Pestilence Phantasmal Forces	10.00 75 1.50	15.00 15.00 1.50 2.50
	Personal Incarnation Pestilence Phantasmal Forces	10.00 75 1.50	15.00 15.00 1.50 2.50 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantom Monster	10.00 75 1.50 75	
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship	10.00 75 1.50 1.50 6.00	
	Personal Incarnation Pestilence Phontasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats		1.50 15.00 1.50 2.50 1.50 2.50 10.00
	Personal Incarnation Pestilence Phontasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats		1.50 15.00 1.50 2.50 1.50 2.50 10.00 1.50
	Personal Incarnation Pestilence Phontasmal Forces Phantasmal Terrain Phantom Monster Pirate Ship Plague Rats		
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phanton Monster Pirate Ship Plague Rats Plains Plateau Plateau Plateau Plateau Power Lank	10.00 75 1.50 75 1.50 6.00 75 35 35	1.50 15.00 1.50 2.50 1.50 2.50 10.00 1.50 75 40.00
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phanton Monster Pirate Ship Plague Rats Plains Plateau Plateau Plateau Plateau Power Lank	10.00 75 1.50 75 1.50 6.00 75 35 35	1.50 15.00 1.50 2.50 1.50 2.50 10.00 1.50 75 40.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Leak Power Sink Power Sink	10.00 75 1.50 75 1.50 6.00 75 35 25.00 75 75	15.00 1.50 2.50 1.50 2.50 10.00 1.50 75 40.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Leak Power Sink Power Sink	10.00 75 1.50 75 1.50 6.00 75 35 25.00 75 75	1.50 15.00 1.50 2.50 1.50 2.50 10.00 1.50 75 40.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Leak Power Sink Power Sink	10.00 75 1.50 75 1.50 6.00 75 35 25.00 75 75	1.50 1.50 2.50 1.50 2.50 1.50 2.50 10.00 1.50 1.50 1.50 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Phanton Monster Pirate Ship Plague Rats Plateau Plateau Plateau Power Lack Power Surge Prodigal Sorcerer Psionic Blast	. 10.00 75 1.50 75 1.50 6.00 75 35 25.00 75 75 75 75 75 75	1.50 1.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50
	Personal Incarnation Pestilence Phontosmal Forces Phontosmal Forces Phontosmal Terrain Phontom Monster Pirate Ship Plague Rats Plains Plateau Power Leak Power Surk Power Surge Prodigal Sorcerer Psychic Monta	. 10.00 75 1.50 75 1.50 6.00 75 35 25.00 75 75 75 75 75 75	1.50 15.00 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Plague Rats Plalias Plateau Power Laak Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venorn Purples	. 10.00 75 1.50 75 1.50 6.00 75 35 25.00 75	15.00 15.00 2.50 1.50 2.50 1.50 2.50 10.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Plague Rats Plalias Plateau Power Laak Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venorn Purples	. 10.00 75 1.50 75 1.50 6.00 75 35 25.00 75	1.50 15.00 2.50 1.50 2.50 1.50 2.50 10.00 1.50 1.50 1.50 1.50 1.50 2.500 1.50 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Terrain Plateau Plateau Plower Eack Power Sank Power Surge Prodigal Soccerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead	10.00 .75 .1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .75 .75 .75	1.50 15.00 2.50 1.50 2.50 1.50 2.50 10.00 1.50 75 40.00 1.50 1.50 1.50 25.00 1.50 25.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Ferrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Leak Power Sink Rower Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Flemental Blast	10.00 .75 .1.50 .6.00 .75 .75 .75 .75 .75 .75 .75 .75	1.50 15.00 2.50 1.50 2.50 1.50 2.50 10.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Ferrain Phantasmal Terrain Plateau Power Sain Power Saink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Meant	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .700 .75 .75 .700 .75 .75 .700 .75 .75 .75 .75 .75 .75 .75 .75	1.50 15.00 2.50 1.50 2.50 1.50 2.50 10.00 1.50 1.50 1.50 1.50 2.500 1.50 2.500 1.50 1.50 1.50 1.50 1.50 1.50 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Ferrain Phantasmal Terrain Plateau Power Sain Power Saink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Meant	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .700 .75 .75 .700 .75 .75 .700 .75 .75 .75 .75 .75 .75 .75 .75	1.50 15.00 1.50 2.50 1.50 2.50 10.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 15.00 1.50 2.50 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 2.500 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 15.00 1.50 2.50 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 2.500 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.200 1.200
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 15.00 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .75 .75 .4.00 .75 .4.00 .60.00 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 10.00 1.50 1.200 1.200 1.200 1.200 1.200 1.200 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats. Plains Plague Rats. Plains Plateau Power Laok Power Sink Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Word Regeneration Reverse Damage Righteousness Roc of Kher Ridges Rock Hydra Rod of Ruin Powel Marcesin	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .70 .75 .8.00 .75 .75 .75 .75 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.50
	Personal Incarnation Pestilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Phantasmal Terrain Plague Rats. Plains Plague Rats. Plains Plains Plateau Power Laok Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Lemental Blast Red Ward Regeneration Reverse Damage Righteousness Roc of Kher Ridges Rock Hydra Rod of Ruin Powel Marchasia	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .70 .75 .8.00 .75 .75 .75 .75 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Regeneration Regrowth Regeneration Regrowth Resurrection Reverse Damage Righteousness Roc of Kher Ridges Rock Hydra Rod of Ruin Royal Assossin Socrifice	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .70 .75 .75 .70 .70 .75 .8.00 .75 .75 .8.00 .8.00 .8.00 .1.50 .25.00 .1.50 .25.00 .3.25	1.50 1.50 2.50 1.50 2.50 1.00 1.50
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Plague Rats Plains Plateau Power Laak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Regeneration Regrowth Regeneration Regrowth Resurrection Reverse Damage Righteousness Roc of Kher Ridges Rock Hydra Rod of Ruin Royal Assossin Socrifice	10.00 .75 .1.50 .6.00 .75 .35 .25.00 .75 .75 .75 .70 .75 .75 .70 .70 .75 .8.00 .75 .75 .8.00 .8.00 .8.00 .1.50 .25.00 .1.50 .25.00 .3.25	1.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Power Surk Power Sink Power Sink Power Sing Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Word Regeneration Reverse Damage Righteousness Roc of Kher Ridges Roc of Kher Ridges Roc of Rivin Rayul Assossin Socrifice Somite Healer	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .70 .75 .75 .70 .75 .75 .75 .75 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 10.00 1.50
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Power Surk Power Sink Power Sink Power Sing Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Word Regeneration Reverse Damage Righteousness Roc of Kher Ridges Roc of Kher Ridges Roc of Rivin Rayul Assossin Socrifice Somite Healer	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .70 .75 .75 .70 .75 .75 .75 .75 .75 .75 .75 .75	1.50 15.00 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Power Surk Power Sink Power Sink Power Sing Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Word Regeneration Reverse Damage Righteousness Roc of Kher Ridges Roc of Kher Ridges Roc of Rivin Rayul Assossin Socrifice Somite Healer	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .70 .75 .75 .70 .75 .75 .75 .75 .75 .75 .75 .75	1.50 15.00 1.50 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Power Surk Power Sink Power Sink Power Sing Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Word Regeneration Reverse Damage Righteousness Roc of Kher Ridges Roc of Kher Ridges Roc of Rivin Rayul Assossin Socrifice Somite Healer	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .70 .75 .75 .70 .75 .75 .75 .75 .75 .75 .75 .75	1.50 1.50 1.50 2.50 1.50 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Perstilence Phantasmal Forces Phantasmal Forces Phantasmal Terrain Plague Rats Plains Power Surk Power Sink Power Sink Power Sing Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Word Regeneration Reverse Damage Righteousness Roc of Kher Ridges Roc of Kher Ridges Roc of Rivin Rayul Assossin Socrifice Somite Healer	10.00 .75 1.50 .75 .1.50 .6.00 .75 .35 .25.00 .75 .70 .75 .75 .70 .75 .75 .75 .75 .75 .75 .75 .75	1.50 1.50 2.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Plague Rats Plague Rats Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth Resurrection Resurrection Resurrection Rock Hydra Rod of Ruin Royal Assassin Socrifice Sowannah Sowannah Lons Scrublond	10.00	1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.00 1.50
	Personal Incarnation Pestilence Phantasmal Forces Plague Rats Plague Rats Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth Resurrection Resurrection Resurrection Rock Hydra Rod of Ruin Royal Assassin Socrifice Sowannah Sowannah Lons Scrublond	10.00	1.50 15.00 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Plague Rats Plague Rats Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth Resurrection Resurrection Resurrection Rock Hydra Rod of Ruin Royal Assassin Socrifice Sowannah Sowannah Lons Scrublond	10.00	1.50 1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Plague Rats Plague Rats Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth Resurrection Resurrection Resurrection Rock Hydra Rod of Ruin Royal Assassin Socrifice Sowannah Sowannah Lons Scrublond	10.00	1.50 1.50 1.50 2.50 1.50 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Plague Rats Plague Rats Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth Resurrection Resurrection Resurrection Rock Hydra Rod of Ruin Royal Assassin Socrifice Sowannah Sowannah Lons Scrublond	10.00	1.50 1.50 1.50 2.50 1.50 2.50 1.00 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 1.50 1
	Personal Incarnation Pestilence Phantasmal Forces Plague Rats Plague Rats Power Leak Power Sink Power Sink Power Surge Prodigal Sorcerer Psionic Blast Psychic Venom Purelace Raging River Raise Dead Red Elemental Blast Red Ward Regeneration Regrowth Regrowth Resurrection Resurrection Resurrection Rock Hydra Rod of Ruin Royal Assassin Socrifice Sowannah Sowannah Lons Scrublond	10.00	1.50 1.50 1.50 2.50 1.50 1.50 2.50 1.00 1.50 1.50 1.50 1.50 1.50 1.50 1
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Hedring Salve 75 1.50 Reverse Damage 8.00 12.00 Helm of Chatzuk 5.00 8.00 Righteousness 7.00 10.00 Hill Giant 75 1.50 Roc of Kher Ridges 12.00 18.00 Hive, The 7.00 10.00 Rock Hydra 20.00 30.00 Holy Armor 75 1.50 Rod of Ruin 1.25 2.00 Holy Strength 75 1.50 Royal Assassin 20.00 30.00 Howl from Beyond 75 1.50 Royal Assassin 20.00 30.00 Howl from Beyond 75 1.50 Sacrifice 2.50 3.50 Howl from Mine 8.00 10.00 Samite Healer 75 1.50 Hurlicane 1.25 2.00 Savonnah 20.00 35.00 Hurricane 1.25 2.00 Savonnah 5.00 8.00 Hypnotic Specter 3.25 4.00 Savonnah 5.00 8.00 Hypnotic Specter 3.25 4.00 Scare Zombies 75 5.50 Lee Storm 1.500 20.00 Scare Zombies 75 5.50 Ley Manipulator 30.00 50.00 Scryb Sprites 75 1.50 Illusionary Mask 50.00 75.00 Scryb Sprites 75 1.50 Instill Energy 1.25 2.00 Sea Serpent 75 5.50		Gray Ugre	75	1.50		Red Ward	75.	1.50
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While not as all-ground-useful as a good of	

Counterspell (though just as annoying), Deflec-tion still kicks ass. For four mana, you can redirect a single-target spell to any other

redirect a single-target spell to any other				
le	egal target.			
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	Stream of Life 75 150			
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i	Giont Growth	35 75	
i	Giant Spider	35 75	
	Giant Strength	3575	
	Ghost Ship Giant Growth Giant Spider Giant Strength Giant Tortoise	3575	
ı	Glasses of Urza	1.00	
	Glasses of Urza	75 1.50	
	Goblin Balloon Brigade Goblin King	1.50	1
	Goblin King	5.00 8.00	
	(anhlin Kock Sled	15	
	Grapesnot Catapult	3575	
	Grapeshot Catapult Gray Ogre Greed	250 250	
	Green Mana Battery	3.50 5.00	1
5	Green Word	35 70	
	Grizzly Bears	35 75	
5	Healing Salve	35 75	
'n	Healing Salve	2.50 3.50	
	Hill Giant	3575	,
B	Hive The	3.50 5.00)
2	Holy Armor	35 79	,
1	Holy Strength)
	Howl from Reyond	35 74	
8	Howling Mine Hurkyl's Recall	4.00 6.00)
	Hurkyl's Recall	3.25 4.00)
	Hurloon Minotaur	35)
4	Hurricano	2.25 3.00	1
	Hypnotic Coastor	150 250	1
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		3.50 5.00)
	Inferno	0.30 3.00	1
	Inferno Instill Energy	75 150)
	Hurricane Hypnotic Specter Immolation Inferno Instill Energy Iron Star	75 1.50)
	HOH SIGH	00 1.00	,
	Ironclaw Orcs	1535	
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Junun Efreet	4.00 6.00
☐ Karma	
Keldon Warlord	1.50 2.50
Killer Bees	5.00 8.00
	3.50 5.00
	2.25 3.00
Land Tax	
	2.50 3.50
	60 1.00
	1.50 2.50
Lifetop	75 1.50
Lightning Bolf	
Living Artifoct	2.50 3.50
Living Lands	2.50 3.50 3575
Liguowar Flyes	33/5



6) Vusuvan Doppelganger

Ever go up against an opponent who's playing awesome freakin' creatures that you don't even own? Then the card-mimicking Vesuvan
Doppelganger is the woman for you!

L	oppelganger is the woman t	or you!	A STATE OF
	Lord of Atlantis Lord of the Pit	4.00	6.00
	Lord of the Pit	7.00	10.00
	Lost Soul	15	35
No.	Lure	75	1.50
	Magical Hack	4.00	6.00
	Magnetic Mountain		
	Mahamoti Djinn	4.00	6.00
	Mana Clash		
	Mana Flare	3.50	5.00
	Mana Short	3.25	4.00
	Mana Vault	2.50	3.50
	Manabarbs	2.50	3.50
12	Marsh Gas	15	35
	Marsh Viper	15	35
8	Meekstone	3.25	4.00
	Merfolk of the Pearl Trident Mesa Pegasus	35	75
	Mesa Pegasus	35	75
	Millstone	2.25	3.00
	Mind Bomb	1.50	7.50
	Mind Twist	3.25	4.00
	Mishra's Factory	3.25	4.00
	Mishra's War Machine	2.50	3.50
13	Mons's Goblin Raiders	35	75
	Morale		
	Mountain	05	10
	Murk Dwellers Naf's Asp Nether Shadow Nevinyrral's Disk	15	.35
	Nof's Asp	35	75
	Nether Shadow	3.25	4.00
100	Nevinymal's Disk	3.25	4.00
	Nightmare	8.00	12.00
0	Northern Paladin	6.00	10.00
	Oasis	2.25	3.00
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Ē	Orcish Oriflamme	1.50	2.50
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Osai Vultures		35
Paralyze Pearled Unicorn	35	75
☐ Pearled Unicorn		75
Personal Incarnation	4.00	6.00
■ Pestilence		75
Phontosmol Forces	75	1.50
Phantasmal Terrain	35	75
Phantom Monster	75	1 50
Figuriori Morbiel	/5	1.50
Pirate Ship	3.25	4.00
☐ Piety		75
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■ Pit Scorpion		35
Plague Rats	35	75
Plains		10
Power Leak	0J	10
Power Sink		
Power Surge	2.50	3.50
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rsionic Entity	3.50	5.00
Psychic Venom	35	75
☐ Purelace	1.50	2 50
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Kaajan Spini	2.25	3.00
Rack, The Radjan Spirit Rag Man	2.50	3.50
Karse Dead	35	75
Rebirth	2.50	3.50
Red Elemental Blast	35	75
Red Mana Battery	3.50	5.00
Roise Dead Rebirth Red Elemental Blast Red Mana Battery Red Ward	35	3.00
Paganaration		/5
Polic Diad		75
Regeneration Relic Bind Relic Bond	3.25	4.00
Reverse Damage Righteousness Rod of Ruin Royal Assassin Sandtee	4.00	6.00
☐ Righteousness	3.50	. 5 00
Rod of Ruin	75	1.50
Royal Assassia	10.00	15.00
Carnita Hanlar	10.00	. 15.00
Sandstorm Savannah Lions Scathe Zombies Scavenging Ghoul		/5
Sandsform	35	75
■ Savannah Lions	3.25	. 4 00
Scathe Zombies	35	75
Scavenging Ghoul	75	1.50
Scryb Sprites		1.50
Sea Serpent Seeker Segovian Leviathan	35	75
☐ Seeker	35	75
Segovian Leviathan	1 25	2.00
Sengir Vampire	3 25	2.00
Songii Valiipilo	4.00	4.00
		6.00
Serra Angel	4.00	
Shanodin Dryads	35	75
Segovan Levathan Sengir Vampire Serra Angel Shanodin Dryads Shapeshifter	3.50	75
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88	Uthden Troll	. 1.25	2.0
	Vampire Bats	15	3
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	Verduran Enchantress	3 50	5.00
	Visions Volcanic Eruption	1.50	. 2.5
	Volcanic Eruption	3 25	4.0
	Wall of Air	35	7
	Wall of Bone	75	1.5
	Wall of Brambles	75	1.5
	Wall of Dust	1 50	2.5
	Wall of Fire	75	1.5
	Wall of Ice	25	1.3
100	Wall of Spears	33	1.0
	Wall of Stone	00	1.0
\overline{a}	Wall of Swords	1.25	1.3
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=	WilHO'-The-Wisp	4.00	. 6.0
	Will-O'-The-Wisp	2.50	3.5
	Winter Orb Wooden Sphere Word of Binding Wrath of God	2.50	3.5
	Wooden Sphere	35	0.3
	Word of Binding	15	3
0	Wrath of God	4.00	6.0
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	Zephyr Falcon Zombie Mostor	25	7
	Zombie Master	2	r 0
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	Kird App		35.00
:	King S. J. Houl	35.00	60.00
:	Khohal Cinn	8.00	12.00
:	Junun Efreet	25.00	35.00
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:	Hazran Ogress		60.00
:	Guardian React	2.25	1.50
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:	Ghazban Oare	6.00 3.25 2.25	4.00
:	Flying Men	6.00 2.25 6.00	10.00
:			3.00
:	Fishliver Oil		10.00
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:			30.00
:			10.00
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i	All from Cairo	3.00	8.00
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Moorish Cavalry	4.00 6.00
Mountain	4.00 6.00



TOP TEN HOTTEST CARDS

5) Dual Lands No depletion counters. No stinging for a point of damage. No fuss, no muss. The dual lands, which can give you either one of fwo colormana (depending on which dual it is), are the two-headed kings of mana.

ľ	Naf's Asp		1.50
ij	Oasis	3.50 .	5.00
	Oubliette		
ב	Piety	75.	1.50
i	Pyramids	20.00	
ב	Repentant Blacksmith	10.00	15.00
	Ring of Ma'rut	25.00	35.00
	Rukh Egg	7.00	10.00
	Sandals of Abdallah	8.00	12.00
ij.	Sandstorm		
		12.00	18.00
	Serendib Efreet	12.00	18.00
1	Shahrazad	15.00	25.00
	Sindbad	5.00 .	8.00
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	Wall of Shadows	.75		1.50
1	Wall of Tombstones	3.25		4.00
	Wall of Vapor	.75		1.50
	Wall of Wonder			
m	Whirling Dervish	6.00	1	0.00
	White Mana Battery	2.50.		3.50
	Willow Satyr	8.00	1	2.00
	Winds of Change	4.00.		6.00
	Winter Blast	7.00	1	0.00
	Wolverine Pack	1.25.		2.00
	Wood Elemental	3.00	1	2.00
11	Wretched, The 25	5.00	3	5.00
	Xira Arien10	0.00	1	5.00
	Zephyr Falcon	.75.		1.50

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	HE DARK (
	ZARDS OF THE COAST- 19		_
Ful	l Set (119)	\$150.00 250.0	0
Ro	oster Pack (8 cards)	5.00 8.0	0
Во	oster Box (60 packs)	275.00 325.0	0
	Amnesia	3.50 5.0	0
	Angry Mob	3.25 4.0	ō
	Apprentice Wizard	75 1.5	Ō
	Ashes to Ashes	35 7	5
	Ball Lightning	7.00 10.0	n
	Banshee	250 35	n
	Barl's Cage		
	Blood Moon	8.00 12.0	
	Blood of the Martyr		
Ξ			
=	Bog Imp		
=			
100	Bone Flute		
-	Book of Rass		
7	Brainwash		
	Brothers of Fire		
	Carnivorous Plant		5



3)	Jester's Mask
A car	d that's not just rude, but fun as well, the
Mask	allows you to replace your opponent's
	with an equal amount of cards taken
from	her library, which you get to look
throu	igh. Ain't Ice Age fun?

ł	inrough. Ain i ite age tu	111	
	Cave People	2.25	3.00
į	City of Shadows	5.00	8.00
	Cleansing	4.00	6.00
	Coal Golem	2.25	3.00
ē	Curse Artifact	2.25	3.00
	Dance of Many		
	Dark Heart of the Wood		
B	Dark Sphere	3.50	5.00
	Deep Water		
	Diabolic Machine	2.25	3.00
	Drowned	35	75
1	Dust to Dust	35	75
E	Eater of the Dead	4.00	6.00
	Electric Eel		
d	Elves of Deep Shadow	2 50	3.50
1	Erosion	35	75
Į	Eternal Flame	4.00	6.00

	Exorcist	. 7.00 10.00
	Fallen The	. 3.25 4.00
		. 1.50 2.50
8	I Fellwar Stone	. 2.50 3.50
	Festival	
	Fire and Brimstone	
	Fire Drake	. 2.25 3.00
調	Fissure	
	Flood	1.50
	Fountain of Youth	. 3.50 5.00
	Frankenstein's Monster	. 8.00 10.00
	Gaea's Touch	
	Ghost Ship	
	Giant Shark	
	Goblin Laves	
	Goblin Digging Team	
	Goblin Hero	
	Goblin Rock Sled	
	Goblin Shrine	
	Goblin Wizard	
	Goblins of the Flarg	
	Grave Robbers	5.00 8.00
	Hidden Path	5.00 8.00
	Holy Light	
	Inferno	
	Inquisition	
	Knights of Thorn	5.00 8.00
9	Land Leeches	3575
	Leviathan	5.00 8.00
	Living Armor	
	Lurker	4.00 6.00
	Mana Clash	3.25 4.00
=	Mana Vortex	
=	Marsh Gas	
-	Marsh Goblins	3575
8	Marsh Viper	4.00 6.00
4		
=	Maze of Ith	5.00 8.00
	Mind Bomb	
5	Miracle Worker	
H	Morale	
Ξ	Murk Dwellers	25 75
=	Nameless Race	4.00 6.00
-	Necropolis	
	Niall Silvain	
ī		2.50 3.50
	People of the Woods	3 25 4 00
ō	Pikemen	3575
ō	Preocher	8.00 12.00
_	11000101	



2) Juzam Djinn
Whoa, nelly! Somebody up and ousted of
Juzam outto the number one slot! He ain't
gonna be too happy about that, and at a
whopping 5/5 (and only four to cast!), you
don't want to be on the business end of an
unhappy Juzam Djinn.

Ps	ychic Allergy	4.00	6.00
Ro	Man	4.00	6.00
III Re	flecting Mirror	3.50	5.00
Rit	otide	35	75
	nesword		
So	fe Haven	5.00	8.00
So So	fe Haven	35	75
III Sc	ргестом	3.50	5.00
	arwood Bandits		
Sc Sc	arwood Goblins	35	75
Sc Sc	arwood Hag	2.50	3.50
	ovenger Folk		
	ason of the Witch		
	sters of the Flome		
	cult of Orm		

	Sorrow's Path
	Spitting Slug
	Squire3575
800	Standing Stones 2.25 3.00
	Sunken City
	Tangle Kelp
	Tivadar's Crusade 1.50 2.50
155	Tormod's Crypt 3.50 5.00
	Tower of Coireall
	Tracker 5.00 8.00
=	Uncle Istvan
	Venom
	Wand of Ith
	War Barge 3.50 5.00
	Water Wurm3575
闡	Whippoorwill 2.50 3.50
	Witch Hunter 7.00 10.00
	Word of Binding
	Worms of the Earth 4.00 6.00
	Wormwood Treefolk 4.00 6.00

Wormw	ood Treefolk	4.00	6.00
FALLEN	EMPIRES		
full Set (18	7)	. \$45.00 .	. 65.00
Booster Pac	k (8 cards)	75	1.25
Booster Box	k (8 cards) (60 packs)	45.00 .	/0.00
Aconpile	hrull	25	75
Dolm of	Dectoration	1 50	2.50
Duilli Ul	Kestotution	25	75
Pottom!	restoration null ess Vault w Orcs g Pit Medic lorn	3 25	4.00
Rrossela	w Orre	35	75
Brooding	n Pit	1.50	2.50
Combat	Modic	35	75
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Dolif's C	uha	1 25	2.00
■ Derelor	.000	1.50	2.50
Denemonia Denemonia	an Cylix	1.50	2.50
Diwarva	n Armorer	2.50	3 50
Dwarve	n Cotonult	75	1.50
Dwarve	n Catapult n Hold n Lieutenant n Ruins	2.25	3.00
Dwarve	n Lieutenant	35	75
Dwarve	n Ruins	75	1.50
Dwarve	n Soldier		75
Ebon Pr	getor	3.50	5.00
Ebon St	tronghold	1.25	2.00
Elven F	ortress	35	75
Elvish F	armer	2.50	3.50
Elvish H	lunter	35	75
Elven L	armer	1.25	2.00
Elvish S	cout	35	75
Forrel's	Mantle	35	75
☐ Farrel's	Zealot e Priest	35	75
☐ Forrelite	e Priest	35	75

