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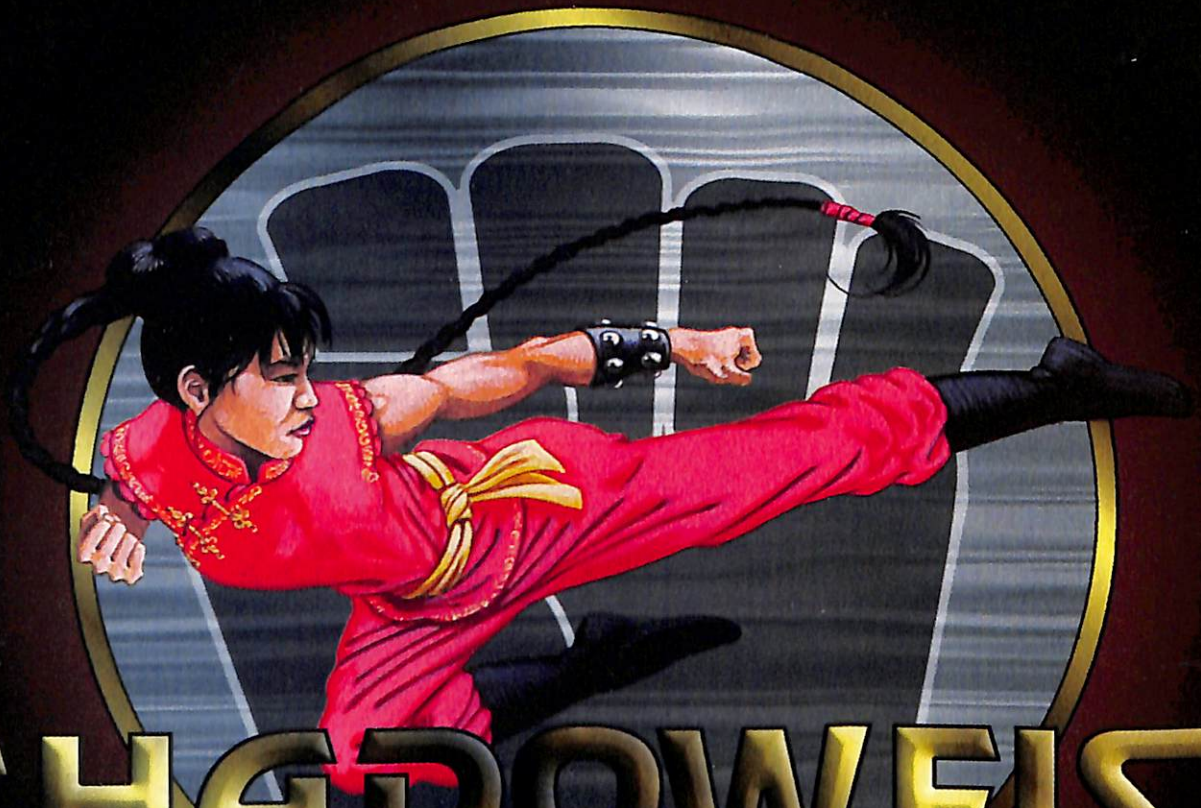


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c o n t e n t s

VOLUME 1 NUMBER 5 SEPTEMBER 1995

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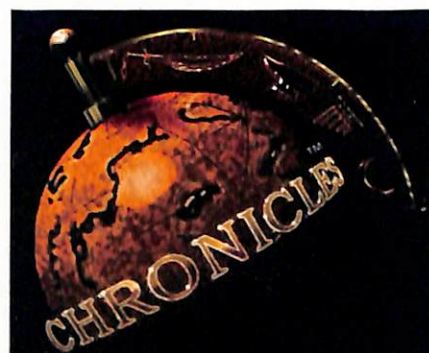
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Submitted For Your Approval

"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!

Tom McKelvey
Associate Price Guide Editor

.....t h e g u y s a n d g a i l s w h o m a k e t h i s



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INQUISITION

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)

YEAH, I PLAY
MAGIC. I WATCH
MELROSE TOO. WANNA
MAKE SOMETHING
OF IT?!



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

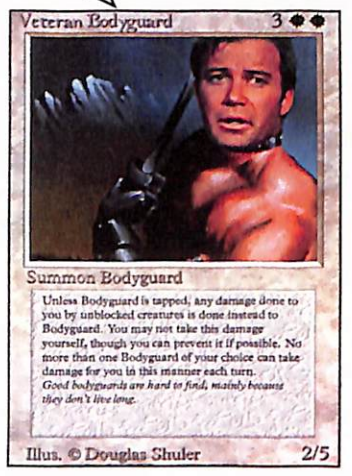
I enjoyed your article on how people think that *Magic* is satanic. We have the same problem in our town. The parents have pressured our school to the point that students are no longer allowed to play. The penalty of play-

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.

I WANNA LIVE!



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 Ith-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.

2) 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

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

2) We agree.

3) Check out this issue's all-Ice 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.

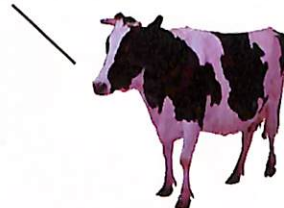
Bloody Impulsive

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*?

WesMania5
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 *Pinocle*. 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 deck-building 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]?
- 4) 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.*

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IF IT'S NEWS,
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LEFT OUT IN THE COLD

Magic: 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 cost-effective to deal with more than one distributor.

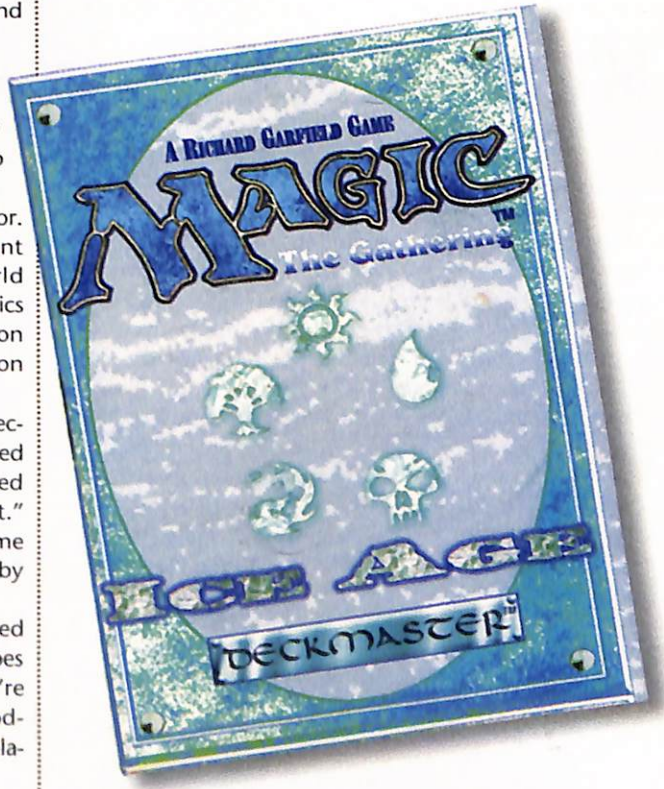
Heroes World allocated its shipments of *Ice Age* received before June 30, the day ties were officially severed, but it's not yet certain if orders will ever be completely fulfilled.

"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." —anonymous retailer

PRODUCT NEWS

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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 intrigue 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.



Roger Zelazny: Gone but not forgotten.

QUICK TAKES

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.

Art

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 Destini'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 artwork from the forthcoming *Middle-earth* game (above) and *Flights of Fantasy* (right).

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 eight-card booster packs in French, Belgian, and Swiss stores.

Animals

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.

History

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

QUICK TAKES

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 II battles such as the invasion of France by the Allies and



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

Look Out!

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.



We hear ya, Scottie.

AYE, I CANNAE BELIEVE SOMEONE WOULD TRY SUCH A THING, CAPTAIN.

FREE WARP PACK

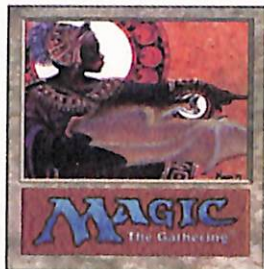


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Worldwide Magic

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.

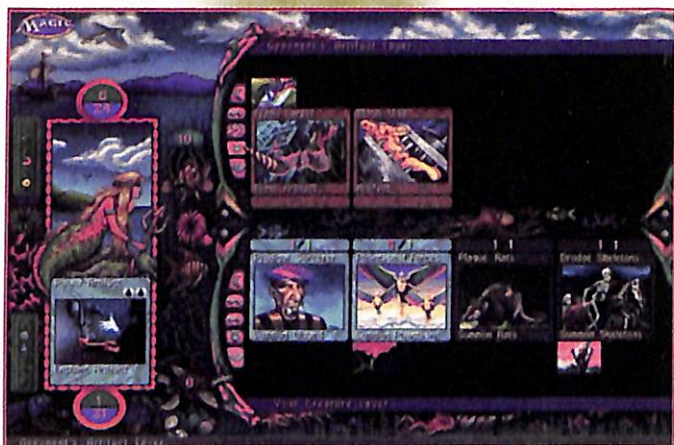


GEnie has "a tradition of working with a variety of other companies to help them run games in a national on-line kind of environment," says Arnold Hendrick, producer of MicroProse's *Magic* CD-ROM. "Among the traditional hardcore gamers, at least in the on-line world, GEnie

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 addition 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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ON THE SHELVES



THE GUIDE TO UPCOMING GAME RELEASES



© Ultimate Games Inc.

NAME:	The Ancient Fighting Arts of China
COMPANY:	Ultimate Games
SET SIZE:	120 cards
RELEASE:	August 1995
PACKAGING:	15-card booster packs
SUGGESTED 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.

ARCANA



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

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.



© James O. Barr

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.



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NAME:	Dark Sovereigns
COMPANY:	Wizards of the Coast
SET SIZE:	100 cards
RELEASE:	August 1995
PACKAGING:	15-card booster packs
SUGGESTED 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.



NAME: **Magic: The Gathering
Pocket Players Guide**

COMPANY: Wizards of the Coast

RELEASE: August 1995

SUGGESTED RETAIL: \$7.95

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.



NAME: **Moons of Khadar**

COMPANY: Outer Earth Games

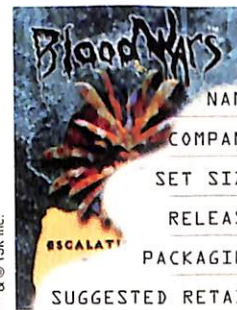
SET SIZE: 240 cards

RELEASE: August 1995

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

SUGGESTED RETAIL: \$9 per starter; \$3.50 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 clans 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

SUGGESTED RETAIL: \$2.50 per booster

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.



NAME: **Umbra**

COMPANY: White Wolf

SET SIZE: 90 cards

RELEASE: August 1995

PACKAGING: 12-card booster packs

SUGGESTED RETAIL: \$1.95 per booster

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



NAME: **Warzone**

COMPANY: Heartbreaker Hobbies & Games

SET SIZE: 100 cards

RELEASE: August 1995

PACKAGING: Eight-card boosters

SUGGESTED RETAIL: \$1.60 per booster

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.



NAME: **Wing Commander**

COMPANY: Mag Force 7

SET SIZE: 300 cards

RELEASE: August 1995

PACKAGING: 65-card starter decks; 15-card booster packs

SUGGESTED 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 Kiltrathi in interstellar combat against the Terran Confederacy. Starter decks will either be red (Kiltrathi) or blue (Terran), though booster packs will contain a mix of the races.

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On Deck

Reviewing the latest releases in collectible card games.

Rage

Rage 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* role-playing 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 kick-starts 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.



Players start the game with two separate hands drawn from two separate piles. The Sept deck contains allies, enemies, equipment, gifts, moots, and rites. The Combat deck contains action 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

Rage™ & © White Wolf Inc.

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?

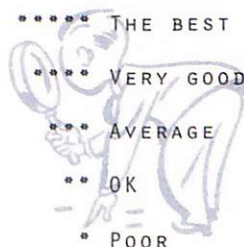
The biggest oversight in game design was the fact that cards get passed all over the table. It can easily become a hassle to determine which cards belong to which players. The best solution we found was to use plastic sleeves with little color stickers to denote who owns the cards. When the game is over, 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 of *Rage* for coming up with an original system that's both enjoyable to play and fun to collect.

—Jeff Hannes

R A t i n g s



OverPower

OverPower 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 OverPower cards, including 39 characters. 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



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

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

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: * * * *

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.)

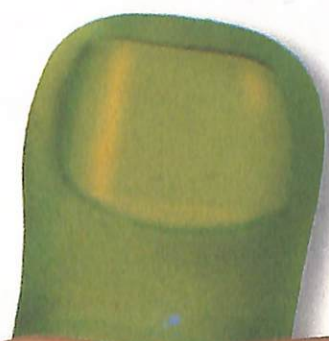
OverPower has two minor problems. The venture process is a little complex. We would have preferred something simpler, using a pencil and paper if necessary. Second, it's impossible to believe Elektra could hurt the Silver Surfer or the Hulk, even if she blew up a building they were in. These are small 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

R A t i n g s

- ***** THE BEST
- **** VERY GOOD
- *** AVERAGE
- ** OK
- * POOR



WildStorms: The Expandable Super-Hero Collectible Card Game

Superheroes 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

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-

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: * * *



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 play-

ers 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 and Sergio Aragonés' Groo.

I should note that I was sent the play-test 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.

—Matthew Lee

R A t i n g s

***** THE BEST

**** VERY GOOD

*** AVERAGE

** OK

* POOR



A LOOK AT REAL LIFE BACK IN THE MIDDLE AGES

REALITY FANTASY

BY ERIC BLACK

Whenever 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





WITH THE EXCEPTION OF "LI'L ARNOLD," YOU'D BE HARD-PRESSED TO FIND ANY BODY HAIR ON CONAN.

stand 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 HOT 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 soap was soft and smelly, being composed of mutton fat, wood ash, and baking soda. You'll find it's not particularly effective as far as frothing up into a nice, creamy lather is concerned. You'll also notice the razors aren't very sharp by modern standards. In fact, they bear a disquieting resemblance to carving knives, which they double as. Imagine covering your face with hot sheep lard and scraping a big knife across it and you'll under-

stand why shaving was infrequent in the Middle Ages. It's not transparent, but it does a pretty good job of letting light in and keeping flies, mosquitoes, and small, winged demons out. More likely, you'll find that the windows are just holes in the wall with wooden shutters. If it's cold out, you can bet the shutters are closed, and the only warmth and light in the inn will be from the fire, which is sitting in the center of the room without benefit of a chimney.

The fire pit set below a hole in the roof through which the smoke can escape... but not before it visits every corner of the room. The roof, you'll notice, is thatched with straw. Straw thatching is a good insulator, but it's highly flammable. It also makes a cozy home for mice, rats, fleas, and all their vermin pals. Since you'll be sleeping on a straw mattress, you'll get to find this out firsthand.

As far as food is concerned, well... The good news is 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, and ale. Since you're among peasants, you might actually see some vegetables, perhaps in the form of a nice turnip 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

sleeping quarters are.

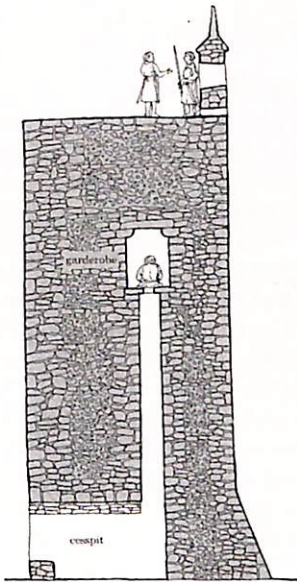
The inn, like most country buildings, has an outhouse nearby. An outhouse in the U.S. of A. is scary enough; can you imagine what magical hell you'll be walking into? If you're lucky, the innkeeper regularly dumps in charcoal ash to help keep down odors. If you're unlucky, in the



"PARDON ME IGNORANCE, GUV'NOR, BUT WHAT'S A TIC-TAC?"



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



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



ROAD SIGNS IN THE MIDDLE AGES WERE ALWAYS COLORFUL.

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.



MALNUTRITION WAS RAMPANT IN THE MIDDLE AGES.

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

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 countryside, 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 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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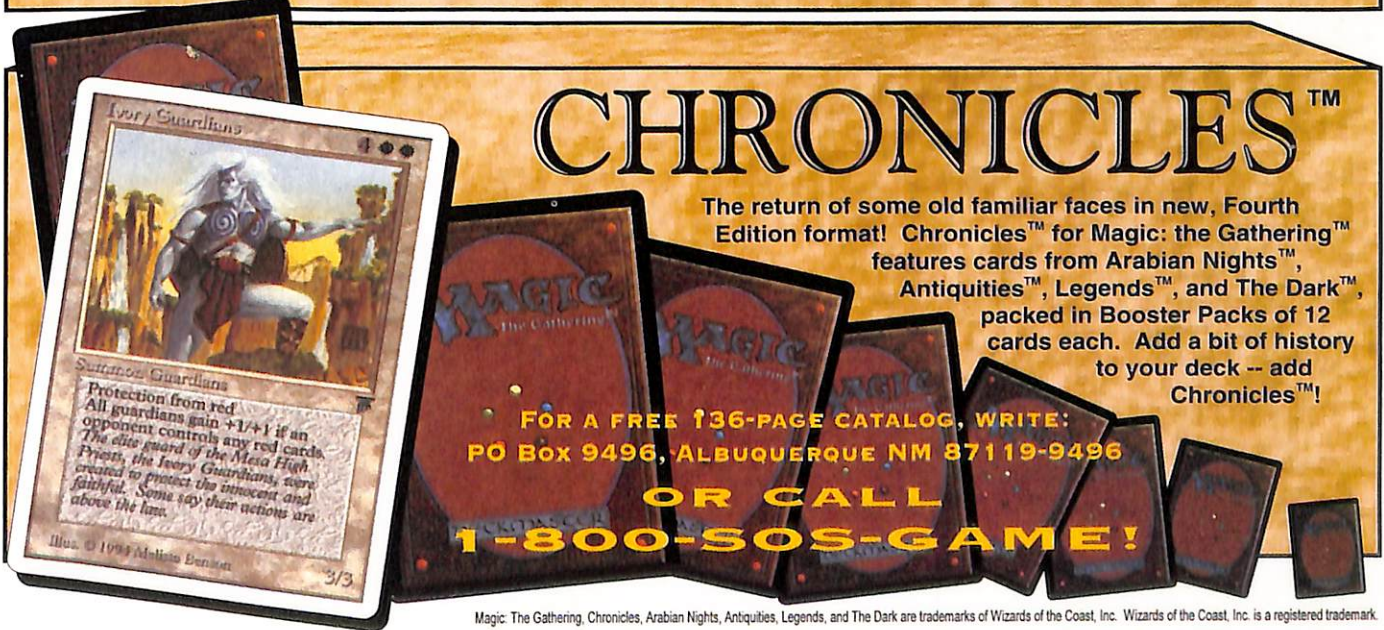
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And Justice For All

By Michael Searle

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 early—that'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.