1	Seasinger	. 2.25	3.00
		1.25	2.00
	Spirit Stileid	. 1.30	2.30
	Spore Flower	35	75
1 -	Spore Hower	35	75
	Carolunita Tampla	75	1.50
	Thallid I Thallid Devourer I Thelon's Chant I Thelon's Curse	35	75
	I Thallid Devourer	75	1.50
	Thelon's Chant	. 1.25	2.00
	Thelon's Curse	. 2.25	3.00
	Thelonite Druid	75	1.50
	Thelonite Druid	. 3.25	4.00
	Thorn Thallid	35	75
	Thorn Thallid Thrull Champion Thrull Retainer	. 3.50	5.00
	Thrull Retainer	75	1.50
	Infull Wizord	35	/5
	Tidal Flate	35	75
		35	75
	Tourach's Chant	35	75
	Tourach's Gate	2.50	3.50
	Vodalian Knights	3.25	4.00
	voadilan mage	35	/5
	Vodalian Soldiers	35	/5
	Vodalian War Machine	2.50	3.50
	Zelyon Sword	2.25	3.00
OI st TI FL St	CE AGE at the first week in June, Ice A and alone expansion set for A lee Gathering. Il Set (383 cards)	Magic: 375.00 10.00 .	. 450.00 15.00
B	poster Pack (15 cards) poster Box (36 packs)	3.00	4.00
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	Agais of the Meek	3.50	5.00
	Angression	3 25	4.00
	Alter of Rone	6.00	10.00
1	Altar of Bone	2.00 .	IU.UU
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	Anarchy Arctic Foxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle	4.00 35 2.50 2.25	6.00 75 3.50 3.00
	Anarchy Arctir Foxes Arcum's Sleigh Arcum's Weathervane Arcum's Whattle Arcum's Whistle	35 2.50 2.25 2.50 35 2.50 35 35	6.00 75 3.50 3.00 3.50
	Anarchy Arctir Foxes Arcum's Sleigh Arcum's Weathervane Arcum's Whattle Arcum's Whistle	35 2.50 2.25 2.50 35 2.50 35 35	6.00 75 3.50 3.00 3.50
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	Anarchy Arctir Foxes Arcum's Sleigh Arcum's Weathervane Arcum's Whattle Arcum's Whistle	35 2.50 2.25 2.50 35 2.50 35 35	6.00 75 3.50 3.00 3.50
	Anarchy Arctir Foxes Arcum's Sleigh Arcum's Weathervane Arcum's Whattle Arcum's Whistle	35 2.50 2.25 2.50 35 2.50 35 35	6.00 75 3.50 3.00 3.50
	Anarchy Arctic Toxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arcum's Shistle Arcum's Auro Armor of Faith Armiol's Ascent Ashen Ghoul Aurochs Avalonche Avalonche		6.00 75 3.50 3.50 75 75 75 75
	Anarchy Arctic Toxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arcum's Shistle Arcum's Auro Armor of Faith Armiol's Ascent Ashen Ghoul Aurochs Avalonche Avalonche		6.00 75 3.50 3.50 75 75 75 75
	Anarchy Arctic Toxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arcum's Shistle Arcum's Auro Armor of Faith Armiol's Ascent Ashen Ghoul Aurochs Avalonche Avalonche		6.00 75 3.50 3.50 75 75 75 75
	Anarchy Arciar (Seigh Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Armilot's Ascent Aschen Ghoul Avochs Avolanche Balduvian Barbarians Balduvian Conjurer Balduvian Conjurer Balduvian Hydra	4.00 .35 2.50 2.25 .35 .35 .35 .35 .35 .35 .35 .3	
	Anarchy Arctir Coxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archeson's Aura Armor of Faith Amilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Balduvian Hydro Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arctir Coxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Amijot's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Conjurer Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arctir Coxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Amijot's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Conjurer Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arctir Coxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Amijot's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Conjurer Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arctir Coxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Amijot's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Conjurer Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arctir Coxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Amijot's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Conjurer Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arctir Coxes Arcum's Sleigh Arcum's Weathervane Arcum's Whistle Arenson's Aura Armor of Faith Amijot's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Conjurer Balduvian Shaman	4.00 .35 2.50 2.25 2.50 .35 .35 .35 2.50 .35 2.50 .35 2.50 .35 2.50 .35 .35 .35 .35 .35 .35 .35 .35	
	Anarchy Arcin Foxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Arcum's Whistle Arcum's Whistle Arcum's Whistle Archeson's Aura Armor of Faith Amilor's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Hydro Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Battle Frenzy Battle Frenzy Binding Grasp	4.00 35 250 225 250 35 35 35 35 250 35 	6.00
	Anarchy Arcin Foxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Arcum's Whistle Arcum's Whistle Arcum's Whistle Archeson's Aura Armor of Faith Amilor's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Gonjurer Balduvian Hydro Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Battle Frenzy Battle Frenzy Binding Grasp	4.00 35 250 225 250 35 35 35 35 250 35 	6.00
	Anarchy Arcitr Coxes Arcum's Veathervane Arcum's Whistle Arcum's Whistle Arcum's Whistle Armor of Faith Amilot's Ascent Ashen Ghoul Avorchs Avalanche Bolduvian Barbarians Bolduvian Conjurer Bolduvian Hydra Bolduvian Shaman Borbarian Guides Borbed Sextant Barbarian Guides Borbed Sextant Boton of Morale Boton of Morale Boton forsp Boton Scribt Boton Scribt Boton Grosp Boton Sextant Boton of Morale Boton Sextant Boton	4.00 .35 .2.50 .2.25 .2.50 .35 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.00 3.50 3.50 3.50 75 75 3.50 3.50 75 3.50 3.50 75 3.50 3.50 3.50 75 75 3.50 3.50 75 75 3.00
	Anarchy Arcitr Coxes Arcum's Veathervane Arcum's Whistle Arcum's Whistle Arcum's Whistle Armor of Faith Amilot's Ascent Ashen Ghoul Avorchs Avalanche Bolduvian Barbarians Bolduvian Conjurer Bolduvian Hydra Bolduvian Shaman Borbarian Guides Borbed Sextant Barbarian Guides Borbed Sextant Boton of Morale Boton of Morale Boton forsp Boton Scribt Boton Scribt Boton Grosp Boton Sextant Boton of Morale Boton Sextant Boton	4.00 .35 .2.50 .2.25 .2.50 .35 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.00 3.50 3.50 3.50 75 75 3.50 3.50 75 3.50 3.50 75 3.50 3.50 3.50 75 75 3.50 3.50 75 75 3.00
	Anarchy Arctir Coxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Arcum's Whistle Armor of Faith Amilot's Ascent Ashen Ghoul Avorchs Avalanche Bolduvian Barbarians Bolduvian Conjurer Bolduvian Hydra Bolduvian Shaman Borbarian Guides Borbed Sextant Barbarian Guides Borbed Sextant Boton of Morale Boton of Morale Boton forsp Boton Scribt Boton Scribt Boton Grosp Boton Sextant Boton of Morale Boton Sextant Boton	4.00 .35 .2.50 .2.25 .2.50 .35 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.00 3.50 3.50 3.50 75 75 3.50 3.50 75 3.50 3.50 75 3.50 3.50 3.50 75 75 3.50 3.50 75 75 3.00
	Anarchy Arctir Coxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy's Warthervane Arcum's Whistle Armor of Faith Arnijol's Ascent Ashen Ghoul Aurochs Avalanche Bolduvian Barbarians Bolduvian Bears Bolduvian Hydra Bolduvian Shaman Borbarian Guides Borbed Sextant Borton of Morale Bottle Frenzy Binding Grasp Blottle Frenzy Binding Grasp Blessed Wine Blinking Spirit Blizzard Bles Carab Bone Shaman	4.00 .35 .250 .225 .250 .35 .35 .35 .35 .250 .35 .35 .250 .35 .35 .35 .250 .35 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.000 3.500 3.500 3.500 7.55 7.5 7.5 7.5 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Armor of Faith Arnilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Bolduvian Bears Bolduvian Gonjurer Bolduvian Hydra Bolduvian Shaman Barbarian Guides Borbed Sextant Baton of Morale Bottle Cry Bottle Frenzy Binding Grasp Black Scrab Blessed Wine Blizzard Blizzard Blize Scrab Bone Shaman Brainstorm Brand of III Omen	4.00 .35 .250 .250 .225 .250 .35 .35 .35 .35 .250 .35 .35 .35 .35 .35 .35 .35 .35 .35 .35	.6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Arnor of Faith Arnilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Bolduvian Bears Bolduvian Gonjurer Bolduvian Hydra Bolduvian Shaman Barbarian Guides Borbed Sextant Baton of Morale Bottle Cry Bottle Frenzy Binding Grasp Black Scrab Blessed Wine Blizzard Blizzard Blize Scrab Bone Shaman Brainstorm Brand of III Omen	4.00 .35 .250 .250 .225 .250 .35 .35 .35 .35 .250 .35 .35 .35 .35 .35 .35 .35 .35 .35 .35	.6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shara Armo of Faith Amilo's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Shara Borbarian Guides Borber Sextant Bothon of Morole Bottle Frenzy Binding Grasp Blinking Spirit Blirking Spirit Blirking Spirit Blirzard Blue Scarab Bone Sharman Brainstorm Brand of Ill Omen Breath of Dreams Brains Hympan	4.00 .35 .2.50 .2.50 .2.55 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shara Armo of Faith Amilo's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Shara Borbarian Guides Borber Sextant Bothon of Morole Bottle Frenzy Binding Grasp Blinking Spirit Blirking Spirit Blirking Spirit Blirzard Blue Scarab Bone Sharman Brainstorm Brand of Ill Omen Breath of Dreams Brains Hympan	4.00 .35 .2.50 .2.50 .2.55 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shara Armo of Faith Amilo's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Shara Borbarian Guides Borber Sextant Bothon of Morole Bottle Frenzy Binding Grasp Blinking Spirit Blirking Spirit Blirking Spirit Blirzard Blue Scarab Bone Sharman Brainstorm Brand of Ill Omen Breath of Dreams Brains Hympan	4.00 .35 .2.50 .2.50 .2.55 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shara Armo of Faith Amilo's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Bolduvian Bears Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Gonjurer Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Gonjurer Bolduvian Hydra Bolduvian Hydra Bolduvian Shara Borbarian Guides Borber Sextant Bothon of Morole Bottle Frenzy Binding Grasp Blinking Spirit Blirking Spirit Blirking Spirit Blirzard Blue Scarab Bone Sharman Brainstorm Brand of Ill Omen Breath of Dreams Brains Hympan	4.00 .35 .2.50 .2.50 .2.55 .35 .35 .35 .35 .35 .35 .35 .35 .35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Arnor of Faith Amilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Bears Balduvian Bourer Balduvian Hydra Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Baton of Bato	4.00 35 2.50 2.25 2.50 3.5 35 35 2.50 35 2.50 35 2.50 35 35 2.50 35 35 2.50 35 35 35 2.50 35 35 35 35 35 35 35 35 35 35 35 35 35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Arnor of Faith Amilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Bears Balduvian Bourer Balduvian Hydra Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Baton of Bato	4.00 35 2.50 2.25 2.50 3.5 35 35 2.50 35 2.50 35 2.50 35 35 2.50 35 35 2.50 35 35 35 2.50 35 35 35 35 35 35 35 35 35 35 35 35 35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Arnor of Faith Amilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Bears Balduvian Bourer Balduvian Hydra Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Baton of Bato	4.00 35 2.50 2.25 2.50 3.5 35 35 2.50 35 2.50 35 2.50 35 35 2.50 35 35 2.50 35 35 35 2.50 35 35 35 35 35 35 35 35 35 35 35 35 35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Arnor of Faith Amilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Bears Balduvian Bourer Balduvian Hydra Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Baton of Bato	4.00 35 2.50 2.25 2.50 3.5 35 35 2.50 35 2.50 35 2.50 35 35 2.50 35 35 2.50 35 35 35 2.50 35 35 35 35 35 35 35 35 35 35 35 35 35	6.000 3.500
	Anarchy Anarchy Arcin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Archy Shirtle Arnor of Faith Amilof's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Bears Balduvian Bears Balduvian Bourer Balduvian Hydra Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Baton of Bato	4.00 35 2.50 2.25 2.50 3.5 35 35 2.50 3.5 2.50 3.5 2.50 3.5 3.5 2.50 3.5 3.5 2.50 3.5 3.5 2.50 3.5 3.5 3.5 2.50 3.5 3.5 3.5 3.5 3.5 3.5 3.5 3.5 3.5 3.5	6.000 3.500
	Anarchy Anarchy Arctir Foxes Arcum's Seleigh Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Seleigh Archy Seleigh Archy Seleigh Archy Seleigh Archy Seleigh Archy Seleigh Archy Secent Ashen Ghoul Aurochs Avalanche Balduvian Bears Balduvian Bears Balduvian Conjurer Balduvian Shaman Barbarian Guides Barbed Sextant Bathorian Guides Barbed Sextant Bathor of Morale Bathe Frenzy Binding Grasp Black Scarab Black Scarab Black Scarab Blessed Wine Blinking Spirit Blizzard Blizzard Blizzard Blizard Brand of Ill Omen Breath of Dreams Brand of Ill Omen Breath of Dreams Brine Shaman Brown Ouphe Brushland Burnt Offering Cellstial Sword Celestial Sword Celestial Sword Celestial Sword Centoux Archer Chaos Lord Chaos Moon	4.0035250255250353535250353525035	6.000 3.000 3.500
	Anarchy Anarchy Arctic Foxes Arcum's Seleigh Arcum's Weathervane Arcum's Whistle Arcum's Whistle Armor of Faith Bolduvian George Bolduvian Bears Bolduvian Bears Bolduvian Gonjurer Bolduvian Hydra Bolduvian Shaman Borborian Guides Barbed Sextant Borton of Morole Borborian Guides Barbed Sextant Borton of Morole Borborian Guides Borbed Sextant Borton of Morole Borborian Guides Borbed Sextant Borbor of Morole Borborian Guides Borborian Grapp Blinking Spirit Blizzard Combon Grapp Coll to Arms Caribou Ronge Celestial Sword Centour Archer Chaos Moon Chromatic Armor	4.00352502552503535353525035	6.000 3.000 3.000 3.500
	Anarchy Anarchy Arctin Foxes Arcum's Weathervane Arcum's Weathervane Arcum's Whistle Arcum's Whistle Archy Salvan Armor of Faith Amilo's Ascent Ashen Ghoul Aurochs Avalanche Balduvian Barbarians Balduvian Barbarians Balduvian Gonjurer Balduvian Gonjurer Balduvian Hydra Balduvian Hydra Balduvian Shaman Barbarian Guides Barbed Sextant Baton of Morale Battle Gry Battle Frenzy Binding Grasp Blinking Spirit Blizzard Blizzard Blizzard Bliz Scarab Bone Shaman Brand of Ill Omen Breath of Dreams Briand Oll Ill Omen Breath of Dreams Briand Oll Ill Omen Breath of Dreams Briand Barban Brown Ouphe Brushland Burn Offering Call to Arms Caribou Range Celestial Sword Centour Archer Chaos Lord Chaos Moon Chromatic Armor Chub Tood	4.00353525025535	6.000 3.000 3.500
	Anarchy Anarchy Arctic Foxes Arcum's Seleigh Arcum's Weathervane Arcum's Whistle Arcum's Whistle Armor of Faith Bolduvian George Bolduvian Bears Bolduvian Bears Bolduvian Gonjurer Bolduvian Hydra Bolduvian Shaman Borborian Guides Barbed Sextant Borton of Morole Borborian Guides Barbed Sextant Borton of Morole Borborian Guides Borbed Sextant Borton of Morole Borborian Guides Borbed Sextant Borbor of Morole Borborian Guides Borborian Grapp Blinking Spirit Blizzard Combon Grapp Coll to Arms Caribou Ronge Celestial Sword Centour Archer Chaos Moon Chromatic Armor	4.0035352502252503535353525035	6.000 3.000 3.500

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 2.25
 3.00

 River Merfolk
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 Sand Silos 2.50 3.50 Seasinger 2.25 3.00

Orcish Spy
Orcish Veteran

Order of Leitbur

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	Circle of Protection: Red	35	75
	Circle of Protection: White	35	75
	Clairvoyance	35	75
	Cloak of Contusion	35	75
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	Conquer	3.50	5.00
	Cooperation	35	75
100		35	75
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	Dance of the Dead	3.50	5.00
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100	Dark Ritual	35	75
	Death Ward	35	75
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0	Demonic Consultation	3.25	4.00
199	Despotic Scepter	3.50	5.00
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	Dread Wight	. 4.00	6.00
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	Drift of the Dead	2.25	3.00
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	Elemental Augury	. 5.00	8.00
10	Elkin Bottle	3.50	5.00
	Elvish Healer	35	75
<u></u>	Enduring Renewal	. 5.00	8.00
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	Front Minion	34	75
	Frrentry	35	75
100	Errontry	35	75
	Essence Flare	35	75
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	Fanatical Four	3 50	5.00
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	Flame Spirit Flare Flooded Woodlands Flow of Maggots Folk of the Pines Forbidden Lore Force Void Forest	5.00	8.00
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	Four ruillillar	35	75
	Francisco Constituent	2 25	3.00
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0	rumarole		
		35	75
100	Fylgia	35	75 75
100	Fundham Prounis	35	75
	Fyndhorn Brownie	3.25	75 75 4.00
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elves	35 3.25 4.00	75 75 4.00 75
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elves	35 3.25 4.00	75 75 4.00 75 6.00 4.00
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elves Fyndhorn Pollen Fyndhorn Pollen	35 325 35 4.00 3.25	75 75 4.00 75 6.00 4.00
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elves Fyndhorn Pollen Fyndhorn Bow Gryng of Choos	35 325 35 4.00 325 	75 75 4.00 75 6.00 4.00 10.00
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elves Fyndhorn Pollen Fyndhorn Bow Game of Choos	35 35 4.00 35 4.00 35	
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elder Fyndhorn Elves. Fyndhorn Pollen Fyndhorn Bow Game of Chaos Gangrenous Zombies Gaze of Pain	35 3.25 35 4.00 3.25 6.00 35	
	Fyndhorn Brownie Fyndhorn Elder Fyndhorn Elves Fyndhorn Elves Fyndhorn Pollen Fyndhorn Bow Garne of Chaos Gangrenous Zombies Gaze of Pain General Jarkeld	35 325 35 4.00 325 6.00 35 35 4.00 35 35 4.00 35 35 4.00 35 35 4.00 35 35 4.00 35 35 4.00 35 35 35 4.00 35 35 35 35 35 35 4.00 35 3	
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	Hymn of Rebirth	. 3.50 5.00
	Ice Berg	. 2.50 3.50
	Ice Cauldron	. 5.00 8.00
閪	Ice Floe	. 2.50 3.50
	Iceguake	. 3.50 5.00
	Icy Manipulator	. 7.00 10.00



TOP TEN HOTTE 1) Jester's Cap

"Da winnah an' new cham-peen!" Knocking Juzam from the pole position is the mighty Jester's Cap. Just pump two mana into it, tap it, and sacrifice it to search through your opponent's library...and remove three cards from the game! Not a good way to make new

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	Icy Prison	5.00	8 00
	Illusionany Forces	. ວ.ບບ	7.5
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	illusionary Presence	. 4.00	6.00
	Illusionary Terrain	. 2.50	3.50
	Illusionary Wall	35	/5
	Illusionary Forces Illusionary Presence Illusionary Terrain Illusionary Wall Illusions of Grandeur	. 5.00	8.00
	Imposing Visage	35	75
	Incinerate	35	
	Infernal Darkness	. 3.50	5.00
1	Infernal Denizen	. 3.50	5.00
1	Imposing Visage Incinerate Infernal Darkness Infernal Denizen Infinite Hourglass	3.50	5.00
	Infuse	35	75
	Infuse	. 05	10
	Jester's Con	12.00	20.00
in the	Jester's Cap	10.00	15.00
	Jeweled Amulet Johtull Wurm	4.00	4.00
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	lokulhoups	7.00	10.00
40	Jokulhaups Juniper Order Druid Justice Karalusan Forcet	. 7.00 .	10.00
	lustice	4.00	/5
	Karalusan Forest	4.00	6.00
	Karplusan Giant	2.50	6.00
	Karplusan Forest Karplusan Giant Karplusan Yeti	6.00	10.00
$\overline{}$	Kelsinko Ranger Kjeldoran Dead Kjeldoran Elite Guard Kjeldoran Frostbeast	35	75
Ĭ	Kieldoran Doad	35	75
	Violderen Elite Guard	2.00	2.50
	Violderen Freetbaget	2.50	3.30
0	Kjeldoran Guard Kjeldoran Knight Kjeldoran Pholanx Kjeldoran Royal Guard	3.30	5.00
<u></u>	Kielderen Krielt		/5
_	Neidoran Knight	5.00	8.00
	Kleidoran Phalanx	4.00	6.00
	Kjeldoran Royal Guard	6.00 .	10.00
	Kjeldoran Skycaptain	2.50	3.50
	Kjeldoran Skyknight	35	75
	Kjeldoran Warrior	35	75
	Knights of Stromgald	2.25	3.00
	Kjeldoran Skycaptain Kjeldoran Skyknight Kjeldoran Skyknight Kjeldoran Warrior Knights of Stromgold Krovikan Elementalist Krovikan Elementalist	2.50	3.50
	Krovikan Fetish	35	75
	Krovikan Sorcerer	35	75
	Krovikan Fetish Krovikan Sorcerer Krovikan Vampire	4.00	4.00
iii.	Land Cap Lapis Lazuli Talisman Lava Burst Lava Tubes Legions of Lim-Dal	E 00	0.00
	Lapis Lazuli Talisman	3.00	8.00
	Lava Rurst	1.30	2.50
	Lava Tubes	35	/5
	Lavo rubes Legions of Lim-DOI Leshrac's Rite Leshrac's Sigil Lhurgoyt Lim-DOI's Cohort Lim-DOI's Hex Lightning Blow	5.00	8.00
	Leshrar's Pita	35	
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100	LUIR	1.50	2 50
	Lure Maddening Wind Magus of the Unseen	2 25	2.00
	Magus of the Unseen	4.00	3.00
	Malachite Talisman	0.00	. 10.00
	Marton Stromgald	1.50	2.50
	Magus of the Unseen Malachite Talisman Marton Stromgald Melee Melting	0.00	. 10.00
Щ	Melting	3.25	4.00
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ш	Mercenaries	4.00	6.00
	Merieke Ri Berit	4.00	6.00
	Mesmen: trance Meteor Shower Mind Ravel Mind Worp Mind Whip Minion of Leshrac Minion of Tevesh Szat Misfolk Mole Worms Monsoon Monsoon	35	75
	Mind Ravel	35	75
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	Mole Worms	2.50	3.50
	Monsoon	5.00	8.00
100	Mountain	05	10
	Mountain Goat	35	75
	Mountain Titan	6.00	. 10.00
	Moutain Hain Mudslide Musician Mystic Might Mystic Remora Nocre Talisman Naked Singularity Nature's Lore Necropotages	4.00	6.00
	Musician	5.00	8.00
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=	Myslic Might	25	75
7	Mysnc Kemord		
	Nacre Ialisman	1.50	2.50
	Naked Singularity	4.00	6.00
	Nature's Lore	2.50	3.50
	Norritt	35	75
	Oath of Lim-Dûl	5.00	8.00
III	Oath of Lim-Dûl Onyx Talisman Orcish Cannoneers	1.50	2.50
	Orrich Connensors	1.50	2.50
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	Urcish Farmer	35	
	Urcish Healer	2.25	3.00
	Orcish Healer	4.00	6.00
	Orcish Lumberjack Orcish Squatters Order of the Sacred Torch .	35	75
	Orcish Squatters	6.00	. 10.00
	Order of the Socred Torch	6.00	. 10.00
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_	Pala Poore	4.00	6.00
86	Paris	35	75
	Pale Bears		000
	Pentagram of the Ages	5.00	7.5
	Pestilence Rats	35	/5
	Phantasmal Mount	3.25	4.00
100	Pit Tron	2.50	3.50
	Plains Polar Kraken		10
	Polar Vrakon	8.00	10.00
	Portent	35	75
	Portent	25	75
	Power Sink	35	10.00
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	Prismatic Ward	35	/5
	Pynmy Allosnurus	4.00	6.00
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	Purchlact	35	
	Pyroblast	3.50	4.50
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	Pyroblast Pyroclasm Rally	35	7.
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	Pyroblast Pyroclasm. Rally Ray of Command Ray of Erasure Reality Twist Reclammation Red Scarab Regeneration Rime Dryad River Delta River Delta Round Arch Sabretooth Tiger Sacred Boon Scaled Wurm See Sprint Seizures	350 350 351 352 353 353 353 353 353 353 353	
	Pyroblast Pyroclasm. Rally Ray of Command Ray of Erasure Reality Twist Reclammation Red Scarab Regeneration Rime Dryad River Delta River Delta Round Arch Sabretooth Tiger Sacred Boon Scaled Wurm See Sprint Seizures	350 350 351 352 353 353 353 353 353 353 353	
	Pyroblast Pyroclasm. Rally Ray of Command Ray of Erasure Reality Twist Reclammation Red Scarab Regeneration Rime Dryad River Delta River Delta Round Arch Sabretooth Tiger Sacred Boon Scaled Wurm See Sprint Seizures	350 350 351 352 353 353 353 353 353 353 353	
	Pyroblast Pyroclasm. Rally Ray of Command Ray of Erasure Reality Twist Reclammation Red Scarab Regeneration Rime Dryad River Delta River Delta Round Arch Sabretooth Tiger Sacred Boon Scaled Wurm See Sprint Seizures	350 350 351 352 353 353 353 353 353 353 353	
	Pyroblast Pyroclasm. Rally Ray of Command Ray of Erasure Reality Twist Reclammation Red Scarab Regeneration Rime Dryad River Delta River Delta Round Arch Sabretooth Tiger Sacred Boon Scaled Wurm See Sprint Seizures	350 350 351 352 353 353 353 353 353 353 353	
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	Pyroblast Pyroclasm Rally Ray of Command Ray of Erasure Reality Twist Reclamation Red Scarab Regeneration Ritual of Subdual Ritval Description Sacred Boon Scared Boon Scared Boon Scared Boon Scaled Wurm Sea Spirit Seizures Seraph Shambling Strider Shablar Shablar Shibidan Spirit Sibilant Spirit	3.50 3.50 3.50 3.50 3.50 4.00 2.50 3.5 3.5 5.00 4.00 3.5 3.5 3.5 3.5 3.5 3.5 3.5 3.5	75 10.00 3.50 3.50 75 8.00 8.00 75 3.50 75 4.00 75 12.00 75 75 12.00 10.00 12.00 3.50 3.50 3.50 3.50 3.50 3.50 3.50 3
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IN	Staff of the Ages	3.50 5.00
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	Stunted Growth	5.00 10.00
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7	Sulfurous Springs Sunstone	4.00 6.00
	Sunstone	1.50 2.50
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	Sunstone Swords to Plowshares Tarpon Thermokars Thoughtleech Thunder Wall Timberline Ridge Tinder Will	1.50 2.50
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100	Trailblazer	4.00 6.00
9	Underground River	400 600
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-	Urza's Paubla	1.50 2.50
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	Trailblazer Underground River Updraff Urza's Bauble Veldt Venemous Breath Vernigo Vexing Arcanix Vibrating Sphere Walking Wall Wall of Lava Wall of Fine Needles Wall of Shields War Chnoiot	2.50 3.50
	Vertigo	2.50 3.50
	Vexing Arcanix	5.00 8.00
100	Vibrating Sphere	3 50 5 00
	Walking Wall	3.50 5.00
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	Wdii oi Luvu	2.25 3.00
-	Wall of Pine Needles	2.25 3.00
	Wall of Shields	2.25 3.00
	War Chariot	3.50 5.00
	Warning Whalebone Glider White Scarab Whiteout	35 75
100	Whalahana Glidar	2.25 3.00
	White Carel	2.23 3.00
	Wille Scoloo	2.50 3.50
102	Whiteout	3.25 4.00
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	Writeout Wild Growth Wind Spirit Wings of Aesthir Winter's Chill Withering Wisps Wittigo World Moments	2.50 3.50
	Wings of Aesthir	4.00 6 00
	Winter's Chill	5.00 8.00
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	withering wisps	2.23 3.00
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	Word of Undoing	35 75
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m,	Yavımaya Gnats	3.25 4.00
	Zur's Weirding	6.00 10.00
	Zuran Enchanter	35 75
100	Zuran Orh	250 350
appli appli	Zuran Challenstor	25 75
-	Wiltigo Woolly Mammoths Woolly Spider Word of Blasting Word of Undoing Worth of Marit Lage Yavimaya Gnats Zur's Weirding Zuran Enchanter Zuran Orb Zuran Spellcaster	
-		
CI	PECIAL OFFERS	
		/ 00 10 00
100	Arena	6.00 10.00

| Arena | 6,00 | 10,00 | | Giont Badger | 6,00 | 10,00 | | Mana Crypt | 7,00 | 10,00 | | Nalathni Dragon | 6,00 | 10,00 | | Sewars of Estaric | 6,00 | 10,00 | Windseeker Centaur 6.00 ... 10.00

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 (363 cards)\$200.00 ...250.00

Known as the "International Version," this set is the same as above except the cards are from the Unlimited series. Cards are also not tournament legal.
M:TG Unlimited Factory Set (363 cards)

.....\$275.00 ... 350.00

This set contains two, 60-card revised starter decks, 30 counters and a revised checklist.

M:TG Revised Boxed Set\$20.00

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Full Set (124 Cards) Card NameOrigin
☐ Abu Jo'farA
Active VolcanoL
☐ Akron Legionnaire
AloddinAl
☐ Angelic Voices
Arcades Sabboth
Arena of the AncientsLi
Argothian Pixies
Ashnod's Altar
Ashnod's Transmogrant
Axelrod Gunnarson
Avesha Tanaka
Azure Drake
■ Banshee
Barl's Cage
Beasts of BogardanLC
Blood of the Martyr
Blood Moon
Bog RatsD)
Book of Rass
BoomerangLG
Bronze HorseLC
Cat WarriorsLC

	ChromiumLG
	City of BrassAN
	CocoonLG
	Concordant CrossroadsLG
	Craw GiantLG
	Cuombaji WitchesAN
ī	CycloneAN
=	
Ξ	Dance of ManyDK
=	DandanAN
5	D'Avengnt Archer LG
5	
7	
ш	Emerald DragonflyLG
	Enchantment Alteration LG
巍	Erhnam DjinnAN
	Fallen, TheDK
	Fallen AngelLG
题	Feldon's CaneAQ
	Fire DrakeDK
	Fishliver OilAN
	Flash FloodLG
胼	Fountain of YouthDK
	Gabriel AngelfireLG
100	Gauntlets of ChaosLG
	Ghazban OgreAN

:		Giant Slug	LC
i		Goblin Artisans	AC
:		Goblin Digging Team	Dk
:		Goblin Shrine	Dk
i		Goblins of the Flarg	DK
•		Hasran Ogress	AN
:		Hell's Caretaker	LC
i		Horn of Deafening	10
:		Indestructible Aura	LC
i		Ivory Guardians	LO
i	100	Jalum Tome	AC
:		Jeweled Bird	A)
i		Johan	L
i		Juxtapose	L
i		Keepers of the Faith	L
i		Kei Takahashi	L
:		Lond's Edge	L
i		Living Armor	D
i		Marhault Elsdragon	L
:	10	Metamorphosis	Al
:	10	Mountain Yeti	L
i		Nebuchodnezzar	L
:		Nicol Bolas	L
:		Obelisk of Undoing	A(
i		Pollodia-Mors	L
:		Petra Sphynx	L
:		Primordial Ooze	[(
:		Puppet Master	L
		Rabid Wombat	L
:	13	Rakalite	A(
		Recall	1
		Remove Soul	L
		Repentant Blacksmith	Al
:		Revelation	
:		Rubinia Soulsinger	L
:			

:		Runesword	DK
:		Safe Haven	DK
:	誰	Scavenger Folk	DK
:		Sentinel	LG
:		Serpent Generator	LG
:		Shield Wall	LG
:		Shimian Night Stalker	LG
i		Sivitri Scarzam	16
:		Sol'kanar the Swamp King	LG
i	9	Stanga	LC
:		Storm Seeker	16
i		Takklemaggot	10
:		Teleport	
:		Tobias Andrion	LC
:		Tor Wauki	LC
i		Tormod's Crypt	DI
:		Transmutation	LC
i		Triossic Egg	
:		Urza's Mine (four versions)	AC
i		Urza's Power Plant (four versions)	AC
:		Urzo's Tower (four versions)	AC
i		Vaevictis Asmadi	
:		Voodoo Doll	
i		Wall of Heat	
:		Wall of Opposition	L
:		Wall of Shadows	L
:		Wall of Vapor	.10
Ė		Wall of Wonder	L
Ė		War Elephant	AN
:		Witch Hunter	DI
:		Wretched, The	L
:		Xira Arien	.LO
:		Yawgmoth Demon	
:		N	



TOP FIVE **HOTTEST** CARDS

5) Blood Moon

The ultimate equalizer, Blood Moon turns every non-basic land, like Maze of Ith, City of Brass, and dual lands, into basic mountains!



TOP FIVE **HOTTEST** CARDS

4) Sol'kanar the Swamp King

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Weighing in at a monstrous, swampwalkin' 5/5, this bad boy gives his controller one life whenever any black spell is successfully cast.



TOP FIVE HOTTEST CARDS

3) City of Brass

While this land stings you for a point every time you top it, it can also generate any color mana you want. Not too shabby!



TOP FIVE HOTTEST CARDS

2) The Elder Dragons

The skies of Dominaria just got a whole lot more dangerous. The mighty Elder Dragons live again. Somebody go tell the Shivan to get in the back seat.



TOP FIVE HOTTEST CARDS

1) Recall
Acting like a Regrowth on a coffeine high,
Recall can bring one, two, three—hell, as many cards as you want out of your graveyard. We're talkin' big-time power!



UMAMIEST CARD

Goblin Artisans

Somebody over at Wizards of the Coast is screwing with us. Why did they bring back Goblin Artisans? "T: Pip a coin when you cast an artifact. If apponent calls it, artifact is countered. If not, draw another card," "T; Suck ass' is more like it.





ARTIFACT

BLACK

BLUE

GREEN

MULTICOLRED

RED

☐ WHITE

III LAND

HEY! Check out our Low-High price listings this month in our quest to bring you a more accurate price guide. The range represents the lowest and highest prices that we've received minus the top ten and lowest ten percent to eliminate great swings in prices. Enjoy!



BLOOD WARS-TIEFLING MAGE/THIEF

BLOOD WARS
TSR-1995
Full Set (334 cards) \$300.00 400.00
Starter Deck Duals (100 cards) 8.00 10.00
Starter Box (10 dual decks) 80.00 100.00
Booster Pack (15 cards) 2.25 2.50
Booster Box (36 packs) 80.00 90.00
Assassination Plot
Chaos Beast 4.00 6.00
Lody of Pain
Shield Maidens of Odin 4.00 6.00
Tiamat 5.00 8.00

FACTOLS AND FACTIONS

Full Set (134)	\$40.00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00



DIXIE-2ND MISSISSIPPI

DIXIE	
COLUMBIA GAMES-1995	
Full Set (200 cards) \$50.00	70.00
Starter Deck (60 cards) 8.00	
Starter Box (10 decks) 80.00 .	100.00
Booster Pack	NUNE
pooziet Lack	HOIL
Buck Woods	1.50
Color C 1	1.50
Color-Guard	2.00
Rebel Yell	2.00

10 PDR Parrott
12 PDR Howitzer 1.252.00
DOOMTROOPER
HEARTBREAKER-1995
Full Set (337 cards) \$275.00 350.00
Starter Deck (60 cards) 8.00 9.00
Starter Box (10 decks) 75.00 90.00
Booster Pack (15 cards) 2.25 2.50
Booster Box (36 packs) 80.00 90.00
Alakhi The Cunning 7.00 10.00
Cardinal Dominic
Crenshaw The Mortificator 7.00 10.00
Nimrod Autocannon 5.00 8.00
Personal Anti-Personnel Mines 7.00 10.00

INQUISITION EXPANSION

Full Set (170)	\$150.00	200.00
Booster Pack (8 cards)	2.25	2.50
Booster Box (60 packs)	80.00	90.00

ECHELONS OF FIRE/FURY

113	
\$30.00	50.00
30.00	50.00
8.00	10.00
80.00	100.00
2.50	
90.00	110.00
	12.00
80.00	100.00
2.50	
90.00 .	110.00
	\$30.00 30.00 8.00 80.00 2.50 90.00 8.00 80.00

FLIGHTS OF FANTASY

DESTINI PRODUCTIONS	1994	
Full Set (108 cards)	\$40.00	60.00
Starter Deck		
Booster Pack (10 cards)	2.25	2.50
Booster Box (36 packs)		



GALACTIC EMPIRES-KREBIZ HEAVY CAPSULE

COMPANION GAMES 1995		
Full Set (440)	\$175.00.	
Starter Deck (55 cards)		9.00
Starter Box (10 decks)	75.00 .	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00
Dragon Hatchling	4.00	6.00
Dragon Lair		6.00
Moon Dragoness		8.00
Monster Overstrike	3.50	5.00
Scintillating Dragoness	3.50	5.00
	VDANC	ICAN
NEW EMPIRES	KPANO	1010
COMPANION GAMES 1995	C7F 00	125.00

Booster Box	80.00.	100.00
Ancient Spacefarer		3.50
Fighter Pilot Spitirual Leader	. 2.50	3.50
Stellar Map Volatile Cargo	. 2.25	3.50



ILLUMINATI- ANNUAL CONVENTION

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES 1994
Card names are in gold printing.
Full Set (412) \$400.00 \$500.00
Factory Set (450) \$65.00 \$75.00
Starter Deck Dual Pack (110) \$8.00 \$20.00
Starter Box (5 dual decks) \$90.00 \$100.00
Booster Pack (15 cards) \$4.00 \$5.00
Booster Box (36 packs) \$110.00 \$160.00