Judgment Day

SPELLS

Blue

- 2 Counterspells
- 1 Power Sink
- 4 Sleights of Mind
- 1 Word of Undoing

Multicolor

- 1 Wings of Aesthir

White

- 2 Circles of Protection: Red
- 2 Disenchants
- 3 Justices
- 2 Swords to Plowshares

CREATURES

Black

- 1 Knight of Stromgald
- 3 Norritts
- 1 Stromgald Cabal

Blue

- 2 Balduvian Shamans
- 1 Glacial Wall
- 1 Shyft
- 1 Sibilant Spirit
- 1 Thunder Wall

Multicolor

- 1 Merieke Ri Berit
- 1 Skeleton Ship

White

- 1 Blinking Spirit
- 1 Kjeldoran Royal Guard
- 1 Order of the Sacred Torch
- 1 Order of the White Shield
- 1 Seraph

ARTIFACTS

- 1 Fey Manipulator
- 1 Jester's Cap
- 1 Zuran Orb

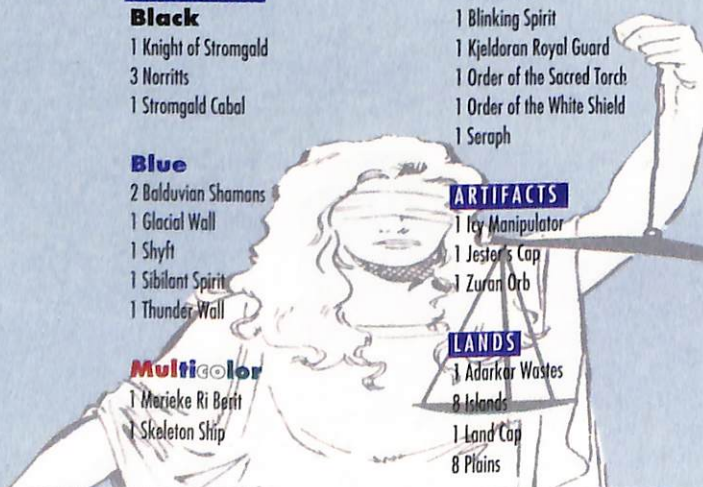
LANDS

- 1 Adarkar Wastes
- 8 Islands
- 1 Land Cap
- 8 Plains

- 1 River Delta
- 4 Swamps

SIDEBOARD

- 1 Arenson's Aura (for troublesome enchantments)
- 1 Circle of Protection: Black
- 1 Circle of Protection: Blue
- 1 Circle of Protection: Green
- 1 Circle of Protection: White
- 2 Disenchants (vs. heavy artifacts)
- 2 Energy Storms (yes, more anti-cheese!)
- 1 Glaciers (anti-mountains)
- 1 Hydroblast (can't have enough countering)
- 2 Icequakes (for those annoying land cards that keep popping up)
- 1 Swords to Plowshares (more creature elimination)
- 1 Wrath of Marit Lage (to pin creatures in place)



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Another Brick in the Wall

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.

"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

Red

- 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 oforn
- 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

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Tomfoolery

By Beth Moursund

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 Tranquillities 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 Argvian 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?"



■ The joke's on your opponent 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.

PERDONÉME, SEÑOR,
PUEDE DECIRME: ¿QUÉ ES
UN ORNITHOPTER?

Stumpers

Solving tough gaming questions for *Magic: The Gathering*.



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 Fylgia?

—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

A: Yes.

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: Believe 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 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 Basilisk-like 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. Wilton, 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 Ith 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.

RAGE Stumpers

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 it is 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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CONTEST

All by its lonesome, *InQuest* presents the

MUST DESTROY MANA *InQuest* Contest!!!

Ah, mana. The great double-edged sword of *Magic: The Gathering*. You need it to play, but after you get a certain amount, it's kinda useless. You keep getting more and more mana that you really don't want. So what the heck can you do with all these extra cards?

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:

**Must... Destroy... Mana
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 and their immediate families or anyone who gives us a "Mana from Heaven" joke. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: Must...Destroy...Mana *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. Only one version of each special land, which will be chosen by Wizard Press, will be given away as the prize. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Ha! Fooled ya! There's no silly-ass quip here! 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 based on creativity from all properly completed entries. Judging will take place on October 16, 1995. All decisions are final. Give us a problem and we'll whip your ass.

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.

Grand Prize (One winner)

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.

Contest Entry Form ▼

Deadline is **September 29, 1995**
Must... Destroy... Mana

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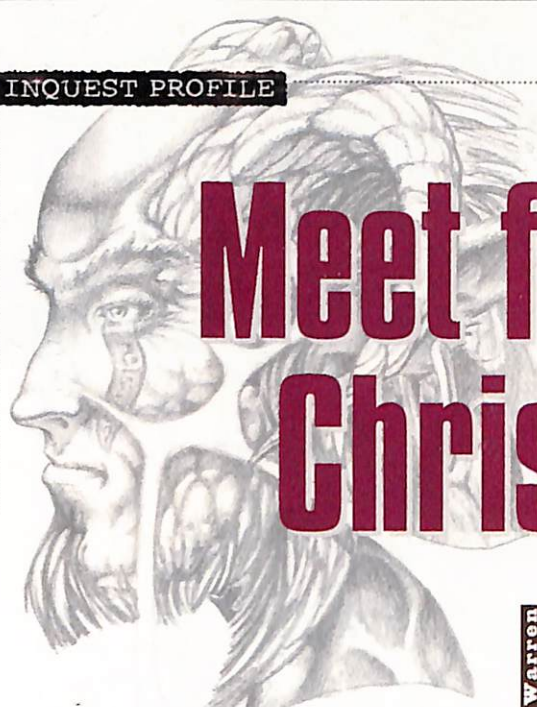
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White Zombie or Monster Magnet?

Official Must... Destroy... Mana *InQuest*



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*

By Rich Warren

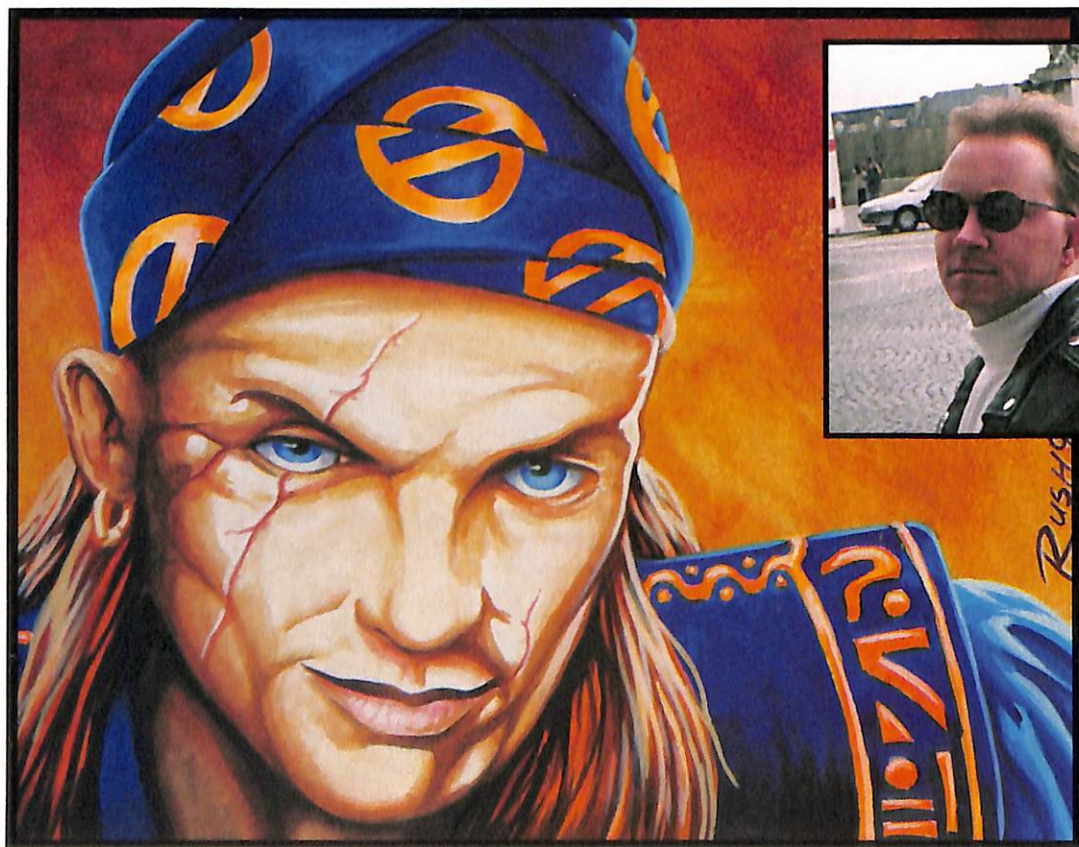
Wizards of the Coast has given *Magic: The Gathering* artist Christopher Rush several job titles and responsibilities. As the lead graphic designer for *Magic: The Gathering*, he develops the logos and packaging for *Magic* products. He's also the art director for WotC's upcoming *Netrunner* card game (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 illustration-specific...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."

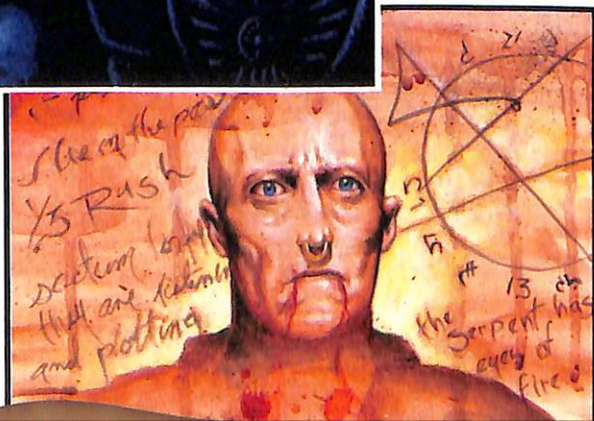
When asked what he sees himself doing in 10 years, Rush says, "Hopefully exactly what I'm doing right now. However, I also have a high interest in electronic media, especially 3-D rendering and multimedia."

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.

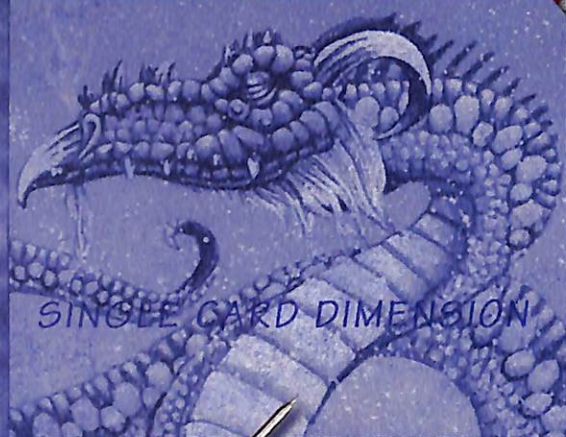
If you were an all-powerful wizard, what you would do...

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

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Scaled Wurm



SINGLE CARD DIMENSION

Summon Wurm

"Flourishing during the Ice Age, these Wurts were the bane of all Kjeldorans. Their great size and ferocity made them the subject of countless nightmares—they embodied the worst of the Ice Age."
—Kjeldor: Ice Civilization

Illus. Daniel Gelon

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7/6

2.5"

Scaled Wurm



Summon Wurm

"Flourishing during the Ice Age, these Wurts were the bane of all Kjeldorans. Their great size and ferocity made them the subject of countless nightmares—they embodied the worst of the Ice Age."
—Kjeldor: Ice Civilization

Illus. Daniel Gelon

Deck Build

DECK DEPTH
EQUALS ONE CARD
X SIXTY

CARD THICKNESS
IS 10 MICRONS
X SIXTY

**There's more
to creating a
Magic deck
than using
five colors
and 60 cards.**

Building 101

By Michael Searle

Straight 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. Crunching 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. Crunching 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 Wurm

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

ing 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 high-power (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

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 look-

and red mana at the same time.

As with lands, you should count up your artifacts and divide the number in two, adding 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 reasonable price.

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 Krovikian 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 Checklist

Six steps to thinner, stronger decks.

I. 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 60-card 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.

Just a Buck

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 Krovikian 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

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



How To Brea

KAAMI

INQUEST

2 TO 8
PLAYERS
AGES
8 TO ADULT

By Matt Forbeck

From 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

ever saw print. 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



that seem like they should work and don't—it is 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

been published about that game.

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 through 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

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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 companies in the industry and the names of the people in charge of examining 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. Prospero
Shadowrun: Mike Mulvihill
Do be professional.
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
Mektan: 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.

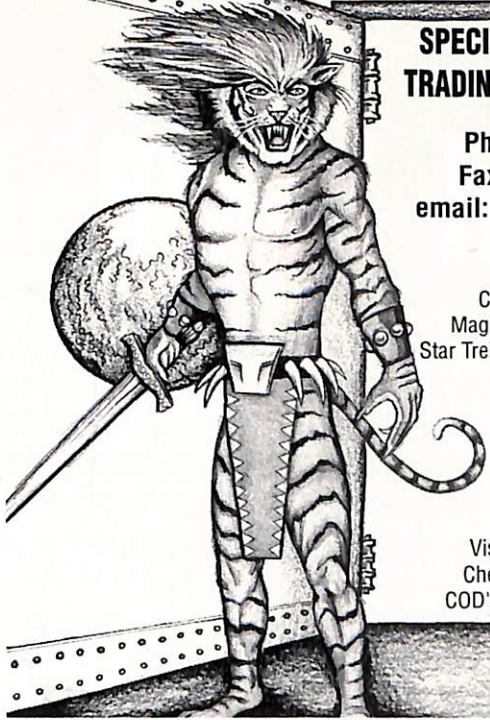
Wizards of the Coast

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

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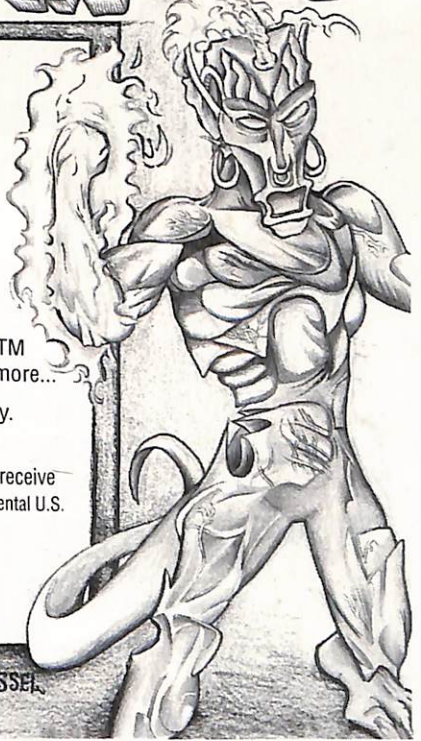
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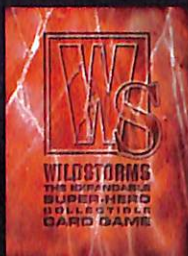
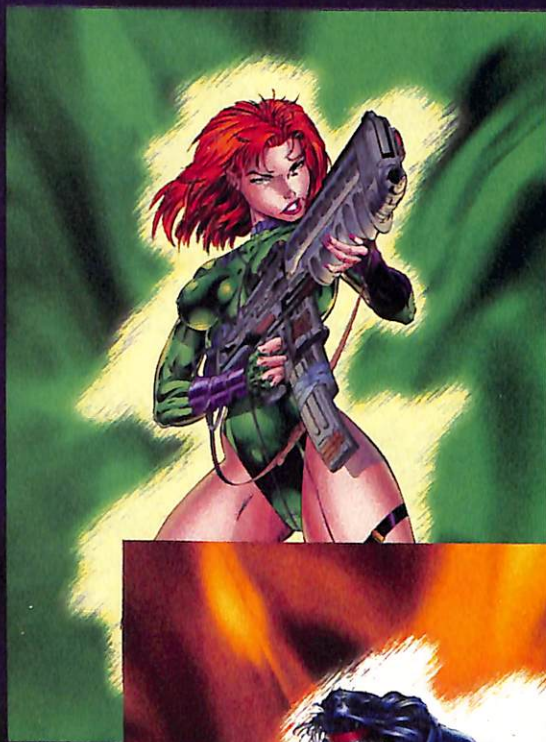
CONTEST

WildStorm Productions Presents:

The Dream Team

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 others. And they're all on these wacky teams like Team 7, Gen¹³, WildC.A.T.s, and StormWatch. Heck, it's hard to tell the players without a scorecard. So maybe you ought to make one for us.



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...

GREAT PRIZES!

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:



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 and keen cards.

Contest Entry Form ▼

Deadline is **September 29, 1995**

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Phone: () _____

Regular or Unleaded? _____

Official Dream Team InQuest

CONTEST

TOURNAMENT SURVIVAL KIT

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.

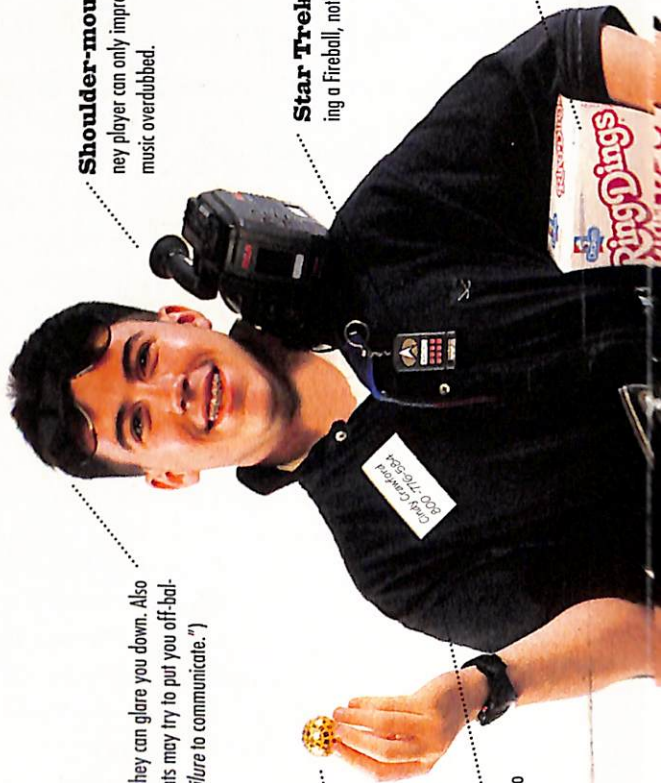
With that in mind, we've created a list of everything besides cards that you'll need to make you a winner at every tournament. Remember to send us 10 percent of all your winnings in gratitude.

(Please note: In Type I tournaments, a Black Lotus and a fistful of Moxes will help your chances, too.)

Psychic girlfriends: The ultimate Black Lotus equalizer. Usually only available to superheroes, we used our friends at *Wizard: The Guide To Comics* 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."



Shoulder-mounted camcorder: Like a professional athlete, the serious tourney player can only improve through self-study. Tapes are especially exciting with *Mission: Impossible* music overdubbed.



Mirror sunglasses: Perfect for opponents who believe they can glare you down. Also good for buildings with annoying fluorescent lighting. (Warnings: opponents may try to put you off-balance by reciting lines from Cool Hand Luke: "What we have here is a failure to communicate.")

100-sided die: So you can smirk at your opponent and say, "What, you don't think I'm staying at 20 life, do you?"

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.

Cindy Crawford's home phone number: If you have this, who cares if you win the tourney 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 'em the cue and they'll run up your pants leg and hand you that vital Counter-spell (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 taxi drivers: 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?

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

Scissors: 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 thingies: 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.

Silk boxers: They just feel so nice and smooth.

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.

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

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

Crackers: Just in case someone throws cheese your way.



Matty Sleever, a longtime gaming conventioneer and tournament player, placed second in his last wuling. He likes cheese. I mean really, really, likes cheese.

TM



What's up

Jonathan Tweet's sleeves?

Wizards of the Coast's latest roleplaying venture.

Alter Ego, the new
roleplaying division
of Wizards of the
Coast, brings a new
twist to the world
of fantasy gaming.

Why isn't this guy nervous? He ought to be. Jonathan Tweet, research and development coordinator of Alter Ego, the new roleplaying division of Wizards of the Coast, is putting the finishing touches on *Everway*, the riskiest project of his career.

For Wizards of the Coast, *Everway* is a gamble, an all-new roleplaying game from a company mainly known for card games like *Magic: The Gathering*. Because of *Magic's* staggering success—something like a half-billion cards sold and counting—expectations for *Everway* are high.

But Tweet may have even more at stake. For him, *Everway* represents three years of brainstorming and daydreams, an effort that could go down the drain if the game doesn't find an audience. And WotC's formidable clout provides few guarantees. When *Magic* appeared in 1993, it had the card game field more or less to itself. *Everway*, on the other hand, faces a market not only sat-

By Rick Swan

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 roleplaying 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 Masquerade* 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 *Talisanta* 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-year-old 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."

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 version 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

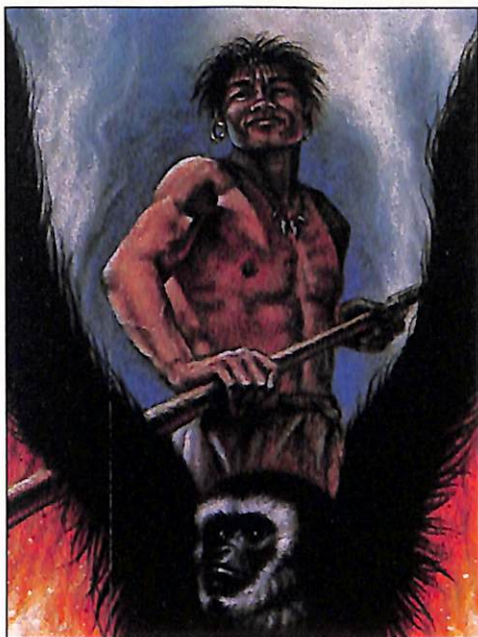
as Vision Cards, but sold in a trading-card format; several "sphere books" describing the creatures, organizations, and traditions of various *Everway* locales; an untitled quest book containing three adventures; and *Sphere Walker*, a sourcebook bundled with a set of cards.

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.



Yet another Vision Card by Ed Lee



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.

PLUGGED IN



Touring the GIX

By Buddy Scalera

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.

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 fun stuff.

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, like she did for me. And tell her *InQuest* sent ya!

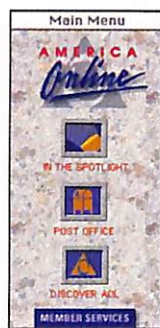
E-Notes:

- 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](ftp://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 *Rules.EML* will give players a good idea of what to do.

- 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.



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

At parties, Buddy Scalera wears a lampshade on his head. He's *Wizard's* on-line editor, and can be reached at WizardTGTC@ADL.Com or 747.74.2707@CompuServe.Com.

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INQUEST

CONTEST

Comico Gaming Presents:

CHRYSALIS

BORNE OF THE SUPERNATURE™

InQuest Contest

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

Well, we recommend you try *Chrysalis: Borne of the Supernature*. Why? Because it incorporates elements of superheroics, science fiction, sword-and-sorcery, 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 contributing pieces, the art content is pretty darned groovy, 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 winner)

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.

Third Prize (25 winners)

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).



+



Fourth Prize (50 winners)

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

How to Play

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 in an envelope, and send to:

***Chrysalis: Borne of the Supernature*
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, Comico, and their immediate 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 know hot dogs.

Contest Entry Form ▼

Deadline is **September 29, 1995**

CHRYSALIS

Name: _____

Date of Birth: _____

Address: _____

City: _____

State: _____

ZIP: _____

Phone: () _____

Official *Chrysalis: Borne of the Supernature* InQuest

CONTEST

57 1/2	13 1/2	Amulet
18 1/2	13 1/2	Amulet
23 1/2	13 1/2	Amulet
8 1/4	5 1/2	Amulet
10 1/2	3	Amulet
8 1/2	4 1/2	Amulet
6 1/4	4 1/2	Amulet
12 1/4	8 1/2	Amulet
17 1/2	9 1/2	Amulet
13 1/4	9 1/2	Amulet
26 1/4	20 1/4	Amulet
12	5 1/4	Amulet
127 1/2	9 1/2	Amulet
21 1/4	14 1/4	Amulet
35 1/4	21 1/4	Amulet
43 1/2	14 1/2	Amulet
1 1/2	1 1/2	Amulet
5 1/2	2 1/2	Amulet
4 1/4	3 1/4	Amulet
15 1/2	12 1/2	Amulet
13 1/4	11 1/4	Amulet
13 1/4	11	Amulet
52	36 1/2	Amulet
21	15	Amulet
39 1/2	18 1/2	Amulet
39 1/4	17 1/4	Amulet
12 3/4	6 3/4	Amulet
7 1/2	6 1/2	Amulet
11 1/2	5 1/2	Amulet
6 7/8	2 7/8	Amulet
3 3/4	3 1/4	Amulet
10 3/4	5 1/4	Amulet
13 1/4	4 1/4	Amulet
15 1/4	11 1/4	Amulet
28 1/4	9 1/4	Amulet
7 1/2	3 1/2	Amulet
11 7/8	5 1/8	Amulet
14 5/8	5 1/8	Amulet
4 3/8	2	Amulet
7 3/8	3	Amulet
25 3/8	19 1/8	Amulet
1 5/8	1 1/8	Amulet
7 5/8	2	Amulet
4		Amulet
23 1/2	13 1/2	Amulet
147 1/2	9 1/2	Amulet
24 1/2	18 1/2	Amulet
24 1/2	18 1/2	Amulet
22 1/2	21 1/2	Amulet
1 1/2	1 1/2	Amulet
2 1/2	1 1/2	Amulet
26 1/4	14 1/4	Amulet
24 1/4	9 1/4	Amulet
21	13 1/4	Amulet
5	3 1/4	Amulet
39 1/2	27 1/2	Amulet
3 1/4	1 1/4	Amulet
23 1/4	13 1/4	Amulet
28	22 1/2	Amulet
95	8 1/2	Amulet
5 1/2	1 1/2	Amulet
8 1/4	7 1/4	Amulet
29 1/2	19 1/2	Amulet
8 1/2	4 1/2	Amulet
46 1/2	32 1/2	Amulet
49 1/2	28 1/2	Amulet
48 1/2	27 1/2	Amulet
12 1/4	12 1/4	Amulet
12 1/4	12 1/4	Amulet
46 1/2	32 1/2	Amulet
49 1/2	28 1/2	Amulet
48 1/2	27 1/2	Amulet
10		Amulet



ICE STORM!

Limited availability keeps *Ice Age* cards in demand.

By Douglas Goldstein

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 price-wise. 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 Krovikian 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 Krovikian bloodsucker, also gives you control of creatures she kills. She should also go



Monstrously powerful cards like the Jester's Mask and Jester's Cap have helped make *Ice Age* the hottest expansion set since *Legends*.

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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.



■ *Ice Age's Legends:* Some good, some not so good.

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 POTENTIAL

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-'em-or-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!

INQUEST®

We want to know what you think

Hey, got five minutes? Good. Fill this out. Y'see, with your help, the *InQuest* price guide will continue to grow like a squirrel monkey on steroids, serving up the best darn price guide both sides of the Mississippi.

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

Questions, Comments & Concerns

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

Price Changes

Are cards selling in your area for a lot more or a lot less than *InQuest* is listing them at? List any major discrepancies you feel exist in the *InQuest* price guide. (Use extra paper if necessary.)

Set	Card Name	What it sells for in your area

Top Ten Hottest Cards

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

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

Name: _____

Address: _____

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

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

WHO ARE YOU?

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

SEPTEMBER SURVEY

2002

GUIDELINES

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

About the Price Guide

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

How to use the *InQuest* Magic Price Guide

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

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

Dark Heart of the Wood	350.00	350.00
Diabolic Machine	8.00	9.00
Electric Eel	75.00	90.00
...	2.25	2.50
...	80.00	90.00
The Cunning	7.00	10.00
al Dominic	7.00	10.00
w The Mortificator	7.00	10.00
...	5.00	8.00

B.A.I.F.	1.25	2.00
Bank Merger	1.50	2.00
Bank of England	1.50	2.00
Bavarian Illuminati	1.50	2.00
Bermuda Triangle	1.50	2.00
Big Sellout, The	1.50	2.00
Bigger Business	2.75	3.00
Blitzkrieg	3.25	3.50
Bodyguard	1.50	2.00
Book of Kells	1.50	2.00
Botched Contact	1.50	2.00
Bribery	1.50	2.00

How to use the *InQuest* CCG Price Guide

In this example, **Doomtrooper** is the name of the game, **Heartbreaker** is the name of the manufacturer, and **Inquisition** is the title of the expansion set. In addition to the pink and blue bars, a green bar is used to indicate a set that is being listed for the first time in the price guide. A • 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.

Dark Heart of the Wood	35	75	Scarw
Dark Sphere	3.50	5.00	Scarw
Deep Water	35	75	Scarw
Diabolic Machine	2.25	3.00	Scarw
Drowned	35	75	Scarw
Dust to Dust	35	75	Scarw
Eater of the Dead	4.00	6.00	Scarw
Electric Eel	1.50	2.50	Scarw
Elves of Deep Shadow	2.50	3.50	Scarw
Erosion	35	75	Scarw
Eternal Flame	4.00	6.00	Scarw
Exorcist	6.00	10.00	Scarw
Fallen, The	3.25	4.00	Scarw
Fasting	1.50	2.50	Scarw
Fellwar Stone	2.50	3.50	Scarw
Festival	35	75	Scarw
Fire and Brimstone	2.25	3.00	Scarw
Fira Drake	2.25	3.00	Scarw

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked... One person's Mint is another's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he/she feels important. Without further ado, here are the grades:

Mint (MT): Perfectumundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle, and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glistening 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 off-center, and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

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

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

Price Guide Contributors

Adventures in Comics & Games in Carmichael, Calif.; All Pro Sports in Newark, Del.; Augusta Comics & Cards in Carmel, Ind.; B&R Baseball Cards in Suffern, N.Y.; Book & Music Exchange in Louisville, Ken.; Books, Comics & Things in Ft. Wayne, Ind.; Books Galore in Erie, Pa.; Broadway Comics in Valrico, Fla.; Card & Comic Arcade in New York, N.Y.; Cards, Coins & Collectibles in Monroe, 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, Calif.; Comically Speaking in Maynard, Mass.; DR Comics & MR Games in Oakland, Calif.; Dover Cards & Comics in Dover, N.H.; Dragon's Lair in Austin, Tex.; The Dragon's Lair in West Springfield, Mass.; Fantasy Works Comics in Aurora, Cal.; Fantasy Zone Comics in North Kingstown, R.I.; Gallop's Comics & Games in Statesboro, Ga.; Game-Atot in Santa Cruz, Cal.; Games 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.; Major League in Lansing, Mich.; Mission Games in Mission, British Columbia, Can.; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, Ga.; Paul & Judy's in Arthur, Ill.; Shinder's in Minneapolis, Minn.; Source Comics & Games in St. Paul, Minn.; The Time Tunnel in Statesville, N.C.; Troll and Toad in Keavy, Ken.; WarGames & Fantasy in Metairie, La.; Wizard World Comics in Nanuet, N.Y.; The Zone in Louisville, Ken. Also thanks to our on-line helpers LCSmith@vt.edu; Purphaz@ix.netcom.com; RichH90522@aol.com; SuperAmit@aol.com; Sim@csuo.berkeley.edu; BParker93.

Table listing Magic: The Gathering cards with their names and prices. Includes cards like Hypnotic Specter, Instill Energy, Iron Star, Ironroot Treefolk, Island, Island Fish Jasconius, Island Sanctuary, Ivory Cup, Ivory Tower, Jade Monolith, Jandor's Ring, Jandor's Saddlebags, Jayemdae Tome, Juggernaut, Jump, Karma, Keldon Warlord, Kind Ape, Kormus Bell, Kudzu, Lance, Ley Druid, Library of Leng, Lifeforce, Lifelace, Lifetap, Lightning Bolt, Living Artifact, Living Lands, Living Wall, Llanowar Elves, Lord of Atlantis, Lord of the Pit, Lure, Magical Hack, Magnetic Mountain, Mahamoti Djinn, Mana Flare, Mana Short, Mana Vault, Manabombs, Meekstone, Merfolk of the Pearl Trident, Mesa Pegasus, Mjaje Djinn, Millstone, Mind Twist, Mishra's War Machine, Mons's Goblin Raiders, Mountain, Nether Shadow, Nettling Imp, Nevinyrals's Disk, Nightmare, Northern Paladin, Obsidian Golem, Onulet, Orchish Artillery, Orchish Oriflame, Ornithopter, Paralyze, Pearled Unicorn, Personal Incarnation, Pestilence, Phantasmal Forces, Phantasmal Terrain, Phantom Monster, Pirate Ship, Plague Rats, Plains, Plateau, Power Leak, Power Sink, Power Surge, Primal Clay, Pradigal Sorcerer, Psychic Venom, Purlace, Rack, The, Raise Dead, Reconstruction, Red Elemental Blast, Red Ward, Regeneration, Regrowth, Resurrection, Reverse Damage, Reverse Polarity, Righteousness, Roc of Kher Ridges, Rock Hydra, Rocket Launcher, Rod of Ruin, Royal Assassin, Sacrifice, Samite Healer, Savannah, Savannah Lions.

Table listing Magic: The Gathering cards with their names and prices. Includes cards like Scathe Zombies, Scavenging Ghoul.



TOP TEN HOTTEST CARDS

7) Royal Assassin
Some creature's special abilities are better than others. Some ping for a point, some make cute lil' creature tokens, and some, like the Royal Assassin, tap...to kill any tapped creature!! No wonder this card's hot.

Table listing Magic: The Gathering cards with their names and prices. Includes cards like Scrubland, Scryb Sprites, Sea Serpent, Sedge Troll, Sengir Vampire, Serendib Efreet, Serra Angel, Shandoin Dryads, Shatter, Shatterstorm, Shivan Dragon, Simulacrum, Siren's Call, Sleight of Mind, Smoke, Sol Ring, Sorceress Queen, Soul Net, Spell Blast, Stasis, Steal Artifact, Stone Giant, Stone Rain, Stream of Life, Sunglasses of Urza, Swamp, Swords to Plowshares, Taiga, Terror, Thicket Basilisk, Thoughtflame, Throne of Bona, Timber Wolves, Titania's Song, Tranquility, Tropical Island, Tsunami, Tundra, Tunnel, Underground Sea, Unholy Strength, Unstable Mutation, Unsummon, Uthden Troll, Verduran Enchantress, Vesuvan Doppelganger, Veteran Bodyguard, Volcanic Eruption, Volcanic Island, Wall of Air, Wall of Bone, Wall of Brambles, Wall of Fire, Wall of Ice, Wall of Stone, Wall of Swords, Wall of Water, Wall of Wood, Wanderlust, War Mammoth, Warp Artifact, Water Elemental, Weakness, Web.

Table listing Magic: The Gathering cards with their names and prices. Includes cards like Wheel of Fortune, White Knight, White Wolf, Wild Growth, Will-O'-The-Wisp, Winter Orb, Wooden Sphere, Wrath of God, Zombie Master.

FOURTH EDITION

WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card.
Full Set (378 cards) \$250.00 350.00
Starter Deck (60 cards) 8.00 12.00
Starter Box (10 decks) 75.00 100.00
Booster Pack (15 cards) 2.50 3.50
Booster Box (36 packs) 85.00 110.00

Table listing Magic: The Gathering cards with their names and prices. Includes cards like Abomination, Air Elemental, Alobaster Potion, Aladdin's Lamp, Aladdin's Ring, Ali Baba, Amruu Kitkin, Amulet of Kroog, Angry Mob, Animate Artifact, Animate Dead, Animate Wall, Ankh of Mishra, Apprentice Wizard, Armageddon, Armageddon Clock, Ashes to Ashes, Ashnod's Battle Gear, Aspect of Wolf, Backfire, Bad Moon, Balance, Bolt Lightning, Battering Ram, Benalish Hero, Bird Maiden, Birds of Paradise, Black Knight, Black Mana Battery, Black Vise, Black Ward, Blessing, Blight, Blood Lust, Blue Elemental Blast, Blue Mana Battery, Blue Ward, Bog Imp, Bog Wraith, Bottle of Suleiman, Brainwash, Brass Man, Bronze Tablet, Brothers of Fire, Brute, The, Burrowing, Carnivorous Plant, Carrion Ants, Castle, Cave People, Celestial Prism, Channel, Chaoslace, Circle of Protection: Artifact, Circle of Protection: Black, Circle of Protection: Blue, Circle of Protection: Green, Circle of Protection: Red, Circle of Protection: White, Clay Statue, Clockwork Avian, Clockwork Beast, Cockatrice, Colossus of Sardia, Conservator, Control Magic, Conversion, Coral Helm, Cosmic Horror, Counterspell, Crow Wurm, Creature Bond, Crimson Mantle, Crumble, Crusade, Crystal Rod, Cursed Land.

Table listing Magic: The Gathering cards with their names and prices. Includes cards like Cursed Rock, Cyclopean Mummy, Dancing Scimitar, Dark Ritual, Deathgrip, Death Ward, Deathlace, Desert Twister, Detonate, Diabolic Machine, Dingus Egg, Disenchant, Disintegrate, Disintegrate, Disrupting Specter, Divine Transformation, Dragon Engine, Dragon Whelp, Drain Life, Drain Power, Dudge Skeletons, Durgan Boars, Dwarfen Warriors, Earth Elemental, Earthquake, Ebony Horse, EH-Hajaj, Elder Land Wurm, Even Riders, Elish Archers, Energy Flux, Energy Tap, Erg Raiders, Erosion, Eternal Warrior, Evil Presence, Eye for an Eye, Fear, Feedback, Fellwar Stone, Fire Elemental, Fireball, Firebreathing, Fissure, Flashfires, Flight, Flood, Flying Carpet, Fog, Force of Nature, Fortified Area, Forest, Frozen Shade, Fungusaur, Gaea's Liege, Gaseous Form, Ghost Ship, Giant Growth, Giant Spider, Giant Strength, Giant Tortoise, Glasses of Urza, Gloom, Goblin Balloon Brigade, Goblin King, Goblin Rock Sled, Grapeshot Catapult, Gray Ogre, Greed, Green Mana Battery, Green Ward, Grizzly Bears, Healing Salve, Helm of Chatzruk, Hill Giant, Hive, The, Holy Armor, Holy Strength, Howl from Beyond, Howling Mine, Hurly's Recall, Hurloon Minotaur, Hurr Jackal, Hurricane, Hypnotic Specter, Immolation, Instill Energy, Iron Star, Ironclaw Orcs, Ironroot Treefolk, Island, Island Fish Jasconius, Island Sanctuary, Ivory Cup, Ivory Tower, Jade Monolith, Jandor's Saddlebags, Jayemdae Tome.

Table of Magic cards including: Goa's Avenger, Gate to Phyrexia, Goblin Artisans, Golgathian Sylex, Grapeshot Catapult, Haunting Wind, Hurkyl's Recall, Ivory Tower, Jalum Tome, Martyrs of Korlis, Misthstone, Milstone, Mishra's Factory, Mishra's Fac. (Summer Pic.), Mishra's War Machine, Mishra's Workshop, Obelisk of Undoing, Onulet, Orkish Mechanics, Ornithopter, Phyrexian Gremlins, Power Artifact, Powerleech, Priest ofYawgmoth, Primal Clay, Rack, The, Rakalite, Reconstruction, Reverse Polarity, Rocket Launcher, Sage of Lat-Nam, Shapeshifter, Shatterstorm, Staff of Zegon, Strip Mine, Strip Mine (Tower), Su-Chi, Tablet of Ephyrt, Tavnos's Coffin, Tavnos's Wand, Tavnos's Weaponry, Tetravus, Titania's Song, Transmute Artifact, Triskellion, Urza's Avenger, Urza's Chalice, Urza's Mine, Urza's Militer, Urza's Power Plant, Urza's Tower, Wall of Spears, Weakstone, Xenic Poltergeist, Yawgmoth Demon, Yotian Soldier.