Unlisted Cinales	20	. 100.00	I.R.S	1.50
Unlisted Singles	.25 .	50	Immortality Serum 1.50	2.50
			Intnt'l Communist Conspiracy 1.50	2.50
Adepts of Hermes		2.50	Intnt'l Weather Organization75	1.50
Air Magic	.50	2.50	t! 1.50	2.50
An Offer You Can't Refuse 1.	50	2.50	Israel	
Angst1.	50	2.50	Italy	4.00
Annual Convention 1.	E0	2.50	Jimmy Hoffa	3.00
Antiwar Activists	.50		Junk Mail	1.50
All of the Coursest	.50	2.50	Kill for Peace!	2.50
Ark of the Covenant1.	.50	2.50	L-4 Society	1.50
B.A.T.F	.25	2.00		
Bank Merger	50	2.50	Law and Order	1.50
Bank of England	50	2.50	Let Them Eat Cake!	1.50
Bavarian Illuminati 1.	.50		Let's Get REALLY Organized75	1.50
Bermuda Triangle	.50	2.50	Let's You and Him Fight 1.50	2.50
Die Cellent The	.50	2.50	Libertarians 2.50	3.50
Big Sellout, The1.	.50	2.50	Library at Alexandria, The	1.50
Bigger Business	.75	1.50		2.50
Blitzkrieg 3.	25	4.00	Liquor Companies 1.50	
Bodyguard	50	2.50	Local Police Departments	1.50
Book of Kells	75	1.50	Logic Bomb	2.50
Botched Contact	75		Mafia, The	4.00
Bribery	/5	1.50	Manuel Noriega	1.50
C.1.4	.75	1.50	Margaret Thatcher	1.50
C.I.A 3.	.25	4.00	Market Manipulation	1.50
Canada	.50	2.50		
Cattle Mutilators	50	2.50	Mass Murder	2.50
Celebrity Spokesman	75	1.50	Media Connections 1.50	2.50
Censorship	75	1.50	Men in Black, The 3.25	4.00
Center For Disease Control	75		Messiah 1.50	2.50
CEL MO	15	1.50	Meteor Strike	1.50
CFL-AIO	50	2.50	MI-5	1.50
China 1.	50	2.50		
Church of Elvis	75	1.50	Mistaken Identity	2.50
Clone	25	2.00	Mossad 1.50	2.50
Combined Disasters 1.	73		Multinational Oil Corporations	1.50
Comis Dooks	50	2.50	Murphy's Law	1.50
Comic Books.	75	1.50	N.S.A. 3.25	4.00
Commitment	75	1.50		
Computer Security	50	2.50	Nancy Reagan 1.50	2.50
Computer Virus	75	1.50	NASA	1.50
Congressional Wives	75		NATO1.50	2.50
Corruption	F 0	1.50	Necronomicon	1.50
Count Dracula	50	2.50	Network, The	2.50
Counter Pouglation	50	2.50		1.50
Counter-Revolution 1.4	50	2.50	New Federal Budget	1.50
Counterspell	75	1.50	New York	2.50
Cover of Darkness	50	2.50	Nice Idea, It's Mine Now! 1.50	
Cover-Up	FO	2.50	Offshore Banks	1.50
(rimino) Overlords	rn	2.50	Ollie North	1.50
Crystal Skull	En	2.50	Opportunity Knocks 2.50	3.50
Cypord Soldiers	20		Orbit One	1.50
Deasil Engine	23	4.00	Oregon Crud, The	2.50
Dooth Mask	50	2.50	Perpetual Motion Machine 3.25	4.00
Death Mask	75	1.50	respected Monon Machine 3.23	1.50
Democrats	75	1.50	Phone Company	2.50
Deprogrammers	Γ0	2.50	Plague of Demons 2.50	3.50
Dinosaur Park -	7.0		Pledge Drive	1.50
Discordian Society	10	1.50	Political Correctness	1.50
Dollars for Decency	50	2.50	Pollsters	4.00
Eat the Rich	15	1.50	Colored to O - Color 1 50	2.50
Eat the Rich	50	2.50	Power for Its Own Sake 1.50	1.50
		2.50	Power to the People	1.30

trr	. 1.50	2.50
18 1/2 Minute Gap	. 1.50	2.50
18 1/2 Minute Gap Elders of Zion	. 1.50	2.50
Flizo	75	1.50
Elvis	3 25	1.50
Embezzlement	2.50	3.50
Emphy Ves	1 25	3.50
Emply vee	. 1.25	2.00
Energy Crisis Evil GeniusesTomorrow	. 1.50	2.50-
Evil GeniusesTomorrow	. 1.50	2.50
Faction Fight	. 1.50	2.50
Fear and Loathing	75	1.50
Federal Reserve	75	1.50
		1.50
Feminists	/5	1.50
Fidel Castro	75	1 50
Fidel Castro Finland First Thing Kill All Lawyers	. 1.50	2.50
First Thinn Kill All Lowvers	1.50	2.50
Clause Dawer	7.5	1.50
Flower Power Foiled! Forgery	/5	1.50
Foiled!	/5	1.50
Forgery Freaking the Mundanes	75	1.50
Frenking the Mundanes	75	1.50
Fred Pirch Cociona	1.50	1.50
Fred Birch Society	. 1.30	2.50
Gang War	/5	1.50
Gay Activists	75	1.50
Germany	3 25	4.00
Ciant Vudau	75	
Giant Kudzu	/5	1.50
Gnomes of Zurich	. 1.50	2.50
Goldfish Fanciers	. 1.50	2.50
Great Pyramid The (Mag. Insert)	1.50	2.50
Goldfish Fanciers Great Pyramid, The (Mag. Insert) Gremlins	1.50	2.50
Gun Control	75	1.50
Gun Control		1.50
Hackers	75	1.50
Hand of Madness, The Head in a Jar	. 1.50	2.50
Head in a lar	75	1.50
U	1.50	2.50
Hex	. 1.50	2.50
Hidden City	75	2.50
Hidden Influence	1.50	2.50
Hidden Influence	3 25	4.00
THIRD S DIGHT	7.5	
Hoax	/5	1.50
Hollywood	75	1.50
Holy Grail, The	1.50	2.50
		1.50
1 Lied	/5	1.50
I.R.S	75	1.50
I.R.S. Immortality Serum	1.50	1.50
Intot'l Communist Conspiracy	1.50	2.50
Hilli I Collinolisi Colispilicy	. 1.30	1.50
Intnt'l Communist Conspiracy Intnt'l Weather Organization	/5	1.50
Israel	. 1.50	2.50
Italy	3 25	4.00
Comm. Ueffa	2 25	3.00
Jimmy Hoffa	. 2.23	3.00
Junk Mail	/5	1.50
Kill for Peace!	. 1.50	2.50
L-4 Society	75	1.50
Law and Order	7.5	1.50
Law and Order	/3	1.50
Let Them Eat Cake!	/5	1.50
Let's Get REALLY Organized Let's You and Him Fight	75	1.50
Lot's You and Him Fight	1.50	2.50
Let 3 Too und min right	2.50	3.50
Libertarians	. 2.50	3.50
Library at Alexandria, The Liquor Companies	/5	1.50
Liquor Companies	. 1.50	2.50
Local Police Departments	75	1.50
Logic Bomb Mafia, The	1.50	2.50
LUGIC BUILD	2.00	4.00
Maha, The	. 3.25	4.00
Manuel Noriega	/5	1.50
Margaret Thatcher	75	1.50
Market Manipulation	75	1.50
Mass Murder	150	2.50
muss morder	1.50	
Media Connections Men in Black, The	1.50	2.50
Men in Black, The		4.00
Messiah	3.25	
Meteor Strike	3.25	2.50
	1.50	2.50
Meleor Strike	. 1.50	2.50
MI-5	. 1.50 75 75	2.50 1.50 1.50
MI-5	. 1.50 75 75 . 1.50	2.50
MI-5	. 1.50 75 75 . 1.50	2.50 1.50 1.50 2.50
MI-5 Mistaken Identity Mossad	. 1.50 75 75 . 1.50 . 1.50	2.50 1.50 1.50 2.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations	. 1.50 75 75 . 1.50 . 1.50 75	2.50 1.50 1.50 2.50 2.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law	. 1.50 75 75 . 1.50 . 1.50 75 75	2.50 1.50 1.50 2.50 2.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law	. 1.50 75 75 . 1.50 . 1.50 75 75	2.50 1.50 1.50 2.50 2.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A.	. 1.50 75 75 . 1.50 . 1.50 75 75	2.50 1.50 1.50 2.50 2.50 1.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan	1.50 75 75 .1.50 75 75 75 75	2.50 1.50 1.50 2.50 2.50 1.50 1.50 4.00 2.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A Nancy Reagan NASA	. 1.50 	2.50 1.50 1.50 2.50 2.50 1.50 4.00 2.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO	1.50 75 75 .1.50 75 75 75 75 75 75	2.50 1.50 1.50 2.50 2.50 1.50 4.00 2.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO NATO Necronomicon	1.50 75 75 1.50 1.50 75 75 3.25 1.50 75	2.50 1.50 1.50 2.50 2.50 1.50 4.00 2.50 1.50 2.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO NECONOMICON NECONOMICON NECONOMICON NETWORK The	1.50 75 75 1.50 1.50 75 75 3.25 1.50 75 1.50	2.50 1.50 1.50 2.50 1.50 1.50 4.00 2.50 1.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO NECONOMICON NECONOMICON NECONOMICON NETWORK The	1.50 75 75 1.50 1.50 75 75 3.25 1.50 75 1.50	2.50 1.50 1.50 2.50 1.50 1.50 4.00 2.50 1.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO NECONOMICON NECONOMICON NECONOMICON NETWORK The	1.50 75 75 1.50 1.50 75 75 3.25 1.50 75 1.50	2.50 1.50 1.50 2.50 2.50 1.50 4.00 2.50 2.50 1.50 2.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO NECONOMICON NECONOMICON NECONOMICON NETWORK The	1.50 75 75 1.50 1.50 75 75 3.25 1.50 75 1.50	2.50 1.50 1.50 2.50 1.50 1.50 4.00 2.50 1.50 2.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A NATO Nancy Reagan NASA NATO Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now!	1.50 75 75 1.50 1.50 75 75 1.50 75 1.50 75 1.50 75	2.50 1.50 1.50 2.50 1.50 1.50 4.00 2.50 1.50 1.50 2.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO NECTOROMICON NETWORK, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Ranks	1.50 75 75 1.50 75 75 3.25 1.50 75 1.50 75 1.50	2.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Ollie North	1.50 75 75 1.50 1.50 75 75 1.50 75 1.50 75 1.50 75	2.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Ollie North	1.50 75 75 1.50 1.50 75 75 1.50 75 1.50 75 1.50 75	2.50 1.50 1.50 2.50 1.50 1.50 1.50 1.50 2.50 1.50 2.50 1.50 2.50 1.50
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A NATO Necronomicon Netronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Oline North	1.50 75 75 1.50 1.50 75 75 1.50 75 1.50 75 1.50 75 1.50 75	2.50 1.50 1.50 2.50 1.50 4.00 2.50 1.50 2.50 1.50 2.50 1.50 1.50 1.50
MI-5 Mistoken Identity Mossad Mussad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Ollie North Opportunity Knocks Orbit One	1.50 75 75 1.50 1.50 75 3.25 1.50 75 1.50 75 1.50 75 1.50 75 1.50	2.50 1.50 2.50 2.50 1.50 1.50 2.50 2.50 2.50 2.50 1.50 2.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50
MI-5 Mistaken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. Nancy Reagan NASA NATO Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Ollie North Opportunity Knocks Orbit One	1.50 75 75 1.50 1.50 75 3.25 1.50 75 1.50 75 1.50 75 1.50 75	
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. NATO Necronomicon Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Ollie North Opportunity Knocks Orbit One Oregon Crud, The Perceptual Motion Machine	1.50 75 1.50 1.50 1.50 75 3.25 1.50 75 1.50 75 1.50 75 1.50 75 1.50 75	
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A. NATO Necronomicon Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Ollie North Opportunity Knocks Orbit One Oregon Crud, The Perceptual Motion Machine	1.50 75 1.50 1.50 1.50 75 3.25 1.50 75 1.50 75 1.50 75 1.50 75 1.50 75	
MI-5 Mistoken Identity Mossad Multinational Oil Corporations Murphy's Law N.S.A NATO Necronomicon Network, The New Federal Budget New York Nice Idea, It's Mine Now! Offshore Banks Olile North Opportunity Knocks Orbit One Oregon Crud, The Perpetual Mation Machine Phone Company	1.50 75 1.50 1.50 1.50 75 3.25 1.50 75 1.50 75 1.50 75 1.50 75 1.50 75	
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Card names are in various co	ors.	
Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.5-1x	Limited Price



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Starter Deck (76 cards) .	7.00 8.00
Starter Box (10 decks)	
Booster Pack (19 cards) .	1.50 2.00
Booster Box (36 packs)	50.00 70.00
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Arcane Library	
Ivory Bow	
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Political Ally	4.00 6.00



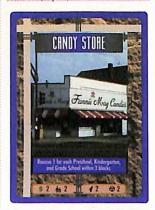
ON THE EDGE-LOOT

ON THE EDGE		
ATLAS GAMES-1994		
Full Set (269 cards)	\$125.00.	200.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (10 cords)	2.00	2.25
Booster Box (60 packs)	110.00 .	130.00
Asha Ryhar	3.50	5.00
Constance D'Aubainne		3.00
Cyril Doros		5.00
Debora Grierson		4.00
Havani Shagasemi		3.50
CUT-UPS PROJE	CT	
EXPANSION	611	
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\$70.00.	100.00
2.00	2.25
110.00 .	130.00
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ATLAS GAMES-199 Full Set (117 cords	\$70.00 100.0
	ards) 2.00 2.2
Booster Box (60 pa	cks) 110.00 130.0

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CALIBER GAMES SYSTEMS-19		
Full Set (160 cards)		60.00
Starter Deck (Both Versions).	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)		2.50
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Booster Box (36 packs)	00.00	70.00
RAGE	00.00	70.00
	00.00	70.00
RAGE		300.00
RAGE WHITE WOLF-1995 Full Set (321 cards)	. \$200.00	
WHITE WOLF-1995 Full Set (321 cards) Starter Deck (60 cards)	. \$200.00	300.00
RAGE WHITE WOLF-1995 Full Set (321 cards) Storter Deck (60 cards) Storter Box (10 decks)	. \$200.00	300.00



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SIM CITY		
MAYFAIR GAMES-1995		
Full Set (517)		0
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

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TSR-1994
Full First Edt'n Set (445 cards) \$140.00 200.00
(Set price includes 25 booster exclusive cards)
F.E. Starter Dual (110 cards) 10.00 12.00
F.E. Starter Box (6 dual decks) 60.00 70.00
F.E. Booster Pack (15 cards) 1.25 1.50
F.E. Booster Box (36 packs) 40.00 50.00
Full No Edition Set (400-Cons Only)
No Edition Starter Deck (55 cards)
No Edition Starter Box (10 decks)
No Edition Booster Pack
Full Second Edt'n Set (420 cards) 140.00 200.00
S.E. Starter Deck (110 cards) 12.00 15.00
S.E. Starter Box (6 duals) 75.00 90.00
S.E. Booster Pack (15 cards) 1.50 1.75
S.E. Booster Box (36 packs) 50.00 60.00
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Invisibility

Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Firebreathing .	1.50	2.50
Siege!		2.50
So-ut		2.50
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TSR-1994	LPARDIO:	
Full Set (100 cards)	\$70.00	100.00
Boosfer Pack (15 cards) .	1.50	1./5
Booster Pack (15 cards) . Booster Box (36 packs)		
Booster Box (36 packs)	50.00	60.00
Booster Box (36 packs) Castle Ravenloft	50.00	60.00
Booster Box (36 packs) Castle Ravenloft Headless Horseman	50.00	60.00
Booster Box (36 packs) Castle Ravenloft Headless Horseman High Master Illithid	50.00 1.50 1.50	60.00
Booster Box (36 packs) Castle Ravenloft Headless Horseman	50.00 1.50 1.50	

TSR-1994		
Full Set (125)	\$75.00.	125.00
(Set price includes 25 bo	oster exclusi	ve cards)
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Bupu's Emerald	1.50	2.50
Hazy Image	1.50	2.50
Inn of the Last Home		2.50
Krymn Minotauis	1.50	2.50
Tasslehoff Burrfoot	1.50	2.50

FORGOTTEN REALMS

:	TSR-1994	Delication .	
	Full Set (125 cards)	\$100.00.	150.00
	(Set price includes 25	booster exclusiv	e cards)
	Booster Pack (15 cards)	2.25	2.50
	Rooster Roy (36 nocks)	80.00	90.00

Booster Pack (15 cards) 2.25	
Booster Box (36 packs) 80.00	90.00
Blackstaff Tower	
Dragon Slayer 1.50) 2.50
Shadow Engines 1.50	2.50
Tablets of Fate 1.50	
Word of Recall 1.50	2.50

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MAG FORCE 7-1995		
ull Set (325 cards)	\$70.00.	100.00
Starter Deck (60 cards) .	8.00	10.00
Starter Box (12 decks)	90.00 .	110.00
Booster Pack (14 cards) .		
Booster Box (36 packs)		
Atheism Fate	2.50	3.50
Cult Following Modifer .	1.50	2.50
Claymore Bombers Squadr		3.50
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Kris and Man Force 7 Pors		5.00



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Starter Box (12 decks) .	200.00 275.00
Booster Pack (15 cards)	10.00 15.00
Booster Box (36 packs) .	250.00 400.00
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Alidar Jarok		8.00
Alien Abduction		1.50
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Alien Parasites		2.50
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Alyanna Nechayev		6.00
Alyssa Ogawa		2.00
Amanda Rogers		2.50
Amarie		2.00
Anaphasic Organism		1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	0.00	10.00
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Asteroid Sanctuary	75	1.50
Auto-Destruct Sequence		2.50
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Betazoid Gift Box	8.00	12.00
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 1.50
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New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nu'Dag	3.50 1.50 2.25 1.50 1.50	2.50 5.00 2.50 3.00 2.50 2.50
New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nu'Daq Null Sonce	3.50 1.50 2.25 1.50 1.50	2.50 5.00 2.50 3.00 2.50 2.50 2.50
New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nu'Daq Null Space Nutational Shields	3.50 1.50 2.25 1.50 1.50 1.50 1.25	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.50
New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nu'Daq Null Space Nutational Shields	3.50 1.50 2.25 1.50 1.50 1.50 1.25	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.00 3.00
New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nu' Daq Null Space Nutational Shields Ocett Palor Toff—Alien Trader	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.00 3.00
New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nu 'Daq Null Space Nuttainonal Shields Ocett Palor Toff—Alien Trader	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.00 3.00 1.50
New Contact Nikolai Rozhenko Nitthum Metal Parasites Norah Satie Nu Daq Null Space Nutational Shields Ocett Palor Toff—Alien Trader Pardek Parem	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.00 3.00 1.50 3.00
New Contact Nikolai Rozhenko Nitthum Metal Parasites Norah Satie Nu Daq Null Space Nutational Shields Ocett Palor Toff—Alien Trader Pardek Parem	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.00 3.00 1.50 3.00
New Contact Nikolai Rozhenko Nithum Metal Parasites Norah Satie Nu Daq Null Space Nutational Shields Ocett Palor Toff—Alien Trader Pardek Parem Particle Fountain Peggsus Search Phosed Matter	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50	2.50 5.00 2.50 3.00 2.50 2.50 2.50 3.00 1.50 3.00 1.50 1.50
New Contact Nikolai Rozhenko Nittium Metal Parasites Norah Safie Nu'Daq Null Space Nutational Shields Ocett Palor Ioff—Alien Trader Pardek Parem Particle Fountain Peggsus Search Phosed Matter Pi	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50	2.50 5.00 2.50 3.00 2.50 2.50 2.50 2.00 3.00 1.50 3.00 2.50 3.00
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New Contact Nikolai Rozhenko Nithum Metal Parasites Norah Satie Nur Dag Null Space Nutlational Shields Ocett Polor Toff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Partal Guard	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50 75 5.00	
New Contact Nikolai Rozhenko Nithum Metal Parasites Norah Satie Nur Dag Null Space Nutlational Shields Ocett Polor Toff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Partal Guard	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50 75 5.00	
New Contact Nikolai Rozhenko Nithum Metal Parasites Norah Satie Nur Dag Null Space Nutlational Shields Ocett Polor Toff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Partal Guard	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50 75 5.00	
New Contact Nikolai Rozhenko Nithum Metal Parasites Norah Satie Nur Dag Null Space Nutlational Shields Ocett Polor Toff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Partal Guard	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50 75 5.00	
New Contact Nikolai Rozhenko Nithum Metal Parasites Norah Satie Nur Dag Null Space Nutlational Shields Ocett Polor Toff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Partal Guard	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 3.50 75 5.00	
New Contact Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nor Dag Null Space Nutational Shields Ocett Parlor Inff-Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Portal Guard Q Q Q Raise the Stakes	3.50 1.50 2.25 1.50 1.50 1.50 1.50 1.25 2.25 75 2.25 1.50 75 5.00 1.50 1.50 1.50 1.50 1.50 1.50 1.5	
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New Contact Nikolai Rozhenko Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nur Daq Null Space Nutational Shields Ocett Palor Taff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter P! Plunder Site Portal Guard Q Q Q Ratise the Stakes Rebel Encounter Responder Stakes Rebel Encounter Responder Stakes Rebel Encounter Responder Stakes	3.50 1.50 2.25 1.50 1.50 1.50 1.50 1.25 2.25 2.25 1.50 2.75 3.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	
New Contact Nikolai Rozhenko Nikolai Rozhenko Niritum Metal Parasites NorbA Satie Nur Dag Null Space Nutational Shields Ocett Palor Toff—Alien Trader Parafek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Portal Guard Q Q Q Raise the Stakes Rebel Encounter Reginald Barclay Relief Mission	3.50 1.50 2.25 1.50 1.50 1.50 1.50 1.25 2.25 2.25 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1.5	
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New Contact Nikolai Rozhenko Nikolai Rozhenko Nitrium Metal Parasites Norah Satie Nur Daq Null Space Nutational Shields Ocett Palor Taff—Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Pi Plunder Site Portal Guard Q Q 2 Radioactive Garbage Scow Raise the Stakes Rebel Encounter Reginald Barclay Relief Mission REM Fatigue Hallucinations REM Fatigue Hallucinations RES-Q Restore Errent Moon Richard Galen Riva Ro Loren Roga Danar Runabout Strek	3.50 1.50 2.25 1.50 1.50 1.50 1.25 2.25 2.25 1.50 3.50 1.50 1.50 1.50 1.50 1.50 1.50 1.50 1	
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New Contact Nikolai Rozhenko Nikolai Rozhenko Nikolai Rozhenko Nariba Gare Naribaga Null Space Nutlational Shields Ocett Palor Toff-Alien Trader Pardek Parem Particle Fountain Pegasus Search Phased Matter Fi Plunder Site Portal Guard Q Q Q Roze Roze Roze Rejel Encounter Reginald Barclay Reginald Barclay Reginald Barclay Restore Errant Moon Richard Galen Riva Ro Laren Roag Danar Runabout Sariek Snienka	3.50 1.50 2.25 1.50 1.50 1.50 2.25 2.25 1.50 3.50 3.50 1.25 8.00 1.25 2.25 1.50 1.25 2.25 3.75 3.75 3.75 3.75 3.75 3.75 3.75 3.7	
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PLAYERS

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.

00

EXAMPLE LISTING

		***	of Tum.			
Book of Race	AKI	U	••	SEV	6	DK
2: Sacrifice 2 life to	o draw 1	cord.				
Bottle of Suleiman	ART	R	•••	JMy	4	AN,R
1: Flip a coin. If op	ponent wi	ins, di	5 dama	ge to yo	u and a	discard
Bottle of Suleiman.						
Soleiman with a Di	inn token,	which	his a 5/	5 flying	artifect	creature.
Bronze Tablet						AQ.4TH
4. Tornet on concon	ent's cord	in nle	ne remov	a tornet	and Rr	nn 7a

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.

2, T: Provides 1 mana of any color (play as an interrupt).

• Chaos Orb

ART R

• MTe 2 A,B,U

1: Hip card from height of one foot. If it rotates 360 degrees, any

each lost land.

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

2, T: Randomly discard a c target creature. Dragon Engine AC 2: +1/+0 until end of to

Eborry Horse A
2: Untap one of your att
attacked, except that det
another creature.

Elven Lyre Af 1, T: Sacrifice Elven Lyre for of turn.

Feldon's Cane AR
 O: Reshuffle your grave
from game when it is use

TO

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.

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 expenive.

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."

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.

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.

eee 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.

— In applicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.



2 Remove the bands with other ability from larget creature until end of turn.

Lette a best of milk on your developes he malt for the browners, or they if

Leave a boul of mile on your decrete each night for the brownes, or they if cause you no end of mischief.

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.

Flavor Text. A sometimes funny or informative quote, usually historical in nature.

E - Artist's Name.

Casting Cost. Mr. Brownie costs one green and one other mana to summon into play.

 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.

Power/Toughness. Only present for creatures.

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ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

artist appreviation	15.	
Alexander, Rob		RAI
Asplund-Faith, Randy		RAF
Baroh, Julie		JBa
Beard, Edward Jr.		EBe
Benson, Melissa		MBe
Bishop, Kristen		KBi
Brockschmidt, Kev		KBr
Brudi, Cornelius		CBr
Buck, Catherine	•	CBu
Danforth, Liz		LDa
Detwiler, Denise		DDe
Emond, Rick		REd
Ernest, James		JEr
Everingham, Sandra		SEv
Foglio, Kaja		KFo
Foglio, Phil		PFo
Frazier, Dan		DFr
Gallegos, Randy		RGa
Gelon, Daniel		DGe
Hampton, Justin		JHa
Hoover, Quinton		QHo
Hudson, Heather		HHu
Jones, Fay		FJo
Kaman, Kerstin		KKa
Kane-Ferguson, Richard		RKF
Kimble, Mike		MKi
Kirschner, Scott		SKi
Leonard, Nicola		NLe
Maddocks, Anson		AMa
Masness, Phillip		PMa
McNeill, Harold		HMc
Menges, Jeff A.		JMe
Meyer, Ken Jr.		KMe
Morrissey, Pat		PMo
Myrfors, Jesper		JMy
Organ-Kean, Margaret		MOK
Poole, Mark		MPo
Raabe, Mike		MRa
Rush, Christopher		CRu
		ARu
Rusu, Andi		DSh
Shuler, Douglas		BSn
Snoddy, Brian Spencer, Ron		RSp
Tedin, Mark		MTe
Thomas, Né Né		NTh
		RTh
Thomas, Richard Thomason, 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
SUB	Sorrory

SET ABBREVIATIONS

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

PLAYERS GUIDE

SPOTLIGHT:



RAGE CARD DESCRIPTION

- A. Card Name: The name of the character or card.
- B. Renown: The value or experience of the card. A card is worth its renown in victory points.
- C. Tribe: The tribe of werewolves to which the character or card belongs.
- D. Auspice: The phase of the moon under which the character was born.
- E. Breed: The natural form of the character.
- F. Rage: Just how much it takes to piss off the character. For damage cards, this is the minimum requirement for a non-bluff attack.
- G. Gnosis: For characters, the strength of their connection to the spiritual world. Many Gift and Equipment cards have minimum Gnosis requirements.
- H. Health: The amount of damage it takes to kill a character.
- Type: Certain cards fall under a specific category that is referred to by other cards.
- J. Requirements: For some cards, the tribe, auspice, or breed required to use them.
- K. Damage: The amount of damage dealt by a combat card
- L. Special Abilities: For many cards, specific information on their function in the game.
- M. Artist: The guy or gal who brought the card to life.
- N. Hologram: Completely useless trademark of Upper Deck, the card printers.



This month we take a closer look at White Wolf Game Studio's Rage. Based on White Wolf's hit roleplaying game Werewolf: The Apocalypse, Rage pits packs of werewolves against one another as players battle to acquire a preset number of victory points. To find out more about Rage, take a look at our review on page 18, then flip back here to get a quick jump on the game.







Here are the artists for

RAGE

Alexander Gregory	AG
Andrew Kudelka	AK
Anson Maddocks	AM
Aileen E. Miles	AM
Allan Pollack	AP
Alex Sheikman	AS
Brian Dugan	BD
Brian Le Blanc	Bl
Chris McDonough	CM
Chris Moeller	CM
D. Alexander Gregory	DA
Dennis Calero	

c guine.	
Drew Tucker	DTI
E. Allen Smith	
Erin Dixon	
John Bridges	
John Cobb	
James Daley	
Jason Felix	
Joshua Gabriel Timbrook	IG
Jeff Holt	IH
John Matson	
Jeff Miracola	IM
Jesper Myrfors	
Jeff Rebner	IRe
John K. Snyder III	121
Jamie Tao Kelsum	
John Van Fleet	IVE
Ken Meyer Jr.	KMe
Kevin Munrhy	KM
Kevin Muprhy	KR
Lawerence Allen Williams	LAW
Lee M. Fields	I F
Larry MacDougal	1 Ma
Lawerence Snelly	IS _n
Mike Chavey	MCH
Mike Danza	MDa
Mike Dringenburg	MD.
Matt Haley	MU
Mark Jackson	Min
Matt Milberger	MJU
Michele Chianello	Mmi
Omaha Perez	OP.
Quinton Hoover	nu-
Richard Kane Ferguson	Qno
Paul Lee	DI o
Ron Spencer	DCn.
Ron States	ncı 120
Richard Thomas	PTh
Stuart P. Beel	SR _o
Scar	SCA
Steve Casper	SCC
Shaggy Dixon	SDi
Scott Hampton	SHo
Tony DiTerlizzi	TD
Tony Harris	THe
Tom Simmons	TC:
ton diminute	131

William O'Conner

Σ



Description

Kind Rarity Rating Artist Cost Sets Found

AO 4TH

MOK 2

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

· Chaos Orh ART R ... MTe 2 1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.

ART R • City in a Bottle DTu 2 Remove all Arabian Nights cards from play; prevent new ones from being put into play.

(••• JMy 4 Clay Statue AQ,4TH 2: Regenerates. 3/1.

AC Clockwork Avian 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 Avian. 0/4.



Elemental Augury: It's a Sylvan Library...no, it's a Natural Selection...no, it's both! Use this enchantment as many times as you want. Spend three mana every turn to keep one of your opponent's cards buried in his library, and spend another three to give yourself a nice selection of cards every turn. Two great tastes rolled into one!

AC R ••• DTu 6 Clockwork Beast Put 7 + 1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4

Coal Golem AC 11 . CRu 5 3: Sacrifice Golem to add RRR to your mana pool.3/3. Colossus of Sardia AC R oooo JMy 9 AQ,4TH Trample. Colossus does not untap as normal in your untap phase; you

may spend 9 in your upkeep to untop Colossus. 9/9.
h Horn ART R ••• PFo 2 1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card

from your hand back on top of your library.
servator ART U ••• AWe 4 Conservator A,B,U,R,4TH 3, T: Negate the loss of up to 2 life.

Copper Tablet ART U .. AWe 2 All players take 1 damage during their upkeep as long as Copper Tablet is in play.

Coral Helm AWe 3 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.

A B U.R.4TH Crystal Rod ART U .. AWe 1 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 AO 4TH Opponent must discard to 4 cards during discard phase opean Tomb ART R ••• AMa O Turn a land into a basic swamp. If Cyclopean Tomb leaves play,

each subsequent turn one land transformed by Cyclopean Tomb

Name Kind Rarity Rating Artist Cost Description

returns to normal. AN,R,4TH **Dancing Scimitar** AC R ••• AMa 4 Flying. 1/5. Dark Sphere

Sets Found

ART U ... MTe O DK T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.

U •• MTe O Delif's Cone ART T: Socrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.

ART R •••• MTe O Delif's Cube 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 torget creature.

Dinholic Machine 3: Regenerates.4/4. ART R •• DFr 4 A,B,U,R,4TH Dingus Egg Whenever anyone loses a land, do 2 damage to that player for

ART R ••• DFr 3 A B U R 4TH Disrupting Scepter 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.

each lost land.

ART R •• EBe 2 Draconian Cylix 2, T: Randomly discard a card from your hand to regenerate target creature.

AMa 3 AN,R,4TH Dragon Engine 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 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn. ART U ... MTe 1

 Feldon's Cane O: 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 T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt). ART R ... MTe 4

Flying Carpet 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.

A,B,U Forcefield 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures. Forethought Amulet IG

Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant. ART U •••• DGe O Fountain of Youth 2, T: Gain 1 life.

ART R CRu 4 A,B,U Gauntlet of Might All mountains produce an extra mana. Give all red creatures +1/+1. ART R ••• DFr 5 IG Gauntlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts

when the game ends. Destroy enchantments on traded permanents. ART U ••• DSh 1 A,B,U,R,4TH Glasses of Urza T: Look at opponent's hand. No, his cards!

ART R • KKa 4 AO Golgothian Sylex 1: Discard all Antiquities cards, including Golgothian Sylex, from play.

AC C ••• DFr 4 AQ,4TH 1: Discard an Annapoint AC C ••• DFr 4
T: Do 1 damage to a target flying creature. 2/3
en Mana Battery ART R ••• CRu 4 Grapeshot Catapult AQ,4TH

Green Mana Battery 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).

ART R ••• MTe 1 Helm of Chatzuk A,B,U,R,4TH 1, T: Give one creature banding ability until end of turn.

e, The ART R ••• SEv 5 A,B,U,F 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature. Hive, The ART R ... DFr 4 Horn of Deafening 2, T: Target creature deals no damage in combat this turn.

ART R •••• MPo 2 A.B.U.R.4TH **Howling Mine** Everyone must draw an extra card during his or her draw phase. Icy Manipulator ART U ... DSh 4 1, T: Tap one land, creature, or artifact. No effects are generated

from the tapped permanent. ART R ... AWe 2 Illusionary Mask X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does

damage, taps, or takes damage you must flip the creature over.

Implements of Sacrifice ART R ••• MOK 2 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to

your mana pool. ART U •• DFr 1 Iron Star A,B,U,R,4TH 1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.

ART U .. AMa 1 1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.