LEGENDS

Table of Magic cards including: Abomination, Abyss, The, Acid Rain, Active Volcano, Adun Oakenshield, Adventurers' Guildhouse, Arathi Berserker, Aisling Leprechaun, Akron Legionnaire, All Hollow's Eve, Alabara's Carpet, Alabaster Potion, Alchor's Tomb, Amrou Kithkin, Angelic Voices, Angus Mackenzie, Anti-Magic Aura, Arbonia, Arcades Sabbath, Arena of the Ancients, Avoid Fate, Axelrod Gunnarson, Ayesha Tanaka, Azure Drake, Backdraft, Backfire, Barbary Apes, Barktooth Warbeard, Bartel Runeaxe, Beasts of Bogardan, Black Mana Battery, Blazing Effigy, Blight, Blood Lust.

Table of Magic cards including: Blue Mana Battery, Boomerang, Boris Devilboon, Brine Hag, Bronze Horse, Brute, The, Carrion Ants, Cat Warriors, Cathedral of Serra, Caverns of Despair, Chain Lighting, Chains of Mephistopheles, Chromium, Cleanse, Clergy of the Holy Nimbus.



TOP TEN HOTTEST CARDS
4) Fork
A 10-point Hurricane for two red mana? Demonic Tutor for two red? Regrowth for two red? An interrupt that can make an exact duplicate of any instant or sorcery just cast. Fork is a freakin' monster.

Table of Magic cards including: Cocoon, Concordant Crossroads, Cosmic Horror, Craw Giant, Grevasse, Crimson Kobolds, Crimson Manticores, Crookshank Kobolds, Cripple Mummy, Dakkon Blackblade, D'Avenant Archer, Darkness, Deadfall, Demoniac Torment, Devouring Deep, Disharmony, Divine Intervention, Divine Offering, Divine Transformation, Dream Coat, Durkwood Boars, Dwarven Song, Elder Land Wurm, Elder Spawn, Elven Riders, Emerald Dragonfly, Enchanted Being, Enchantment Alteration, Energy Tap, Equinox, Eternal Warrior, Eureka, Evil Eye Orbs-By-Gore, Fallen Angel, Falling Star, Feint, Field of Dreams, Fire Sprites, Firestorm Phoenix, Flash Counter, Flash Flood, Floral Spuzzem, Force Spike, Forethought Amulet, Fortified Area, Frost Giant, Frost Giant, Gabriel Angelfire, Gaseous Form, Gauntlets of Chaos, Ghosts of the Damned, Giant Slug.

Table of Magic cards including: Giant Strength, Giant Turtle, Glyph of Doom, Glyph of Delusion, Glyph of Destruction, Glyph of Life, Glyph of Reincarnation, Gosta Dirk, Gravity Sphere, Great Defender, Great Wall, Greater Realm of Preservation, Greed, Green Mana Battery, Gwendlyn Di Corei, Halfdane, Hammerheim, Hazezon Tamar, Headless Horseman, Heaven's Gate, Hell Swarm, Hell's Caretaker, Hellfire, Holy Day, Horn of Deafening, Hornet Cobra, Horror of Horrors, Hunting Gjornersen, Hyperion Blacksmith, Ichnemoun Druid, Immolation, Imprison, In the Eye of Chaos, Indestructible Aura, Infernal Medusa, Infinite Authority, Invoke Prejudice, Ivory Guardians, Jacques le Vert, Jasmine Boreale, Jedit Ojanen, Jerrard of the Closed Fist, Johan, Jovial Evil, Juxtapose, Karakas, Kasimir the Lone Wolf, Keepers of the Faith, Kei Takahashi, Killer Bees, Kismet, Knowledge Vault, Kobold Drill Sergeant, Kobold Overlord, Kobold Taskmaster, Kobolds of Kher Keep, Kry Shield, Lady Caleria, Lady Evangala, Lady of the Mountain, Lady Orca, Land Equilibrium, Land Tax, Land's Edge, Lesser Werewolf, Life Chisel, Life Matrix, Lifeblood, Lifeblood, Living Plane, Lvonya Silone, Lord Magnus, Last Soul, Mana Drain, Mana Matrix, Marble Priest, Marhault Elsdragon, Master of the Hunt, Mirror Universe, Moat, Mold Demon, Moss Monster, Mountain Stronghold, Mountain Yeti, Nebuchadnezzar, Nether Void, Nicol Balas, North Star, Nova Pentacle, Osai Vultures, Palladia-Mors, Part Water, Pavel Maliki, Pendedelhan, Petra Sphynx, Pit Scorpion, Pixie Queen, Planor Gate, Pradesh Gypsies.

Table of Magic cards including: Presence of the Master, Primordial Ooze, Princess Lucrezia, Psionic Entity, Psychic Purge, Puppet Master, Pyrotechnics, Quagmire, Quarium Trench Gnomes, Rabid Wombat, Radjan Spirit, Raging Bull, Ragnar, Rapid Fire, Ramirez DePietro, Ramesses Overdark, Rasputin Dreamweaver, Rebirth, Recall, Red Mana Battery, Reincarnation, Relic Barrier, Relic Bind, Remove Enchantments, Remove Soul, Reset, Revelation, Reverberation, Righteous Avengers, Ring of Immortals, Riven Turnbull, Rohgghh of Kher Keep, Rubinia Soulsinger, Rust, Sea King's Blessing, Seafarer's Glory, Seeker, Segovian Leviathan, Sentinel, Serpent Generator, Shelkin Brewnie, Shield Wall, Shimmer Night Stalker, Silhouette, Sir Shandalar of Eberyng, Sivitti Scarzam, Sol'kanar Swamp King, Spectral Cloak, Spinal Villain, Spirit Link, Spirit Shackles, Spiritual Sanctuary, Stang, Storm Seeker, Storm World, Subdue, Sunastian Falconer, Sword of the Ages, Syphon Soul, Sylvan Library, Sylvan Paradise, Tabernacle of Pendrell Vale, Tacklemoggot, Telekinesis, Teleport, Tempest Efreet, Tetsuo Umezawa, Thunder Spirit, Time Elemental, Tobias Andrian, Tolanio, Tor Wauki, Torsten Van Ursus, Touch of Darkness, Transmutation, Triassic Egg, Tuknir Deathlock, Tundra Wolves, Typhoon, Underart, Underworld Dreams, Unholy Citadel, Untamed Wilds, Urborg, Ur-Drago, Vaevictis Asmadi, Vampire Bats, Venarian Gold, Venations, Voodoo Doll, Walking Dead, Wall of Caltrops, Wall of Dust, Wall of Earth, Wall of Heat, Wall of Light, Wall of Opposition, Wall of Putrid Flesh.

WENT UP

WENT DOWN

HEAVILY TRADED

Table listing Magic cards with prices, including Circle of Protection: Green, Circle of Protection: Red, Circle of Protection: White, Clairvoyance, Cloak of Confusion, Cold Snap, Conquer, Cooperation, Counterspell, Crown of the Ages, Curse of Marit Lage, Dance of the Dead, Dark Banishing, Dark Ritual, Death Ward, Deflection, Demonic Consultation, Despot's Scepter, Diabolic Vision, Dire Wolves, Disenchant, Dread Wight, Dreams of the Dead, Drift of the Dead, Drought, Dworven Army, Earthlink, Earthlore, Elder Druid, Elemental Augury, Elkin Bottle, Elish Healer, Enduring Renewal, Energy Storm, Enervate, Errant Minion, Errantry, Essence Filter, Essence Flare, Essence Vortex, Fanatical Fever, Fear, Fiery Justice, Fire Covenant, Flame Spirit, Flare, Flooded Woodlands, Flow of Maggots, Folk of the Pines, Forbidden Lore, Force Void, Forest, Forgotten Lore, Formation, Foul Familiar, Foxfire, Freyalise Suppliant, Freyalise's Charm, Freyalise's Winds, Fumarole, Fylgia, Fyndhorn Brownie, Fyndhorn Elder, Fyndhorn Elves, Fyndhorn Pallen, Fyndhorn Bow, Game of Chaos, Gangrenous Zombies, Goze of Pain, General Jarkeld, Ghostly Flame, Giant Growth, Giant Trap Door Spider, Glaciers, Gozilla Pack, Glacial Chasm, Glacial Crevasses, Glacial Wall, Goblin Lyre, Goblin Mutant, Goblin Sappers, Goblin Ski Patrol, Goblin Snowman, Gravebind, Green Scarab, Grizzled Wolverine, Hallowed Ground, Halls of Mist, Heal, Hecatomb, Hematite Talisman, Hipparian, Hoar Shade, Hot Springs, Howl from Beyond, Hurricane, Hyalopterous Lemure, Hydroblast.

Table listing Magic cards with prices: Hymn of Rebirth, Ice Berg, Ice Cauldron, Ice Floe, Icequake, Icy Manipulator.



TOP TEN HOTTEST CARDS

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 friends.

Table listing Magic cards with prices, including Icy Prison, Illusionary Forces, Illusionary Presence, Illusionary Terrain, Illusionary Wall, Illusions of Grandeur, Imposing Visage, Incinerate, Infernal Darkness, Infernal Denizen, Infinite Hourglass, Infuse, Island, Jester's Cap, Jester's Mask, Jeweled Amulet, Jokhtull Wurm, Jokulhauks, Juniper Order Druid, Justice, Karplusan Giant, Karplusan Forest, Karplusan Yeti, Kelsinko Ranger, Kjeldoran Dead, Kjeldoran Elite Guard, Kjeldoran Frostbeast, Kjeldoran Guard, Kjeldoran Knight, Kjeldoran Phalanx, Kjeldoran Royal Guard, Kjeldoran Skycaptain, Kjeldoran Skyknight, Kjeldoran Warrior, Knights of Stromgald, Krovikan Elementalist, Krovikan Fetish, Krovikan Sorcerer, Krovikan Vampire, Land Cap, Lapis Lazuli Talisman, Lava Burst, Lava Tubes, Legions of Lim-Dal, Leshrac's Rite, Leshrac's Sigil, Lhungoyf, Lim-Dal's Cohort, Lim-Dal's Hex, Lightning Blow, Lost Order of Jarkeld, Lure, Maddening Wind, Magus of the Unseen, Malachite Talisman, Marton Stromgald, Melee, Melting.

Table listing Magic cards with prices, including Mercenaries, Merieka's Rib Berit, Mesmeric Trance, Meteor Shower, Mind Ravel, Mind Warp, Mind Whip, Minion of Leshrac, Minion of Tesh Szat, Mistfolk, Mole Worms, Monsoon, Moor Fiend, Mountain, Mountain Goat, Mountain Titan, Mudslide, Musician, Mystic Might, Mystic Ramora, Nacre Talisman, Naked Singularity, Nature's Lore, Necropotence, Norrith, Oath of Lim-Dal, Onyx Talisman, Orcish Cannoneers, Orcish Conscripts, Orcish Farmer, Orcish Healer, Orcish Librarian, Orcish Lumberjack, Orcish Squatters, Order of the Sacred Torch, Order of the White Shield, Pale Bears, Panic, Pentagon of the Ages, Pestilence Rats, Phantasmal Mount, Pit Trap, Plains, Polar Kraken, Portent, Power Sink, Pox, Prismatic Ward, Pygmy Allosaurus, Pykrite, Pyroblast, Pyroclasm, Rally, Ray of Command, Ray of Ensurge, Reality Twist, Reclamation, Red Scarab, Regeneration, Rime Dryad, Ritual of Subdual, River Delta, Rusted Arch, Sabretooth Tiger, Sacred Boon, Scaled Wurm, Sea Spirit, Seizures, Seraph, Shambling Strider, Shatter, Shield Bearer, Shield of the Ages, Shyft, Sibilant Spirit, Silver Erne, Skeleton Ship, Skull Catapult, Sleight of Mind, Snow-Covered Forest, Snow-Covered Island, Snow-Covered Mountain, Snow-Covered Plains, Snow-Covered Swamp, Snow Devil, Snow Fortress, Snow Hound, Snowblind, Snowfall, Snowfall Golem, Soldevi Machinist, Soldevi Simulacrum, Songs of the Damned, Soul Barrier, Soul Burn, Soul Kiss, Spectral Shield, Spoils of Evil.

Table listing Magic cards with prices, including Spoils of War, Staff of the Ages, Stampede, Stench of Evil, Stone Rain, Stone Spirit, Stonehands, Storm Spirit, Stormbind, Stromgald Cabal, Stunted Growth, Sulfurous Springs, Sunstone, Swamp, Swords to Plowshares, Tarpan, Thermokarst, Thoughtleech, Thunder Wall, Timberline Ridge, Tinder Wall, Time Bomb, Touch of Death, Touch of Vitae, Tor Giant, Total War, Trailblazer, Underground River, Updraft, Urza's Bauble, Veldt, Venomous Breath, Vertigo, Vexing Arcanix, Vibrating Sphere, Walking Wall, Wall of Lava, Wall of Fine Needles, Wall of Shields, War Chariot, Warning, Whalebone Glider, White Scarab, Whiteout, Wild Growth, Wind Spirit, Wings of Aesthir, Winter's Chill, Withering Wisps, Witigo, Woolly Mammoths, Woolly Spider, Word of Blasting, Word of Undoing, Wrath of Marit Lage, Yavimaya Gnats, Zur's Weiriding, Zuran Enchanter, Zuran Orb, Zuran Spellcaster.

SPECIAL OFFERS table listing items like Arena, Giant Badger, Mana Crypt, Nalathni Dragon, Sewars of Estark, Windseeker Centaur with their prices.

FACTORY SETS table listing M:TG Beta Factory Set, M:TG Unlimited Factory Set, M:TG Revised Boxed Set with their prices.

Table listing M:TG Revised Boxed Set with its price.

Table listing M:TG Revised Boxed Set with its price.

INQUEST

checklist

Full Set (124 Cards)

Card Name	Origin
<input type="checkbox"/> Abu Ja'far	AN
<input type="checkbox"/> Active Volcano	LG
<input type="checkbox"/> Akron Legionnaire	LG
<input type="checkbox"/> Aladdin	AN
<input type="checkbox"/> Angelic Voices	LG
<input type="checkbox"/> Arcades Sabbath	AN
<input type="checkbox"/> Arena of the Ancients	LG
<input type="checkbox"/> Argothian Pixies	AQ
<input type="checkbox"/> Ashnod's Altar	AQ
<input type="checkbox"/> Ashnod's Transmogrator	AQ
<input type="checkbox"/> Axelrad Gunnarson	LG
<input type="checkbox"/> Aysha Tanaka	LG
<input type="checkbox"/> Azure Drake	LG
<input type="checkbox"/> Banshee	DK
<input type="checkbox"/> Barf's Cage	DK
<input type="checkbox"/> Beasts of Bogardan	LG
<input type="checkbox"/> Blood of the Martyr	DK
<input type="checkbox"/> Blood Moon	DK
<input type="checkbox"/> Bog Rats	DK
<input type="checkbox"/> Book of Rass	DK
<input type="checkbox"/> Boomerang	LG
<input type="checkbox"/> Bronze Horse	LG
<input type="checkbox"/> Cat Warriors	LG

<input type="checkbox"/> Chromium	LG
<input type="checkbox"/> City of Brass	AN
<input type="checkbox"/> Cocoon	LG
<input type="checkbox"/> Concordant Crossroads	LG
<input type="checkbox"/> Crow Giant	LG
<input type="checkbox"/> Cuombajj Witches	AN
<input type="checkbox"/> Cyclone	AN
<input type="checkbox"/> Dakkon Blackblade	LG
<input type="checkbox"/> Dance of Many	DK
<input type="checkbox"/> Dandan	AN
<input type="checkbox"/> D'Avenant Archer	LG
<input type="checkbox"/> Divine Offering	LG
<input type="checkbox"/> Emerald Dragonfly	LG
<input type="checkbox"/> Enchantment Alteration	LG
<input type="checkbox"/> Ertnam Djinn	AN
<input type="checkbox"/> Fallen, The	DK
<input type="checkbox"/> Fallen Angel	LG
<input type="checkbox"/> Feldon's Cane	AQ
<input type="checkbox"/> Fire Drake	DK
<input type="checkbox"/> Fishliver Oil	AN
<input type="checkbox"/> Flash Flood	LG
<input type="checkbox"/> Fountain of Youth	DK
<input type="checkbox"/> Gabriel Angelfire	LG
<input type="checkbox"/> Gauntlets of Chaos	LG
<input type="checkbox"/> Ghazban Ogre	AN

<input type="checkbox"/> Giant Slug	LG
<input type="checkbox"/> Goblin Artisans	AQ
<input type="checkbox"/> Goblin Digging Team	DK
<input type="checkbox"/> Goblin Shrine	DK
<input type="checkbox"/> Goblins of the Flarg	DK
<input type="checkbox"/> Hasran Ogress	AN
<input type="checkbox"/> Hell's Caretaker	LG
<input type="checkbox"/> Horn of Deafening	LG
<input type="checkbox"/> Indestructible Aura	LG
<input type="checkbox"/> Ivory Guardians	LG
<input type="checkbox"/> Jalum Tome	AQ
<input type="checkbox"/> Jeweled Bird	AN
<input type="checkbox"/> Johan	LG
<input type="checkbox"/> Juxtapose	LG
<input type="checkbox"/> Keepers of the Faith	LG
<input type="checkbox"/> Kei Takahashi	LG
<input type="checkbox"/> Land's Edge	DK
<input type="checkbox"/> Living Armor	DK
<input type="checkbox"/> Marhault Elsdragon	LG
<input type="checkbox"/> Metamorphosis	AN
<input type="checkbox"/> Mountain Yeti	LG
<input type="checkbox"/> Nabuchadnezzar	LG
<input type="checkbox"/> Nicol Bolos	AQ
<input type="checkbox"/> Obelisk of Undoing	AQ
<input type="checkbox"/> Palladia-Mors	LG
<input type="checkbox"/> Petra Sphynx	LG
<input type="checkbox"/> Primordial Ooze	LG
<input type="checkbox"/> Puppet Master	LG
<input type="checkbox"/> Rabid Wombat	LG
<input type="checkbox"/> Rakalite	AQ
<input type="checkbox"/> Recall	LG
<input type="checkbox"/> Remove Soul	LG
<input type="checkbox"/> Repentant Blacksmith	AN
<input type="checkbox"/> Revelation	LG
<input type="checkbox"/> Rubinia Soulsinger	LG

<input type="checkbox"/> Runesword	DK
<input type="checkbox"/> Safe Haven	DK
<input type="checkbox"/> Scavenger Folk	DK
<input type="checkbox"/> Sentinel	LG
<input type="checkbox"/> Serpent Generator	LG
<input type="checkbox"/> Shield Wall	LG
<input type="checkbox"/> Shivan Night Stalker	LG
<input type="checkbox"/> Sivithi Scarzam	LG
<input type="checkbox"/> Sol'kanar the Swamp King	LG
<input type="checkbox"/> Stangg	LG
<input type="checkbox"/> Storm Seeker	LG
<input type="checkbox"/> Takklemaggot	LG
<input type="checkbox"/> Teleport	LG
<input type="checkbox"/> Tobias Andrian	LG
<input type="checkbox"/> Tor Wauki	LG
<input type="checkbox"/> Tormod's Crypt	DK
<input type="checkbox"/> Transmutation	LG
<input type="checkbox"/> Triassic Egg	LG
<input type="checkbox"/> Urza's Mine (four versions)	AQ
<input type="checkbox"/> Urza's Power Plant (four versions)	AQ
<input type="checkbox"/> Urza's Tower (four versions)	AQ
<input type="checkbox"/> Vaeictis Asmadi	LG
<input type="checkbox"/> Voodoo Doll	LG
<input type="checkbox"/> Wall of Heat	LG
<input type="checkbox"/> Wall of Opposition	LG
<input type="checkbox"/> Wall of Shadows	LG
<input type="checkbox"/> Wall of Vapor	LG
<input type="checkbox"/> Wall of Wonder	LG
<input type="checkbox"/> War Elephant	AN
<input type="checkbox"/> Witch Hunter	DK
<input type="checkbox"/> Wretched, The	LG
<input type="checkbox"/> Xira Arien	LG
<input type="checkbox"/> Yawgmoth Demon	AQ



CHRONICLES 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!



CHRONICLES TOP FIVE HOTTEST CARDS

4) Sol'kanar the Swamp King
Weighing in at a monstrous, swampwalkin' 5/5, this bad boy gives his controller one life whenever any black spell is successfully cast.



CHRONICLES TOP FIVE HOTTEST CARDS

3) City of Brass
While this land stings you for a point every time you tap it, it can also generate any color mana you want. Not too shabby!



CHRONICLES 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.



CHRONICLES TOP FIVE HOTTEST CARDS

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

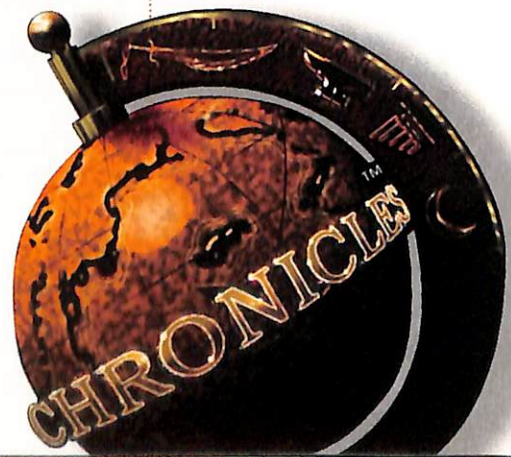


CHRONICLES CRUMMIEST CARD

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

WHAT'S WITH THIS CARD?

WHAT'S WITH THIS CARD?



ARTIFACT BLACK BLUE GREEN MULTICOLORED RED WHITE LAND



price guide

Prince Charles	75	1.50
Princess Di	75	1.50
Professional Sports	75	1.50
Psychiatrists	1.25	2.00
Pyr. Mkt'g Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	75	1.50
Reach Out	1.50	2.50
Red Cross	1.50	2.50
Red Scare	75	1.50
Reformed Church of Satan	75	1.50
Reload!	75	1.50
Republicans	75	1.50
Resistance is Useless!	2.50	3.50
Revolution!	75	1.50
Rewriting History	1.50	2.50
Rifkinites	1.50	2.50
Robot Sea Monsters	75	1.50
Ross Perot	1.50	2.50
S.M.O.F.	2.50	3.50
Sabotage	1.50	2.50
Saddam Hussein	75	1.50
Saturday Morning Cartoons	75	1.50
Savings and Loans	1.50	2.50
Savings & Loan Scam	75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secrets Man... To Know	75	1.50
Secular Humanists	75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Cthulhu	1.50	2.50
Shangri-La	1.50	2.50
Shroud of Turin	3.25	4.00
Silicon Valley	75	1.50
Sniper	75	1.50
Soulburner	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00
Sucked Dry and Cast Aside!	75	1.50
Suicide Squad	75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	75	1.50
Tabloids	75	1.50
Tax Breaks	75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	75	1.50
Time Warp	2.50	3.50
Trading Card Game (Mag. Ins.)	1.50	2.50
Tribunal Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Volcano	75	1.50
Vaudonistas	75	1.50
Warehouse 23	75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50

ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION
STEVE JACKSON GAMES-1995
 Card names are in various colors.
 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



JYHAD-SYLVESTER SIMMS

JYHAD
WIZARDS OF THE COAST-1994
 Full Set (438 cards) \$250.00 ... 350.00
 Starter Deck (76 cards) 7.00 ... 8.00
 Starter Box (10 decks) 65.00 ... 80.00
 Booster Pack (19 cards) 1.50 ... 2.00
 Booster Box (36 packs) 50.00 ... 70.00

Anarch Troublemaker 4.00 ... 6.00
 Arcane Library 4.00 ... 6.00
 Ivory Bow 6.00 ... 10.00
 Milicent Smith 4.00 ... 6.00
 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 cards) 2.00 ... 2.25
 Booster Box (60 packs) 110.00 ... 130.00

Asha Ryhar 3.50 ... 5.00
 Constance D'Aubainne 2.25 ... 3.00
 Cynil Doros 3.50 ... 5.00
 Debra Grieson 3.25 ... 4.00
 Havani Shogsemi 2.50 ... 3.50

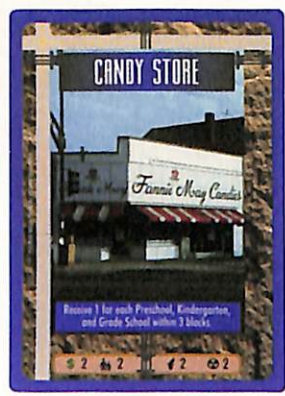
CUT-UPS PROJECT EXPANSION
ATLAS GAMES-1995
 Full Set (117 cards) \$70.00 ... 100.00
 Booster Pack (10 cards) 2.00 ... 2.25
 Booster Box (60 packs) 110.00 ... 130.00

Andalusia 3.50 ... 5.00
 Jacob Brinker 4.00 ... 6.00
 Cheap Baboon Trick 3.50 ... 5.00
 Eyeballs Drillbit 3.25 ... 4.00
 Rain of Walrus 2.50 ... 3.50

SHADOWS EXPANSION
ATLAS GAMES-1995
 Full Set (117 cards) \$70.00 ... 100.00
 Booster Pack (10 cards) 2.00 ... 2.25
 Booster Box (60 packs) 110.00 ... 130.00

POWERCARDZ
CALIBER GAMES SYSTEMS-1995
 Full Set (160 cards) \$40.00 ... 60.00
 Starter Deck (Both Versions) 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

RAGE
WHITE WOLF-1995
 Full Set (321 cards) \$200.00 ... 300.00
 Starter Deck (60 cards) 8.00 ... 9.00
 Starter Box (10 decks) 75.00 ... 90.00
 Booster Pack (12 cards) 2.00 ... 2.25
 Booster Box (24 packs) 45.00 ... 55.00



SIM CITY-CANDY STORE

SIM CITY
MAYFAIR GAMES-1995
 Full Set (517) 7.00 ... 8.00
 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

SPELLFIRE
TSR-1994
 Full First Ed'n Set (445 cards) \$140.00 ... 200.00
 (Set price includes 25 booster exclusive cards)
 F.E. Starter Deck (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-Cans Only) 7.00 ... 8.00
 No Edition Starter Deck (55 cards) 7.00 ... 8.00
 No Edition Starter Box (10 decks) 65.00 ... 80.00
 No Edition Booster Pack NONE
 Full Second Ed'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

Invisibility 1.50 ... 2.50
 Midnight Goddess of Magic 1.50 ... 2.50
 Potion of Firebreathing 1.50 ... 2.50
 Siege! 1.50 ... 2.50
 Sout 1.50 ... 2.50

RAVENLOFT EXPANSION
TSR-1994
 Full Set (100 cards) \$70.00 ... 100.00
 Booster Pack (15 cards) 1.50 ... 1.75
 Booster Box (36 packs) 50.00 ... 60.00

Castle Ravenloft 1.50 ... 2.50
 Headless Horseman 1.50 ... 2.50
 High Master Illithid 1.50 ... 2.50
 Isle of Terror 1.50 ... 2.50
 Ring of Regeneration 1.50 ... 2.50

DRAGONLANCE EXPANSION
TSR-1994
 Full Set (125) \$75.00 ... 125.00
 (Set price includes 25 booster exclusive 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 1.50 ... 2.50
 Krymn Minotauris 1.50 ... 2.50
 Tosslehoff Burfoot 1.50 ... 2.50

FORGOTTEN REALMS
TSR-1994
 Full Set (125 cards) \$100.00 ... 150.00
 (Set price includes 25 booster exclusive cards)
 Booster Pack (15 cards) 2.25 ... 2.50
 Booster Box (36 packs) 80.00 ... 90.00

Blackstaff Tower 1.50 ... 2.50
 Dragon Slayer 1.50 ... 2.50
 Shadow Engines 1.50 ... 2.50
 Tablets of Fate 1.50 ... 2.50
 Word of Recall 1.50 ... 2.50

STAR OF THE GUARDIANS
MAG FORCE 7-1995
 Full 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) 2.50 ... 3.00
 Booster Box (36 packs) 90.00 ... 110.00

Atheism Fate 2.50 ... 3.50
 Cult Following Modifier 1.50 ... 2.50
 Claymore Bombers Squadron 2.50 ... 3.50
 Special System Tisor 1.50 ... 2.50
 Xis and Mag Force 7 Personnel 3.50 ... 5.00



STAR TREK-TNG LIMITED-EVENT

STAR TREK: THE NEXT GENERATION LIMITED
DECIPHER-1994
 Cards are black-bordered.
 Full Set (363 cards) \$750.00 ... 1,000.00
 Starter Deck (60 cards) 18.00 ... 25.00
 Starter Box (12 decks) 200.00 ... 275.00
 Booster Pack (15 cards) 10.00 ... 15.00
 Booster Box (36 packs) 250.00 ... 400.00
 Unlisted Singles 30 ... 60

Albert Einstein 4.00 ... 6.00
 Alexander Rozhenko 1.25 ... 2.00
 Alidar Jarok 5.00 ... 8.00
 Alien Abduction 75 ... 1.50
 Alien Groupie 3.50 ... 5.00
 Alien Parasites 1.50 ... 2.50
 Alien Probe 1.50 ... 2.50
 Alyanna Nechayev 4.00 ... 6.00
 Alyssa Ogawa 1.25 ... 2.00
 Amanda Rogers 1.50 ... 2.50
 Amarie 1.25 ... 2.00
 Anaphasic Organism 75 ... 1.50
 Ancient Computer 8.00 ... 12.00
 Anti-Time Anomaly 6.00 ... 10.00
 Armus-Skin of Evil 8.00 ... 12.00
 Asteroid Sanctuary 75 ... 1.50
 Auto-Destruct Sequence 1.50 ... 2.50
 Avert Disaster 4.00 ... 6.00
 B'Etor 10.00 ... 15.00
 B'ujik 75 ... 1.50
 Ba'el 2.25 ... 3.00
 Baron 75 ... 1.50
 Barclay's Protoplasmic Disease 6.00 ... 10.00
 Benjamin Maxwell 75 ... 1.50
 Betazoid Gift Box 8.00 ... 12.00
 Beverly Crusher 18.00 ... 25.00
 Bochra 2.25 ... 3.00
 Bok 1.25 ... 2.00
 Borg Ship 12.00 ... 18.00
 Bynars Weapon Enhancement 7.00 ... 10.00
 Chalnath 75 ... 1.50
 Cloaked Mission 1.50 ... 2.50
 Cosmic String Fragment 1.25 ... 2.00
 Covert Installation 75 ... 1.50



HAND BOO

What you need to know about the *InQuest* MAGIC Players Guide

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

POWER RATINGS

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

★★★ **Excellent.** These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

★★ **Average.** These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

★ **Poor.** This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• **The Worst.** There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

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

EXAMPLE LISTING

ART	Book of Rass	ART	U	••	SEv	6	DK
	2: Sacrifice 2 life to draw 1 card.						
	Bottle of Suleiman	ART	R	•••	IMy	4	AN,R
	1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
	• Bronze Tablet	ART	R	•	TWā	6	AQ,4TH
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
	• Candelabra of Tawmos	ART	R	•••••	Dsh	1	AQ
	X: Untap X separate lands.						
	Celestial Prism	ART	U	••••	AWe	3	A,B,U,R,4TH
	2, T: Provides 1 mana of any color (play as an interrupt).						
	• Chaos Orb	ART	R	••••	MTe	2	A,B,U
	1: Flip card from height of one foot. If it rotates 360 degrees, any						

RARITY

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

C Common

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

U Uncommon

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

R Rare

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

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



SHELKIN BROWNIE CARD DESCRIPTION

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

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

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

CARD TYPES

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

SET ABBREVIATIONS

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

SPOTLIGHT:

RAGE

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.

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.
- I.** 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.



Drew Tucker	DTU
E. Allen Smith	EAS
Erin Dixon	EDi
John Bridges	JBr
John Cobb	JCo
James Daley	JDa
Jason Felix	JFe
Joshua Gabriel Timbrook	JGT
Jeff Holt	JHo
John Matson	JMa
Jeff Miracola	JMi
Jesper Myrfors	JMy
Jeff Rebner	JRe
John K. Snyder III	JSn
Jamie Tao Kelsum	JTa
John Van Fleet	JVF
Ken Meyer Jr.	KMe
Kevin Murphy	KMu
Kathleen Ryan	KRY
Lawrence Allen Williams	LAW
Lee M. Fields	LFi
Larry MacDougal	LMa
Lawrence Snelly	LSn
Mike Chavey	MCh
Mike Danza	MDa
Mike Dringenburg	MDr
Matt Haley	MHa
Mark Jackson	MJa
Matt Milberger	MMi
Michele Chianello	MPr
Omaha Perez	OPe
Quinton Hoover	QHo
Richard Kane Ferguson	RKF
Paul Lee	PLe
Ron Spencer	RSp
Ron States	RSi
Richard Thomas	RTh
Stuart P. Beel	SBe
Scar	SCA
Steve Casper	SCs
Shaggy Dixon	SDi
Scott Hampton	SHa
Tony DiTerlizzi	TDi
Tony Harris	THa
Tom Simmons	TSi
William O'Conner	WOC

Here are the artists for

RAGE

Alexander Gregory	AGr
Andrew Kudelka	AKu
Anson Maddocks	AMa
Aileen E. Miles	AMi
Allan Pollack	APo
Alex Sheikman	ASh
Brian Dugan	BDu
Brian Le Blanc	Ble
Chris McDouglough	CMc
Chris Moeller	CMo
D. Alexander Gregory	DAG
Dennis Calero	DCa





players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
graveyard from the game.						
Tower of Coireall	ART	U	••	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	••••	Dfr	4	LG
3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Triskelion	AC	R	•••••	DSh	6	AQ,4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						
Urza's Avenger	AC	R	•••••	AWa	6	AQ,4TH
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	AQ
1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.						



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.

STORMBIND

BRAINSTORM

Urza's Miter	ART	R	••	RAF	3	AQ
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.						
Voodoo Doll	ART	R	••	Sev	6	LG
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.						
Wall of Spears	AC	C	•••	Sev	3	AQ,4TH
First strike, counts as a wall. 2/3.						
Wand of Ith	ART	U	•••••	QHo	4	DK
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.						
War Barge	ART	U	•••••	TWa	4	DK
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.						
Weakstone	ART	U	••	JHo	4	AQ
All attacking creatures lose -1/0. Those creatures with power less than 1 deal no damage.						
White Mana Battery	ART	R	••••	AWa	4	LG,4TH
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).						
Winter Orb	ART	R	••••	MTe	2	A,B,U,R,4TH
Each player may only untap up to 1 land during untap phase.						
Wooden Sphere	ART	U	••••	MTe	1	A,B,U,R,4TH
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
Yotian Soldier	AC	C	••••	CRu	3	AQ,4TH
Yotian Soldier does not tap when attacking. 1/4.						
Zelyon Sword	ART	R	••••	SKi	3	FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.						

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

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

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Horror of Horrors	EN	U	•••	MTe	BB3	LG								Sewars of Estark	INS	R	•••	MBe	BB2	BOOK
Sacrifice a swamp to regenerate a black creature.														If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage nor takes damage from blocking creatures.						
Howl from Beyond	INS	C	••••	MPo	BX	A,B,U,R,4TH	Nether Shadow	SC	R	•••	Cru	BB	A,B,U,R,4TH	Shimian Night Stalker	SC	U	•••	JMy	BB3	LG
Target creature gains +X/+0 until end of turn.							If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.							Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.						
Hymn to Tourach	SOR	C	••••	MuH	BB	FE	Nether Void	EW	R	•••	HMc	B3	LG	Simulacrum	INS	U	••••	MPo	B1	A,B,U,R,4TH
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi,SVc.							Counter all spells unless their casters pay an extra 3.							Retrospectively divert all damage done to you this turn to one of your creatures.						
Hypnotic Specter	SC	U	••••	DSh	BB1	A,B,U,R,4TH	Nettling Imp	SC	U	•••	QHo	B2	A,B,U,R	Sinkhole	SOR	C	•••	SEv	BB	A,B,U
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2							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.							Destroy a land.						
Imprison	EC	R	••••	Cru	B	LG	Nightmare	SC	R	••••	MBe	B5	A,B,U,R,4TH	Sorceress Queen	SC	R	••••	KFo	BB1	AN,R,4TH
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.							Flying. Power and toughness equal number of swamps controller has in play. */*.							T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Infernal Medusa	SC	U	•••	AMa	BB3	LG							Soul Exchange	SOR	U	••••	AWa	BB	FE	
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.													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.							



Kjeldoran Snowbeast & Foxfire: The Kjeldoran 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 Kjelly for extra laughs.)

KJELDORAN SNOWBEAST

FOXFIRE

Initiates of the Ebon Hand	SC	C	•••	Multi	B	FE
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.						
Inquisition	SOR	C	•	AMa	B2	DK
Examine target player's hand. Do 1 damage to for each white card in hand.						
Jovial Evil	SOR	R	••	Cru	B2	LG
Do 2 damage to opponent for each white creature opponent controls.						
Junun Efreet	SC	U	•••	Cru	BB1	AN,4TH
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.						
Juzam Djinn	SC	R	••••	MTe	BB2	AN
Lose 1 life during upkeep. 5/5.						
Khabal Ghoul	SC	R	••••	DSh	B2	AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
Lesser Werewolf	SC	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.						
Lich	EN	R	••	DGe	BBBB	A,B,U
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.						
Lord of the Pit	SC	R	•••	MTe	BBB4	ABU,R,4TH
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	SC	C	•••	RAF	BB1	LG,4TH
Swampwalk. 2/1.						
Marsh Gas	INS	C	•	DSh	B	DK,4TH
Make all creatures -2/0 until end of turn.						
Mindstab Thrull	SC	C	•••	Multi	BB1	FE
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.						
Mind Twist	SOR	R	••••	JBa	BX	A,B,U,R,4TH
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.						
Mold Demon	SC	R	•	JMy	BB5	LG
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.						
Murk Dwellers	SC	C	•••	Dtu	B3	DK,4TH
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.						
Nameless Race	SC	R	•••	QHo	B3	DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.						
Necrite	SC	C	•••	Multi	BB1	FE

Order of the Ebon Hand	SC	C	••••	Multi	BB	FE
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, Cru, RSp, 2/1.						
Oublette	EN	C	••••	DSh	BB1	AN
Place target creature out of play.						
Paralyze	EC	C	•••	AMa	B	A,B,U,R,4TH
Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.						
Pestilence	EN	C	••••	JMy	B2	A,B,U,R,4TH
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.						
Phyrexian Gremlins	SC	C	••••	AWe	B2	AQ
T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.						
Pit Scorpion	SC	C	••	SKi	B2	LG
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.						
Plague Rats	SC	C	••	AMa	B2	A,B,U,R,4TH
Power and toughness equal number of Plague Rats in play. */*.						
Priest ofYawgmoth	SC	C	•	MTe	B1	AQ
T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.						
Quagmire	EN	U	•••	Dfr	B2	LG
Creatures with swampwalk may be blocked.						
Rag Man	SC	R	•••	DGe	BB2	DK,4TH
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.						
Raise Dead	SOR	C	•••	JMe	B	A,B,U,R,4TH
Bring a creature from your graveyard into your hand.						
Royal Assassin	SC	R	••••	TWa	BB1	A,B,U,R,4TH
T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.						
Sacrifice	INT	U	•	Dfr	B	A,B,U,R
Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.						
Scathe Zombies	SC	C	••	JMy	B2	A,B,U,R
2/2.						
Scavenging Ghoul	SC	U	•••	JMe	B3	A,B,U,R,4TH
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.						
Season of the Witch	EN	R	••	JMy	BBB	DK
At the end of each player's turn, destroy all untapped creatures that have been attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.						
Sengir Vampire	SC	U	••••	AMa	BB3	A,B,U,R,4TH
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.						