Kind Rarity Rating Artist Cost Sets Found Name Description ARTIFACTS R ... ART HHu 1 FE 1, T: Sacrifice Aeolipile to deal 2 damage to any target. ART R ... KFo 5 Al-abara's Carpet IG 5, T; Prevent all damage done to you by attacking non-flying creatures. 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 llibrary. Aladdin's Ring Axi 8, 1: Do 4 damage to any target.

ART R •••• HMc 4 AN,R,4TH 2, T: Change the color of target permanent you control.

Amulet of Kroog 2, T: Prevent 1 damage to any target. Ankh of Mishra ART 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 • TWn 3 Tap all Legends when casting Arena. Legends do not untap normally during untap phase. ART U •• Armageddon Clock AWe 6

ART

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. ART U • Ashnod's Altar AMa 3

0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt). ART U •• Ashnod's Battle Gear MPo 2

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 Transmogrant ART U ••• MTe 1

Make target non-artifact creature an artifact creature with +1/+1 (if retains its original color as well). Discard Ashnod's Transmogrant after it has been used.

Balm of Restoration ART R •• MOK 2 1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.

Barl's Cage ART R •••• TWä 4 3: Target creature does not untap as usual in its controller's next untag phase.

U ••• JMy 3 **Basalt Monolith** ART T: Add 3 to your mana pool. Spend 3 to untap at any time. **Battering Ram** JMe 2 AQ,4TH

Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.

ack Lotus ART R ••••• CRU 0 Black Lotus T.: Discard to add 3 mana of any single color to your mana pool.

Black Mana Battery ART R ••• 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).

U oooo RTh 1 ART Do 1 damage for each card over four opponent has in hand during

ART R ••• AWe 4 Blue Mana Battery 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 T: Give all creatures -1/-0 until end of turn. Book of Rass ART U ••

2: Socrifice 2 life to draw 1 card. Bottle of Suleiman ART R eee JMy 4 Flip a coin. If apponent 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 U ... CRu AC Pay 1 during upkeep to untap. 1/3. MPo 7 Bronze Horse AC R ... Trample. Reduce to 0 all damage to Bronze Horse by spells targeting

it whenever you control an additional creature. ART R • Bronze Tablet 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 X: Untap X separate lands.

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Q

Sets Found

Name Description Ivory Tower ART IJ **** MOK 1 AQ,R,4TH Take 1 life for each card over four you have in hand during upkeep A,B,U,R,4TH Jade Monolith ART R ... AMn 4 1: Take all damage done to any creature on yourself instead. U ... DFr Jade Statue 4 2: Make Jade Statue a 3/6 artifact creature that may only attack or block. Inlum Tome ART R ••• TWö 3 AO 2: Draw a card from your library and discard a card of your choosing to your graveyard. Jandor's Ring ART R ... DFr 6 2, T: Discard a card you just drew, and draw another to replace it. dor's Saddlebags ART R •••• DWi 2 AN,R, AN,R,4TH Jandor's Saddlebags 3, T: Untop a creature. Jayemdae Tome ART R •••• MTe 4 A,B,U,R,4TH 4, T: Draw 1 extra card. ART R • AWe 1 AN leweled Bird T: Exchange Bird for your ante, then draw a new card. AC U •••• DFr A,B,U,R Juggernaut Must attack each turn if possible. Can't be blocked by walls. 5/3. Knowledge Vault ART R ••• AWe 4 LG 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault. CRu 4 ART Treat all swamps in play as 1/1 creatures that can be tapped for B. Shield ART U •• RTh 2 Kry Shield 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn. ART U ••• DGe 1 A,B,U,R,4TH Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it. ART U ••• AWa 4 During your upkeep, sacrifice a creature you control to take life equal to creature's toughness. ART R •••• AWe 4 Life Matrix LG 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature. ART U ••• AMa 4 Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creatures casting cost. A,B,U,R Living Wall AC U ... AMa 4 Counts as a wall. 1: Regenerates. 0/6. ART R .. MTe 6 LG Mana Matrix Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment. Mana Crypt ART R ••• MTe 0 ROOK 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 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. U • Marble Priest AC MBe 5 All walls able to black Marble Priest must do so. Marble Priest takes no damage in combat from walls. Meekstone Any creature with power greater than 2 may not be untapped as normal during the untap phase. Mightstone ART U .. PVe 4 AO All attacking creatures gain +1/+0. Millstone KFo 2 AO R 4TH 2, T: Take the top 2 cards from target player's library and place them in target player's graveward. Mirror Universe ART R ••• PFo 6 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. R • AWe 7 Mishra's War Machine AC Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5 ART R ooooo DFr A,B,U Mox Emerald T: Add G to your mana pool. R cocco DFr O ABU Mox let ART T: Add B to your mana pool Mox Pearl R cocco DFr A.B.U T: Add W to your mana pool Mox Ruby
 ARI
 T: Add R to your mana pool
 ARI R ooooo DFr O A,B,U R eeeee DFr O A,B,U Mox Sapphire ART T: Add U to your mana pool. AC U .. NTh 5 Counts as a wall. O: Choose a creature in your graveyard and remove

Kind Rarity Rating Artist Cost Sets Found it from the game. Put X + 0/+1 counters on Necropolis, where Xequals the removed creature's casting cost. 0/1.
inyrral's Disk ART R •••• MTe 4 Nevinyrral's Disk 1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.

3, T: Redirect all damage done to you by one source to target creature of opponent's choice. ART R ••

Description

Obelisk of Undoing ART R •• TWä 1 AQ
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards. U ••• JMy 6 Obsignus Golem AC A.B.U.R.4TH 4/6.

Kind Rarity Rating Artist Cost

Sets Found

Name

Description

Onulet AC U .. AMa 3 AQ,R,4TH If Onulet is placed in graveyard, its controller takes 2 life. 2/2 AC (•• AQ,R,4TH Ornithopter AWe 0 Flying. 0/2.

ART R ... MRe 6 Planar Gate Pay 2 colorless mana less when casting a summon spell. Primal Clay AC U •• KFo 6 AO R.4TH

When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature. AWe 6 An Pyramids 2: Prevent a land from being destroyed, 2: Remove an enchantment

from a land. Rack, The ART U ••• RTh 1 AQ,R,4TH Do 1 damage for each card under three opponent has in hand

during upkeep. ART U .. CRu 6 Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.

Serpent Generator ART R ... MTe 6 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.

Kind Rarity Rating Artist Cost

Shapeshifter AC U •••• DFr 6 *=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).

ART | ... TWä 3 5, T: Bring an enchantment card from your graveyard into your hand.

ART U •• Soul Net DWi 1 ARUR 4TH 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. Spirit Shield

it Shield ART R ••• SKi 3 Ft
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped.
You may leave Spirit Shield tapped during your untap phase.
If of Zegon ART C • MPo 4 AC Staff of Zegon

3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.

Standing Stones ART U • SEv 3 L.

1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool. Stone Calendar ART R ... AWe 5 Your spells cost 1 less to cast; casting cost cannot go below 0.





Kjeldoran Dead & Ray of Command: The Kjeldoran Dead are awesome 3/1 regenerating creatures, but the catch is you gotta sacrifice a creature when you bring 'em into play. Hey, just take control of your opponent's biggest critter with the Ray, then sacrifice it so your dead may live!

KJELDORAN DEAD

RAY OF COMMAND

ART R ••• MTe 4 1G.4TH Red Mana Battery 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). Reflecting Mirror ART U ••• MPo 4 DK 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. Relic Rorrier ART II .. HMc 2 LG T: Top target artifact. ART R • MBe 5 Ring of Immortals LG 3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).

Ring of Ma'ruf ART R ... DFr 5 5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing. Ring of Renewal ART R DSh 5

5, T: Randomly discard a card from you hand to draw two cards. ART U ... PVe 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. ART U ••• CRu 4 A.B.U.R.4TH Rod of Ruin 3, T: Do 1 damage to any target.

ART CRII 6 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.
alasses of Urza ART R •••• DFr 3

Sunglasses of Urza Your plains may generate either white or red mana.

Sandals of Abdallah ART R •• 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 6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.

Sentinel R ooo RAF 4 *=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/

Su-Chi AC U . When Su-Chi goes to the graveyard, its controller gets 4 colorless glasses of Urza ART R •••• DFr 3 A,B,U,R A,B,U,R,4th Sunglasses of Urza Your plains may generate either a white or red mana. Sword of the Ages ART R •••• CRu 6

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.

Tablet of Epityr ART C • CRu 1

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. Tawnos's Coffin ART R •••• CRu 4

3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains topped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped. Tawnos's Wand

ART U •• DSh 4 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 ••• 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 ooo MTe 6 Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus, 1/1.

Throne of Bone U •• AMa 1 A,B,U,R,4TH ART 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 A B.U ART R •••• MTe 2 T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.

Tormod's Crypt ART U •••• (Ru O T: Sacrifice Tormod's Crypt to remove all rards within target player's

a/a Restricted/Bonned AC Artifact Creature

North Star

Nova Pentacle

ART Artifact EA Enchant Artifact

ART R ooo KFo 4

RTh 4

4, T: You may cast one spell this turn using mana of any color

ART R ...

LG EC Enchant Creature EE Enchant Enchantment

LG

EL Enchant Land EN Enchantment EW Enchant World INS Instant

INT Interrupt LAN Land

SC Summon Creature SOR Sorcery

CU Cumulative Upkeep

W

0

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H



players g u i d e

Kind Rarity Rating Artist Cost Sets Found Description

graveyard from the game. Tower of Coireall ART 11 .. DFr 2 T: Make target creature unblockable by walls until end of turn.

Triassic Egg ART R ••• DFr 4

3, T: Socrifice Triassic Egg to put any creature in hand or graveyard IG directly in play. Treat this creature as if just summoned.

kelion AC R •••• DSh 6 AQ,41 Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 Triskelion counter to do 1 damage to any target. 1/1.

AO 4TH Urza's Avenger O: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.

Urza's Chalice ART C → JMe 1 AC 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.

Kind Rarity Rating Artist Cost Sets Found Name

BLACK SC U ••• MTe BB3 LG,4TH Abomination Green or white creatures blocking or blocked by Abomination are

destroyed after combat. 2/6.
ss, The EW R ••• PVe B3 Abyss, The Each player must bury a target non-artifact creature he or she controls during upkeep.

EN R ••• CRu BB2 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.

EC U •••• AMa B1 A.B.U.R.4TH Animate Dead Bring a creature from any graveyard into play on your side with -1

Armor Thrull SC C •••• Multi B2 T: Socrifice Armor Thrull to add a + 1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.

CRu B2 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 cost on a continuous artifact.

Ashes to Ashes SOR U ••• DTu BB1 Remove two non-artifact creatures from the game and lose 5 life. Rad Moon EN R ••• JMy B1 A,B,U,R,4TH

All black creatures in play get +1/+1.

Stormbind & Brainstorm: How incredible is Stormbind? You discard a card at random, pay two mana, and do two damage to any target. Sure, the discarding part hurts, but with Brainstorm, you can fuel up on cards to sling your opponent's way, plus protect two cards from being lost by placing them atop your library.





BRAINSTORM

Urza's Miter ART R ... RAF 3 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. SEv 6 Voodoo Doll 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.

AC Wall of Spears First strike, counts as a wall. 2/3.

Wand of Ith ART U •••• QHo 4 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 1th may only be used during controller's turn.

ART U •••• TWā 4 War Barge 3: Give target creature islandwalk until end of turn. Bury target if

Nor Barge leaves play this turn.

North Barge leaves play this turn.

Note that I have a like the state of th Weakstone AO

ART R ••• AWa 4 White Mana Battery 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).
ter Orb ART R ••• MTe 2 A.B.U.R.4TH Winter Orb Each player may only untap up to 1 land during untap phase.

den Sphere ART U •• MTe 1 A,B,

Wooden Sphere 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.

an Soldier AC C ••• (Ru 3
Yotian Soldier does not tap when attacking, 1/4,
ron Sword ART R ••• SKi 3 AO 4TH Yotian Soldier

3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase. Banshee SC JMy BB2 X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.

Bosal Thrull Multi B T: Sacrifice Basal Thrull to add BB to you mana pool. Artists: KFo, PFo, RKF, CRu. 1/2.

SC U •••• JMe BB A,B,U,R,4TH Protection from white, first strike. 2/2. PVe BB EL U .. LG,4TH

If target land is tapped, destroy it at end of turn. SC RSp B1 DK, 4TH Bog Imp (...

Flying. 1/1. SC **Bog Rats** RSp B DK Cannot be blocked by walls. 1/1. Bog Wraith SC U ... JMe B3 A,B,U,R,4TH

Swampwalk. 3/3. Breeding Pit EN U •••• AMa B3

Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.

Carrion Ants SC U 1: +1/+1 until end of turn. 0/1. •••• RTh BB2 LG,4TH

Chains of Mephistopheles EN R • Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.

 Contract from Below SOR R •• DSh B Discard your hand; draw a new ante card plus seven cards. Cosmic Horror SC R ••• JMy BBB3

First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.
mbail Witches SC (••• Cuombajj Witches KFo BB Δ0 T: Each player does 1 damage to any target. 1/3.
se Artifact EA U • MTe BB2

Curse Artifact Controller of target artifact must bury target during upkeep or lose 2 life.

Cursed Land EL U ••• JMy BB2 ABUR4TH Do I damage to controller of target land during upkeep. Cyclopean Mummy SC C • EBe B1 LG,4TH Remove Mummy from game if it goes to graveyard. 2/1.

(cosco AMa B Dark Ritual INT A,B,U,R,4TH Add BBB to your pool of mana.

Description INS C ... HMr R Darkness

Kind Rarity Rating Artist Cost

Sets Found

IG Creatures attack and block as normal but deal no damage. Darkpact SOR R ••• QHo BBB A,B,U,R

Swap your topmost undrawn card with either ante card. EN U ••• AMa BB A,B,U,R,4TH BB: Counter a green spell (play as an interrupt).

INT R ••• SEv B

A,B,U,R,4TH Deathlace

Change the color of one card being played or in play to black.

emonic Attorney SOR R •• DGe B A,B,U

Unless opponent concedes game, both players must draw an extra Demonic Attorney ante card Demonic Hordes

ionic Hordes SC R •••• JMy BBB3 A,B,L 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.

Target creature deals no damage during combat and may not attack. in play or SOR U •••• DSh B1 Demonic Tutor A,B,U,R Choose one card from your library, then reshuffle your library.

SC R •• AMa B3 Your black spells cost an additional B. 4/4. SOR C ••• DSh B1X AB,U,R,4TH

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.

SC C •••• SEv B1 A,B,U,R,4TH Drudge Skeletons

tge Skeletons
B: Regenerates. 1/1.
SC U ••• JMy B4 Fater of the Dead Choose a creature in any graveyard and remove it from the game.

Untap Eater of the Dead. 3/4.

R ••• RAF B4 Ebon Praetor SC n Praetor SC R ••• RAF B4
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during

upkeep. Scarifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was scarificed. 5/5. lajioj SC R ••• DWi BB1 AN,R,4TH Gain 1 life for every point of damage EHajioji inflicts. 1/1. Raiders SC C •• DWi B1 AN,R,4TH

Raiders SC C •• DWi B1 AN,R,4
Lose 2 life at end of turn if Erg Raiders don't attack, except in the Erg Raiders

turn when they're summoned. 2/3.

Evil Eye Orms-By-Gore SC U •• JMy B4 LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.

U ••• SEv B A.B.U.R.4TH EL Fvil Presence

Triget land is now a basic swamp.

an, The SC U •• JMy BBB1 DK
During controller's upkeep, does 1 damage to every opponent it has Fallen, The previously damaged. 2/3. U •••• DSh BB3

Fallen Angel Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. EC C •••• MPo BB A,B,U,R,4TH

Only black or artifact creatures may block target creature.

Frankenstein's Monster SC R •• AMa BBX

Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenecon recurrer reinoved non-me guine in mis way, give Praince
stein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.
Frozen Shade SC C ••• DSh B2 A,B,U,R
B: +1/+1 until end of turn. 0/1.
Gate to Phyrexia EN U ••• SEv BB DSh B2 A,B,U,R,4TH

Sacrifice one of your creatures during your upkeep to destroy any one

LG

artifact. Ghosts of the Damned SC (• EBe BB1 T: Make target creature -1/-0 until end of turn 0/2. SC C ••• AMa B Giant Slug

5: Give Slug landwalk ability of your choice on your next turn. 1/1.

om EN U •••• DFr B2 A,B,U,R,4TH 0/1. White spells and white enchantment activation costs now require 3 extra mana. INS C •

Glyph of Doom SVC B IG Creatures blocked by target wall are destroyed after combat. **Grave Robbers** B, T: Choose an artifact in any graveyard and remove it from the

game. Take 2 life. 1/1. EN R ••• PFo B3 B: Draw an extra card and sacrifice 2 life. SC R •••• KMe B3 Guardian Beast AN

If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4. SC ΔN Hasran Oaress

Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2. FN II •• JMe B3 ΔO Haunting Wind Do 1 damage to artifact's controller each time an artifact in play is

tapped or its activation cost is paid. SC (00 QHo B2 LG Headless Horseman

2/2. Hell Swarm INS C . CRu B LG

Make all creatures -1/-0 until end of turn. SC R •••• SEv B3 Hell's Caretaker T: Sacrifice a creature to put a creature in your graveyard directly in

play. 1/1. SOR R ... PVe BBB2 Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.

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

Sets Found Name Kind Rarity Rating Artist Cost

Sets Found

Horror of Horrors U ... MTe BB3 Sacrifice a swamp to regenerate a black creature.

Name

Description

Howl from Beyond Target creature gains +X/+0 until end of turn. A,B,U,R,4TH C •••• Multi BB Hymn to Tournch SOR Target player randomly discards two cards in hand. Artists: LDa, QHo,

SKI SVC II •••• DSh BB1 ARUR 4TH Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2

EC R •••• CRu B 1: Prevent targer creature non.
is destroyed if mana is not paid.
SC U ••• 1: Prevent target creature from attacking, blocking, or tapping. Imprison

Infernal Medusa AMn BB3 Destroy all non-wall creatures blocking or blocked by Medusa. 2/4. 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. ner Shadow SC R ••• CRu ner Shadow SC R ••• CRu BB A,B,U,F
If three creatures are above Nether Shadow in graveyard, it can Nether Shadow return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1. HMc B3 Nether Void

Counter all spells unless their casters pay an extra 3.

SC U ••• QHo B2 Nettling Imp 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.

Nightmare Flying. Power and toughness equal number of swamps controller





Kjeldoran Snowbeast & Foxfire: The Kieldoran Snowbeast is a cooler version of a Thicket Basilisk (Get it? Ice Age? Cooler?) What you do is send the Beast in, and, if your opponent blocks with a big creature, use Foxfire. That'll save Kjelly's frosty butt, but still destroy his blockers. (Bonus tip: toss an Imposing Visage on Kielly for extra laughs.)

C ... Multi RR

C •••• DSh RR1

AMa B

A B II R 4TH

Protection from white. BB: +1/+0 until end of turn. B: First strike

Target creature doesn't untap as normal. Creature's controller may

spend 4 to untap during upkeep. Tap target creature when Paralyze

B: Do 1 damage to each creature and all players. Discard Pestilence

T: Tap an artifact. As long as Gremlins remain tapped, that artifact

does not untap normally during its controller's untap phase. You may

If Pit Scorpion damages opponent, opponent gets 1 poison counter.

Opponent loses game if he or she ever has 10 or more poison

SC (••

T: Sacrifice an artifact and add to your mana pool enough black

BBB, T: Examine opponent's hand. Opponent must randomly discard

T: Destroy any tapped creature. Hey, TW's the subject of an IQ#1

Sacrifice creature to add to your mana pool black mana equal to

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.

At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Socrifice 2 life during your upkeep

EN R ••

Flying. Gets +1/+1 counter if a creature dies in turn Vampire

INT U .

EN

SC

Bring a creature from your graveyard into your hand.

SC

SC (00

SC U ...

Creatures with swampwalk may be blocked.

a creature, if any are in hand. 2/1.

if there are no creatures in play at the end of any turn.

SC

choose not to untap Gremlins. 1/1.

mana to equal its casting cost. 1/2.

EN C •••• JMy B2

C ••• AWe B2

R ••• DGe BB2

R •••• TWa BB1

JMe B

DFr R

JMv R2

JMy BBB

JMe B3 A,B,U,R,4TH

SKi B2

AMo B2 A,B,U,R,4TH

DK,4TH

A.B.U.R

A.B.U.R

A,B,U,R,4TH

until end of turn. Artists: MBe, CRu, RSp. 2/1

liette EN C-Place target creature out of play.

KJELDORAN SNOWBEAST

FOXFIRE

Oubliette

Paralyze

Pestilence

Pit Scorpion

Plague Rats

Quagmire

Raise Dead

Socrifice

Royal Assassin

Scathe Zombies

Scavenging Ghoul

Season of the Witch

Sengir Vampire

damaged it. 4/4.

2/2.

feature! 1/1.

that creature's casting cost.

Priest of Yawamoth

is cost.

Phyrexian Gremlins

Order of the Fhon Hand SC

Initiates of the Ebon Hand SC C ••• Muhi B

1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.

SOR C • AMa B2 Examine target player's hand. Do 1 damage to for each white card in hand.

SOR R •• CRu B2 Do 2 damage to opponent for each white creature opponent controls un Efreet SC U ••• CRu BB1 AN,4TI Junun Efreet Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3. SC R •••• MTe BB2 Juzam Djinn

am Ujinn
Lose 1 life during upkeep. 5/5.
Abol Ghoul
SC R •••• DSh B2 AN Khabal Ghoul Gets a + 1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.

Lesser Werewolf U ••• QHo B3 LG 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.

EN R •• DGe BBBB Lich 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.

SC R ••• MTe BBB4 Lord of the Pit 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.

Lost Soul (... RAF LG,4TH Swampwalk. 2/1.

INS (• Marsh Gas DK 4TH Make all creatures -2/-0 until end of turn.

(•• Multi BB1 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

SOR R •••• JBa BX A,B,U,R,4TH Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.

SC R • IMV RRS

Mold Demon JMy BB5 Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.

Murk Dwellers SC C ••• DTu B3 If Murk Dwellers attack and are not blocked, they gain +2/+0.2/2. SC

R ••• QHo B3 Nameless Race reless Race

Trample. Socrifice * 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. * (00 Necrite Multi BR1

e/= Restricted/Banned AT Artifact Creature

ART Artifact EA Enchant Artifact

EC Enchant Creature EE Enchant Enchantment EL Enchant Land EN Enchantment

or Season of the Witch is destroyed.

EW Enchant World INS Instant

SC U •••• AMa BB3 A,B,U,R,4TH

INT Interrupt

Sewars of Estark INS R ••• MBe BB2 If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures. Shimian Night Stalker SC U ••• JMv BB3

Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.

INS U ... MPo B1 A.B.U.R.4TH Simulacrum Retroactively divert all damage done to you this turn to one of your creatures.

SOR C ••• SEV BB Destroy a land

32 R KEn RR1 AN RATH Sorceress Queen T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1

SOR U •••• AWa BB 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.

FC U •• EBe BB Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.

KMe B Stone-Throwing Devils SC C ••• First strike. 1/1.

SOR C ••• MBe B2 Syphon Soul LG Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.

DGe BB2 Takklemaggot Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.

or INS C •••• RSP B1 A,B,U,R,4Ti

Bury target creature. Cannot target black or artifact creatures. Thrull Champion SC Ř •••• DGe B4

All Thruils get +1/+1. T: Take control of target Thruil. When Thruil Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.

EC U •••• RSp B Thrull Retainer Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.

Thrull Wizord B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.
h of Darkness INS U ••• PVe BO

Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted. RKF BB1 Tourach's Chant EN

Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls. SEv BB1

ach's Gate EL R •• SEv BB1 F You may only cast Tourach's Gate on a land you control. Socrifice a Tourach's Gate Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. O: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.

INS C ••• SVC B1

Transmutation Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa DGe BBB1 SC | 000 Uncle Istvan

Creatures cannot damage Uncle Istvan. 1/3.
nderworld Dreams EN U ••••• JBa BBB Underworld Dreams LG Do 1 damage to opponent for each card drawn. DSh B

(... A.B.U.R.4TH Unholy Strength EC Target creature gains +2/+1. AMa B LG.4TH Vampire Bats SC Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent

this way per turn. 0/1.
Walking Dead (0000 DFr B1 SC LG Regenerates. 1/1. Wall of Bone SC U .. AMa B2 A,B,U,R,4TH

B: Regenerates, 1/4. SC U ... PTh R2 Wall of Putrid Flesh LG Protection from white. damage done to Wall of Putrid Flesh by

enchanted creatures is reduced to 0. 2/4.
of Shadows SC C ••• PVe BB LG Wall of Shadows 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

SC U · Wall of Tombstones *=the number of creatures in your graveyard. 0/1+ R 000 AWe BB A,B,U,R,4TH EA Worn Artifact Do 1 damage to target artifact's controller during upkeep

C occo DSh BO A,B,U,R,4TH Weakness EC Target creature loses -2/-1. R cocco JMy B A,B,U,R,4TH Will-O'-The-Wisp

Flying. B: Regenerates. 0/1. RSn BBX DK 4TH SÓR (000 Word of Binding Top X creatures JMy BB ABII INS R . Word of Command

> CU Cumulative Upkeep SC Summon Creature

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player u i d

Kind Rarity Rating Artist Cost Sets Found Description

Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.

EN R • Worms of the Earth AMa BBB2 DK No new land may be put into play. During any upkeep, any player may destray Worms by scorrificing 2 lands or 5 life.

After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.

SC R ••• DFr BB1 Xenic Poltergeist T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.

Description Clone SC U •••• JBa U3 A.B.U.R Clone acquires all characteristics, including color, of target creature in play. Clone retains these charateristics even if target creature is

Kind Rarity Rating Artist Cost

Sets Found

Name

Description

destroyed. */*. Control Magic FC U •••• DWi UU2 A,B,U,R,4TH Control target creature until enchantment is discarded or game ends.

Copy Artifact EN R ••• AWe U1 A B U R 4TH Duplicate any artifact in play. Treat duplicate as both enchantment

and artifact INT U •••• MPo UU A,B,U,R,4TH Counterspell Counter target spell as it is being cast.

EC (... AMa U1 A,B,U,R,4TH If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.

Dance of Many EN R ••• SEV UU When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or

DTu UU Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.

Deep Spawn SC U ••• MTe UUU5 Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn



Barbarian Guides & Arcum's Weathervane:

The Barbarian Guide can give any creature you control the snow-covered landwalking ability of your choice. Arcum's Weathervane can turn any non-snow-covered land into snow-covered land (and vice versa). See what we're getting at?

BARBARIAN GUIDES

Destroy all forests in play

ralk ability of your choice

ARCUM'S WEATHERVANE

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

SC R •• JMe BB1 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 16

U •••• RTh UU3 Air Elemental A,B,U,R,4TH Flying. 4/4. SOR U ••• MPo UUU3 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 ooo 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.

FC Anti-Magic Aura (occo DSh 112 LG Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.

Apprentice Wizard DK.4TH U, T: Add 3 to your mana pool (play as an interrupt). 0/1 Azure Drake SC U ooo DFr U3 LG

Flying. 2/4. Backfire EC 1 00 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 (coo RTh U Counter a red spell being cast or destroys a red card in play. IG

Boomerang INS C ... BSn UU Return target permanent to owner's hand. SOR R . MTe UUX ABURATH Braingeyser

Target player must draw X cards. SC U . Brine Hag OHo IIII2 If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.

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 JMe UU U: All mana-producing lands under your control produce U until end of turn instead of their usual mana. IG

Devouring Deep LDo U2 Islandwalk. 1/2.

Dranfna's Restoration SOR C .. AWe U M 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.

n Power SOR R •••• DSh UU

Drain Power Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.

Dream Coat EC U •••• AWa U Change target creature's color to another color (play as an interrupt). Drowned SC (• QHo U1 B: Regenerates. 1/1.

Elder Spawn SC IMv UIIII4 16 Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.

11 . AMa U 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

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 FN II soo KFO II2

Each artifact requires 2 during upkeep or it must be discarded.

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

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

Feedback 1 00 QHo U2A,B,U,R,4TH Do 1 damage to controller of target enchantment during upkeep. Field of Dreams EW R ooo KFO U

The top card in every library plays face up. Fishliver Oil FC (000 AMa U1 Give target creature islandwalk.

AN

INT (••• LG Flash Counter HMc U1 Counter target interrupt or instant spell. TWä U INS C . LG

Kind Rarity Rating Artist Cost

Sets Found

Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.

(oooo AMn II A.B.U.R.4TH FC Target creature now has flying. Flood EN DDe U DK.4TH UU: Tap target non-flying creature. ng Men SC C ΔN

Flying Men (•••• (Ru U Flying. 1/1. INT C ... Force Spike BWn II

16 Counter target spell unless its caster spends 1 extra colorless mana. (•• LG Gaseous Form EC PFo U2

Target creature deals no damage in combat. Ghost Ship U •••• TWa UU2 SC DK.4TH Flying. UUU: Regenerates. 2/4.

Giant Shark SC TWa US 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 (•• KFo U1 +0/+3 while untapped. 1/1.

INS C . Glyph of Delusion SVC U 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 *** Multi II All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.

SC Multi U2 Homarid 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/+1when 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 U: Tap target green creature. 2/1.
Homarid Spawning Bed EN U •••• DSh UU

IIII1: Socrifice 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. SC C • Multi U4

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 Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.

CRu 112 In the Eye of Chaos EW R • Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast. C •••• AMa UU EC A,B,U Invisibility

Target creature may only be blocked by walls. EN R •• HMc IIIIIII LG Invoke Prejudice

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. R ••

SC JMy UUU4 Island Fish Jasconius 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.

INS C ... MPo II A,B,U,R,4TH Target creature has flying until end of turn. JHa U3 LG

luxtapose 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

EN R ••• JMy UU2 Land Equilibrium 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.

SC R ••• MTe UUUU5 Leviathan Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.

EN U •••• AMa UU A,B,U,R,4TH Lifetap Gain 1 life whenever opponent taps a forest.

R ••• MBe UU Lord of Atlantis While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.

INT R ... JBa U Change the text of a card being played or in play by switching one basic land type with another.

Mahamoti Diinn R cocco DFr UU4 A,B,U,R,4TH Flying. 5/6.

INT U ... MTe UU Counter target spell. At the beginning of your next turn, take colorless

mana equal to casting cost of spell.
a Short INS R •••• DWi U2 Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

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

Mong Vortex EN R •• DSh UU1 Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.

chant Ship SC R •• TWä U AN Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack Merchant Ship if opponent has no islands. Destroyed if you have no islands. 0/2.

Merfolk Assassin SC U ••• DDe UU T: Destroy target creature that has islandwalk. 1/2.

Description

Merfolk of the Pearl Trident SC C •• JMe U A,B,U,R,4TH

EC C ••• Multi UU2 Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.

Artists: HHu, MOK, DTu, PVe.

Mind Bomb SOR U •• MTe U 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.

Man of the Sea SC R •••• SVC UU1 AN
T: Control creature of power less than or equal to the Old Man's. May Old Man of the Sea 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.

SOR U ••• NTh UXX Part Water Give X target creatures island walk until end of turn.

SC U •• Phantasmal Forces MPo U3 A.B.U.R.4TH Flying. Pay U during upkeep or card is destroyed. 4/1.

ntasmal Terrain EL C •••• DWi UU A,B,U,R,4TH Target land switches to any basic land type chosen by caster. Phantasmal Terrain

hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.

Redirect damage from a sorcery to its caster. Riptide INS C ••

Sea Serpent JMe U5 A,B,U,R,4TH Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.

SOR R •••• BSn UXX · Recall 16 Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game. Reconstruction SOR C ••• Bring an artifact from your graveyard into your hand c Bind EA R •• CRu U2 L
When target artifact is tapped, Relic Bind's controller may do 1 Relic Rind LG,4TH damage or give 1 life to any player.

Remove Soul INT C • LG Counter target summon spell. INT 11 .. NLe UU LG Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep. Reverberation INS LG DK Tap all blue creatures. SC River Merfolk R •••• DSh IIII FE U: Give River Merfolk mountainwalk .until end of turn. 2/1. e of Lat-Nam SC C • PVe U1 Sage of Lat-Nam T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. Sea King's Blessing INS U •• RAF U LC Change the color of any number of target creatures to blue until end SC C ••

Take control of target artifact. C --- JMy UU DK,4TH Sunken City All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City. SC | ... RSp U1 Syvelunite Priest UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1. Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.

kinesis INS R •• DGe UU Telekinesis Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases. INS R •••• DSh UUU Teleport Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen. MPo U Thoughtlace INT R ••• Change the color of a card being played or already in play to blue. I Flats EN C •• Multi U

UU: All of your creatures that are blocking non-flying creatures get Tidal Flats first strike until end of turn. Attacking player may pay 1 for each attacking creatures to prevent Tidal Flats from importing first strike to that creature's blocker. Artists: RAI (two versions), SEv. U .. Tidal Influence EN TWa U2

Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get +2/+0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.