/ = Restricted/Banned
AC Artifact Creature

ART Artifact
EA Enchant Artifact

EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant

INT Interrupt
LAN Land

SC Summon Creature
SOR Sorcery

CU Cumulative Upkeep

KEY

Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Mana Vortex Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	••	DSH	UU1	DK	hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.							Sunken City All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.	EN	C	•••	JMy	UU	DK,4TH
Merchant Ship Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	••	Twā	U	AN	• Recall Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.	SOR	R	•••••	Bsn	UXX	LG	Svylunite 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.	SC	U	•••	RSp	U1	FE
Merfolk Assassin T: Destroy target creature that has islandwalk. 1/2.	SC	U	•••	Dde	UU	DK	Reconstruction Bring an artifact from your graveyard into your hand.	SOR	C	•••	Amā	U	AQ,R	Tangle Kelp Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.	EC	U	•••	RAI	U	DK
Merfolk of the Pearl Trident 1/1.	SC	C	••	JMe	U	A,B,U,R,4TH	Relic Bind When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.	EA	R	••	CRu	U2	LG,4TH	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	LG
Merseine 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: Hlu, MOK, DTU, PVA.	EC	C	•••	Mūti	UU2	FE	Remove Soul Counter target summon spell.	INT	C	•••	Bsn	U1	LG	Teleport Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	••••	DSh	UUU	LG
Mind Bomb Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	••	MTe	U	DK,4TH	Reset Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	••	NLe	UU	LG	Thoughtful Change the color of a card being played or already in play to blue.	INT	R	•••	MPo	U	A,B,U,R,4TH
Old Man of the Sea T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN	Reverberation Redirect damage from a sorcery to its caster.	INS	R	••••	Jha	UU2	LG	Tidal Flats UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions). 5Ev.	EN	C	•••	Mūti	U	FE
Part Water Give X target creatures island walk until end of turn.	SOR	U	•••	NTh	UXX	LG	Riptide Tap all blue creatures.	INS	C	••	RAF	U	DK	Tidal Influence Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.	EN	U	••	Twā	U2	FE
Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	••	MPo	U3	A,B,U,R,4TH	River Merfolk U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	••••	DSH	UU	FE	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.	SC	R	•••	AWe	U2	LG,4TH
Phantasmal Terrain Target land switches to any basic land type chosen by caster.	EL	C	••••	DWt	UU	A,B,U,R,4TH	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.	SC	C	•	PVe	U1		Time Walk Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	•••••	AWe	U1	A,B,U
							Sea King's Blessing Change the color of any number of target creatures to blue until end of turn.	INS	U	••	RAF	U	LG	Timetwister Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	•••••	MTe	U2	A,B,U
							Sea Serpent Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	••	JMe	U5	A,B,U,R,4TH	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.	SOR	U	•••	Amā	UU	AQ



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

Phantom Monster Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH	Seasinger T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.	SC	U	•••	AWe	UU1	FE	Segovian Leviathan Islandwalk. 3/3.	SC	U	•••	MBe	U4	LG,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.	SC	R	••••	Twā	U4	A,B,U,R,4TH	Serendib Djinn Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	••	Amā	UU2	AN	Serendib Efreet Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	•••	Amā	U2	AN,R	
Power Artifact Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.	EA	U	••	DSH	UU	AQ	Silhouette Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	••	KFo	U4	LG	Sinbad T: Draw new card, you may only keep it if it's a land. 1/1.	SC	U	•	JBo	U1	AN,4TH	
Power Leak Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	EE	C	••	DTu	U1	A,B,U,R,4TH	Siren's Call All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	•••	Amā	U	A,B,U,R,4TH	Sleight of Mind Change the text of a card being played or in play by switching one color word with another.	INT	R	•••••	MPo	U	A,B,U,R,4TH	
Power Sink Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.	INT	C	•••	RTh	UX	A,B,U,R,4TH	Spectral Cloak Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	••••	RAI	UU	LG	Spell Blast Counter target spell; X is casting cost of target spell.	INT	C	••••	Bsn	UX	A,B,U,R,4TH	
Prodigal Sorcerer T: Do 1 damage to any target. 1/1.	SC	C	•••••	DSH	U2	A,B,U,R,4TH	Stasis Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	•••	FJo	U1	A,B,U,R,4TH	Steal Artifact	EA	U	•••	AWe	UU2	A,B,U,R,4TH	
Psionic Blast Do 4 damage to any target and 2 damage to you.	INS	U	••••	DSH	U2	A,B,U	Steal Artifact	EA	U	•••	AWe	UU2	A,B,U,R,4TH	Take control of target artifact.							
Psionic Entity T: Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	•••	JHa	U4	LG,4TH															
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. Sacrifice two islands during your upkeep or destroy Psychic Allergy.	EN	R	••••	MTe	UU3	DK															
Psychic Purge Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.	SOR	C	•••	SVC	U	LG															
Psychic Venom Do 2 damage to target land's controller whenever target land is tapped.	EL	C	••	Bsn	U1	A,B,U,R,4TH															
Puppet Master If target creature goes to the graveyard, return creature to owner's	EC	U	•••	SEv	UUU	LG															

•/•	ART	EC	EL	EW	INT	SC	CU
Restricted/Banned	Artifact	Enchant Creature	Enchant Land	Enchant World	Interrupt	Summon Creature	Cumulative Upkeep
Artifact Creature	Enchant Artifact	Enchant Enchantment	Enchantment	Instant	LAN Land	SOR Sorcery	

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Name	Kind	Rarity	Rating	Artist	Cost	Sets
Description							Description							Description						
Eternal Flame damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	•	MPo	RR1	DK	Goblin King While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	•••	JMy	RR1	A,B,U,R,4TH	Lightning Bolt Do 3 damage to one target.	INS	C	•••••	Cru	R	A,B,U,R,4TH
Eternal Warrior Target creature does not tap to attack.	EC	C	•••••	AMa	R	LG,4TH	Goblin Kites R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	••	AMa	R1	FE	Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	SC	R	•••	SVC	RR1	AN,R,4TH
Falling Star From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.	SOR	R	•••	DSh	R2	LG	Goblin Rock Sled Tromple. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	••	DDe	R1	DK,4TH	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.	SOR	R	•	MTe	R	DK,4TH
False Orders Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	•••••	AMa	R	A,B,U	Goblin Shrine If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	•••	RSp	RR1	DK	Mana Flare Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	•••••	CRu	R2	A,B,U,R,4TH
Feint Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	••	BSn	R	LG	Goblin War Drums Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HFu, RKF, JMe.	EN	C	•••••	MuR	R2	FE	Manabarb Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	••	CRu	R3	A,B,U,R,4TH
Fire Drake Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	••	CRu	RR1	DK	Goblin Warrens R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	•••••	Dfr	R2	FE	Mijae Djinn If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.	SC	R	•••	SVC	RRR	AN,R
Fire Elemental 5/4.	SC	U	•••	MBe	RR3	A,B,U,R,4TH	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 white until end of turn. 1/1.	SC	U	•••	DGe	RR2	DK	Mons' Goblin Raiders 1/1.	SC	C	•	JMe	R	A,B,U,R,4TH
Fireball Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	•••••	MTe	RX	A,B,U,R,4TH	Goblins of the Flag Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.	SC	C	•••	TWä	R	DK	Mountain Yeti Mountainwalk, protection from white. 3/3.	SC	U	•••••	Dfr	RR2	LG
Firebreathing R: +1/+0.	EC	C	•••••	Dfr	R	A,B,U,R,4TH	Granite Gargoyle Flying. R: +0/+1. 2/2.	SC	R	•••	CRu	R2	A,B,U,R	Nalathni Dragon Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1.	SC	R	•••	MWe	RR2	CON
Firestorm Phoenix Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	•••••	JMe	RR4	LG	Gravity Sphere All creatures lose flying ability.	EW	R	•••••	BSn	R2	LG	Orc General T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	•	JMy	R2	DK
Fissure Bury target land or creature.	INS	C	•••••	DSh	RR3	DK,4TH							Orcish Artillery T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.	SC	U	•••	AMa	RR1	A,B,U,R,4TH	



Minion of Tevesh Szat & Balduvian Conjurer: Holy crap. The Minion 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 unmanaed opponent.

MINION OF TEVESH SZAT **BALDUVIAN CONJURER**

Flashfires Destroy all plains in play.	SOR	U	•••••	DWi	R3	A,B,U,R,4TH
Fork Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	•••••	AWe	RR	A,B,U,R
Frost Giant Rampage: 2. 4/4.	SC	U	•••	DGe	RRR3	LG
Giant Strength Make target creature +2/+2.	EC	C	•••••	JHa	RR	LG,4TH
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.	INS	C	••	SVC	R	LG
Goblin Artisans If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	••	JBa	R	AQ
Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	•••	ARu	R	A,B,U,R,4TH
Goblin Caves If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	•••	DTu	RR1	DK
Goblin Chirurgeon Sacrifice a Goblin to regenerate a creature. Artists: Pfo, DGe. 0/2.	SC	C	•••	MuR	R	FE
Goblin Digging Team T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	••	RSp	R	DK
Goblin Flotilla Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	•••	TWä	R2	FE
Goblin Grenade Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp. 2/2.	SOR	C	•••	MuR	R	FE
Goblin Hero	SC	C	••	MTe	R2	DK

Gray Ogre 2/2.	SC	C	••	Dfr	R2	A,B,U,R,4TH
Hill Giant 3/3.	SC	C	••	Dfr	R3	A,B,U,R,4TH
Hurlorn Minotaur 2/3.	SC	C	••	AMa	RR1	A,B,U,R,4TH
Hurr Jackal T: Prevent creature from regenerating this turn. 1/1.	SC	R	•••	DTu	R	AN,4TH
Hyperion Blacksmith T: Tap or untap target artifact opponent controls. 2/2.	SC	U	•••••	Dfr	RR1	LG
Immolation Make target creature +2/-2.	EC	C	•••••	SKi	R	LG,4TH
Inferno Do 6 damage to all players and all creatures.	INS	R	•••	RAF	RR5	DK,4TH
Ironclad Orcs May only block creatures of power equaling 1 or less. 2/2.	SC	C	•	AMa	R1	A,B,U,4TH
Keldon Warlord Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.	SC	U	•••	KBr	RR2	A,B,U,R,4TH
Kird Ape Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	•••	KMe	R	AN,R
Kobold Drill Sergeant Give all your Kobolds +0/+1 and tromple. 1/2.	SC	U	••	JBa	R1	LG
Kobold Overlord First strike. Give all your Kobolds first strike. 1/2.	SC	R	••	JBa	R1	LG
Kobold Taskmaster Give all your Kobolds +1/+0.	SC	U	•••	RAF	R1	LG
Kobolds of Kher Keep 0/1.	SC	C	•	JBa	0	LG
Land's Edge Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	••	BSn	RR1	LG

Orcish Captain T: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.	SC	U	•	MTe	R	FE
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.	SC	C	•••	PVe	R2	AQ
Orcish Oriflame All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	•••	Dfr	R1	A,B,U,R,4TH
Orcish Spy T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.	SC	C	•••••	MuR	R	FE
Orcish Veteran R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.	SC	C	••	MuR	R2	FE
Orrg Tromple. Orrg can not attack if opponent controls an untapped creature with power greater than 2. Orrg cannot block creature of power greater than 2. 6/6.	SC	R	•••	DGe	RR3	FE
Power Surge Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	•••••	DSh	RR	A,B,U,R,4TH
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.	SC	U	••	Sev	R	LG
Pyrotechnics Do 4 damage divided any way among any number of targets.	SOR	U	•••••	AMa	R4	LG,4TH
Quarum Trench Gnomes T: Target plains produce 1 instead of W until end of game. 1/1.	SC	R	•••	Dfr	R3	LG
Raging Bull 2/2.	SC	C	••	RAF	R2	LG
Raging River When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	•••	Sev	RR	A,B,U
Raiding 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.	EN	U	•••	QHo	R2	FE
Red Elemental Blast Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	•••••	RTh	R	A,B,U,R,4TH
Roc of Kher Alpha Flying. 3/3.	SC	R	•••••	ARu	R3	A,B,U,R
Rock Hydra Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	•••	JMe	R	A,B,U,R
Rukh Egg If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.	SC	C	•••••	CRu	R3	AN
Sedge Troll B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.	SC	R	•••	Dfr	R2	A,B,U,R
Shatter	INS	C	•••••	AWe	R1	A,B,U,R,4TH

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

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Description								Description								Description							
Green Ward W1: Prevent all damage to you from a red or black source. Target creature gains protection from green.	EC	U	•••	Dfr	W	ABUR,4TH		Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	•••••	Rth	WW2	ABUR,4TH		Purelace Change the color of one card being played or in play to white.	INT	R	••••	Sev	W	ABUR,4TH	
Guardian Angel Negate X damage dealt to a target. Pssst: put this card next to Paralyze.	INS	C	•••	AMA	WX	ABUR,4TH		Keepers of the Faith 2/3.	SC	C	••	DGe	WW1	LG		Rapid Fire Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	INS	R	•	JHo	W3	LG	
Hand of Justice T: Top 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	••••	MBe	WS	FE		King Suleiman T: Destroy an Efreet or Djinn. 1/1.	SC	R	••	MPo	W1	AN		Red Ward Target creature gains protection from red.	EC	U	••••	Dfr	W	ABUR,4TH	
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	•••	Dfr	W	ABUR,4TH		Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	••••	KFo	W3	LG,4TH		Remove Enchantments Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	••	BSn	W	LG	
Heaven's Gate Change the color of one or more target creatures to white until end of turn.	INS	U	••	DSh	W	LG		Knights of Thorn Protection from red, banding. 2/2.	SC	R	••••	CRu	W3	DK		Repentant Blacksmith Protection from red. 1/2.	SC	R	•••	Dtu	W1	AN	
Heroism Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay 2 so an attacking creature may deal damage normally.	EN	U	••	MPo	W2	FE		Lance Target creature gains first strike.	EC	U	••	RAJ	W	ABUR,4TH		Resurrection Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	••••	DWi	WW2	ABUR,4TH	
Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	•••	MBe	W	ABUR,4TH		Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	••••	BSn	W	LG,4TH		Reverse Damage All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	••••	DWi	WW1	ABUR,4TH	
Holy Day Creatures attack and block as normal but deal no damage.	INS	C	•••	JHo	W	LG		Lifeblood Take 1 life whenever opponent taps a mountain.	EN	R	••••	MTe	WW2	LG		Reverse Polarity All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	•••	JHo	WW	AQ,R	
Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	••	Dtu	W2	DK		Martyr's Cry Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.	SOR	R	•••	JMe	WW	DK		Righteous Avengers Plainswalk. 3/1.	SC	U	•••	HHu	W4	LG	
Holy Strength Target creature gains +1/+2.	EC	C	•••	AMA	W	ABUR,4TH		Martyrs of Korlis damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	•••	MOK	WW3	AQ		Righteousness Target defending creature gets +7/+7 until end of turn.	INS	R	••••	DSh	W	ABUR,4TH	
Icatian Infantry T: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, Dtu. 1/1.	SC	C	•••	MuH	W	FE		Mesa Pegasus Flying, bands. 1/1.	SC	C	••••	MBe	W1	ABUR,4TH		Samite Healer T: Prevent 1 damage to any target. 1/1.	SC	C	•••	TWg	W1	ABUR,4TH	
Icatian Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	C	••	MuH	W	FE		Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	••	RSp	W	DK		Savannah Lions 2/1.	SC	R	•••	DGe	W	ABUR,4TH	
Icatian Lieutenant W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	••	PVe	WW	FE		Moat Non-flying creatures cannot attack.	EN	R	••••	JMe	WW2	LG		Seeker Target creature may only be blocked by white or artifact creatures.	EC	C	•••	MPo	WW2	LG,4TH	
Icatian Moneychanger Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, Dtu. 0/2.	SC	C	•••	MuH	W	FE		Moorish Cavalry Temple. 3/3.	SC	C	•••	DWi	WW2	AN		Serra Angel Flying. Does not tap to attack. 4/4.	SC	U	•••••	DSh	WW3	ABUR,4TH	
Icatian Phalanx Bands. 2/4.	SC	U	•••	KFo	W4	FE		Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	••	MPo	WW1	DK,4TH		Shahrazad Players must spend libraries in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	•	KFo	WW	AN	
Icatian Priest W1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	•••	Dtu	W	FE		Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	•••	DSh	WW2	ABUR,4TH		Shield Wall Give all your creatures +0/+2 until end of turn.	INS	U	••	DSh	W1	LG	
Icatian Scout T: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSh. 1/1.	SC	C	••••	MuH	W	FE		Order of Leitbur Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, Bwa (two versions). 2/1.	SC	C	••••	MuH	WW	FE		Spirit Link Take 1 life for every point of damage target creature does.	EC	U	•••••	KFo	W	LG,4TH	
Icatian Skirmishers Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	•••	HHu	W3	FE		Osoi Vultures Flying. After a turn in which a creature went to the graveyard, add a counter to Osoi Vultures. Remove 2 counters to make Osoi Vultures +1/+1 until end of turn. 1/1.	SC	U	••	Dfr	W1	LG,4TH		Spiritual Sanctuary Any player controlling plains takes 1 life during his or her upkeep.	EN	R	•••	AWe	WW2	LG	
Icatian Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	•••••	TWg	WS	FE		Osai Vultures Flying. After a turn in which a creature went to the graveyard, add a counter to Osoi Vultures. Remove 2 counters to make Osoi Vultures +1/+1 until end of turn. 1/1.	SC	U	••	Dfr	W1	LG,4TH		Squire 1/2.	SC	C	••	DDe	W1	DK	
Indestructible Aura Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	••	MPo	W	LG		Personal Incarnation If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	••	SEv	WWW2	LG		Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to its power.	INS	U	•••••	JMe	W	ABUR,4TH	
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 creature for each creature so destroyed.	EC	R	••	DSh	WWW	LG		Petra Sphinx T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.	SC	R	••	SEv	WWW2	LG		Thunder Spirit Flying, first strike. 2/2.	SC	R	••••	RAF	WW1	LG	
Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	••	MPo	W1	ABUR,4TH		Piety +0/+3 to all defending creatures until end of turn.	INS	C	••	MPo	W2	AN,4TH		Tivador's Crusade All Goblins are destroyed.	SOR	U	•	DDe	WW1	DK	
Ivory Guardians Protection from red. Make all guardians +1/+1 if opponent controls red cards.	SC	U	•••	MBe	WW4	LG		Pikemen Banding, first strike. 1/1.	SC	C	•••	DDe	W1	DK,4TH		Tundra Wolves First strike. 1/1.	SC	C	••	QHo	W	LG,4TH	
Jihad +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	••••	BSn	WWW	AN		Preacher T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	•••	QHo	WW1	DK		Veteran Bodyguard damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	••••	DSh	WW3	ABUR,4TH	
								Presence of the Master Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	•••	Pfo	W3	LG		Visions Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	••	Nth	W	LG,4TH	



WHITEOUT



PIT TRAP

Whiteout & Pit

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

Adventurers' Guildhouse All your green legends may band with other legends.	LAN	U	•	TWg		LG
Arena 3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another	LAN	R	••••	RAJ		BOOK

•/• Restricted/Banned
AC Artifact Creature

ART Artifact
EA Enchant Artifact

EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant

INT Interrupt
LAN Land

SC Summon Creature
SOR Sorcery

CU Cumulative Upkeep

KEY:



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
as if one had attacked and the other blocked in combat.						
Badlands	LAN	R	****	RAI		AB,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	****	JMy		AB,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	**	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Cathedral of Serra	LAN	U	**	MPo		LG
All your white legends may band with other legends.						
City of Brass	LAN	R	****	MTe		AN
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
City of Shadows	LAN	R	**	TWä		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows, an Island.						
Desert	LAN	C	***	JMy		AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	****	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
Dwarven Hold	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	**	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	**	MPo		FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	***	RAI		AN
T: Add 1. T: Regenerate an Elephant or Mammoth.						
Forest	LAN	C	—	CRu		AB,U,R,4TH
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.						
• Hammerheim	LAN	U	****	BWa		LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.						
Havenwood Battleground	LAN	U	**	MPo		FE
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		FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
Icetan Store	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Ictetan Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
Island	LAN	R	—	MPo		AB,U,R,4TH
T: Add U to your mana pool.						
Island of Wak-Wak	LAN	R	****	DSh		AN
T: Reduce the power of one flying creature to 0 until end of turn.						
• Karakas	LAN	U	****	NLe		LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.						
• Library of Alexandria	LAN	R	****	MPo		AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.						
• Maze of Ith	LAN	U	****	AMa		DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
Mishra's Factory	LAN	U	****	KFo,Pfö		AQ,4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.						
• Mishra's Workshop	LAN	R	***	KFo		AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.						
Mountain	LAN	C	—	DSh		AB,U,R,4TH,AN
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
Mountain Stronghold	LAN	U	**	TWä		LG
All your red legends may band with other legends.						
Oasis	LAN	U	***	BSn		AN,4TH
T: Negate 1 damage to any creature.						
• Pendelhaven	LAN	U	****	BWa		LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.						
Plains	LAN	C	—	JMy		AB,U,R,4TH
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.						
Plateau	LAN	R	****	Dtu		AB,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.						
Rainbow Vale	LAN	R	***	Kfo		FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
Ruins of Trokair	LAN	U	**	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Safe Haven	LAN	R	****	CRu		DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
Sand Silos	LAN	R	***	PMo		FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Savannah	LAN	R	****	RAI		AB,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
Scrubland	LAN	R	****	JMy		AB,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
Seafarer's Quay	LAN	U	**	TWä		LG
All your blue legends may band with other legends.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description						
• Urborg	LAN	U	***	BWa		LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
Urza's Mine	LAN	C	**	AMa		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Power Plant	LAN	C	**	MTe		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.						
Urza's Tower	LAN	C	**	MPo		AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.						
Volcanic Island	LAN	R	****	BSn		AB,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.						