SC R ••• AWe U2 Time Elemental 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.

SOR R AWe U1 A.B.U • Time Walk Take an extra turn immediately after the end of the one in which you cast Time Walk.

SOR R •••• MTe U2 A.B.U Timetwister Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

AMa UU SOR U ... Transmute Artifact 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.

(•••• RAI U Tap or untap any single land, creature, or artifact in play. This does INS

not generate an effect from the target card. EN U .. Undertow • Creatures with islandwalk may be blocked.

table Mutation EC C ●●● DSh U AN, Target creature gains +3/+3. Put -1/-1 counter on card during AN,R,4TH Unstable Mutation upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.

INS C ••• DSh U A,B,U,R,4TH Return target creature to the hand of its owner. Discard Unsummon 16

arian Gold EC C ••• DGe UUX LG
Put X counters on target creature and tap it. Creature does not untop Vengrian Gold normally while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R •••• QHo UU3 Duplicates all characteristics except color of any one creature in play. May duplicate a different creture during upkeep phase. */*.

| Alian Knights | SC | R | SVC | UU |

unun Knignis St. K OOOO SYL UUT
First strike. U: Give Vodalian Knights flying ability until end af turn.
Bury Vodalian Knights whenever you control no islands. 2/2.
alian Mage SC C OOO Multi U2 **Vodalian Knights**

U, T: Counter a target spell unless coster pays an additional 1. QHo, SVC, MPo 1/1. Vodalian Mage

Vodalian Soldiers SC L/2.
Artists: MBe, RKF, JMe, SVC. 1/2. FF AWe UU1 Top Target Merfolk you control to allow War Machine to attack until Vodalian War Machine end of turn or give War Machine +2/+1 this turn. If War Machine goes to the groveyard, all Merfolk tapped in this manner this turn are

ABUR 4TH destroyed. 0/4. DSh UUUX SOR R ... Destroy X mountains of your choice and do 1 damage to each player **Volcanic Eruption** and creature in play for each mountain destroyed. RTh UU1

U ... SC Wall of Air A,B,U,R,4TH Flying, 1/5 RTh UU1 11 00 Wall of Water

U: +1/+0.0/5. A,B,U,R,4TH JMe UU3 1 00 SC Water Elemental LG 5/4. RTh U3

(000 SC Cannot be damaged by creatures it blocks. 0/1 Wall of Vapor 16 11112 1 00 SC Wall of Wonder





Goblin Sappers & Regeneration: Top four red mana and the Sappers, and presto, the target creature you control can't be blocked for remainder of turn. Trouble is, that creature dies at the end of turn (stupid goblins). But hey, toss a Regeneration on the creature teaming with the Sappers, and bam, you've got a killer combo.

GOBLIN SAPPERS

REGENERATION

U •••• JMy U3 A,B,U,R,4TH Phantom Monster Flying. 3/3.

SC R ••• TWä U4 A,B,U,R,4TH Pirate Ship T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play, 4/3.

DSh UU Power Artifact FA | .. 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

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

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.

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

INS Do 4 damage to any target and 2 damage to you. JHo U4 Psionic Entity R ...

T: Do 2 damage to any target and 3 damage to itself. 2/2.
hic Allergy EN R •••• MTe UU3 Psychic Allergy 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. Socrifice two islands during your upkeep or destroy Psychic Allergy.

C ••• SVC U Psychic Purge SÖR Do 1 damage to any target. If opponent causes you to discard

Psychic Purge, opponent must sacrifice 5 life.

thic Venom EL C •• BSn U1 A,B,U,R,4TH Psychic Venom (•• Do 2 damage to target land's controller whenever target land is EC U ••• SEv UUU 16 **Puppet Master**

SC II ooo AWe IIII) T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands 0/1

Segovian Leviathan U ••• MBe U4 SC 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 Efreet SC R ... AMo U2 Flying. Does 1 damage to you during upkeep. 3/4. Silhouette INS II . KFo 114 16

Prevent all damage done until end of turn to target creature by spells or effects targeting it. Sinbad SC. U · JBo U1

T:Draw new card, you may only keep it if it's a land.1/1. Siren's Call INS U ••• AMa U 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 II Change the text of a card being played or in play by switching one color word with another.

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

INT C •••• BSn UX A,B,U,R,4TH Spell Blast Counter target spell; X is casting cost of target spell. FJo U1 Stasis ABUR 4TH Cards do not untap as normal. Pay U during upkeep or Stasis is

destroyed; cards still don't untap until next untap phase. U 000 AWe UU2

o/o Restricted/Banned AC Artifact Creature

EA Enchant Artifact

If target creature goes to the graveyard, return creature to owner's

EC Enchant Creature EE Enchant Enchantment

EL Enchant Land EN Enchantment

EW Enchant World

INT Interrupt LAN Land

SC Summon Creature SOR Sorcery

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gui s d e

Kind Rarity Rating Artist Cost Sets Found Description UU2: Give Wall of Wonder +4/-4 and enable it to attack, 1/5. Water Wurm (... Water Wurm gains +0/+1 if opponent controls an island. 1/1.

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

GREEN

Aisling Leprechaun SC (•• OHo G All creatures blocking or blocked by Leprechaun become green. 1/1. Arboria oria 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 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

Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5. EC R ... JMe G1 A,B,U,R,4TH Aspect of Wolf

Increase target creature's power and toughness by half the number of forests caster has in play. id Fate INT LG

. PFn G Avoid Fate Counter target interrupt or enchantment targeting a permanent you control.

SC C ••• BWa G1 16 **Barbary Apes** 2/2 INS U DFr G

 Berserk Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn. R •••• MPo G Birds of Paradise SC

Flying. T: Add one mana of any color to your mana pool. 0/1. INS U ••• JMy G Place your attacking creatures face down and rearrange them.

Reveal them only after defense is chosen. Ignore illegal blocks. ivorous Plant SC C ••• QHo G3 D Carnivorous Plant Counts as a wall, 4/5. Cat Warriors SC (•••• MBe GG1

Forestwalk. 2/2. SOR U •• RTh GG ABURATH Channel Add 1 colorless mana to your pool for each life point you sacrifice. Citanul Druid

Add a +1/+1 counter whenever opponent casts an artifact. 1/1•••• DFr GG3 AB,U.R.4TH Cockatrice SC Flying. Any non-wall creature blocking or blocked by Cockatrice is

destroyed. 2/4. FC U ••• MTe G Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature

gets +1/+1 and thying and Cocoon is usuallyzed.

Concordant Crossroads EW R end AWe G LG

Creatures may attack or top during the turn they are brought into play.

Cr. 11 end (66663) LG gets +1/+1 and flying and Cocoon is destroyed

Trample. Rampage: 2. 6/4. INS C ... JMy G AQ R 4TH Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.

Craw Wurm (00 DGe GG4 A,B,U,R,4TH 6/4.

Cyclone FN P ... MTe GG2 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 LG

EN U .. Creatures with forestwalk may be blocked. Desert Twister SOR II ... SVC GG4 AN,R,4TH

Destroy any one card in play. R ••• AMa G Drop of Honey

Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures

Durkwood Boars MKi G4 (000

Elven Fortress (ooo Milli G G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe TWn 11 000 MBe GG3 Elven Riders

LG,4TH Cannot be blocked except by walls and flying creatures. 3/3. Elves of Deep Shadow SC U ••• JMy G T: Add B to your mana pool and lose 1 life (play as an interrupt).

Elvish Archers SC R •• AMa G1 A,B,U,R,4TH First strike. Misprint: Alpha version listed power and tougness as

Kind Rarity Rating Artist Cost Description

1/2. 2/1. Emerald Dragonfly SC (. OHo G1 16 Flying. GG: First strike until end of turn. 1/1. SC R ••• PKF G1 Put a spore counter on Elvish Farmer during your upkeep. Remove 3

Sets Found

Name

spore counters to put a Saproling token, which is a 1/1 green creature, into play. Socrifice a Saproling to gain 2 life. 0/2. Flyish Hunter SC C •••• Multi G1

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 G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe.

SC R ••• KMe G3 Erhnam Djinn Give forestwalk to an opponent's creature until next upkeep. 4/5.

Fureka 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 O.

MPo G Fastbond EN R •• 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.

SC 11 ... RAI GGG3 Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.

SC (•• JBa G1 Fire Sprites Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1. SC U •• RAI G3 If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2

INS C ••• JMy G A,B,U,R,4TH Creatures do not affect one another in combat.

SC R •••• DSh 000062 Force of Nature Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.

FN R •••• DGe GG Fungal Bloom GG: Put a spore counter on target Fungus.

A.B.U.R.4TH Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.

Gaea's Avenger

*=number of artifacts opponent has in play, *+1/*+1.
a's Liege SC R •••• DWi GGG3 ABURAN
T: Turn any land into a basic forest. All target lands return to normal Gaea's Liege ABUR 4TH 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. */*.

equal number of rotests determing approximations in page. 7 .

"s's Touch EN C ••• MPo G6 DK
You may put one extra land into play in each of your turns, if that
land is a basic forest. Sacrifice Goed's Touch to add G6 to your mana pool (play as an interrupt).

Ghazban Ogre JMv G During controller's upkeep, Ghazban Ogre switches to the control of During controller's upweep, which is the player with the most life. 2/2.

SC R •••• LDa GG1

Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.

Description A,B,U,R,4TH **Grizzly Bears** SC (... IMe G1

Kind Rarity Rating Artist Cost

Sets Found

Hidden Path FN R RAI GGGG2 DK All green creatures gain forestwalk. Hornet Cobra (•• SEv GG1 LG

First strike. 2/1. SOR U •••• DWi GX A,B,U,R,4TH Hurricone Do X damage to all players and flying creatures.

Ice Storm SOR U ... ABII Destroy any one land.

Ichneumon Druid SC II . MRe GG1 Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.
iff Efreet SC R ••• JMy GG2

Flying. G: Do 1 damage to all players and flying creatures; this ability Flying, G: Do I admoyer a 3/3.
may be used by any player, 3/3.

FC U •••• DWi G A,B,U,R,4TH

Instill Energy Untap target creature one extra time per turn; target may attack when it comes into play.

Ironroot Treefolk C ••• JMv G4 A.B.U.R.4TH Killer Bees SC U •••• PFo GG1 LG.4TH

Flying. G: Give Bees +1/+1 until end of turn. 0/1. Kudzu MPo GG1 A.B.U.R When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on

any other land in play. Kudzu is discarded when all lands in play are discarded Land Leeches SC (•• QHo GG1 First strike, 2/2,

SC U ••• SEv G2 A,B,U,R,4TH T: Untap a land of your choice (play as an interrupt). 1/1. Lifeforce 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 • A,B,U,R,4TH AWe G Changes the color of one card in play to green.

Living Artifact R ••• AMa G EA 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.

In g 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.

The g Plane EW R •• BWa GG LG

Consider all lands in play both lands and 1/1 creatures that may not be tapped when first at 1 in 1/2 in Living Plane

be tapped when first put in play.

Hanowar Flyes T: Add G to your mana pool. Played as an interrupt. 1/1. Lure FC II •••• AMn GG1

A.B.U.R.4TH All creatures that can block target creature must do so.
sc R •• AMa G2

Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.

sh Viper SC C ••• RSp G3
Opponent takes 2 poison counters when damaged by Viper. Marsh Viper Opponent loses whenever he or she has 10 or more poison counters.

Master of the Hunt SC R •••• IMe GG2 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.





Orcish Cannoneers & Circle of Protection:

Red: We've said it before and we'll say it again: Orcs, as a whole, suck.

But...when you combine the Orcish Cannoneers, 1/3 pingers that can shoot for two

but sting you for three, with a COP: Red, you can make life real unpleasant for your rival.

ORCISH CANNONEERS

CIRCLE OF PROTECTION: RED

Giant Growth INS (•••• SEV G A.B.U.R.4TH Target creature gets +3/+3 until end of turn.

11 Spider SC C •••• SE C oooo SEv G3 A.B.U.R.4TH Doesn't fly, but can block flying creatures. 2/4.

SC (. JMe GG1 Giant Turtle SC C Jime 301 Giant Turtle may not attack if it did so during your last turn. 2/4. oh of Reincarnation INS C •• SVC G Glyph of Reincarnation INS (••

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.

Metamorphosis SOR C . CRu G Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings. Moss Monster JMy GG2 LG

3/6. Naf's Asp SC (00 CRu G AN,4TH If Nat'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

Name Kind Rarity Rating Artist Cost Sets Found Kind Rarity Rating Artist Cost Sets Found Name Kind Rarity Rating Artist Cost Sets Found Description Description Description that library. Spore Cloud INS C •••• Multi GG1 Typhoon SOR R ... AMa G2 LG Ninll Silvain SC R ... CRU GGG nĸ Tap all blocking creatures. No creatures in combat deal damage this Do 1 damage to opponent for each island he or she controls. GGGG, T: Regenerate target creature. 2/2. Untamed Wilds SOR U •• NTh G2 IG 4TH turn. No creatures now in combat untap as normal during their controller's next untop phase. Artists: JMy, SVC, AWe.
re Flower SC U ••• MOK GG (••• Milfi GG FE Search your library for one basic land and put it in play. This does not 1: Take two creatures in any graveyard and remove them from the count as your normal land-played. Reshuffle your library afterward. Spore Flower game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu. Put a spore counter on Spore Flower during upkeep. Remove three FC C ••• TWn GG1 DK.4TH counters from Spore Flower to prevent creatures from dealing All non-wall creatures blocking or blocked by target creature are People of the Woods U ••• DTu GG damage in combat. 0/1. destroyed after combat. *=number of forests controlled by controller of People of the Woods. INS U •••• MPo G3 Verduran Enchantress KBr AB,U,R,4TH Do 1 point of damage to opponent for every card he or she has Draw a card each time you cast an enchantment. 0/2. QHo GG2 Wall of Brambles Pixie Queen SC R ... in hand SC | ... AMa G2 ABUR 4TH GGG, T: Give target creature flying until end of turn. 1/1. Stream of Life SOR C •••• MPo GX A.B.U.R.4TH G: Regenerates. 2/3. U ••• CRu GG AO Target player gains X life. Wall of Ice SC U ... RTh G2 EN A,B,U,R,4TH Take 1 life each time an opponent's artifact becomes tapped, or each INS C •• BSn G 0/7 Wall of Wood time the activation cost of an opponent's artifacts is paid. Powerleech Target creature deals no damage. It gains X toughness, where X MTe G SC (A,B,U,R,4TH is not triggered by continuous artifacts. equals its casting cost. desh Gypsies SC C •• QHo G2
G1, T: Give target creature •2/-0 until end of turn. 1/1. U ••• Pradesh Gypsies Sylvan Library R *** HMc G1 Wanderlust EC CBr G2 A,B,U,R,4TH You may draw 2 extra cards during your draw phase, then either put Do 1 damage to controller of target creature during upkeep. Ħ IG two of the cards back or sacrifice 4 lives per card not replaced.

an Paradise INS U •• RAF G Rabid Wombat SC U ••• KFo GG2 War Mammoth SC C •••• JMe G3 A.B.U.R.4TH Gains +2/+2 for each enchantment cast on it. Rabid Wombat does Sylvan Paradise Trample, 3/3 Change the color of one or more target creatures to green until end Web FC R RAI G not tap when attacking. 0/1. A B II R 4TH U •••• CRu G3 Target creature gains +0/+2 and may block flying creatures. Radian Spirit T: Target creature loses flying ability until turn ends. 3/2. Thallid C ••• Multi G Whippoorwill ŚC U •••• DSh LG.4TH GG, T: Target creature may not regenerate or be the target of Put a spare counter on Thallid during upkeep. Remove three counters Rebirth SOR R •• Each player may be healed to 20 life. Any player so choosing antes from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1. lid Devourer SC U •• RSp GG1 FE damage-preventing or damage-redirecting spells or effects. If target an additional card from the top of his or her library. Remove if not creature goes to the graveyard, remove it from the game. 1/1.
rling Dervish SC U •••• SVC 66 U
Protection from black, Gains +1/+1 after each turn in which it playing for ante. C •••• QHo G1 Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, ARIIR 4TH EC G: Target creature regenerates. damages opponent. 1/1. Wild Growth EL C •• MPo G into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until FI A.B.U.R.4TH Regrowth Bring a card from your graveyard into your hand. Whenever target land is tapped for mana, Wild Growth provides an end of turn. 2/2. Reincarnation EBe GG1 IG Thelonite Druid If target creature goes to the graveyard this turn, put a creature from Willow Satyr G1, T: Sacrifice a creature to turn your forests into 2/3 creatures SC R ... JMe GG2 that graveyard directly into play under the control of the target T: Gain control of target legend. Lose control of this legend if Willow until end of turn. 1/1. SC Thelonite Monk R •••• BWn GG2 Satyr untaps, leaves play, or leaves your control. You may leave creature's owner. KFo G LG T: Sacrifice a green creature to transform a target land into a basic Revelation EW R .. Willow Satyr tapped. 1/1. SOR U •••• KFo GX Play with all cards in hand face up. forest 1/2 LG,4TH IDa G LG Rust EN MBe GG1 Tap X target creatures. Do 2 damage to each target creature Counter target artifact effect that requires an activation cost. with flying Do 3 damage to any player who puts a swamp into play without AN,4TH Sandstorm INS (.. putting a -1/-1 counter on a creature he controls Wolverine Pack SC (... JMe GG2 LG Do 1 damage to all attacking creatures. Thelon's Curse on's Curse EN R ••• PVe GG
Blue creatures do not untap as normal. During upkeep, a blue Rampage: 2, 2/4, DK Wood Elemental SC R . BSn G3 Savaen Elves SC 16 GG, T: Destroy target enchant land. 1/1. *=the number of untapped forests you sacrificed when casting Wood creature's controller may pay U, in addition to other untap costs, to wood Bandits SC R •••• MPo GG2 DI Forestwalk, G2, T: Control target artifact. Opponent may counter this Flemental. Scarwood Bandits untap one and only one creature. Thicket Basilisk Wormwood Treefolk SC U •••• DFr GG3 IMv GG3 A.B.U.R.4TH by paying 2. You lose control of target artifact whenever Scarwood Any non-wall creature blocking or blocked by Basilisk is destroyed. GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and Bandits leave play. 2/2. lose 2 life. 4/4. SC (0000 SVC G1 Wyluli Wolf Chromatic Arms T: Give a creature +1/+1 until end of turn. 1/1. 000 Karplusan Yeti & Chromatic Armor: The MULTICOLORED mighty 3/3 Karplusan Yeti Adun Oakenshield SC R •••• JMe BGR can tap to deliver its power in GRB, T: Take a creature from your graveyard into your hand. 1/2. Angus Mackenzie damage to a target creature, UGW, T: Attacking and blocking creatures deal no damage during but it takes that creature's Arcades Sabboth R •••• FRe HIIGGWW2 power in damage in return. Flying. All creatures on Sabboth's side gain +2 defense when Just to be on the safe side, untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7. ward your Yeti with a Chrotelrod Gunnarson SC R ••• SKi BBRR LC Trample. Each time a creature is placed in graveyard during a turn in Axelrod Gunnarson LG matic Armor, an enchant creawhich Axelrod damaged it, take 1 life and do 1 damage to target ture that offers protection player. 5/5 from damage done by a spe- Ayesha Tanaka SC R ... RWo IIIIWW LG T: Counter artifact effect requiring activation cost unless artifact cific color. (You can change controller spends W. 2/2. that color, too.) Now your Barktooth Warbeard | 00 ARu BRR4 LG CHROMATIC ARMOR KARPLUSAN YETI 6/5 opponent's got big problems. R ... ARu BGR3 SC 16 **Bartel Runeaxe** Cannot be target of enchant creature spells. Does not tap to attack.

SC U ••• AMa G1 Scarwood Hag GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1. C ••• DDe G Scavenger Folk G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1

C •••• AWe G A.B.U.R.4TH Scryb Sprites SC Flying. 1/1. C •••• AMa G Shanodin Dryads

Forestwalk. 1/1. Shelkin Brownie (• DSh G1 T: Remove the banding ability from target creature until end of turn.

R coco RAI G3 Singing Tree T. Reduce attacking creature's power to 0 until end of turn. 0/3. ting Slug SC U •• AMa GG1 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 Thorn Thallid SC C ••• Multi GG1 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 R ... MBe G Bands, 1/1.

Titania's Song EN U ••• KKn G3 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. ker SC R •••• JMe GG1 GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2. SOR (•••• DSh G2 A,B,U,R,4TH

Discard all enchantments in play. A,B,U,R,4TH Tsunami RTh G3 Destroy all islands in play.

> INT Interrupt LAN Lond

SC Summon Creatute SOR Sorcery

SC R 000

* equals the number of lands you control. *

rampage: 3 until your next upkeep. 4/4.
osta Dirk SC R

SC R ...

First strike. Can block islandwalking creatures. 4/4.

BR2, T: Put a minor demon token, which is a 1/1 red and black

Flying, rampage: 2. Pay BUW during upkeep or bury Chromium.

During upkeep, Angelfire gains either flying, first strike, tromple, or

T: Target player randomly discards a card in hand (play only during CU Cumulative Upkeep

IMv BR3

DGe GGWW3

P eee FRe BBUUWW2

R coco RKF BUUW2

until end of turn. 2/4

Boris Devilboon

Chromium

Dakkon Blackblade

Gabriel Angelfire

Gwendlyn Di Corei

Dark Heart of the Wood EN

Sacrifice a forest to gain 3 life.

BR2, T: Put a milior occurs creature, into play. 2/2.

SC R JBa BBUR

LG

LG

DK

LG

LG

LG

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players guide

Name Description	Kind	Rarity Rating	Artist Cost	Sets Found
your turn). 3/5.		112.00	ariana menanana	200

your furn). 3/5.

• Molfdane

SC R •••• MBe BUW1

Make Halfdane 3/3 when cast. During upkeep, Halfdane may ocquire the current power and toughness of a torget creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.

• Hazezon Tamar

SC R •••• RKF GRW4

[6]

Horzezon Tamar SC R *** RKF GRW4 10
 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.

Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamor leaves play. 2/4.

Hunding Gjornersen SC U •• RTh UU13 LG Rampage: 1.5/4.

Jacques le Vert SC R •••• ARU GRW1 LG

Make all your green creatures +0/+2, 3/2.

• Jasmine Boreal SC U •• RKF GW3
4/5.

• Jedit Ojanen SC U ••• MPo UWW4
5/5.

Serrard of the Closed Fist SC U ••• ARU GGR1 LG
 6/5.
 Johan SC R ••• MTe GRW3 LG

Solution
 Sc R •••• MTe GRW3 LG
 If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.
 Kasimir the Lone Wolf SC U • RKF UW4 LG

5/3.

• Kei Takahashi SC R ••• SKi GW2 LG

1: Prevent up to 2 damage to target creature. 2/2.

• Lady Caleria SC R •••• BWa GGWW3 LG

T: Do 3 damage to target attacking or blocking creature. 3/6.

• Lady Evangela SC R ••• MPo BUW LG

BW, T: Target creature deals no damage this turn during combat.

1/2.

• Lady of the Mountain SC U •• RKF GR4 5/5.
• Lady Orca SC U •• SEV BR5

Livonya Silone SC R ••• RKF GGRR2 LG
 First strike, legendary landwalk. 4/4.
 Lord Magnus SC U ••• MTe GWW3 IG

Lord Magnus SC U •• MTe GWW3 LG
 First strike. Creatures with plainswalk or forestwalk may be blocked.
 4/3.
 Marhault Elsdragon SC U •• MPo GRR3 LG

• Marhault Elsdragon SC U •• MPo GRR3
Rampage: 1. 4/6.
Marsh Goblins SC C •• QHo BR

Swampwalk, 1/1.

Nebuchadnezzar SC R ••••• RKF BU3 LG
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.

Nicol Bolas SC R SEB BBUURR2 LG Flying. An opponent damoged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.

Palladia-Mors SC R ●●● EBe GGRRWW2 LG Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7. • Pavel Maliki SC U ● ARu BR4

Princess Lucrezia SC U • ARu BR4 LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.

Princess Lucrezia SC U • SEv BUU3 LG

Princess Lucrezia SC U • SEv BUU3
T: Add U to your mana pool (play as an interrupt), 5/4.
Ragnar SC R ••• MBe BGW

UGW, T: Regenerate target creature. 2/2.

Ramirez DePietro SC U ••• PFo BBU3
First strike. 4/3.

First strike, 4/3.

Ramses Overdark SC R ••• RKF BBUU2

T: Destroy a target creature with an enchantment on it. 4/3.

Rasputin Dreamweaver SC R
 ARu UW4 LG
 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.

Riven Turnbull SC U •• RKF BU5
 T: Add B to your mana pool (play as an interrupt). 5/7.

 Rohgath of Kher Keep SC R SEB BBRR2 LG All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgath and all Kobolds are tapped and enter opponent's control.

Rubinia Soulsinger SC R
 R
 R
 Rubinia Soulsinger SC R
 R
 Rubinia Soulsinger Leadure. You lose control of target creature when Rubinia Soulsinger leaves plory, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger topped. 2/3.
 Scarwood Goblins SC C
 RSp GR

• Sir Shandlar of Eberyn SC U •• ARu GW4 LG 4/7. • Sivitri Scarzam SC U •• NTh BU5 LG

Kind Rarity Rating Artist Cost

Sets Found

IG

AQ

Name

6/4.
 Sofkanar Swarmp King
 SC R Swarmpwalk. Controller gains 1 life each time a black spell is cast.
 5/5.

Stangg Twin token in play when casting Stangg. Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.

Sunastian Falconer SC U •• CRu GR3 LG

Sunastian Falconer SC U •• CRu GR3
T: Add 2 to your mana pool. 4/4.
• Tetsuo Umezawa SC R ••••• JBa BUR

 Tetsuo Umezawa SC R ••••• JBa BUR LG BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.

may not be targeted by an enchant creature spell. 3/3.

*Tobias Andrion SC U •• ARU UW3 LG
4/4.

*Tor Wouki SC U •• RAF BBR2 LG

T: Do 2 damage to attacking or blocking creature. 3/3.

• Torsten Von Ursus SC U •• MPo GGW3 LG

• Tuknir Deathlock SC R •••• LDa GGRR LG Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.
• Ur-Drago SC R ••• CRu BBUU3 LG

Ur-Drago
First strike. Creatures with swampwalk may be blocked. 4/4.

Vaevictis Asmadi
SC
R
AR
BBRRGG2
LG
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. Pay BGR during upkeep or hury Veevictis Asmadi
7/7

bury Vaevictis Asmadi. 7/7.

• Xira Arien SC R ••• MBe BRG Flying. GRB, T: Make target player draw a card. 1/2.

RED

LG

IG

LG

LG

DK

LG

LG

Description

Active Volcano INS C • BSn R LG
Destroy blue permanent or return island to owner's hand. Destroy
enchantments on target land.

Arathi Berserker SC U •• MBe RRR2 LG
Rampage: 3. 2/4.
Aladdin SC R •••• JBa RR2 AN
RR1: Steal artifact. 1/1.
Ali Raha
SC U ••• BRa R AN 4TH

R: Top a wall. 1/1.

• Ali from Cairo SC R •••• MPo RR2
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.

Artifact Blast INT C • MPo R
Counter any artifact as it is being cast.

Atag SC C • IMv R1

Atog SC C •• JMy R1 AQ,R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.

Backdraft INS U ••• BSn R1 LG

Do half the damage (round down) done by one sorcery to the

sorcery's caster.

Ball Lightning SC R •••• QHo RRR DK,4TH 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.

Beasts of Bagardan SC U ••• DGe · R4 LG
Protection from red. Gains +1/+1 if opponent controls white cards.
3/3.

Bird Maiden SC C •• JMe R2 AN,4TH
Flying. 1/2.
Blazing Effigy SC C •• SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3

damage to target creature. 0/3.

Slood Lust INS (•••• AMa R1 LG,4TH Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.

Blood Moon

EN R •••• TWä R2

Turn all non-basic lands into basic mountains while Blood Moon is in play.

Brassclaw Orcs SC (• Multi R2 F
Cannot be assigned to block creatures of power greater than 1.

Artists: RAI (two versions) DEC HHU 3/2

Artists: RAI (two versions), DFr, HHu. 3/2.

Brothers of Fire SC C •• MTe RR1 DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2

Brute, The EC C •• MPo R1 LG,4TH

Target creature gains +1/+0. RRR: Regenerates.

Burrowing EC C ••• MPo R A,B,U,R,4TH

Target creature gains mountainwalk.

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.

Caverns of Despair EN R •• HMc RR2 LG
No player may attack with more than 2 creatures, nor block with
more than 2 creatures, per turn.

Chain Lighting SOR C → SEv R LG
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.
Chaoslace INT R → DWI R A,B,U,R,4TH

Chaoslace INT R ••• DWi R A,B,U,R,4TH Changes the color of a card being played or in play to red.

Description

Crevasse EN U •• RAJ R2 LG

Kind Rarity Rating Artist Cost

Sets Found

Creatures with mountainwalk may be blocked.

Crimson Kobolds SC C • AMa 0 LG

Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R ••• DGe RR2 LG,4TH Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.

Crookshank Kobolds SC C • CRu O LG
Crookshank Kobolds are red creatures. 0/1.

Desert Nomads SC C • CRu R2 AN

Desertwalk. Immune to damage from Deserts. 2/2.

Detonate SOR U •• RAF RX AQ,4TH

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.

Disharmony INS R ••• BWa R2 L0
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.



Orcish Librarian: Is this stupid or... Wait a second, this could actually be useful! So what if you have to chuck four cords from the game! Use the Librarian to arrange the four surviving cards on top of your library in the order you want. When you've drawn your fave rave cards, use the Librarian again. You're almost guaranteed to

these Orcs aren't so bad after all...

be drawing a decent card every turn. Maybe

Disintegrate SOR C •••• AMa RX A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game.

Dwarzen Sonn INS II •• DEr R IG

Dwarven Song INS U •• DFr R LG
Change the color of any number of target creatures to red until end
of turn.

Dragon Whelp SC U •••• AWe RR2 AB,U,R,4TH Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Wheln dies at end of turn, 2/3.

Dragon Whelp dies at end of turn. 2/3.

Dwarven Armorer SC R •••• BWa R

R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.

Dwarven Catapult INS U ••• JMe RX
Does X damage, divided evenly among all of your opponent's
creatures (round down) .

Dwarven Demolition Team SC U ••• KBr R2 A,B,U
T: Destroy a wall.

Dwarven Licutengat SC U ••• KBr R2 FF

Dwarven Lieutenant SC U • JMe RR
R1: Give target Dwarf +1/+0 until end of turn. 1/2.

Dwarven Soldier

SC O DSh R1

Fl

If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2

until end of turn. Aritsts: RAI, RAF. 2/1.

Dwarven Wennsmith SC U O MPO R1

AQJ

Dwarven Weaponsmith SC U ••• MPo 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 AB,U,R,4TH

Earthbind EC C OOO OHO R A,B,U,R
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.

2/2

p

Kind Rarity Rating Artist Cost Description

Name Description

Sets Found

Kind Rarity Rating Artist Cost

Sets Found Name

Description

Kind Rarity Rating Artist Cost

Sets Found

Eternal Flame SOR R . MPo RR1 DK damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.

Fternal Warrior FC C eeee AMn R LG.4TH Target creature does not tap to attack.

• Fallina Star SOR R ••• nsh R2 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 C •••• AMa R Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.

INS (... LG Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.

CRu RR1 Fire Droke SC | 00 Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner, 1/2.

SC U ••• MBe RR3 A,B,U,R,4TH Fire Elemental

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.

(.... A,B,U,R,4TH Firebreathing EC DFr R R. +1/+0 Firestorm Phoenix SC R •••• JMe RR4

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. INS C •••• DSh RR3

Bury target land or creature.

Goblin King SC R ... IMV RR1 ARIIR 4TH While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1.2/2.

Goblin Kites FN II .. AMn R1 R: Give a target creature you control of touchness 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

SC C •• DDe R1 Gohlin Rock Sled Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn.

lin Shrine EL C ••• RSp RR1

If target land is a basic mountain, all Goblins gain +1/0. Does 1 Goblin Shrine damage to all Goblins if it leaves play.

EN C •••• Multi R2 Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.

Gohlin Warrens FF R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.

SC U ••• DGe RR2 Goblin Wizard 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 as if it were just summonth white until end of turn. 1/1.

DK Mountainwalk, Bury Goblins of the Flara if its controller controls any Dwarves, 1/1.

R ••• CRu R2 A,B,U,R Flying. R: +0/+1. 2/2. FW R •••• BSn R2 IG Gravity Sphere

All creatures lose flying ability.

Lightning Bolt INS
Do 3 damage to one target. (eeeee (RII R ARIIR 4TH

R ••• SVC RR1 Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep in

addition to other requirements. Big blue-deck killer! Mana Clash 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 ABUR 4TH Each land produces an extra mana of its normal type whenever it is tapped for mana.

EN R •• CRu R3 A,B,U,R,4TH Manaharhs Do 1 damage to controller whenever he or she draws mana from any land.

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's Goblin Raiders SC IMe R A,B,U,R,4TH

Mountain Yeti SC 11 •••• DFr RR2 LG Mountainwalk, protection from white. 3/3.

R ••• MWe RR2 Nalathni Dragon SC 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 11 • IMv R2 T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn.

sh Artillery SC U ••• AMa RR1 A.B.U.f T: Does 2 damage to any target and 3 damage to you. Misprint: Orcish Artillery

Alpha version lists casting cost as R1. 1/3.

ch Captain SC U • MTe R

1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn .1/1.

SC C ••• PVe R2 Orcish Mechanics 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 h Oriflamme EN U ••• DFr R1 A,B,U,

Orcish Oriflamme All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.
sh Spy SC (•••• Multi R

T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.

Multi R2 Orcish Veteran 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.

R ••• DGe RR3 SC Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.

The Surge EN R ••••• DSh RR A,B,U,R,4

Power Surge 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

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 Do 4 damage divided any way among any number of targets.

rum Trench Gnomes SC R ••• DFr R3 Quarum Trench Gnomes SC T: Target plains produce 1 instead of W until end of game. 1/1. LG Raging Bull SC (... RAF R2

EN R ... Raging River SEV RR 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.

Raidina Party Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures

may be tapped for this purpose.

Flemental Blast INT C ••••• RTh R Red Elemental Blast 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.

R •••• ARu R3 Roc of Kher Ridges SC Flying. 3/3. SC P ... A.B.U.R

Rock Hydra JMe 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.

SC (0000 (Ru R3 If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.

Sedge Troll SC R ooo DFr R2 B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2. Shatter (coco AWe R1 ABUR 4TH

0000 ring your upkeep, pay ** or nion of Tevesh Szat deals 2 ge to you. arget creature gets +3/-2 until



Minion of Tevesh Szat & Balduvian Coniurer: Holy crop. The Minjon of Tevesh Szat can tap to make any creature +3/-2? Combine that with the Balduvian Conjurer, which can turn target snow-covered lands into 2/2 creatures, and you've got one mighty undermanaed opponent.

MINION OF TEVESH SZAT

BALDUVIAN CONJURER

hfires Destroy all plains in play. INT Flashfires SOR U •••• DWi R3 A,B,U,R,4TH 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. SC Frost Giant DGe RRR3 LG Rampage: 2. 4/4. FC LG,4TH Giant Strength (•••• JHa RR Make target creature +2/+2. INS C ... Glyph of Destruction Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn. SC U •• If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1. Goblin Balloon Brigade SC U ... ARu R R: Gains flying until end of turn. 1/1. DTu RR1 Goblin Caves El (••• DK If target land is a basic mountain, all Goblins gain +0/+2. Goblin Chirurgeon SC C ••• Multi R Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2 Goblin Digging Team SC (00 RSp R T: Sacrifice Digging Team to destroy target wall. 1/1. R ••• TWä R2 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. In Grenade SOR C ••• Multi R Goblin Grenade Socrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp lin Hero SC C •• MTe R2 DK

ART Artifact

EA Enchant Artifact

EC Enchant Creature

EE Enchant Enchantment

Goblin Hero

2/2 o/ Restricted/Banned

AC Artifact Creature

Gray Ogre DFr R2 A,B,U,R,4TH Hill Giant DFr R3 A.B.U.R.4TH 3/3 Hurloon Minotaur AMa RR1 A,B,U,R,4TH Hurr Jackel Sr P ... DTu R AN,4TH T: Prevent creature from regenerating this turn. 1/1. SC U ... DFr LG Hyperion Blacksmith T: Tap or untap target artifact opponent controls. 2/2. nolation EC

Make target creature +2/-2. Immolation LG,4TH INS R ... DK.4TH Do 6 damage to all players and all creatures.
claw Orcs SC C • A/ AMa R1 A.B.U.4TH Ironclaw Ores May only block creatures of power equaling 1 or less. 2/2.

In Warlard SC U ••• KBr RR2 A Keldon Warlord Power and toughness equal number of non-wall creatures in play on Power and tougriness equal your side, including Warlord. */*. KMe R Kird Ape Kird Ape gains +1/+2 while controller has forests in play. 1/1. old Drill Sergeant SC U → Ba Give all your Kobolds +0/+1 and trample. 1/2. old Overlord SC R → Ba Kobold Drill Sergeant JBa R1 LG Kobold Overlord IBn R1 16 First strike. Give all your Kobolds first strike. 1/2. Kobold Taskmaster SC Give all your Kobolds +1/+0. U .. RAF R1 LG Kobolds of Kher Keep ŚC (. JBa O LG 0/1 FW R oo RSn 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

EL Enchant Land EW Enchant World

INS Instant

EN Enchantment

INT Interrupt IAN Lond

SC Summon Creature SOR Sorreny

CU Cumulative Upkeep

W

Q

I

H



d

Kind Rarity Rating Artist Cost

Sets Found

Description						
Destroy target ar	tifact.					
Shatterstorm	SOR	R	•••	MPo	RR2	AQ,R
Bury all artifacts	in play. Artif	act o	reatures	may n	ot be re	egenerated.
Shivan Dragon	SC	R	****	MBe	RR4	A,B,U,R,4TH

Flying. R: +1/+0. 5/5. ers of the Flame SC Sisters of the Flame (••• JMy RR1 DK 4TH T: Add R to your mana pool (play as an interrupt), 2/2. EN R .. JMy RR

Each player may only untap one creature during untap phase. Spinal Villain SC R ••• AMa R2 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. LG

EW R •• CRu R Do 1 damage to any player for each card below 4 in hand during upkeep.

 Tempest Efreet SC R . NTh RRR1 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 II ... DFr R A,B,U,R,4TH Bury one woll

Two-Headed Giant of Foriys SC R . AMa R4 A.B.U Trample. May block two creatures in combat. 4/4. Uthden Troll SC U oooo DSh R2 A,B,U,R,4TH

R: Regenerates. 2/2. Wall of Dust SC 11 ... RTh R2 LG.4TH Creatures blocked by Wall may not attack during opponent's next

Wall of Earth (•••• RTh R1 A,B,U,R,4TH 0/6 Wall of Fire U ... SC RTh RR1 A,B,U,R,4TH R: +1/+0.0/5.

Wall of Heat RTh R2 A.B.U.R.4TH Wall of Opposition R ... HMc RR3 IG

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 Centaur R ... AMo RR1 BOOK Does not tap to attack. 2/2.

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

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

SC R oooo KMe W If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.
on Legionnaire SC R • MPo WW6

Akron Legionnaire Of your non-artifact creatures, only Akron Legionnaire may attack.

Alabaster Potion INS C ... HMc WWX LG.4TH Give target player X life or prevent X damage to target creature

Amrou Kithkin 56 (00 OHo WW IG 4TH Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.

EN R coo JBa WW2 Angelic Voices Give all your creatures +1/+1 if you control only white or artifact creatures.

II oooo DTu WW2 ry Mob Trample. During Angry Mob's controller's turn, **=total number of swamps all opponents control. Otherwise, **=0. 2+*/2+*. nate Wall EC R •• DFr W A,B,U,R,

Target wall may now attack. R eeeee AWe WW1 Argivian Archaeologist 2, T: Bring an artifact from your graveyard to your hand. 1/1.

Description Argivian Blacksmith 50 (... KKn WW1 AO T: Negate 2 damage to target artifact creature. 2/2.

Kind Rarity Rating Artist Cost

Sets Found

Description

SOR R JMy W3 A,B,U,R,4TH Armaneddon Destroy all lands in play. Army of Allah INS C •••• BSn WW1

+2/+0 to all attacking creatures until end of turn. Artifact Ward FC C •• DSh W

AO Target creature may not be blocked by artifact creatures, damage taken from an artifact source is reduced to O. Target creature is not affected by artifact effects that target it.

SOR R MPo W1 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.

DSh W Benalish Hero SC (••• A,B,U,R,4TH

Black Ward EC U •••• DFr W A,B,U,R,4TH Target creature gains protection from black. RTh W INS R ...

Blaze of Glory 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.

R ••• JBa WW AB,U,R,4TH Blessing W: +1/+1.

INS U . CRu WWW Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.

A,B,U,R,4TH Blue Ward EC 11 ... DFr W Target creature gains protection from blue.

PVe W DK 4TH EC (•• Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.

SC SEv W (. Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.

Castle EN U ••• DWi W3 Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.

Girde 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 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.

D'Avenant Archer SC (••• DSh W2 IG T: Do 1 damage to attacking or blocking creature. 1/2. ΔΩ

Kind Rarity Rating Artist Cost

Damping Field FN 11 • IHn W2 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. INS C AWe W1 A.B.U.R.4TH Disenchant

Destroy target enchantment or artifact. Divine Intervention FN R ••• AWe WW6 IG

Put 2 counters on card. Remove 1 counter during you upkeep. When both are removed, game ends in a draw. INS C •••• JMe W1

Divine Offering Destroy target artifact, gaining life equaling casting cost of artifact.
ine Transformation EC U •••• NTh WW2 LG,4 Divine Transformation LG.4TH Give target creature +3/+3.

1 to Dust SOR C ••• DTu WW1

Remove any two target artifacts from the game. **Dust to Dust** DK

Elder Land Wurm LG.4TH Trample. Elder Land Wurm cannot attack until it has been assigned to

Enchanted Being Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.

IG Equinox Tap target land to counter a spell that destroys your land (play as an interrupt).

Exorcist SC R ... DTu WW W1, T: Destroy target black creature. 1/1.
for an Eye INS R •••• MPo WW

AN,R,4TH 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.

MPo WWW Farmstead EL Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.

U ••• AWa W2 Farrel's Mantle If target creature attacks and is not blocked it may deal X + 2damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.

Multi WW1 Forrel's Zenlot 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.

SC U ••• PFo W2 **Enrrelite Priest** 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



ESSENCE VORTEX



DARK BANISHING

Essence Vortex & Dark Banishing: This one's fun. Does your opponent have a medium or big creature that looks to be your undoing? Good, First, zap that sucker with Essence Vortex, which will kill that bad boy unless your opponent pays its toughness in life. If they pay the fee, say, "Oh, I'm sorry, I meant to cast...this!" and nail 'em with a Dark Banishing, Finish

with, "My mistake. Sorry."

LG

FN 11 00 DSh W 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. INS C ... MPo W

Opponent may not declare an attack this turn. Play during opponent's upkeep.

INS II .. Fire and Brimstone IMe WW3 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.

FN RAF WW1 LG Fortified Area

Give all your walls +1/+0 and banding. SVC W LG Glyph of Life INS (. Add to your life points damage done to target wall by attacking

creatures. INS U .. MPo W Great Defender Give target creature +0/+X until end of turn, where X is the creature's casting cost.

FN II . SEv W2 LG Great Wall Creatures with plainswalk may be blocked. Greater Realm of Preservation EN U •••• NTh W1 IG

Circle of Protection: Red EN C •••• MTe W1 A,B,U,R,4TH 1: Prevent all damage to you from one red source. Girde of Protection: White EN DSh W1 ABUR 4TH (000 1: Prevent all damage to you from one white source.

SOR R •••• PFo WW2 Destroy all black creatures in play. Cleansing SOR R ••• PVe WWW

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

If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1, 1/1.

SC C •••• Multi W2 Combat Medic

W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMo,SVC. 0/2. Il coco IMe W

Target land is immune from all effects that would destroy it. EN U ... JMy WWZ ABURATH All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.

EN R ... MPo WWA,B,U,R,4TH Crusada All white creatures gain +1/+1.

Sets Found

A.B.U.R.4TH

A.B.U.R.4TH

AB,U,R

ABUR4TH

16

A,B,U,R,4TH

A,B,U,R,4TH

A.B.U.R.4TH

LG,4TH

ABUR4TH

LG

LG

DK

LG,4TH

A.B.U.R

LG,4TH

LG

LG

ΔN

DK

A,B,U,R,4TH

A,B,U,R,4TH

A,B,U,R,4TH

Ø

W

Q

LG,4TH

ARIIR 4TH

Kind Rarity Rating Artist Cost Name Sets Found Description Description W1: Prevent all damage to you from a red or black source. Karma U ••• ABUR 4TH Green Word Target creature gains protection from green. INS C ••• AMa WX Guardian Angel A.B.U.R Negate X damage dealt to a target. Psst: put this card next 2/3. King Suleiman to Paralyze. SC R •••• MBe W5 Hand of Justice T: Tap 3 target white creatures you control to destroy any target creature. 2/6. INS (••• DFr W Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target. INS U •• DSh W Change the color of one or more target creatures to white until end of turn. Land Tax Heroism EN U •• MPo W2 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. Lifeblood EC MBe W Holy Armor Target creature gains +0/+2. W: +0/+1. Martyr's Cry JHa W INS C ... LG Holy Day Creatures attack and block as normal but deal no damage. Light INS C •• DTu V
Give all non-white creatures -1/-1 until end of turn. DTu W2 DK Holy Light C ••• AMa W A,B,U,R,4TH Holy Strength EC Target creature gains +1/+2. (•• Ication Infantry SC C •• Mutti W

1: Gains banding until end of turn. 1: Gains first strike until end of Mesa Pegasus tum. Artists: EBe, CRu, DSh, DTu. 1/1.

tan Javelineers SC • Multi W
When cast, put a javelin counter on Javelineers. T: Remove the Miracle Worker Icatian Javelineers counter to deal 1 damage to any target. Arists: EBe, MBe, SKi. 1/1.

Ication Lieutenant SC R • PYe WM.

W1: Give target Soldier +1/+0 until end of turn. 1/2.

Ication Moneychanger SC C ••• Multi W FE

Loss 3 life where and put 3 counters on Ication

Manageubanger During your tarkeep and a Counter and Manageubanger During your tarkeep. Moat Moorish Cavalry Morale 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. Ú ••• KFo W4 SC FE Ication Pholanx Bands. 2/4. DTu W SC U ••• Ication Priest FE Osni Vultures WW1: Make target creature +1/+1 until end of turn. 1/1. Icatian Scout SC 1, T: Give target creature first strike until end of turn. Artists: RAI PFo, RKF, DSh. 1/1. Pearled Unicorn R ••• HHu W3 SC FE Icatian Skirmishers 2/2 Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1. Put 4 Cilizen tokens, which are 1/1 white creatures, in play. FF 16 Indestructible Aura Petro Sphynx Reduce to 0 all damage dealt to target creature until end of turn. EC R •• DSh WWW Infinite Authority After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target or blocked by target creature.

creature for each creature so destroyed.

FN R •• MPo W1 R .. Island Sanctuary

If you don't draw a card, only flying or islandwalking creatures may Pikemen Ivory Guardians red cards. EN R •••• BSn WWW +2/+1 to white creatures while chosen color of apparent's is in play. Discard Jihad "Pro cards of that color are in play. is in play.

Kind Rarity Rating Artist Cost Sets Found Kind Rarity Rating Artist Cost Name Description U •••• RTh WW2 EN ABUR4TH INT R ... SEv W Purelace Do 1 point of damage to a player for each swamp he or she has in Change the color of one card being played or in play to white. R play during his or her upkeep. INS JHa Keepers of the Faith 'sc (.. DGe WW1 16 Give target creature first strike and Rampage: 2 until end of turn. Give target creature in a sum.
Play before defense is chosen.

EC U •••• DFr W SC R .. MPo W1 ΔN Red Ward Target creature gains protection from red.

Remove Enchantments INS C •• T: Destroy an Efreet or Djinn. 1/1. U •••• KFo W3 EN LG,4TH BSn W All opponent's creatures, lands, and artifacts enter play tapped.

SC R •••• CRu W3 Return all enchantments you control to your hand and destroy all DK enchantments played on permanents you control. If cast during Knights of Thorn Protection from red, banding. 2/2. opponent's attack, destroy all opponent's enchantments played on Ú •• RAI W A,B,U,R attacking creatures. All enchantments you own are returned to your EC Target creature gains first strike. hand; all other enchantments are destroyed. SC R ••• BSn W LG,4TH Repentant Blacksmith DTu W1 EN If opponent controls more land than you during upkeep, you may Protection from red. 1/2. remove up to 3 basic lands from your library and put them in your SOR U •••• DWi WW2 Resurrection Take a creature from your graveyard and put it directly into play as if hand. Reshuffle your library afterward. LG just summoned. Take 1 life whenever opponent taps a mountain. INS R •••• DWi WW1 Reverse Damage SOR R ••• JMe WW All damage you have taken from any one source is added to, not Remove all white creatures from the game. Each player must draw a subtracted from, your life total. card for each white creature her or she controlled. IHo WW Reverse Polarity SC U ••• MOK WW3 All damage you have taken from all artifacts this turn is retroactively Martyrs of Korlis damage done to you by artifacts is instead done to Martyrs of Korlis added to, not subtracted from, your life total. Treat subsequent unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice damage this turn normally. may take damage for you in this manner per turn. 1/6.
a Pegasus SC C •••• MBe W1 | ... Righteous Avengers HHu W4 Plainswalk. 3/1. Flying, bands. 1/1. INS R ... DSh W Righteousness SC C ••• RSp W DK Target defending creature gets +7/+7 until end of turn. T: Destroy target enchantment on one of your creatures. 1/1. SC (••• Samite Healer TWa W1 EN R •••• JMe WW2 LG T: Prevent 1 damage to any target. 1/1. Non-flying creatures cannot attack. R ... Savannah Lions SC DGe W SC (••• DWi WW2 AN FC Trample. 3/3. Seeker · ... MPo WW2 INS (•• MPo WW1 DK. 4TH Target creature may only be blocked by white or artifact creatures Give all attacking creatures +1/+1 until end of turn SC U •••• DSh WW3 Serra Angel Northern Paladin SC R •••• DSh WW2 ABUR4TH Flying. Does not tap to attack. 4/4. WW, T: Destroy a black card in play. 3/3.
er of Leithur SC C •••• Multi WW Shahrazad SOR R . Players must suspend game in progress and play a game of Magic Protection from black. WW: +1/+0 until end of turn. W: First strike with their current libraries. Loser of that game loses half of life points until end of turn. Artists: RAF, BWa (two versions). 2/1. in the original game. DFr W1 U • LG.4TH SC INS U .. DSh W1 Flying. After a turn in which a creature went to the graveyard, add a Give all your creatures +0/+2 until end of turn. counter to Osai Vultures. Remove 2 counters to make Osai Vultures Spirit Link EC U KFO W Take 1 life for every point of damage target creature does. itual Sanctuary EN R ••• AWe WW2 +1/+1 until end of turn. 1/1. CBr W2 SC (.. A.B.U.R.4TH Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep. R ••• KBr WWW3 ABUR4TH Personal Incarnation SC Squire SC (. DDe W1 If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its to controller instead. It rersonal invariants for country the loss). 6/6 owner loses half of his or her remaining life (round up the loss). 6/6 owner loses half of his or her remaining life (round up the loss). 6/6 Swords to Plowshares INS U JMe W Remove target creature from game. Creature's controller gains life points equal to its power. T: Make target player name a card and then turn over the top card in R *** RAF WW1 Thunder Spirit SC his or her library. If the opponent's guess matches the card, it is put Flying, first strike. 2/2. Tivadar's Crusade into his or her hand; otherwise, it goes to the graveyard. 3/4 SOR U DDe WW1 MPo W2 INS C •• All Goblins are destroyed +0/+3 to all defending creatures until end of turn.
men SC C ••• DDe W SC (.. Tundra Wolves QHo W DDe W1 DK 4TH First strike, 1/1 Banding, first strike. 1/1. R •••• DSh WW3 SC Veteran Bodyguard R ••• QHo WW1 damage done to you by unblocked creatures is instead done to T: Gain control of an apponent's creature. Opponent chooses which Bodyguard unless Bodyguard is tapped. 2/5. ns SOR U •• N creature you control. If Preacher untaps or leaves play, you lose NTh W control of creature. You may choose to leave Preacher tapped. Look at the top 5 cards of any library, then reshuffle it if you II ... PFo W3 Presence of the Master EN so choose Counter all new enchantments cast whenever Presence of the Master Wall of Caltrons 56 600 RSn W1 If Wall of Caltrops blocks a creature with other creatures that are all alls, Wall of Caltrops gains banding until end of turn. 2/1. U ... Wall of Light Whiteout & Pit Protection from black.1/5 Wall of Swords SC U •••• MTe W3





PIT TRAP

Trap: You've got a problem with a rough n'-tough flyer. We've got a solution. Knock 'em into a tailspin with Whiteout, then drop 'em into the Pit Trap. And that's that.

LANDS

Bury all creatures in play.

Flying. 3/5.

Bands, trample. 2/2.

War Elephant

White Knight

White Ward

Witch Hunter

Wrath of God

Adventurers' Guildhouse IAN II • TWö LG All your green legends may band with other legends. ROOK Arena LAN R ... RAI 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another

(•••• KBi W3

SC R •••• JMy WW2

DGe WW

DFr W

U 0000

EC U ooo

T: Witch Hunter does 1 damage to target player. WW1, T: Return

enchantments on target creature. 1/1.
th of God INS R •••• QHo WW2 ABURATH

target creature opponent controls to owner's hand. Destroy

Restricted/Banned AC Artifact Creature

EA Enchant Artifact

EC Enchant Creature EE Enchant Enchantment

FI Enchant Land EN Enchantment

EW Enchant World INS Instant

INT Interrupt LAN Lond

SC Summon Creature SOR Sorcery

SC

SC

Protection from black, first strike. 2/2.

Target creature gains protection from white.

CU Cumulative Upkeep

I

H



players guide

Name Kind Ranity Rating Artist Cost Sets Found
Description

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 AB,U,R

T: Add either B or G to your mana pool. Treat as both a Swamp and
a Forest.

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

Bottomless Vault LAN R ••• PMo
Comes into play topped. You may leave Bottomless Vault topped 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 LI
All your white legends may band with other legends.
Gity of Brass
T: Add 1 mana of any color. Take 1 damage when City of Brass

City of Shadows LAN R •• TWa DX

1: 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.

an Island.

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

Diamond Valley LAN R •••• BSn

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
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.
Flephant Grayward LAN P • • PAL AN

Elephant Graveyard LAN R ••• RAJ AN T. Add 1. T. Regenerate an Elephant or Mammoth.

Forest LAN C — CRU ABJUR,4TH
T. Add G to your mana pool. Two Alpha versions, three versions in

other sets.

• Hammerheim LAN U •••• BWa LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from

target creature until end of turn.

Havenwood Battleground LAN U • MPo FE
Comes into play tapped. T: Add G to your mana pool, T: Sacrifice

Havenwood Battleground to add GG to your mana pool.

Hollow Trees

LAN R ••• PMo

Comes into play tapped, You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters.

adding G for each storage counter removed.

Ication Store LAN R ••• PMo FE

Comes into play tapped. You may leave Ication Store tapped to put a storage counter on it. T: Remove any number of storage counters,

adding W for each storage counter removed.

Island LAN R — MPo A,B,U,R,4TH

T: Add U to your mana pool.

Island of Wak-Wak

LAN R ••••• DSh

T: Reduce the power of one flying creature to 0 until end of turn.

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

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

Maze of Ith LAN U ••••• AMa DK
 T: Untop target attracking creature. Creature neither deals nor receives damage as a result of combat.

Mishra's Factory LAN U •••• KFo,PFo AQ,4TH

T: Add 1 to your mana pool or give any Assembly Worker +1/+1
until end of turn. 1: Mishra's Factory becomes Assembly Worker, a
2/2 artifact creature, until end of turn. Still considered a land as
well. Spring, fall, and winter pictures.

• Mishra's Workshop LAN R ••• KFo AC

Mishra's Workshop LAN R OF KFO
 T: Add 3 to your mana pool. This mana may only be used to
 ast artifacts.

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

Mountain Stronghold LAN U • TWö

All your red legends may band with other legends.

Oasis LAN U ••• BSn AN,4TH

T: Negate 1 damage to any creature.

• Pendelbayen LAN II ••• BWa LG

Kind Rarity Rating Artist Cost

Sets Found

LG

Name

Description

Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.

Plains LAN C — JMy ABJUR,41

T: Add W to your mana pool. Two Alpha versions, three versions in other sets.

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

Rainbow Vale

LAN R ••• KFo

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

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

Safe Haven LAN R •••• CRu D)

2, T. Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.

Sand Silos LAN R ••• PMo F
Comes into play topped. You may leave Sand Silos topped to put a
storage counter on it. T. Remove any number of storage counters,
adding U for each storage counter removed.

adding U for each storage counter removed.

Savannah LAN R •••• RAI AB.U.R

T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.

Scrubland

IAN R •••• JMy ABJUR

T: Add either W or B to your mana pool. Treat as both a Plains and a Swama.

Seafarer's Quay LAN U • TWā L All your blue legends may band with other legends. Urborg
 LAN U ••• BWa
 Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Kind Rarity Rating Artist Cost

Sets Found

Urza's Mine LAN C •• AMa I.

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, top to odd 2 to your mana pool.

Urza's Power Plant LAN C •• MTe
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, top to add 2 to
your mana pool.

Urza's Tower

I. 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, top to add 3 to your mana pool.

Volcanic Island LAN R •••• BSn AB,U,I

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 ARI R ••• LWi 3 IA

1, T: Give a 1/1 creature +1/+2 until end of turn.

Amulet of Quoz

ARI R •• DFr 6

1. It Socrifice 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 Slein.

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





SERAPH

Arcum's Whistle & Seraph: Your adversory have a neat-looking small or midsized critter out? Wait until he's tapped out or real low on mana, then toot Arcum's Whistle, inviting the creature to attack. Block with Seraph, and voiló, you've got another mouth to feed. (Is that why Seraph's smiling?)

ARCUM'S WHISTLE

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 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 ABU.R

T: Add either G or R to your mana pool. Treat as both a Forest and a
Mountain

Tropical Island

I. Add either G or U to your mana pool. Treat as both a Forest and an Island.

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

Underground Sea LAN R •••• RAI AB,U,F
T: Add either B or U to your mana pool. Treat as both a Swamp and
Unholy Citadel LAN U • MPo LG
All your black legends may band with other legends.

Arcum's Weathervane ART U •• TWB 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.

ART U •• QHo 3 IA

Arcum's Whistle ART U ••• QHo 3

3, 1: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.

Barbed Sextant ART C ••• AWe 1 IA
1, T: Socifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.

3, T: Give a creature you control +3/+3. Bury that creature at end of turn.

Crown of the Ages ART R •••• DFr 2

4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.

enchantment's controller does not change.

Despotic Scepter ART R ••• RTh 1 I.

T: Bury target permanent you own.

Elkin Bottle ART R • QHo 3

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.

Fyndharn Bow ART U •• RAI 2 IA

Fyndhorn Bow ART U ••• RAI 2 I
3, T: Give target creature first strike until end of turn.
Goblin Lyre ART R ••• MKi 3

O: 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

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ART R •••• DFr Ice Cauldron 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

Icy Manipulator AKI U

1, T: Tap any land, creature, or artifact.

1, T: Tap any land Creature, or artifact.

AKI R

- C-tap Houralass AKI R

- C-tap Houralass ART U ... AWe 4 A.B.U.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. er's Cap ART R ••••• DFr 4

2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.

ART R •••• DFr Comes into play tapped. 1, T: Socrifice 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.

ART U •••• DFr O 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. s Lazuli Talisman ART U •• AWe 2 3: Untop a permanent. Use this ability only when a blue spell is Lapis Lazuli Talisman

successfully cast and only once for each blue spell cast. ART U •• Malachite Talisman 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

3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast. ART R .. MTe 5 **Naked Singularity**

CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests Onyx Talisman ART II •• SEv 2

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

4, T: Prevent all damage done to you from one source. 2. T: Sacrifice to bury target non-flying creature that is attacking you.

Dwarven Armory: Dwarven Armory is just an all-around beautiful card. For two mana, you can sacrifice a land during your upkeep to put a permanent +2/+2 counter on a target creature. Early in a game, sacrificing a land might be a pain, but later on, you'll probably have plenty of mana to spare, and who doesn't want stronger creatures? Just remember that the ability has to be used during your upkeep.

ART R coco PFo 3 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 2: Prevent 1 damage to you. Skull Catapult | ... BWo 4 ART 1, T: Sacrifice a creature to do 2 damage to any target.

W Fortress AC R •••• JMe 5

Snow Fortress 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.

Soldevi Golem AC R ... AMp 4 Does not untap during your untap phase. O: 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 ... CU: 1. 1: +1/+0 until end of turn. 2/4.

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

Sunstone PFo 3 2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn. Time Romh

R ••• AWe 4 ART 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

n's Bauble ART U •• CRu O II. 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. ing Arcanix ART R •••• RGa 4

Vexing Arcanix 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 During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.
king Wall AC U •••• AWa 4

Walking Wall 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. IA

Wall of Shields AC | .. Counts as wall. Banding. 0/4.
Chariot ART U •••• DWi 3 **War Chariot** 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.

ART 0: Sacrifice a land to gain 2 life.

BLACK

Abyssal Specter SC U .. Flying. Opponent us. his or her choice. 2/3. Flying. Opponent damaged by Abyssal Specter must discard a card of

Ashen Ghoul U ... RSp B3 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 (••• CBr B1 T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1. **Burnt Offering** (.. DGe B

Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost. Cloak of Confusion EC (•• 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 FC U •••• RGa B1 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.
(Banishing INS C •••• DTu B2 Dark Banishing Bury target creature. Cannot target black creatures. Dark Ritual INT C ••••• JHa B A,B,U,R,4th,IA

Add BBB to your mana pool. Demonic Consultation INS 11 00 RAI B 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 R ... DGe BB3 At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at

Drift of the Dead SC U ••• BSn B3 Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. * C •••• REm BB A,B,U,R,4th,IA

Only black or artifact creatures may block target creature. Flow of Maggots v of Maggots SC R •••• RSp B2 CU: 1. May not be blocked by non-wall creatures. 2/2. I Familiar SC C ••• AMa B2 Foul Familiar Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.

Gangrenous Zombies SC (••• 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 (••• 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.

INS R .. Gravebind Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.

R •••• Nth BB1 FN 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

r Shade
B: +1/+1 until end of turn. 1/2.
INS C •••• MPo BX A,B,U,R,4th,IA Howl from Beyond Target creature gains +X/+0 until end of turn. Hyalopterous Lemure

0: Gains flying and -1/-0 until end of turn. 4/3 RKF RR1 IA SOR U •••

Doestroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.

rnal Darkness EN R •• PFo BB2 IA Infernal Darkness CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.

SC DTu B7 Infernal Denizen During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.

SC C •••• MBe B Kieldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.
Knights of Stromgald SC U •••• MPo BB

Protection from white. BB: +1/+0 until end of turn. B: First strike Protection from wines --until end of turn. 2/1.

Clamentalist SC U ••• DSh BB Krovikan Elementalist

2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1 Krovikan Fetish (•• HHu B2

Target creature gets +1/+1. Draw a card at the beginning of the

SC U ... QHo BB3 Krovikan Vampire If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature Krovikan Vampire leaves playor your control. 3/3. SC (00 AMa BB1

Legions of Lim-Dûl Snow-covered swampwalk. 2/3. U ... Leshrac's Rite FC RTh B Give target creature swampwalk.

U •••• DTu BB Leshrac's Sigil IA BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.

DSh BB1 Lim-Dûl's Cohort Creatures blocking or blocked by Lim-Dûl's Cohort cannot regenerate this turn. 2/3.

LDa B1 Lim-Dûl's Hex During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself. SOR C • MTe B2

Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn. SOR U ••• LDa B3X

Mind Warp Look at a player's hand and discard X cards of your choice from that hand.

EC R ••• DTu BB2 Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way

SC R oooo LWi BBB4 Minion of Leshrac Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.

Minion of Tevesh Szat SC R ••••• JBa BBB4
Pay BB during upkeep or take 2 damage. T: Give target creature
+3/-2 until end of turn. 4/4. R cocco JBo BBR4

U coco DGe B2 SC Mole Worms T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untop Mole Worms. 1/1

(000 SC AMa B3 Moor Fiend



player S g u i d e

Kind Rarity Rating Artist Cost Sets Found Description

Swampwalk, 3/3.