ICE AGE

ARTIFACTS

Adarkar Sentinel	AC	U	***	MBe	5	IA
1: +0/+1 until end of turn. 3/3.						
Aegis of the Meek	ART	R	**	LWj	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
Amulet of Quoz	ART	R	**	Dfr	6	IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						
Arcum's Sleigh	ART	U	***	TWä	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						



ARCUM'S WHISTLE



SERAPH

Arcum's Whistle & Seraph: Your adversary 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 voilà, you've got another mouth to feed. (Is that why Seraph's smiling?)

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.						
Sveylunite Temple	LAN	U	**	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sveylunite Temple to add UU to your mana pool.						
Swamp	LAN	C	—	Dfr		AB,U,R,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
Taiga	LAN	R	****	RAI		AB,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
• Tabernacle of Pendrell Vale	LAN	R	***	NLe		LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.						
• Talaria	LAN	U	***	NLe		LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.						
Tropical Island	LAN	R	****	JMy		AB,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.						
Tundra	LAN	R	****	JMy		AB,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.						
Underground Sea	LAN	R	****	RAI		AB,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.						
Unholy Citadel	LAN	U	**	MPo		LG
All your black legends may band with other legends.						

Arcum's Weathervane	ART	U	**	TWä	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2T: Turn a non-snow-covered land into a snow-covered land of the same type.						
Arcum's Whistle	ART	U	***	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
Barbed Sextant	ART	C	***	AWe	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						
Baton of Morale	ART	U	***	DSh	2	IA
2: Give target creature banding until end of turn.						
Celestial Sword	ART	R	**	AWe	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
Crown of the Ages	ART	R	****	Dfr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
Despotic Scepter	ART	R	***	Rth	1	IA
T: Bury target permanent you own.						
Elkin Bottle	ART	R	**	QHo	3	IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						
Fyndhorn Bow	ART	U	***	RAI	2	IA
3, T: Give target creature first strike until end of turn.						
Goblin Lyre	ART	R	***	MKi	3	IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
<p>creatures your opponent controls.</p> <p>Hematite Talisman ART U •• LWi 2 IA 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.</p> <p>Ice Cauldron ART R •••• Dfr 4 IA X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put a charge counter on Ice Cauldron. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.</p> <p>Icy Manipulator ART U ••••• AWe 4 A,B,U,IA 1, T: Tap any land, creature, or artifact.</p> <p>Infinite Hourglass ART R ••• HMc 4 IA Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.</p> <p>Jester's Cap ART R ••••• Dfr 4 IA 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.</p> <p>Jester's Mask ART R ••••• Dfr 5 IA Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterward.</p> <p>Jeweled Amulet ART U ••••• Dfr 0 IA 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.</p> <p>Lapis Lazuli Talisman ART U ••••• AWe 2 IA 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.</p> <p>Malachite Talisman ART U ••••• CRu 2 IA 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.</p> <p>Nacre Talisman ART U ••••• MTe 2 IA 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.</p> <p>Naked Singularity ART R ••••• MTe 5 IA CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.</p> <p>Onyx Talisman ART U ••••• SEv 2 IA 3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.</p> <p>Pentagram of the Ages ART R ••••• DSh 4 IA 4, T: Prevent all damage done to you from one source.</p> <p>Pit Trap ART U ••••• AMa 2 IA 2, T: Sacrifice to bury target non-flying creature that is attacking you.</p>							<p>Shield of the Ages ART U ••••• AMa 2 IA 2: Prevent 1 damage to you.</p> <p>Skull Catapult ART U ••••• BWa 4 IA 1, T: Sacrifice a creature to do 2 damage to any target.</p> <p>Snow Fortress AC R ••••• JMe 5 IA Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.</p> <p>Soldevi Golem AC R ••••• AMa 4 IA Does not untap during your untap phase. 0: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.</p> <p>Soldevi Simulacrum AC U ••••• Dfr 4 IA CU: 1, 1: +1/+0 until end of turn. 2/4.</p> <p>Staff of the Ages ART R ••••• DGe 3 IA Creatures with landwalk ability may be blocked as if they did not have that ability.</p> <p>Sunstone ART U ••••• Pfo 3 IA 2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.</p> <p>Time Bomb ART R ••••• AWe 4 IA Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.</p> <p>Urza's Bauble ART U ••••• CRu 0 IA T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.</p> <p>Vexing Arcanix ART R ••••• RGA 4 IA 3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.</p> <p>Vibrating Sphere ART R ••••• RTh 4 IA During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.</p> <p>Walking Wall AC U ••••• AWA 4 IA Counts as wall. 3: Give Walking Wall +3/+1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.</p> <p>Wall of Shields AC U ••••• RGA 3 IA Counts as wall. Banding. 0/4.</p> <p>War Chariot ART U ••••• DWi 3 IA 3, T: Give target creature trample until end of turn.</p> <p>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.</p> <p>Zuran Orb ART U ••••• SEv 0 IA 0: Sacrifice a land to gain 2 life.</p>							<p>Only black or artifact creatures may block target creature.</p> <p>Flow of Maggots SC R ••••• RSp B2 IA CU: 1. May not be blocked by non-wall creatures. 2/2.</p> <p>Foul Familiar SC C ••••• AMa B2 IA Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.</p> <p>Gangrenous Zombies SC C ••••• BSn BB1 IA T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.</p> <p>Gaze of Pain SOR C ••••• AMa B1 IA For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.</p> <p>Gravebind INS R ••••• DTu B IA Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.</p> <p>Hecatomb EN R ••••• Nth BB1 IA Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.</p> <p>Hoor Shade SC C ••••• RTh B3 IA B: +1/+1 until end of turn. 1/2.</p> <p>Howl from Beyond INS C ••••• MPo BX A,B,U,R,4th,IA Target creature gains +X/+0 until end of turn.</p> <p>Hyalopterous Lemure SC U ••••• RTh B4 IA 0: Gains flying and -1/-0 until end of turn. 4/3.</p> <p>Icequake SOR U ••••• RKF BB1 IA Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.</p> <p>Infernal Darkness EN R ••••• Pfo BB2 IA CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.</p> <p>Infernal Denizen SC R ••••• DTu B7 IA During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.</p> <p>Kjeldoran Dead SC C ••••• MBe B IA You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.</p> <p>Knights of Stromgold SC U ••••• MPo BB IA Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.</p> <p>Krovikan Elementalist SC U ••••• DSh BB IA 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.</p> <p>Krovikan Fetish EC C ••••• HHu B2 IA Target creature gets +1/+1. Draw a card at the beginning of the next turn.</p> <p>Krovikan Vampire SC U ••••• QHo BB3 IA If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature Krovikan Vampire leaves play your control. 3/3.</p> <p>Legions of Lim-Dal SC C ••••• AMa BB1 IA Snow-covered swampwalk. 2/3.</p> <p>Leshrac's Rite EC U ••••• RTh B IA Give target creature swampwalk.</p> <p>Leshrac's Sigil EN U ••••• DTu BB 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.</p> <p>Lim-Dal's Cohort SC C ••••• DSh BB1 IA Creatures blocking or blocked by Lim-Dal's Cohort cannot regenerate this turn. 2/3.</p> <p>Lim-Dal's Hex EN U ••••• LDa B1 IA 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.</p> <p>Mind Ravel SOR C ••••• MTe B2 IA Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.</p> <p>Mind Warp SOR U ••••• LDa B3X IA Look at a player's hand and discard X cards of your choice from that hand.</p> <p>Mind Whip EC R ••••• DTu BB2 IA 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.</p> <p>Minion of Leshrac SC R ••••• LWi BBB4 IA 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.</p> <p>Minion of Tevash Szal SC R ••••• JBa BBB4 IA Pay BB during upkeep or take 2 damage. T: Give target creature +3/+2 until end of turn. 4/4.</p> <p>Mole Worms SC U ••••• DGe B2 IA 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 untap Mole Worms. 1/1.</p> <p>Moor Fiend SC C ••••• AMa B3 IA</p>						

BLACK

Abyssal Specter SC U ••••• Rtp BB2 IA Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.	Ashen Ghoul SC U ••••• RSp B3 IA Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.	Bribe Shaman SC C ••••• CBr B1 IA T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU: Sacrifice a creature to counter a summon spell. 1/1.	Burnt Offering INT C ••••• DGe B IA Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	Cloak of Confusion EC C ••••• MOK B1 IA If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.	Dance of the Dead EC U ••••• RGA B1 IA Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.	Dark Banishing INS C ••••• DTu B2 IA Bury target creature. Cannot target black creatures.	Dark Ritual INT C ••••• Jha B A,B,U,R,4th,IA Add BBB to your mana pool.	Demonic Consultation INS U ••••• RAJ B IA Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.	Dread Wight SC R ••••• DGe BB3 IA At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.	Drift of the Dead SC U ••••• BSn B3 IA Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.	Fear EC C ••••• REm BB A,B,U,R,4th,IA
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DWARVEN ARMORY

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.

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

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





players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Swampwalk. 3/3.
Necropotence EN R • MTe BBB IA
 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.
Errant Minion EC C • HMc U2 IA
 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 she wishes to prevent from Errant Minion.
Essence Flare EC C ••• RKF U IA
 Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.
Force Void INT U • MTe U2 IA
 Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.
Glacial Wall SC U ••• DWI U2 IA
 0/7.
Hydrablast INT C ••• KFo U IA
 Counter a red spell being cast or destroy a red permanent.
Ice Berg EN U ••• JMe UUX IA
 Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.
Icy Prison EN R ••• AMa UU IA
 Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.
Seizures EC C ••• JBa B1 IA
 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 INT C ••• PVe B IA
 Add B to your mana pool for every creature in your graveyard.
Soul Burn 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.
Soul Kiss EC C ••• NLe B2 IA
 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.
Spoils of Evil INT R ••• QHo B2 IA
 Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.
Spoils of War SOR R ••••• PVe BX IA
 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.
Stench of Evil SOR U ••••• MTe BB2 IA
 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.
Stromgold Cabal SC R ••••• AMa BB1 IA
 T: Sacrifice 1 life to counter a white spell. 2/2.
Touch of Death SOR C ••• MBa 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.
Withering Wisps EN U ••••• Nth BB1 IA
 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 of turn.

BLUE

Amrhot's Ascent EN C ••• DTu UU1 IA
 CU: U. 1: Target creature gains flying until end of turn.
Balduvian Conjuror SC U ••• MTe U1 IA
 T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.
Balduvian Shaman SC C ••• QHo U IA
 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 ••••• Rtp U3 IA
 Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.
Brainstorm INS C ••••• CRu U IA
 Draw three cards, then put any two cards from your hand on top of your library in any order.
Breath of Dreams EN U ••• Pfo UU2 IA
 CU: U. Green creatures require an additional CU: 1.
Cclairvoyance INS C ••••• KMt U IA
 Look at target player's hand. Draw a card at the beginning of the next turn.
Counterspell INT C ••••• LWI UU A,B,U,R,4th,IA
 Counter target spell.
Deflection INT R ••••• MRO U3 IA
 Target spell with one target now targets a legal target of your choice.
Dreams of the Dead EN U ••• HHu U3 IA
 U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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CU: 2. If the creature leaves play, remove it from the game.
Enervate INS C • LWI U1 IA
 Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.
Errant Minion EC C • HMc U2 IA
 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 she wishes to prevent from Errant Minion.
Essence Flare EC C ••• RKF U IA
 Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.
Force Void INT U • MTe U2 IA
 Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.
Glacial Wall SC U ••• DWI U2 IA
 0/7.
Hydrablast INT C ••• KFo U IA
 Counter a red spell being cast or destroy a red permanent.
Ice Berg EN U ••• JMe UUX IA
 Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.
Icy Prison EN R ••• AMa UU IA
 Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.



PHANTASMAL MOUNT



SHYFT

Illusionary Forces SC C ••• JHa U3 IA
 Flying. CU: U. 4/4.
Illusionary Presence SC R ••• Kfo UU1 IA
 CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.
Illusionary Terrain EN U ••••• RAI UU IA
 CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.
Illusionary Wall SC C ••• MPo U4 IA
 Flying. First strike. CU: U. 7/4.
Illusions of Grandeur EN R ••• QHo U3 IA
 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 C •• RGo U2 IA
 Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.
Krovikan Sorcerer SC C ••• PMo U2 IA
 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 ••••• Kfo U1 IA
 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 EN R ••••• Dfr UU1 IA
 CU: 1. U: Discard a card from your hand to draw a card.
Mistfolk SC C ••••• QHo UU IA
 U: Counter any spell that targets Mistfolk. 1/2.
Musician SC R ••••• DTu U2 IA
 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.
Mystic Might EL R •• NLe U IA
 CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.
Mystic Remora EN C ••• KMt U IA
 CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.
Phantasmal Mount SC U ••••• MBe U1 IA
 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.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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Polar Kraken SC R ••••• MTe UUU8 IA
 Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.
Portent SOR C ••••• Lda U IA
 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.
Power Sink INT C ••••• MPo UX A,B,U,R,4th,IA
 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 paid.
Ray of Command INS C ••••• HMc U3 IA
 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 Erasure INS C ••••• MRO U IA
 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.
Reality Twist EN R ••••• Jer UUU IA
 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 U4 IA
 U: +1/+0 until end of turn. 2/3.
Shyft SC R ••••• RTh U4 IA
 During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.

Phantasmal Mount

& Shyft: The Phantasmal Mount can tap to give any creature with toughness less than three flying and +1/+1 until 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.

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found							
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.																											
Zuran Enchanter	SC	C	•••	DSH	U1	IA	Fyndhorn Pollen	EN	R	•••	PfO	G2	IA	Touch of Vitae	INS	U	•••	LWi	G2	IA							
B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.																											
Zuran Spellcaster	SC	C	••••	EBe	U2	IA	Giant Growth	INS	C	••••	LWi	G	A,B,U,R,4th,IA	Trailblazer	INS	R	••••	JBa	GG2	IA							
T: Do 1 damage to any target. 1/1.																											
GREEN																											
Aurochs	SC	C	•••	KMe	G3	IA	Horricane	SOR	U	••••	Cbr	GX	A,B,U,R,4th,IA	Whiteout	INS	U	••••	Nth	G1	IA							
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.																											
Balduvian Bears	SC	C	•••	QHo	G1	IA	Johtull Wurm	SC	U	••••	DGe	G5	IA	Witigo	SC	R	•••	MBe	GG3	IA							
2/2.																											
Blizzard	EN	R	•••	AMa	GG	IA	Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	Juniper Order Druid	SC	C	•••	JMe	G2	IA	Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0.												
CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.																											
Brown Ouphe	SC	C	••••	DGe	G	IA	Lure	EN	U	••••	PfO	GG1	A,B,U,R,4th,IA	Wild Growth	EL	C	•••	MRa	G	A,B,U,R,4th,IA							
G1, T: Counter an artifact ability that requires an activation cost. 1/1.																											
Chub Toad	SC	C	•••	DGe	G2	IA	Maddening Wind	EC	U	•••	DWi	G2	IA	Whenever target land is tapped for mana, Wild Growth provides an extra G.													
Gains +2/+2 until end of turn when blocked or blocking. 1/1.																											
Dire Wolves	SC	C	•••	RSp	G2	IA	Nature's Lore	SOR	U	•••	REm	G1	IA	Woolly Mammoths	SC	C	•••	Dfr	GG1	IA							
Gains banding if you control any plains. 2/2.																											
Earthlore	EL	C	••••	DTu	G	IA	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	IA	Woolly Spider	SC	C	•••	DGe	GG1	IA						
0: Tap target land to give target blocking creature +1/+2 until end of turn.																											
Elder Druid	SC	R	•••••	RKF	G3	IA	Pygmy Allosaurus	SC	R	•••	AMa	G2	IA	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.													
G3, T: Tap or untap one creature, land, or artifact. 2/2.																											
Essence Filter	SOR	C	••••	REm	GG1	IA	Pyknite	SC	C	•	EBe	G2	IA	Yavimaya Gnats	SC	U	••••	Dfr	G2	IA							
Destroy all enchantments or destroy all enchantments that are not white.																											
Fanatical Fever	INS	U	••••	JBa	GG2	IA	Draw a card at the beginning of the next turn. 1/1.																				
Give a creature +3/+0 and trample until end of turn.																											
Folk of the Pines	SC	C	•••	Multi	G4	IA	Regeneration	EC	C	•••	JHa	G1	A,B,U,R,4th,IA	Flying. G: Regenerate. 0/1.													
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBU																											



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.