Necropotence MTe BBB Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.

C •••• MRa B3 T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1. h of Lim-Dûl EN R ••• DSh B3

Oath of Lim-Dûl For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card. SC (•• JMe B2 Pestilence Rats

* equals the number of other Rats in play. */3.

SOR R •••• CBr BBB

Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each

EC C ••• JBa B1 When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her. Songs of the Damned

Add B to your mana pool for every creature in your graveyard. SOR C ••• RAI B2 IA Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.

C •••• NLe B2 EC B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.

INT R ••• QHo B2 Spoils of Evil Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.

SOR R ... PVe BX Put X + 1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.

SOR U •••• MTe BB2 Stench of Evil Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.

SC R •••• AMa BB1 Stromgald Cabal

T: Socrifice 1 life to counter a white spell. 2/2.

Touch of Death SOR C •• MBe B2 IA Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.

EVALUATE: The second of the next turn.

EVALUATE: The second of the next turn.

EVALUATE: The second of the next turn.

B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control Destroy Withering Wisps if there are no creatures in play at end

BLUE

Arnilot's Ascent EN C ••• DTu UU1 CU: U. 1: Target creature gains flying until end of turn.
uvian Conjurer SC U ••• MTe U1 Balduvian Conjurer T: Turn a snow-covered land into a 2/2 creature until end of turn.

Balduvian Shaman QHo U (... T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1, 1/1.

Binding Grasp EC U •••• RIP U3
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.

INS C OOOO CRU U Draw three cards, then put any two cards from your hand on top of

your library in any order. EN U ••• PFo UU2 **Breath of Dreams** CU: U. Green creatures require an additional CU: 1. C ••• KMe U INS Look at target player's hand. Draw a card at the beginning of the

next turn. INT C ... LWi UU A,B,U,R,4th,IA Counterspell

Counter target spell. Deflection INT R occoo MRa U3 Target spell with one target now targets a legal target of your choice. EN U ••• HHu U3 Dreams of the Dead U1: Put a white or black creature from your graveyard into play as

though it were just summoned. That creature now has an additional

CU: 2. If the creature leaves play, remove it from the game. Enervate INS LWi U1 Tap target creature, land, or artifact. Draw a card at the beginning of

Kind Rarity Rating Artist Cost

Sets Found

the next turn. FC (. HMc U2 Frront Minion During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or

Description

she wishes to prevent from Errant Minion. EC C ••• RKF U Essence Flare

Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps. INT U . MTe U2 Force Void

Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn ial Wall SC U ••• DV Glacial Wall DWi 112 IA

INT (••• Hydroblast KFo U Counter a red spell being cast or destroy a red permanent.

Ice Berg EN U ... IA JMe UUX Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. O: Remove an ice counter to add one colorless mana to your mana pool.

R ••• AMa UU Icy Prison Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.

Kind Rarity Rating Artist Cost Name Sets Found Description Polar Kraken SC MTe IIIIII8 R ...

Trample, CU: Sacrifice a land. Comes into play tapped, 11/11. SOR (•• Portent LDa Ü You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in

any order. Draw a card at the beginning of the next turn.
er Sink INT C •••• MPo UX A,B,U,R,4th,IA
Counter target spell unless its caster spends X more mana. Target Power Sink spell's caster must spend all available mana from lands and mana pool until X is paid.

INS C HMc U3 Ray of Command Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.

Ray of Frasure INS (... MRa II Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.

CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

Sea Spirit SC U ••• RAI U: +1/+0 until end of turn. 2/3. Shyft

During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.





SHYFT

IA

IA

Zur's Weirding

Phantasmal Mount & Shyft: The Phantasmal Mount can tap to give any creature with toughness less than three flying and +1/+1until the end of turn. The Shyft is a monstrous 4/2 critter (that can change its color every upkeep!). When you combine them, you got the best horse and buggy combo this side of Roy and Trigger.

PHANTASMAL MOUNT

Illusionary Forces SC (••• JHa U3 Flying. CU: U. 4/4.

SC R ••• KFo UU1 Illusionary Presence CU: Ú. During your upkeep, Illusionary Presence gets the landwalk

ability of your choice until next turn. 2/2.
ionary Terrain EN U ••• RAI UU Illusionary Terrain CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice. Illusionary Wall SC (••• MPo 114 IΔ

Flying, first strike. CU: U. 7/4. Illusions of Grandeur EN R ••• QHo U3
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.

Infuse INS RGn 112 Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

Krovikan Sorcerer SC (••• PMo U2 T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other 1/1

Magus of the Unseen SC R eeeee KFn III U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.

Mesmeric Trance ĖN R ... CU: 1. U: Discard a card from your hand to draw a card. Mistfolk

QHo UU CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music

counter, or the creature is destroyed. 1/1. NLe U Mystic Might CU: U1. O: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.

EN Mystic Remora (00 CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter

Phantasmal Mount SC U oooo MBe U1 Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.

Sibilant Spirit R •••• RSp U5 Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6. Silver Erne SC II ••• MRe II3

Flying, trample. 2/2. INT U •••• NLe U A,B,U,R,4th,IA Sleight of Mind Change the text of a card being played or in play by switching one color word with another.

EC C ••• KMe U1 Snow Devil Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking. Snowfall FN (•• PFo U2

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.

SC 11 ... JMe U1 Soldevi Machinist T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1. U • Soul Barrier FN HMc U2 IA

Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage. Thunder Wall SC IA Flying. U: +1/+1 until end of turn. 0/2.

IWi III INS U ... Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

IA

IΔ

SC 1 000 KFo U4 IA Wind Spirit Flying. Wind Spirit cannot be blocked by less than two creatures.

Winter's Chill INS R ... EBe UX 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. Word of Undoing IA Return target creature to the hand of its owner. Any white

enchantments you own on that creature go to your hand. Wrath of Marit Lage EN R •••• MRo UU3 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 oooo LDa U3

INQUEST

IA

IA

IA

Kind Rarity Rating Artist Cost

Sets Found

Description

Touch of Vitae

Trailblazer

Whiteout

Venemous Breath

Wall of Pine Needles

your hand.

Wild Growth

extra G.

Woolly Spider

IA

IA

Woolly Mammoths

destroyed after combat.

counter from Wiitigo. 0/0.

G: Regenerate. 3/3.

SC

EL

SC

Gains trample if you control any snow-covered lands. 3/2.

C •••• DGe GG1

Kind Rarity Rating Artist Cost

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. (••• DSh III Zuran Enchanter SC

B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1. an Spellcaster SC C •••• EBe U2

Zuran Spellcaster T: Do 1 damage to any target. 1/1.

GREEN

Description

Aurochs C ••• KMe G3 Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.

Balduvian Bears QHo G1 2/2.

EN R •• Blizzard AMa GG CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap. wn Ouphe SC C •••• DGe G Brown Ouphe

G1, T: Counter an artifact ability that requires an activation cost. 1/1. DGe G2 Chub Toad (••• Gains +2/+2 until end of turn when blocked or blocking. 1/1.

SC C ••• RSp G2 Dire Wolves Gains banding if you control any plains. 2/2.

hlore EL C •••• DTu G

0: Tap target land to give target blocking creature +1/+2 until end of turn

Elder Druid R **** RKF G3 SC G3, T: Tap or untap one creature, land, or artifact. 2/2. Essence Filter SOR C •••• REm GG1

Destroy all enchantments or destroy all enchantments that are not white. **Fanatical Fever** INS U •••• JBa GG2 Give a creature +3/+0 and trample until end of turn.

Folk of the Pines C ••• Multi G4 G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu Fyndhorn Pollen EN R ••• PFo G2 CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end Giant Growth INS C •••• LWi G A,B,U,R,4th,IA

Target creature gains +3/+3 until end of turn. Gorilla Pack SC (•• AWn G2

Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.

EL NLe G1 O: Tap land Hot Springs enchants to prevent 1 damage to any target.

SOR U ••• CBr GX A,B,U,R,4th,IA Hurricane Do X damage to all flying creatures and players.
ull Wurm SC U ••• DGe G5 Johtull Wurm

Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first, 6/6. Juniper Order Druid

SC C ••• JMe G2 T: Untap a land of your choice at the speed of an interrupt. 1/1. SC R •••• PVe GG2 equals the total number of creatures in all graveyards. */*+1.

EN U •••• PFo GG1 A,B,U,R,4th,IA All creatures that can block target creature must do so.

Idening Wind EC U ••• DWi G2 Maddening Wind

CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.

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.

Pale Bears SC R ... AWa G2 Islandwalk. 2/2.

Pygmy Allosaurus R ... AMn G2 Swampwalk, 2/2 Pyknite SC FRe G2

Draw a card at the beginning of the next turn. 1/1. Regeneration EC C ••• JHa G1 A,B,U,R,4th,IA G: Target creature regenerates.





Stromgald Cabal & Sleight of Mind: A creature that taps and stings you for a point to counter a white spell? Yeah...that's pretty amazing. Watch your opponent weep when you Sleight of Mind that bad boy to the color she's relying upon.

HHu G

JHa GG4

DGe G7

DSh GG4

STROMGALD CABAL

SLEIGHT OF MIND

Rime Dryad

Scaled Wurm

7/6.

Shambling Strider

Ritual of Subdual

their normal mana.

Forbidden Lore FL R ••• (Ru G2 O: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of furn.

Forgotten Lore SOR U •••• HMc G Have an opponent choose a card from your graveyard. You may pay G to have the appanent choose another card that he or she has not already chosen. Put the last card chosen into your hand.

INS C •• MOK G2 Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.

Freyalise Supplicant SC U •• 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

Freyalise's Charm EN U ••• MOK GG GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.

Freyalise's Winds EN R •••• MTe GG2 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.

Fyndhorn Brownie (000 RTh G2 G2, T: Untap a creature. 1/1. Fyndhorn Elder SC U •••• (Ru G2

T: Add GG to your mana pool. 1/1.

Ahorn Elves SC C •••• JHa G Fyndhorn Elves T: Add G to your mana pool. 1/1.

All attacking creatures get trample and +1/+0 until end of turn. ted Growth SOR R •••• Nth GG3 Stunted Growth Target player must choose three cards from his or her hand and put them on top of his library in any order. SC (000 MOK G You gain 1 life if Tarpan goes to the graveyard from play. 1/1.
mokarst SOR U ••• KMe GG1 Thermokarst IA Destroy target land. You gain 1 life if that land is snow-covered. Thoughtleech U •••• MTe GG Gain 1 life whenever target opponent taps an island. er Wall SC C •••• REm G Tinder Wall (oooo REm G Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder

Wall to do 2 damage to target creature it blocks. 0/3.

SC (000

EN R •••

SC (...

SC (000

CU: 2. All mana-producing lands produce colorless mana instead of

vblind EC R • DSh G3
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.

INS R *** JMe GG1

Snow-covered forestwalk, 1/2.

GR: +1/-1 until end of turn. 5/5. wblind EC R •

Illy Spider

Doesn't fly, but can block flying creatures. Woolly Spider gets

+0/+2 until end of turn if it blocks a flying creature. 2/3.

imnun Gnats

SC U •••• DFr G2 Yavimaya Gnats Flying. G: Regenerate. 0/1.

ULTICOLORED SOR R ••• MBe GW Altar of Bone Sacrifice a creature to choose one creature card from your library and

add it to your hanu. Nearon.

taur Archer SC U ••• Mue u.n.

T: Deal 1 damage to target flying creature. 3/2.

EC R ••• MPO UW1

***Transar when it come Centaur Archer 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. SOR U •••• AWa BU 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.

hlink EN R •• RKF BGR3

Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice o land.

EN R •••• AWa BUR **Elemental Augury** 3: Look at the top three cards of any player's library and put them back in any order.

INS || ... MOK BUT **Essence Vortex** Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.

Fiery Justice Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.

INS U •••• DFr BR1 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.

Flooded Woodlands EN R ... KFo BU2 No green creature can attack unless its controller sacrifices a land when that creature attacks.

SOR U •••• DTu BR3 Fumarole Sacrifice 3 life to destroy a land and a creature. R •••• RGa BR ÉN Ghostly Flame

Black and red permanents and spells are considered colorless sources of damage. Giant Trap Door Spider SC II ooo HHu GR1 GR1, T: Giant Trap Door Spider and target non-flying creature which is

attacking you are removed from the game. 2/3 R •••• MTe UW2 Glaciers

All mountains become plains. SOR U •••• RKF GW3 Hymn of Rebirth Take a creature from any graveyord and put it directly into play under

your control as if it were just summoned.

loran Frostbeast SC U IJ •••• MPo GW3 Kjeldoran Frostbeast Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed

Any creature Diversity at end of combat. 2/4. HHu BUW Merieke Ri Berit Merieke does not untap during its controller's untap phase. T: Gain Meneke does not intelled until the state of the state of

Monsoon If an island is untapped at the end of its controller's turn, Monsoon deals I damage to that player and the island becomes tapped. R •••• MBe BR2 Mountain Titan

/ Restricted/Banned AC Artifact Creature

ART Artifact EA Enchant Artifact

FC Enchant Creature EE Enchant Enchantment

IA

IA

EL Enchant Land EN Enchantment EW Enchant World

INT Interrupt IAN Lond

IA

IΔ

SC Summon Creature SOR Sorcery

CU Cumulative Upkeep

W

Q

0



g u i е 5 d

Kind Rarity Rating Artist Cost Sets Found Description RR1: For the rest of the turn, put a +1/+1 counter on Mountain

Titan whenever you successfully cast a black spell. 2/2. EN R ••• DWi GW2 No black creature may attack unless its controller sacrifice a land when that creature attacks.

 Skeleton Ship R Multi RII3 SC Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature, 0/3, Artists: AWe & TWa

EC U ... MOK UWI Target creature gains +0/+2 and it cannot be the target of further spells.

SC R ••• PVe UGW3 IA Storm Spirit Flying. T: Do 2 damage to target creature. 3/3.
Stormbind

FN

P

PVe EN R ••• Multi GR1 IΔ 2: Discard a card at random from your hand to do 2 damage to

2: Discard a cara at rundon.
any target. Artists: Nth & PMa
FC U ••••• EBe UW Wings of Aesthir Give target creature flying, first strike, and +1/+0.

RED EC U •••• REm R2 IA Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack. SOR U **** PFo RR2 IA Destroy all white permanents SOR U ••• BSn RR2X IA Destroy X snow-covered lands. IA Balduvian Barbarians SC (•• MPo RR1

Balduvian Hydra SC R ... MBe RRX Put X + 1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your unkeen 0/1

Barbarian Guides 5((••• RTh R2 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.

Battle Frenzy INS C ••• BSn R2 IA All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

SC Bone Shaman (00 AMn RR2 B: Creatures damaged by Bone Shaman this turn cannot regenerate.

Brand of III Omen EC R ••• RAJ R3 CU: R. Target creature's controller may not cast summon spells.
os Lord SC R ••• BSn RRR4 Chaos Lord IA

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. os Moon EN

Chaos Moon R •••• DTu R3 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.

Conquer FI U ooooo RGa RR3 Take control of target land. R •••• AWe RR3 Curse of Marit Lage EN

Tap all islands when Curse of Marit Lage comes into play, Islands do not untap during their controller's untap phase. Dwarven Armory EN R oooo RTh RR2

2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.

IWi R1 Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.

SC 11 00 JHa R4 R: +1/+0 until end of turn. 2/3. (00 INS DTu R2 Flare does 1 damage to any target. Draw a card at the beginning of

the next turn. Game of Chaos SOR R ••• DTu RRR 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. Glacial Crevasses EN R ... MRn R2

0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn. Goblin Mutant U •• DGe RR2 Trample. Goblin Mutant cannot attack if opponent controls an

untapped creature with power greater than 2. Goblin Mutant cannot

Kind Rarity Rating Artist Cost

block a creature of power greater than 2. 5/3.

SC C ••• JMe R1 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 common common is destroyed after combat. 1/1. Target creature you control cannot be blocked this turn. That creature

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.

Description Orcish Librarian R ... PFo R1 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.

Kind Rarity Rating Artist Cost

Sets Found

SC Orcish Lumberjack C •••• DFr R 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.

Orcish Squatters SC R •••• RKF R4 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





Caribou Range & Hecatomb: Ah, poor Caribou. These creatures are destined for socrifice one way or another, be it as hopeless blockers, a quick one-life fix. or to pave the way for Hecatomb. (Three mana and four sacrificed creatures to bring it into play? That's rough.) Caribou Range is the Magic card most in need of Stuart Smalley's services.

CARIBOU RANGE

SC

FC

SC

SC

Bury all artifacts, creatures, and lands.

Target creature cannot be blocked by less than 2 creatures.

Goblin Snowman

blocks. 1/1.

Grizzled Wolverine

Imposing Visage

not regenerate.

Incinerate

Jokulhaups

Karplusan Giant

Karplusan Yeti

3/3

Meteor Shower

Mountain Goat

Orcish Cannoneers

Orcish Conscripts

Orcish Farmer

any number of targets.

Mountainwalk, 1/1.

arton Stromaald

 $+^*/+^*$ until end of turn. 1/1.

creatures as if they had not attacked.

Lava Rurst

U •••

Goblin Snowman neither receives nor deals damage in combat when

blocking. T: Goblin Snowman deals 1 damage to the creature it

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.

Do 3 damage to any target. Creatures damaged by Incinerate may

0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.

T: Karplusan Yeti does damage equal to its power to target creature.

SOR (•••• TWin RY

Target creature does damage equal to its power to Karplusan Yeti.

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.

Id Marton Stromgala 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

ee INS U •••• DWi R4

Cast on your turn during combat, but before defense is chosen.

blockers, untap any unblocked attacking creature. Treat those

Melting EN U •• KOU KO
All snow-covered lands turn into non-snow-covered lands of the

SC

FN R ..

each creature he or she wishes to untap.

Choose how your attacking creatures are blocked. After declaring

Meteor Shower does X+1 damage divided any way you choose to

Non-flying creatures do not untap unless their controller pays 2 for

Cannot attack unless at least two other creatures attack. Cannot

SC C OOO DFr

SC U ood

T: Does 2 damage to any target and 3 damage to you. 1/3.
sh Conscripts SC C • DSh R

block unless at least two other creatures block. 2/2.

SOR C •••• REm RXX

C ooo CBr R

RSn R2

DFr RR1

C ••• PFo R

INS C •••• MPo R1

SOR R •••• RTh RR4

U •••• DGe R6

R •••• QHo RR3

R •••• MPo RR2

DGe R3

CRr RR1

IA

HECATOMB

IA

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MKi R Panic INS (... Target creature may not block this turn. Draw a card at the beginning of the next turn. INT C •••• KFo R Counter target blue spell or destroy target blue permanent. SOR U ... PMo R1 IΔ Pyroclasm Do 2 damage to each creature. Sabretooth Tiger (••• MBe R2 SC First strike. 2/1 Shatter INS C •••• BWa R1 A,B,U,R,4th,IA Destroy target artifact. SOR C ... Stone Rain KFo R2 A,B,U,R,4th,IA Destroy any one land. Stone Spirit U ... IMe R4 Stone Spirit cannot be blocked by flying creatures. 4/3. Stonehands EC DFr R2 Target creature gains +0/+2. R: Gains +1/+0 until end of turn. IA Tor Giant (... DSh R3 3/3 Total War EN R ••• DTu R3 Whenever any player declares an attack, destroy all untapped non

Squatters deal no damage this turn. 2/3.

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.

Vertigo INS U ••• DID N Do 2 damage to target flying creature, which loses flying until end of turn. SC

Wall of Lava U ••• PVe RR1 R: +1/+1 until end of turn. 1/3. Word of Blasting KMe R1

IΔ

IΔ

Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.

WHITE

Adarkar Unicorn SC C ••• QHo WW1 T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2. MPo W1 Arctic Foxes SC (00

If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1. EN (00 NIe W2 Arenson's Aura

W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast. Armor of Faith AMn W IA

or of Faith EC C ••• Target creature gains +1/+1. W: +0/+1. Battle Cry INS U ... DSh W2

Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn. Il ooo KFo W Black Scarab FC

Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures. (•• KFo W1 Blessed Wine INS IA

Gain 1 life. Draw a card at the beginning of the next turn. Blinking Spirit R cocco LWi W3 0: Blinking Spirit returns to its owner's hand. 2/2. Blue Scarab EC U ••• AWe W

Target creature gets +2/+2 as long as any other player has any blue

T: Turn target land into a swamp until its controller's next untap phase 2/2 Orcish Healer SC U coo OHo RR IA RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target block or green creature. 1/1.

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Call to Arms 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.

EL R •••• RTp WW2 Caribou Range 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 (••• SEV W1 A,B,U,R,4th,IA

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

Circle of Protection: Blue EN C ••• PVe W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one blue source.

lice EN U ••••• RTp WW2 IA Pay WW during your upkeep or destroy Justice. Whenever a red spell Instire or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.

Kelsinko Ranger SC W1: One green creature gains first strike until end of turn. 1/1.

Kjeldoran Elite Guard SC U ••• MBe W3 IA U ••• MBe W3 T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.

Kieldoran Guard SC AWa W1 T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kieldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered

Gaze of Pain &

Krovikan Vampire: Cast

Krovikan Vampire and what-

ever other critters you deem

combine the damage to take

control of the biggest critter

opponent's blockers with

your way.)

your opponent has. (Nail your

Panic to make sure things go

IΔ

IA

IA

fit, send 'em in, and pow,

the Gaze of Pain on your

Warning Target attacking creature does no damage in combat this turn. White Scarab U ... EC Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.

INS C .

LANDS Adarkar Wastes

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. LAN R ••• BWa 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 LAN C — PMo A,B,U,R,4th,IA T: Add G to your mana pool.

Glacial Chasm LAN U .. 1Da 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 CU: 1. No creature may attack if it attacked during its controller's last turn.

LAN U ••• 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.

LAN C -AMa T: Add U to your mana pool. IAN NIe

R ... Karplusan Forest 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. LAN R ... LWi

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 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.

LAN C -TWä A,B,U,R,4th,IA Mountain T: Add R to your mana pool **Plains** IAN CRU A.B.U.R.4th.IA

T: Add W to your mana pool. River Delta 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 Delto **Snow-Covered Forest** LAN U -IA T: Add G to your mana pool Snow-Covered Island IAN 11 -AMn IA T: Add U to your mana pool Snow-Covered Mountain LAN U -TWö IA

T: Add R to your mana pool Snow-Covered Plains U — CRu LAN T: Add W to your mana pool 11 -IAN DSh Snow-Covered Swamp T: Add B to your mana pool

Sulfurous Springs LAN 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 LAN C -

Swamp LAN
T: Add B to your mana pool. DSh A,B,U,R,4th,IA Timberline Ridge LAN R •••• JMe

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.

LAN R ••• Underground River 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.

t LAN R •••• BWa Veldt

If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. To 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.



GAZE OF PAIN



KROVIKAN VAMPIRE

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 •••• PVe W1 A,B,U,R,4th,IA

Circle of Protection: White EN C •••

1: Prevent all damage to you from one white source. Cold Snap U •• FN RGo W2

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 (••• PFo W2

Deration
Target creature gains banding.
INS C ••• Death Ward 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. EN U ••••• Nth WW2

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 SC C ••• REm W2

Elvish Healer T: Prevent 1 damage to any target or up to 2 damage to a green creature, 1/2.

Enduring Renewal EN R •••• HMc WW2 Play with your hand face up. If you a 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 K Service Service Storm EN K Service S to O. Flying creatures do not untap during their controller's untap phase.

Formation R ... INS Give target creature banding until end of turn. Draw a card at the beginning of the next turn. (•••• EBe W

Fylgja EC Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.

 General Jarkeld T: Exchange two blocking creatures without creating an illegal block.

EC U ••• NLe W Green Scarab Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

Owed Ground

EN U •• DSh W1 wed Ground

WW: Return a non-snow-covered land you control to its owner's hand. Heal INS (... Prevent 1 damage to any target. Draw a card at the beginning of the

next turn. SC U ••• DWi W1 Hipparion Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1.1/3.

Kjeldoran Knight SC R •••• RSp WW Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1. Kjeldoran Phalanx SC R ... RKF W5

First strike, banding. 2/5. Kjeldoran Royal Guard SC R •••• LWi WW3 IA T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

II eeee MPn W4 SC Kjeldoran Skycaptain Flying, banding, first strike. 2/2. Kjeldoran Skyknight SC C MPo W2 Flying, banding, first strike. 1/1

MPo W Kieldoran Warrior SC Banding, 1/1. INS R ... HMc W1

Lightning Blow IA Give target creature first strike until end of turn. Draw a card at the beginning of the next turn. SC R ... ARu WW2

Lost Order of Jarkeld equals the number of creatures controlled by target opponent. 1+*/1+*. R • CBr W3 SC

IA Mercenaries If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.
Order of the Sacred Torch SC R RID WW1 IA

T: Socrifice 1 life to counter a black spell. 2/2.
Order of the White Shield SC U •••• RTp Protection from black. WW: +1/+0 until end of turn. W: First Strike

until end of turn. 2/1. C ••• [Wi W] IA EC Prismatic Ward Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

INS C •• HHu WW

Rally All blocking creatures gain +1/+1 until end of turn. U ••• SEv W Scarab EL U ••• Sty 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. Red Scarab

red Boon INS U •••• MRa W1 IA
Negate up to 3 damage dealt to target creature. At end of turn put a Sacred Boon +0/+1 counter on that creature for each damage negated.

SC R •••• (Ru W6 pri 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.

DFr W1 (... Shield Bearer Banding. 0/3. U ••• PMo W2 SC w Hound

1, T: Return Snow Hound and target blue or green creature you

control to their owner's hand. 1/1. INS U ••••• KFo W A,B,U,R,4th.IA Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to the creature's power.

LAN Lond

S d e q а

Name Rarity Rating Artist Type Rage Damage Description ACTIONS CA Bite 1 Can only be used in Crinos or Lugus form Block SBe Reduces the damage of one attack by up to 4 points. Block and Strike | SBe TA Block up to 2 points of damage and play an additional damage-dealing card. Body Blow DTu .. JCo. Victim plays combat cards at -2 Rage for the rest of the combat Careful Strike U .. JFe,LSn CA 3 Cannot be dodged. Critical Blow 0Pe CA Cannot be blocked or healed until end of turn. Disarm U ... ASh,LSn CA 3 0 One piece of opponent's equipment cannot be used for the remainder of the Combat Phase. Disembowelment P SBe CA •• 5 Victim plays cards at -1 Rage until this wound is healed. Dodge •••• JCo CA Avoid one attack this round. Dry Gulch Entrail Rend CMc 10 8 Evade and Strike ... BLe CA 3 Requires Kalindo. Dodge all attacks this round. CA eeeee RTh Dodge all attacks this round. Eyes Gouged | ... RSp 4 Victim must attack with a random card from his hand next round. Fast Strike RSt R CA This card deals damage before your opponent's. Feint U LAW CA Play any combat card in response to your opponent's card. Flesh Wound (•• R •• OPe Forceful Wind MDa Requires Kalindo. Combat ends after this round. U CA ... ICo This damage is aggravated if the victim is in Crinos form. Glancing Blow (JDa CA Grazing Wound Head Wound •• 11 0000 JMi Victim cannot play any combat cards during the next round of combat. Kneecapper Bla CA Victim acts at -1 Rage during the next round of combat.

Ky Blow R •••• BLe CA CA CA •••• SBe 8 Can only be used in Crinos form. Victim can take no actions until this wound is healed. Massive Wound 0000 WOC CA IHn CA

Rarity Rating **Artist** Type Roge Damage Description Off-Balance Attack (. PKE CA 1 The player of this card plays damage cards at -1 Rage during the next round of combat. 11 ... Ble Organ Puncture Victim cannot initiate combat until this wound is healed. 2 Overextended Attack (••• ICo CA Your character may not play a combat card next round. U ••• JMa Rend and Tear CA SBe The character playing this card flees from combat. That character cannot participate in a most until it engages with the foe it ran from. Takes effect after your opponent's card.
peshift C ••• THa Action — —
Play at any time. The character playing this card immediately changes Shapeshift from breed form to Crinos form or from Crinos form to breed form. Sneak Attack U ••••• Dīu Action -The character playing this card can engage any character, ally, or enemy in play. If played during Combat, Sneak Attack can interrupt the alpha attack cycle, but not a combat that has already begun.

RSt. CA Stinging Wound (••• 1 Victim plays combat cards at +1 Rage during the next round of combat. Surprise Attack R •••• ASh.LSn CA If played during first round of combat, opponent inflicts no damage

C •• SBe SBe CA

(•• U •• WOC CA RKE Artion -Play Taunt on any Garou who has just refused a challenge. That U ••• JCo If this kills your opponent, add it to your victory pile for 3 additional

victory points. R •••• JMi Umbral Escape Event — -Requires Gnosis 3. Move to the Umbra until the next Regeneration Phase.

U •••• RSp CA Victim has Rage of 1 for the next round of combat.

ALLIES

Spine Crushed

Can only be used in Crinos form.

Name Rarity Rating Artist Renown Rage Gnosis Hith Description R •••• LSn Faerie Kin Requires: Gnosis 3 and Fia. Faerie may use Gifts from any breed or auspice. A pack can only have one faerie ally at a time. 1 000 WOC

Requires: The or Ukt. Destroy Flame Spirit in an attack to do 3 aggravated damage. Spirit is only affected by Umbral attacks and Gifts

Gaffling Pest (... 5 2 3 3 Gaffling may use Gifts from any breed.

Gangrel Ally R ... 7 6 2 6 ISn Requires: Bon or Gla. Regenerates. Gangrel can only act every other



Requires Kalindo. Victim's Rage is considered 1 for the rest

of the combat



Aphrodite & Umbral Quest- Hmmm... The owner of the Flower can't be attacked. You gain three victory points if the Garou on the Umbral Quest doesn't take any damage. Could this be any simpler? After all, it's kinda hard to take damage when no one can attack you. Give this combo a try for the three easiest victory points you'll ever get.

Flower of

FLOWER OF APHRODITE

UMBRAL QUEST

Name Description

Rarity Rating Artist Renown Roge Gnosis Hith

turn and he cannot attack the turn he is brought into play. Kinfolk-Envrnmnt'l Activist R •• OPe Environmental Activist can remove one member of your pack from the Hunting Grounds per turn.

Kinfolk - Small Town Cop R •••• JBr Requires: Homid. Once per turn, before alphas are selected, can remove a character in Homid form until the beginning of the next Regeneration Phase.

Kinfolk - Soldier of Fortune R ••• MHa,TSi 4 If the Soldier of Fortune is disarmed, his Rage becomes 3. Kinfolk - TV Reporter R •• LAW 0

Requires: Hom. Your pack gains 2 votes during all moots.
olk - Veterinarian R ••• JBr 0 Kinfolk - Veterinarian 0 0 1 Requires: Lup. During your Regeneration Phase, Veterinarian can cure one additional damage card from one character.

8 1 5 Song of the Great Beast R RKF 6 Requires: Gnosis 7 and Lup or Wen. Bison cannot attack the turn it comes into play.

Wolf Kinfolk 2 2 2 2 Requires: Lupus. Wolf-Spirit IDa . .. 2 2 3 2 Requires: Gnosis 4 and Phi, Lup, or Red. Wolf-Spirit cannot act the

turn it comes into play. Wyrm Slayer, Ronin Garou R •• WOC Requires: Ahr or Phi. Wyrm Slayer cannot vote in moots. Only 1 Wyrm Slayer can be played per game. Wyrm Slayer cannot refuse a challenge.

GAROU	S. W.		AT N.	F1000	BE		
Name	Rarity	Rating	Artist Roge	Tribe Gnosis	Auspid Health	ce Bre	ed
Description Allamande	R	6/6	AMa 5/5	Rat 5/5	÷	Met	6
When Allamand					used.		

Allison Kachina 1/4 2/2 2/3

Can automatically pack attack or defend with Thomas Kachina. DTu Bla Amari Howls-from-Soul (•• Gal Lup 1 1/1 1/1 1/2

Amari's packmates gain +1 Rage during pack attacks. a Kliminski U •••• BLe Sha Anna Kliminski Ahr Hom 9 3/9 8/8 4/8 Anna may begin the game armed with a Klaive.

Anna-Eyes of the Sun-Pelfrey R ••• JMy

JMy 7/7 Ukt Gal Lup 5 1/3 2/5 Anna has +1 Renown during moots. MDa Stn Phi Hom 8

2/7 3/7 If Antonine has a Klaive, it cannot be stolen while he is alive. R •••• Ble Gur Phi Urs 8 Aurgra 3/6 6/6 6/10

9/9

Can use Gifts of any auspice except Theurge. Ron IGT Ahr Met 2 Banana Split (•• 3/3 3/3

Once per game Banana Split can cancel both his card and one opponent's card during a round of combat.

(.. Bladetooth 1/3 6/6 2/4 Bladetooth cannot participate in any pack action with other Get.

R •••• JMa Wen Gal Lup 9 Blood-on-the-Wind 3/8 9/9 All Wendigo in your pack gain +1 Rage.

MDr Fia Gal Hom10 Bron Mac Fionn 4/10 2/8 9/9 Once per game, stop any moot in progress.

SBe Bon Rag Lup 6 Buggerhead U ... 2/5 3/5 6/6 You may discard and redraw one sept card at the end of the

Redraw Phase. Mla Get Phi Hom 7 Carla Grimsson 3/8 3/6 8/8

If a moot called by Carla's pack does not pass, she turns to Crinos and must be alpha for the next Combat Phase.

C •••• DTu Carleson Ruah 1/4 4/4 1/4 Carleson can interrupt an alpha's action, allowing his pack's alpha to

Carleson can interrupt an aipina 3 across, someon, go first, as long as that alpha attacks an enemy. The Met 6

7/7 7/7 5/5 Cernonous is -1 Renown when voting in moots.

Wen Rag Hom 7 Charging Bull N ... RKF 3/8 6/6 4/7 A character with a higher Renown than Charging Bull cannot refuse

his challenges. IRr Phi Lup 4 Crick Rumwrangler 1/3 6/6 2/4

JFe,LSn Bon Gal Hom 1 Dharma Bum 1/1 2/2 1/2
All opponents fighting Dharma Bum lose 2 Gnosis during combat.

C • LAW Chi 1/1 2/2 1/2 Rag Hom 1 Once per game, interrupt the vote on a moot and delay it until the

Artist Tribe Auspice Breed

Rarity Rating

Roge Gnosis

Name

Name	Rarity	Roting	200	Tribe Gnosis	Auspice Health	Bree	d
Description			Kuge (JIIUSIS	ricuiii		
Julisha of the Thousand M		2/8	MDr 8/8	Bla 3/8		Hom	9
Each of Julisha's kills	after h	er first is	worth +1	Renow	m		
Lamurun	U	••••	QHo	Ukt	Phi	Lup	9
		4/8	9/9	4/10		Service .	
You may discard a co from your discard pile	ord from	your vict	ory pile a	nd drav	v a sep	t card	
Lord Albrecht	U	•••	JGT	Sil	Ahr	Hom	1
		3/8	6/6	4/8			
Any enemies of Reno +1 victory points.	wn 4 o	r greater l	killed by I	ord Alb	recht o	ire wo	rti
Mamu	R	*****	SCa	Red	Ahr	Lup	10
		4/10	4/4	6/10	18882	12/1/27	
Mamu frenzies when the frenzy.	he is k	illed, drav	ving only	three c	ards fo	ſ	
Mari Cabrah	U	•••	IGT	Bla	The	Hom	6
		1/6	6/6	3/6			-
Mari gets +1 Rage w	hen on	the ottor	kinn side	of com	hat		
Morgan the Unworthy	C		JCo	Fig	Phi	Met	3
,		4/4	6/6	3/3	1 111	moi	
When Morgan uses a doesn't work.	Gift or	Rite, ther	e is a fift	y perce	nt char	ice it	
Morihei High-Mountain	R	•••	ASh,LSi	n Stn	Gal	Hom	,
		3/7		3/8	out	Hom	
Has the Kalindo abilit	v	0//	1/1	3/0			
Mother Larissa	R	•••	BLe	Bon	The	Hom	8
	"	2/5	9/9	3/6	1110	HOIH	
You may draw 2 extraction target of an attack.	ra comb	at cards v	whenever	Mother	r Lariss	a is th	е
Natasha Moon Chaser	C	•••	JFe.LSn	Ch	Dag	Hom	
		1/5	7/7		Kug	110111	
Once per game, a pla	TVOT COT	force Na		2/5			
declared attack.	yor cur	i luice Na	105110 10 1	orreir o			
Nephthys Mu'at	U	•••	10	٠.	c 1		
	U		AGr	Str	Gai	Hom	1
You can look at eithe	r rida .	3/6	8/8	2/6			
No'iri'n Ni'Dhonaill	1 2106 C	r any Gar	ou card in	play.			07
ii iii biioiiuiii	C	0.75	KMe	Fia	Ahr	Hom	4
Can use Lupus Gifts a		2/5	3/3	2/4			
Old Storm-Chaser	o Mell (is Homid.			-1		
on storm chaser	U	0.45	EAS	Red	The	Lup	7
Your sept hand size is	. i	3/5	9/9	2/7			
Passer		sed by 1.					
1 03361	C	••	AMa	Str	The	Met	1
Passar is worth		.1/1	3/3	2/2			
Passer is worth zero l	kenown	tor victor	y points.				



Alias & Rite of Investiture- Alias gives you an exact copy of one of your Glass Walkers-well, almost exact. Problem is, the copy is only an Ally, so it can't vote in moots. Use Rite of Investiture to make your opponents start seeing double.

ALIAS

Auas

GIFT

he caster can use s

MANOSIS 7

RITE OF INVESTITURE

Guides-to-Truth The Lup 9 3/8 10/10 5/9 You can look at an opponent's sept or combat hand twice per game. **Howard Koar** Sta 1/3 (.. DTu Gol Hom 2 1/2 2/2 Howard frenzies when he takes damage that puts him in Crinos form. SCa Sha Phi Hom 2 3/3 1/3 C 1/2 When a member of his pack calls a moot, Ivan can cause one other character to have a -2 Renown for voting.

ty Gecko C • JBr Ukt
1/2 2/2 1/2 Gal Hom 2 Jacky Gecko Can start the game with either a .38 special or a 9mm Semi-Auto pistol. JCo 3/3 Ilkt luhati Rag Hom 3 1/3 1/3

2/6 10/10 2/7 Pearl is considered +2 Renown when voting for moots. 1/4 APo Gal Lup 5 Questor Treetalker APo Chi 6/6 2/5 (When Questor attacks an enemy card, one other pack member can join his attack. Rainpuddle RKF Sta 1/1 4/4 1/3 Rainpuddle's attacks can affect creatures in the Umbra. RTh Sha Roar of Storms U 1/5 6/6 2/5 Can vote as any auspice during moots. LAW Gla Roger Daly 000 R 1/5 9/9 2/7 Before combat begins, can destroy any guns or techno-equipment of

Description Roshen One-Arm C ICo Sil Rog Hom 2 2/3 2/2 2/3 Roshen has an arm-club piece of fetish equipment. If it is stolen he loses 1 Rage. ASh,LSn Ukt **Running Creek** Ahr Hom 3 2/3 2/3 Running Creek can regenerate aggravated damage. Ble 4/4 Scar Throat Leech-Killer (.. 2/4 Get Gal Lup 4 2/4 Any vampires killed by Scar Throat are worth two additional victory points. U LMa Bon Scratches-at-Fleas Ahr Lup 5 2/7 3/3 3/5 Shakar IÁW Bag 5/5 Hom 4 1/5 1/3 Can use Theurge and Philodox Gifts. Simon Gentle Gla C IAW Phi Hom 6 2/4 2/6 8/8 Sings-for-the-Beast C JĆo Sil Gal Met 3 2 Sister Judith Paws-of-Light U IMi Blo The Met 7 3/3 8/8 One of your pack members may regenerate his highest damage card instead of his lowest. Sil Sofya Softkiller RKF Ahr Hom 4 1/4 2/2 2/5 MDa Son of Moonlight U The Lup 7 Fia 2/7 8/8 2/6 If a Wolf-Spirit is slain, Son-of-Moonlight can immediately attack the killer Glo II SRe Gol Homd7 Song Chiana 2/6 8/8 3/8 If you don't deliver on a deal-making promise, Song is discarded. Spotlight WOC Red Ahr Lup 4 C 3/6 Stands-Like-Mountain (LÁW Red Phi Lup 3 1/4 2/4 Blo 3/3 C Susan Anthony IDa Phi Hom 4 ... 2/5 2/4 You may start the game with one Kinfolk Ally in play. C LAW Gla Rag Hom 2 1/1 3/3 1/3 All Pentex enemies Sytanx faces are at -2 Rage. JBr Str Phi Lun 4 Tanzut C 4/4 2/5 1/3 Has the Kalindo ability. 1Fi Ahr Lup 6 Teeth-of-Titanium II ... Gla 2/7 4/4 2/8 Connot frenzy EAS Wen Ahr Hom 4 Thomas Kachina C 1/3 2/4 Can automatically pack attack or defend with Allison Kachina. Thunder Tiger 11 IRr Stn Ahr Lup 5 3/3 3/5 3/6 Has the Kalindo ability. RKF Chi Tim Rowantree (Ahr Hom 3 1/3 2/2 3/4 If your pack gets a caern, Tim gains +2 Rage and +1 Health. WOC True Silverheels U Ahr Hom 7 2/6 5/5 4/8 May begin the game armed with a Klaive equipment card. QHo Glo Virus-to-Wyrm (Ahr Hom 4 2/5 4/4 2/3 Virus is at +2 Rage when fighting enemies, but Rage is still considered 2 for changing to Crinos. MHa,TSi Bla Volcheka Ibarruri Ahr Lup 3 2/4 2/2 2/3 No Wendigo can voluntarily start or join an attack against Volcheka. 0000 Walks-with-Might SCs Str Ahr Lup 9 5/8 7/7 5/10 May escape from any combat after the fourth round. 5/10 Wind-Across-the-Hills RKF Fia 1/2 (. Rag Hom 1 1/1

Pearl River The Hom 9 The Lup 2 Gol Jun 5 The Hom 8 opponents facing him.

Cannot be in a pack unless a Shadow Lord has the highest Renown. ENEMIES Rarity Rating Artist Renown Roge Gnosis Hith | 000 RSp Black Spiral Dancer 6 6 Regenerates. Can use any metis, Ragabash, or Ahroun Gifts. Deranged Mokolé R 0000 Ble 8 2

Wind-Across-the-Hills is considered Renown zero when joining pack

2/6

attacks or defenses.

Zachary Ellison

2/2

SBe 7/7

2/6

Sha Phi Hom 6

S

0

Q,

0

Any Rage 1 damage cards played by the Mokolé are aggravated damage. JMo 2 0000 Elder Vampire Not affected by Rage 1 damage cards. Can use any Philodox or

Bag Bagheera Bla Black Furies

Children of Gaia Fignna Get of Fenris Get

Jubati can draw 1 extra combat card when fighting Pentex enemies.

Glass Walkers Gur Gurahl Rat Ratkin

Red Red Tolons Sha Shadow Lords Silent Striders

Silver Fongs Stargazers

Wen Wendigo Ahroun

Philodox Rooabash

Hom Homid Luo Lupus

7 8 9



s guide

Rarity Rating Artist Renown Rage Gnosis Hith Description Shadow Lord Gifts. SBe 4 3 0 3 All fomori in Hunting Grounds combine for pack defense.

2 0 4 Fomori (.. RTh All fomori in Hunting Grounds combine for pack defense. 3 2 3 SCa Furmling

All danage from a Furmling is aggravated. C ••• SCa 5 5 4 5 Hoglings are unaffected by nonfetish equipment attacks. Can use any metis Gifts. Hogling

SCa Pentex Forestry Team Destroys 1 caern in play each Regeneration Phase. Can play 2 combat cards per round. R •••• SBe

Pentex Refinery 6 15 All Garou are at -1 Rage and -1 Gnosis. Garou with less than 1 Rage

or Gnosis cannot act until the Piper leaves play. Progenitor Mage Automatically attacks the character with the highest Gnosis for three rounds at the end of each Combat Phase. Can use any Gifts and is not affected by anyone else's Gifts.

JMa Pumpkin Man 1 000 Characters attacking Pumpkin Man cannot retreat until after all of their combat action cards have been played. Can use any Theurge or

R •••• RTh Samuel Haight Can use Gifts from any breed or auspice. Only one Samuel Haight can be played per game.

P ... Silhouette LAW Slhouette's attacks cannot be blocked, evaded, or dodged. Attacks the character with the highest Renown for two combat rounds at the end of each Combat Phase. Only one Silhouette can be played

SCa Uktena Wyrmfoe P ... No Uktena can attack anything except the Uktena Wyrmfoe.

EQUIPMENT Rarity Rating Artist Description .38 Special (. RSt Requires: Homid. Owner can use up to Roge 3 combat cards.

m Semi-Auto Pistol U •• CMc 9mm Semi-Auto Pistol

Requires: Homid. Owner can use up to Rage 5 combat cards. U oooo RTh Requires: 2 Gnosis. Does 3 damage to any enemy you are in combat with. Does not count as a combat action and can be played in

Bones of Shakir Hind Requires: Gnosis 6. Command an enemy to fight in the owner's place. The owner does not gain renown and any Garou can attack the owner as if she were in the Hunting Grounds. Can only be played

Bottlecap of Shakey Mac R ••• JMa Fetish Requires: Gnosis 6. Owner can use one spirit in play as an ally for the remainder of the turn. Can only be played once per game.

| 000 IMa Requires: Gnosis 3. Owner gains 3 additional votes during moots.

Owner can discard to gain 10 additional votes. A character can only have one Elder Stone at a time.

Fetish Fang Dagger Requires: Gnosis 5. Owner can play 2 damage cards per combat round.

Fang Necklace of Fenris R •••• OPe Fetish Requires: Gnosis 4. Owner gains 2 Rage and can freely change forms.

Can only be played once per game. Feather of the Phoenix Fetish Requires: Gnosis 4. Owner cannot be attacked by spirits.

Requires: Homid. Discard to prevent any one attack of up to 4 damage. A character can only have one Flak Jacket at a time. ver of Aphrodite R ••• LSn

Flower of Aphrodite R ••• LSn Fetish
Requires: Gnosis 5. Owner cannot be attacked or challenged. Discard Fetish

Requires: Gnosis 4. Does aggravated damage. Owner is at +1 Rage in Crinos form and at -1 Gnosis at all times.

Incarna Sigil Fetish Requires: Gnosis 6. Owner can freely interact in the Umbra, This includes attacking, changing equipment, or using Gifts.

OHo Fetish Requires: 3 Gnosis. Does aggravated damage. Owner is at -1 Gnosis as long as Klaive is equipped.

Description

Rarity Rating Artist

Type

Description.

Rarity Rating Artist

Туре

Luna's Links P ASh,LSn Fetish Requires: Gnosis 2. Owner can use Gifts from any auspice. Mokolé Hide Fetish R ... IDa

Requires: Gnosis 2. Owner gains +2 Health. A character can only have one Mokolé Hide at a time.

PSt P ... Fetish Moon Sign Requires: Gnosis 2. Discrd during combat to force a Garou to revert to his or her breed form. Play instead of a combat card. Naturae Boon Fetish

Reduces the Gnosis cost of the owner's Gifts by 2. Portable Computer P .. ASh LSn

Requires: Glass Walkers. Owner gains +2 Gnosis. Disard to look at an opponent's hand. D ... MDa

Sands of Sleep Requires: Gnosis 3. Discard to remove any opponent from combat. The affected target cannot take any actions for two turns. Ignore effects of Sands of Sleep if target is attacked during that period.

RSp Requires: Homid. Owner can use up to Rage 7 combat cards. played. All Ahroun gain 1 Gnosis and any Garou can freely enter Crinos form

Garbage Food Poisoning P ... ICo All Bone Gnawers lose 1 Health for the rest of the game. Only three Garbage Food Poisonings may be in effect at any time.

Gibbous Moon ous Moon C •• JMy Lunar Pha: Play at the beginning of a turn or to cancel a Half or Full Moon just Lunar Phase played. All Garou play damage cards a +1 Rage when fighting enemies and all Galliards gain 1 Gnosis.

Grandfather Thunder II .. KMe Pack Totem. All opponents play cards at -1 Rage when fighting a member of your pack.

U .. AKu Pack Totem. Pack members may freely shift into Crinos form, but all pack members are at -1 Gnosis.

Holf Moon IMi (... Lunar Phase Play at the beginning of a turn or to cancel a Crescent or Gibbous Moon just played. Rites cost -1 Renown and all Philodox gain





KLAIVE

Anna Kliminski & Klaive- Hey! White Wolf screwed up and forgot to mention that the Klaive does aggravated damage (check out White Wolf's Rage FAQ). Whoops! And just because Anna starts with the Klaive doesn't mean she has to keep it. Feel free to pass it along to whomever you plan on using as your alpha to keep things miserable for your opponents' wolfies.

ANNA KLIMINSKI

Silver Ammo Play with a damage card from a firearm attack to make that damage aggravated.

Spear of Deceit Fetish Requires: Gnosis 5. End any fight in which owner is engaged. Can only be used after at least two rounds of combat.

War Paint of Wahay Ohni R •• Fetish Requires: Gnosis 3. Remove one additional damage card from the owner during the Regeneration Phase.

Wyrm Skin Fetish Requires: Gnosis 3. Enemies fight at -2 Rage against the Wyrm Skin's owner.

EVENTS

Name

Rarity Rating Artist Type

Description Alaskan Wolf Hunt All Red Talons must enter the Hunting Grounds until the next Regeneration Phase. Can only be played once per game.

cking the Wyrm C •••• RTh — Play when your alpha attacks an enemy card. Any or all members of Attacking the Wyrm your pack may join the attack. Draw 1 additional combat card for each character that joins the attack.

Play at the beginning of a combat round. All of your pack members join the attack for this round only.

IMa Chimera | 0000 Pack Totem. Increases your sept hand size by one. Cockroach Totem Pack Totem. Twice per game you may look at the top 5 cards of any player's sept or combat deck. You may then reshuffle that deck.

(000 RSt Play at the beginning of a turn or to cancel any New or Half Moon

just played. All spirits gain 1 Rage and all Theurges gain 1 Gnosis.

Iken Revelry R ••• TDi Drunken Revelry All Fianna lose 1 Gnosis for the rest of the game. Only 3 Drunken

Revelries can be in effect at any time. 1 000 ASh,LSn Entrapment Play on any Garou. That Garou can attack one ally directly. Entrapment is worth 2 victory points once the ally has been slain.

MMi Pack Totem. Each pack member gains 1 Renown during moots. 11 000 MDa

Pack Totem. All pack members gain 1 Rage when in Crinos.

U ••••• ASh,LSn Play before the first round of combat or in between rounds. Target

Garou you control goes into frenzy. Full Moon CMc Lunar Phase Play at the beginning of a turn or to cancel a Gibbous Moon just

Harano Gloom R ... Target Silver Fang cannot initiate combat or join pack attacks. Discard Harano Gloom if target is attacked. Can only be played on a specific Silver Fang once per game.

Hunting Party ASh.LSn Play when attacking non-alpha characters. Up to 15 Renown of characters can be in the attack. Draw 1 additional combat card for each additional pack member.

Inhred Disorder Target Silver Fang acts at -2 Gnosis for the rest of the game. Characters can only be affected by one Inbred Disorder.

R •••• RKF Target player must discard one Stargazer. Can only be played on a pack once per game.

R ... JFe LSn Journey to the East Play on a Garou you control. Remove that Garou for two turns. When the Garou returns to play, it knows Kallindo.

dership Challenge R ••• JBr

Any pack with two or more Shadow Lords must discard one of their Leadership Challenge two highest Renown Shadow Lords. Can only be played once

per game. ASh LSn Lost Callina Target Wendigo cannot frenzy for the remainder of the game.

JMa Lunar Eclipse Remove any Lunar Phase and all auspice Gifts from play. Until after next Redraw phase, no auspice Gifts may be played. Discard after the next Redraw Phase. MJa

Matriarch Mourning No Black Fury may take an action for the next two turns. Can only be played once per game.

LMa New Moon Play at the beginning of a turn or to cancel a Crescent Moon just played. No one may enter frenzy and all Ragabash gain 1 Gnosis. scape U •• JFe.LSn

No Escape Play when the attacker refuses to continue combat. Combat continues

until you choose to end it. Pack Totem. You may look at an opponent's combat or sept hand

once every other turn. | 000 Pack Defense Play when one of your defending characters begins combat. You may

have up to 15 Renown worth of characters in the combat. Draw 1 additional combat card for each additional pack member.

ce of Nature R • OHo
All Children of Gaia play combat cards at -1 Rage. If a Children of Peace of Nature Gaia character goes into frenzy, that player may discard one Peace of Nature in play.

Totem

Pegasus | 000 Pack Totem. Each pack member gains 1 Gnosis.

Gnosis

Rarity Rating Artist

Gnosis Requirement

Name

Name

Name

Children of Gaia

Get of Fenris

Fig Fianno

Get

Baa Bagheera

Bla

Black Furies

Bone Gnawers

Glass Walkers

Gla

Gur Gurahl

Rat Ratkin Red Red Tolons

Sha Shadow Lords

Str Silent Striders

Silver Fanas

Sta Stargazers

Ukt Uktena

Wen Wendigo

Ahr Ahroun

Gal Galliard Hom Homid

Lup Lupus

Met Met

Philodox

Ragabash

0



Gnosis Rarity Rating Artist Requirement Description

Skindancer R MDa

If the vote passes, target Garou is placed in the Hunting Grounds and becomes an enemy. If the vote fails, the character calling the vote loses his ability to vote for the rest of the game.

Rarity Rating Artist

Renown

Description

Stolen Wolf. The U ... IAW If the vote passes, target Garou reverts to his breed form and cannot change form until he frenzies. If the vote fails, target Garou frenzies and immediately goes into combat with the character who called the vote. Only members of the target's auspice may vote.

Sticky Paws &

Reclaiming the Stolen-

As if the Ragabash weren't

annoying enough! Try this

little trick if you really want

opponents: use Sticky Paws

to steal an item from one of

your own Garou, then hand

it back during the Equip &

reclaimed, and you gain two victory points.

property has been

Ally phase. Voilà! The stolen

a sour look from your

Leukippes UR •••• DCa Bla Combat cards are played at +3 Rage against male characters and enemies. Pack members' frenzies cannot be cancelled. +3 Health. Weaknesses: Cannot take actions if there is a male character in her pack.

Rarity Rating Artist

Tribe

Lone Wolf Lupo UR ... KMn Give Lupo any one piece of non-fetish equipment from your library. This equipment cannot be destroyed or disarmed. All Glass Walkers vote as Lupo does during moots. Weaknesses: Lupus gain +2 Rage against Lupo.

Oisin Mac Gaelach UR •••• WOC All foerie kin gain +3 rage and become Disin's allies for the rest of the game. Can use any Galliard gift of any Gnosis. Weaknesses: After five turns, Oisin, host garou, and all foeries in play are discarded.

UR •••• JMi All of your pack members can regenerate an extra damage card during the Regeneration Phase. +4 Gnosis. Weaknesses: -3 Health (but not below 1).

UR •••• Old Wolf of the Woods Can use any Lupus Gift of any gnosis. Old Wolf is at +3 Rage vs. Homids or Kinfolk. Weaknesses: Cannot use equipment.

Shogeka Hunter Moon UR ••• BLe Her frenzies cannot be cancelled. All Wendigo and Uktena must vote as Shogeka does during moots. +3 Health. Weaknesses: Will not vote in favor of tribal alliances. Must be alpha.

Shu Horus UR PLe Can enter the Umbra at will. Once per game, can bring his entire pack into the Umbra. +1 health. Weaknesses: Vampires gain +3 rage and

frenzy when attacking Shu. UR ••• THa Yuri Tyariyich Gains +8 Renown during moots. +1 health.

PAWS STICKY GIET CARCIC 3

STICKY PAWS

True Feat

MOOTS

Caern Building

Calling a Champion

Close the Bown

Impergium

player's pack at +2 Rage.

may vote during this moot.

Name

EVENT

RECLAIMING THE STOLEN

RECLAIMING THE STOLEN

U •••• LMal 4 Ahr Red Sho Target opponent cannot play any combat cards during the next round of combat.

BLe Reduce target's Rage by 3 for the rest of the game. Rage cannot be lower than 3 as a result of this Gift.

R DTu 8 You may look at another player's sept hand once per turn until this Gift is concelled

Rarity Rating

| 000

passes. Only Ahroun may vote during this moot.

e the Bawn R •• RTh

RKF

SBe

Tribal Alliance ASh ISn Choose 2 tribes to form an alliance. Until this alliance is voted out during a Moot Phase, members of the two tribes may not attack each other. Tribal War

SBe Choose 2 tribes. Members of these tribes must attack each other before they can attack any other opponents. If a player has a representative of both tribes in his victory pool, he must discard one

RITES Rarity Rating Renown Description Gathering for the Departed C •• RKE Play when one of your Garou is killed. You gain 1 victory point. of Glory C •• AKu
Play during Combat, before alphas are chosen. Choose one of your characters to enter the Hunting Grounds. If that character survives this Combat Phase, he gains +1 Rage and +1 Renown.

Rite of Investiture RTh Play at the end of a Moot Phase in which one of your Garou called a successful moot. One of your allies becomes a full member of

ASh,LSn Target player gains 4 victory points if the moot passes. For the rest of the game, creatures in the Hunting Grounds fight members of that Target Garou must act as alpha for the upcoming combat if the moot All spirit allies in play are discarded if the moot passes. Only Homids All human Kinfolk allies in play are discarded if the moot passes. Only

Lupus may vote during this moot. 1Ma Jackal's Curse (00000 Choose 1 kill from any victory pile. The kill is discarded if the moot passes. Only Ragabash may vote during this moot. Can only be cast on each pack once per game. ire Under Gaia R ••

Rie Justice Under Gaia No equipment can be used during the next Combat Phase if the moot passes.

Legendary Leadership R ooooo SCa Play after a successful moot that you played. You gain victory points equal to that's moot's Renown cost.

Praise the Malformed RTh Play during the Moot Phase, before the moots are voted on. You decide how all metis in play vote.

Quoting the Litany Double the Renown of a Philodox you control for one vote.

(000 1Br Rite of Passage During the next Combat Phase, only Garou of 1 or 2 Renown may be the pack alpha. If a pack does not have a character of Renown 1 or

, it has no alpha this turn. Ritual Challenge JDa Choose 2 Garou. If the moot passes, these Garou immediately enter combat for 3 rounds. Pack tactics and actions cannot be used during this combat.

Play on a Garou who called a moot that didn't pass. That Garou must be the pack alpha during the next Combat Phase.

Silver Record Target player gains 2 victory points if the moot passes. Can only be played on each pack once per turn.

TRUE FEAR GNOSIS 4



True Fear & Entrail Rend- Here's a combo that'll finish off just about any Garou. Use True Fear during the first round of combat, making your opponent a sitting duck for the next round. Since the victim can't play a card, you're free to bluff with any combat card. For the ultimate thrashing, we recommend Entrail Rend.

TRUE FEAR

ENTRAIL REND

Rite of Wisdom

Winter Wolf FAS Remove one Garou of Renown 6 or higher from play if the vote passes. That Garou is placed in its owner's victory pool.

PAST LIVES Rarity Rating Artist Description

Alexandru ThunderRage UR occo MCh Gains +4 Renown while acting as Alpha. Can select alphas for other packs once per game.

Gunnar Draughrbane UR occoo (Mo May change into Crinos form at any time. +4 Rage, +5 Health Weaknesses: Cannot use any gifts.

Debiltongu UR ****

Jack Debiltongu During his alpha action, Jack can attack the highest renown target in and up to 10 renown of pack members can join.

Kelly Still Waters IIR oooo SHa Once per turn, Kelly can end any combat after 2 rounds. Weaknesses: -2 rage, cannot frenzy.

Klaital Stargazer UR sesso Ma Can use any Gift of any Gnosis. Can make one Garou forfeit an action once per turn. Weaknesses: Cannot participate in pack actions.

Play on one of your characters at the beginning of the Moot Phase. That character must vote first on each moot, and if the character is on the winning side for every moot, he gains +1 Gnosis and +1 Renown Rite of Wounding | 000 AKıı

(00

IRr

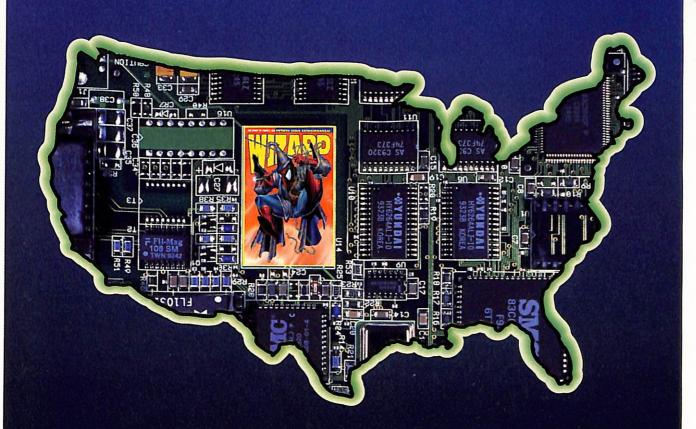
Play on a Garou who declines a challenge. That Garou cannot regenerate until it engages in battle. This Rite can be removed by a successful vote during a moot.

U ... Satire Sona Only usable by Galliards. Target character, which must have a lower Renown than the acting Galliard, permanently loses 1 Renown.

Stone of Scorn Play on a character who declines a challenge. That character cannot vote until it engages in battle.

(000 BLe Play when a pack defeates an enemy of Renown 8 or higher. This card is worth 2 victory points.

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The Quest for Glue

Recently, I suffered a tragic loss.

No, nobody died. The house didn't burn down. What happened was, in order to get my 3-year-old daughter out of my hair for a few minutes, I gave her some Magic: The Gathering cards to play with. When she gave them back, one was bent.

I'm not talking about a little fold in the corner. I'm talking a major league bend, all the way through the center, so bad that when you hold the card at the top and wiggle it, the bottom flops back and forth like a broken wing on a dead wren.

And this wasn't just any old card. It was an Alpha Gauntlet of Might, which the price guide in this very magazine places in the neighborhood of—gulp—\$100.

But surely, I thought, even in its damaged state, the poor little Alpha must still be worth something. I crossed my fingers and contacted a few experts.

They were, to put it mildly, less than encouraging. Said John Clark of Nybbles & Bytes in Tacoma, Wash., "I don't believe that there is any way that this card can be sold to any collector, regardless of what you do to it."

Eric Cleaver, sales representative of Gator Games & Hobby in San Mateo, Calif., concurred. "The card is now effectively valueless. I have a Mox

Pearl"-worth about \$150 in near mint-"in similar condition

and was unable to sell

Men #94 I use for toilet paper.



Tourney legal? You make

the call...

it for even \$10."

OK, so a hundred bucks just went down the dumper. But wasn't there some way the Gauntlet could still be used in a game? Here, the experts were more upbeat. You can probably forget tournament play, they agreed, but the

"It can't be repaired so that it can be used in an authorized Duelists' Convocation game," said Jonathan Huston, owner of Troll & Toad, a distributor in Keavy, Ky. "But in private gaming, the rules for condition of the cards are up to the participants. Theoretically, if you bent every card in your deck in the same place, they would no longer be marked and you could play with the Alpha Gauntlet of Might." Sure—like I'm gonna mutilate an entire set.

card might be acceptable in informal settings.

Cleaver suggested I photocopy the Gauntlet and paste it on a land card. "Then, when the card comes into play, whip the damaged card out to prove that you own it." Clark recommended I paste the Gauntlet itself on a land card. "This will strengthen it, and it will no longer be a marked card. It will be thicker, but I don't believe that would be a problem. You may want to trim the sides to make it more shufflefriendly. Try this method out on two land cards first." I did, and the results convinced me I was too inept with scissors to risk the Gauntlet.

Michael Jason Teegarden of Commissary Games and Hobbies in Houston, Texas, offered another idea. "Thin-laminate the affected card to prevent further deterioration. Carefully trim the edges so that it will match the remainder of the cards. If the card is to be taken out of play, then thick lamination would be best, of course."

If I opted to take the card out of play, he said, then I might consider including it in a complete set of Alpha cards, stored in a ring binder with plastic sleeves. "Very few sets that we have bought, traded, or sold are used for play purposes," he added. "Actually, most sets are display or collector's items."

In the end, I decided to ignore the advice of the experts and rely on a brainstorm of my own. Using a razor blade, I slit the Gauntlet in half, right along the fold. Then I aligned the pieces and brushed rubber cement along the seam.

How'd it work? About as well as you'd expect. The glue didn't hold. Worse, I managed to smear a glob all over the front, thus rendering the card even more worthless than it was before I started.

Now I have a pair of the world's most expensive book marks. Guess I'll keep 'em with the copy of X-

Rick Swan, former newspaper editor and hot dog vendor, wound up giving his daughter the Gauntlet to use as a bath mat in her doll house.

"the eye was rimmed with fire...
and the Black slit of its pupil opened
on a pit, a window into nothing.»

-the Loro of the rings





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