STROMGALD CABAL

SLEIGHT OF MIND

Forbidden Lore	EL	R	•••	CRu	G2	IA	Rime Dryad	SC	C	•••	HHu	G	IA	Flooded Woodlands	EN	R	•••	KFo	BU2	IA																				
0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.																																								
Forgotten Lore	SOR	U	••••	HM	C	IA	Ritual of Subdual	EN	R	•••	JHa	GG4	IA	No green creature can attack unless its controller sacrifices a land when that creature attacks.																										
Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.																																								
Foxfire	INS	C	•••	MOK	G2	IA	Scaled Wurm	SC	C	•••	DGe	G7	IA	Fumarole	SOR	U	••••	DTu	BR3	IA																				
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	••	Multi	G1	IA	Shambling Strider	SC	C	•••	DSH	GG4	IA	Sacrifice 3 life to destroy a land and a creature.																										
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	IA	Snowblind	EC	R	••	DSH	G3	IA	Ghostly Flame	EN	R	••••	RGo	BR	IA																				
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	IA	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.	Stampede	INS	R	••••	JMe	GG1	IA	Black and red permanents and spells are considered colorless sources of damage.																									
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	SC	C	•••	RTh	G2	IA	Stunted Growth	SOR	R	••••	Nth	GG3	IA	Giant Trap Door Spider	SC	U	•••	HHu	GR1	IA																				
G2, T: Untap a creature. 1/1.																																								
Fyndhorn Elder	SC	U	••••	CRu	G2	IA	Target player must choose three cards from his or her hand and put them on top of his library in any order.	Tarpan	SC	C	•••	MOK	G	IA	GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.																									
T: Add GG to your mana pool. 1/1.																																								
Fyndhorn Elves	SC	C	••••	JHa	G	IA	Thermokarst	SOR	U	•••	KMe	GG1	IA	Glaciers	EN	R	••••	MTe	UW2	IA																				
T: Add G to your mana pool. 1/1.																																								
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.																																								
Destroy target land. You gain 1 life if that land is snow-covered.																																								
Thoughtleech																					EN	U	••••	MTe	GG	IA	Gain 1 life whenever target opponent taps an island.	Tinder Wall	SC	C	••••	REm	G	IA	All mountains become plains.					
T: 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.																																								
Hymn of Rebirth																					SOR	U	••••	RKF	GW3	IA	Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	Kjeldoran Frostbeast	SC	U	••••	MPo	GW3	IA	Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.					
Merieke Ri Berit																					SC	R	••	HHu	BUW	IA	Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	Monsoon	EN	R	••••	Nth	GR2	IA	If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.					
Mountain Titan																					SC	R	••••	MBe	BR2	IA														

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

KEY

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	
Description							Description							Description							
cards. Target creature cannot be blocked by blue creatures.							Justice	EN	U	★★★★	RtP	WW2	IA	Warning	INS	C	•	PMo	W	IA	
Call to Arms EN R ●●● RGA W1 IA Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.							Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.							Target attacking creature does no damage in combat this turn.							
Caribou Range EL R ●●● RtP WW2 IA WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. O: Sacrifice a Caribou token to gain 1 life.							Kelsinko Ranger SC C • MPo W IA W1: One green creature gains first strike until end of turn. 1/1.							White Scarab EC U ●●● Pfo W IA Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.							
Circle of Protection: Black EN C ●●● Sev W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one black source.							Kjeldoran Elite Guard SC U ●●● MBe W3 IA T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.							Adarkar Wastes LAN R ●●● MRa IA T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.							
Circle of Protection: Blue EN C ●●● Pve W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one blue source.							Kjeldoran Guard SC C ●●● AWa W1 IA T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.							Brushland LAN R ●●● BWa IA T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.							



Gaze of Pain & Krovikan Vampire: Cast the Gaze of Pain on your Krovikan Vampire and whatever other critters you deem fit, send 'em in, and pow, combine the damage to take control of the biggest critter your opponent has. (Nail your opponent's blockers with Panic to make sure things go your way.)

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

Circle of Protection: White EN C ●●● Sev W1 A,B,U,R,4th,IA
1: Prevent all damage to you from one white source.

Cold Snap EN U ●● RGA W2 IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.

Cooperation EC C ●●● Pfo W2 IA
Target creature gains banding.

Death Ward INS C ●●● HMc W A,B,U,R,4th,IA
Regenerates target creature.

Disenchant INS C ●●● BSn W1 A,B,U,R,4th,IA
Destroy target enchantment or artifact.

Drought EN U ●●● Nth WW2 IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a Swamp for each B in the spell or effect.

Elvish Healer SC C ●●● REm W2 IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.

Enduring Renewal EN R ●●● HMc WW2 IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.

Energy Storm EN R ●●● Sev W1 IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.

Formation INS R ●●● KMe W1 IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.

Fylgia EC C ●●● EBe W IA
Put four healing counters on Fylgia when it comes into play. O: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.

General Jarkeld SC R ●●● RTh W3 IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.

Green Scarab EC U ●●● NLe W IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.

Hallowed Ground EN U ●●● DSh W1 IA
WW: Return a non-snow-covered land you control to its owner's hand.

Heal INS C ●●● MTe W IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.

Hipparian SC U ●●● DWi W1 IA
Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.

Kjeldoran Knight SC R ●●● RSp WW IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.

Kjeldoran Phalanx SC R ●●● RKF W5 IA
First strike, banding. 2/5.

Kjeldoran Royal Guard SC R ●●● Lwi WW3 IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.

Kjeldoran Skycaptain SC U ●●● MPo W4 IA
Flying, banding, first strike. 2/2.

Kjeldoran Skyknight SC C ●●● MPo W2 IA
Flying, banding, first strike. 1/1.

Kjeldoran Warrior SC C ●●● MPo W IA
Banding. 1/1.

Lightning Blow INS R ●●● HMc W1 IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.

Lost Order of Jarkeld SC R ●●● ARu WW2 IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.

Mercenaries SC R • CBr W3 IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.

Order of the Sacred Torch SC R ●●● RtP WW1 IA
T: Sacrifice 1 life to counter a black spell. 2/2.

Order of the White Shield SC U ●●● RtP WW IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.

Prismatic Ward EC C ●●● Lwi W1 IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.

Rally INS C ●●● HHu WW IA
All blocking creatures gain +1/+1 until end of turn.

Red Scarab EC U ●●● Sev W IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.

Sacred Boon INS U ●●● MRa W1 IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.

Seraph SC R ●●● CRu W6 IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.

Shield Bearer SC C ●●● DFr W1 IA
Banding. 0/3.

Snow Hound SC U ●●● PMo W2 IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.

Swords to Plowshares INS U ●●● Kfo W A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.

LANDS

Adarkar Wastes LAN R ●●● MRa IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Brushland LAN R ●●● BWa IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.

Forest LAN C — PMo A,B,U,R,4th,IA
T: Add G to your mana pool.

Glacial Chasm LAN U ●● LDa IA
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.

Halls of Mist LAN R ●●● MPo IA
CU: 1. No creature may attack if it is attacked during its controller's last turn.

Ice Floe LAN U ●●● JMe IA
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.

Island LAN C — AMa A,B,U,R,4th,IA
T: Add U to your mana pool.

Karpulus Forest LAN R ●●● NLe IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.

Land Cap LAN R ●●● Lwi IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.

Lava Tubes LAN R ●●● BWa IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.

Mountain LAN C — TWa A,B,U,R,4th,IA
T: Add R to your mana pool.

Plains LAN C — CRu A,B,U,R,4th,IA
T: Add W to your mana pool.

River Delta LAN R ●●● Sev IA
If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.

Snow-Covered Forest LAN U — PMo IA
T: Add G to your mana pool.

Snow-Covered Island LAN U — AMa IA
T: Add U to your mana pool.

Snow-Covered Mountain LAN U — TWa IA
T: Add R to your mana pool.

Snow-Covered Plains LAN U — CRu IA
T: Add W to your mana pool.

Snow-Covered Swamp LAN U — DSh IA
T: Add B to your mana pool.

Sulfurous Springs LAN R ●● Pfo IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.

Swamp LAN C — DSh A,B,U,R,4th,IA
T: Add B to your mana pool.

Timberline Ridge LAN R ●●● JMe IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.

Underground River LAN R ●● Nth IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.

Veldt LAN R ●●● BWa IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.

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



INQUEST

players guide

Name	Description	Rarity	Rating	Artist	Type	Rage	Damage	Name	Description	Rarity	Rating	Artist	Type	Rage	Damage	
ACTIONS																
Bite	Can only be used in Crinos or Lupus form.	C	•••	MCh	CA	2	3	Off-Balance Attack	The player of this card plays damage cards at -1 Rage during the next round of combat.	C	•	RKF	CA	1	2	
Block	Reduces the damage of one attack by up to 4 points.	C	•••	SBe	CA	1	—	Organ Puncture	Victim cannot initiate combat until this wound is healed.	U	••	BLc	CA	3	2	
Block and Strike	Block up to 2 points of damage and play an additional damage-dealing card.	U	••••	SBe	CA	4	—	Overextended Attack	Your character may not play a combat card next round.	C	•••	JCo	CA	2	4	
Body Blow	Victim plays combat cards at -2 Rage for the rest of the combat.	C	•••	Dtu	CA	3	3	Rend and Tear	Takes effect after your opponent's card.	U	•••	JMa	CA	3	3	
Broken Limb	Cannot be dodged.	C	••	JCo	CA	6	3	Run Like Hell	Play at any time. The character playing this card immediately changes from breed form to Crinos form or from Crinos form to breed form.	U	••	SBe	CA	1	—	
Careful Strike	One piece of opponent's equipment cannot be used for the remainder of the Combat Phase.	U	••	JFe,LSn	CA	3	1	Shapeshift	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.	C	•••	Tha	Action	—	—	
Critical Blow	Victim plays cards at -1 Rage until this wound is healed.	R	•••	OPe	CA	4	2	Sneak Attack	Solid Blow	C	•••	SBe	CA	2	2	
Disarm	Avoid one attack this round.	U	••••	JCo	CA	1	—	Spine Crushed	Can only be used in Crinos form.	R	•••	JCo	CA	9	7	
Disembowelment	Dodge all attacks this round.	R	••	SBe	CA	5	3	Stinging Wound	Victim plays combat cards at +1 Rage during the next round of combat.	C	•••	RSt	CA	1	2	
Dodge	Dodge all attacks this round.	C	••••	JCo	CA	1	—	Surprise Attack	If played during first round of combat, opponent inflicts no damage this round.	R	••••	ASH,LSn	CA	2	1	
Dry Gulch	Victim must attack with a random card from his hand next round.	U	••••	SCo	CA	5	4	Swipe	Play Taunt on any Garou who has just refused a challenge. That Garou immediately accepts the challenge and enters frenzy. Rag	C	••	WOC	CA	2	2	
Entrail Rend	This card deals damage before your opponent's.	R	••••	CMc	CA	10	8	Taunt	Telling Blow	U	•••	JCo	CA	3	1	
Evade and Strike	Requires Kalindo. Dodge all attacks this round.	R	••••	BLc	CA	3	1	Umbral Escape	If this kills your opponent, add it to your victory pile for 3 additional victory points.	R	••••	JMi	Event	—	—	
Evasion	Dodge all attacks this round.	R	•••••	RTh	CA	2	—	Vital Blow	Requires Gnosis 3. Move to the Umbra until the next Regeneration Phase.	U	••••	RSp	CA	6	4	
Eyes Gouged	Victim cannot play any combat cards during the next round of combat.	U	•••	RSp	CA	4	2	ALLIES								
Fast Strike	Victim cannot play any combat cards during the next round of combat.	R	•••	RSt	CA	5	2	Name	Description	Rarity	Rating	Artist	Renown	Rage	Gnosis	Hth
Feint	Play any combat card in response to your opponent's card.	U	•••	LAW	CA	4	0	Faerie Kin	Requires: Gnosis 3 and Fla. Faerie may use Gifts from any breed or auspice. A pack can only have one faerie ally at a time.	R	••••	LSn	3	1	6	3
Flesh Wound	Requires Kalindo. Combat ends after this round.	C	••	OPe	CA	1	1	Flame Spirit	Requires: The or Ukt. Destroy Flame Spirit in an attack to do 3 aggravated damage. Spirit is only affected by Umbral attacks and Gifts.	U	••••	WOC	6	1	5	3
Forceful Wind	This damage is aggravated if the victim is in Crinos form.	R	••	MDa	CA	4	2	Gaffling Pest	Gaffling may use Gifts from any breed.	C	••	EDi	5	2	3	3
Fur Gnarl	Glancing Blow	U	•••	JCo	CA	4	2	Gangrel Ally	Requires: Bon or Gla. Regenerates. Gangrel can only act every other	R	•••	LSn	7	6	2	6
Grazing Wound	Victim cannot play any combat cards during the next round of combat.	C	••	JDa	CA	1	1									
Head Wound	Victim cannot play any combat cards during the next round of combat.	U	••••	JMi	CA	5	2									
Kneecapper	Victim acts at -1 Rage during the next round of combat.	C	••	BLc	CA	3	2									
Lucky Blow	Can only be used in Crinos form. Victim can take no actions until this wound is healed.	R	••••	BLc	CA	2	3									
Mangle	Can only be used in Crinos form. Victim can take no actions until this wound is healed.	R	••••	SBe	CA	8	6									
Massive Wound	Requires Kalindo. Victim's Rage is considered 1 for the rest of the combat.	R	••••	WOC	CA	7	5									
Nerve Cluster		U	•••	JHo	CA	3	1									

Name	Description	Rarity	Rating	Artist	Renown	Rage	Gnosis	Hth
turn and he cannot attack the turn he is brought into play.								
Kinfolk - Environmental Activist	Environmental Activist can remove one member of your pack from the Hunting Grounds per turn.	R	••	OPe	0	0	0	1
Kinfolk - Small Town Cop	Requires: Homid. Once per turn, before alphas are selected, can remove a character in Homid form until the beginning of the next Regeneration Phase.	R	••••	JBr	1	3	0	2
Kinfolk - Soldier of Fortune	If the Soldier of Fortune is disarmed, his Rage becomes 3.	R	•••	MHa,TSi	4	7	0	2
Kinfolk - TV Reporter	Requires: Hom. Your pack gains 2 votes during all moots.	R	••	LAW	1	0	0	1
Kinfolk - Veterinarian	Requires: Lup. During your Regeneration Phase, Veterinarian can cure one additional damage card from one character.	R	•••	JBr	0	0	0	1
Song of the Great Beast	Requires: Gnosis 7 and Lup or Wen. Bison cannot attack the turn it comes into play.	R	••••	RKF	6	8	1	5
Wolf Kinfolk	Requires: Lupus.	C	••	JMa	2	2	2	2
Wolf-Spirit	Requires: Gnosis 4 and Phi, Lup, or Red. Wolf-Spirit cannot act the turn it comes into play.	C	••	JDa	2	2	3	2
Wurm Slayer, Ronin Garou	Requires: Ahr or Phi. Wurm Slayer cannot vote in moots. Only 1 Wurm Slayer can be played per game. Wurm Slayer cannot refuse a challenge.	R	••	WOC	4	5	2	4

Name	Description	Rarity	Rating	Artist	Tribe	Breed
GAROU						
Allamonde	When Allamonde is alpha, his challenges cannot be refused.	R	•••	AMa	Rat	Met 6
Allison Kachina	Can automatically pack attack or defend with Thomas Kachina.	U	•••	EAS	Wen	Ahr Hom 4
Amari Howls-from-Soul	Amari's packmates gain +1 Rage during pack attacks.	C	••	Dtu	Bla	Gal Lup 1
Anna Kliminski	Anna may begin the game armed with a Klaive.	U	••••	BLc	Sha	Ahr Hom 9
Anna-Eyes of the Sun-Pelfrey	Anna has +1 Renown during moots.	R	•••	JMy	Ukt	Gal Lup 5
Antonine Teardrop	If Antonine has a Klaive, it cannot be stolen while he is alive.	U	••••	MDa	Sta	Phi Hom 8
Aurgra	Can use Gifts of any auspice except Theurge.	R	••••	BLc	Gur	Phi Urs 8
Banana Split	Once per game Banana Split can cancel both his card and one opponent's card during a round of combat.	C	••	JGT	Bon	Ahr Met 2
Bladetooth	Bladetooth cannot participate in any pack action with other Get.	C	••	RSt	Get	The Lup 4
Blood-on-the-Wind	All Wendigo in your pack gain +1 Rage.	R	••••	JMa	Wen	Gal Lup 9
Bron Mac Fionn	Once per game, stop any moot in progress.	R	•••	MDr	Fia	Gal Hom 10
Buggerhead	You may discard and redraw one sept card at the end of the Redraw Phase.	U	•••	SBe	Bon	Rag Lup 6
Carla Grimsson	If a moot called by Carla's pack does not pass, she turns to Crinos and must be alpha for the next Combat Phase.	U	•••	MJa	Get	Phi Hom 7
Carleson Ruah	Carleson can interrupt an alpha's action, allowing his pack's alpha to go first, as long as that alpha attacks an enemy.	C	••••	Dtu	Sha	Rag Hom 4
Cernonus	Cernonus is -1 Renown when voting in moots.	U	•••	SBe	Chi	The Met 6
Charging Bull	A character with a higher Renown than Charging Bull cannot refuse his challenges.	U	•••	RKF	Wen	Rag Hom 7
Crick Rumwrangler		C	••	JBr	Bon	Phi Lup 4
Dharma Bum	All opponents fighting Dharma Bum lose 2 Gnosis during combat.	C	•	JFe,LSn	Bon	Gal Hom 1
Diem	Once per game, interrupt the vote on a moot and delay it until the next turn.	C	•	LAW	Chi	Rag Hom 1



FLOWER OF APHRODITE



UMBRAL QUEST

Flower of 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.

Name	Rarity	Rating	Artist	Tribe	Auspice	Breed	Description
			Rage	Gnosis	Health		
Eater-of-Bears	C	••	JDa	Red	Rag	Lup 2	Eater-of-Bears is at +2 Rage when fighting a character in Homid form or a human ally.
Edgewalker	C	•••	Dtu	Sha	The	Hom 3	
Evan Heals-the-Past	C	••	TDi	Wen	Phi	Hom 3	
Eyes-of-Frost	C	••	JBr	Wen	The	Hom 2	Eyes-of-Frost can force the discard of a Pack Totem card, but then he cannot use Gifts for the remainder of the game.
Fang Jumper	C	••	JRe,LSn	Get	Rag	Hom 1	If the alpha is a Get of Fenris, Fang Jumper may join the alpha in defense at any time.
Gere-Hunts-the-Hunters	U	•••	RSp	Get	Ahr	Hom 7	Any Garou who kills Gere can gain +2 Health, but will lose 4 Renown.
Gesar	C	•••	JMi	Sta	Rag	Hom 5	When Gesar is an alpha, his Renown is considered 2 for deciding when he will act.
Golgal Fangs-First	R	••••	Multi	Get	Ahr	Hom 10	Golgal draws 1 extra combat card when assists an attack or defense. Artists: MHa,TSi,LSn
Goll Mac Mourna	U	•••	RKF	Fia	Gal	Hom 5	Spirits cannot attack Goll.
Grek Twice-Tongue	U	•••	SCs	Str	Phi	Met 6	Considered +1 Renown during moots.
Greyfist	U	•••	MDa	Sil	Phi	Hom 6	If a Harano Gloom is played on Greyfist, he may discard it at the beginning of the next turn.
Grimfang	R	••••	BLe	Sil	The	Hom 10	Grimfang is considered +3 Renown during moots.
Grows-at-Moon	U	••	JBr	Red	Gal	Lup 4	Grows-at-Moon can aid in defense when a non-alpha packmate is attacked.

Name	Rarity	Rating	Artist	Tribe	Auspice	Breed	Description
			Rage	Gnosis	Health		
Julisha of the Thousand Masks	R	••••	MDr	Bla	Rag	Hom 9	Each of Julisha's kills after her first is worth +1 Renown
Lamurun	U	••••	QHo	Ukt	Phi	Lup 9	You may discard a card from your victory pile and draw a sept card
Lord Albrecht	U	•••	JGT	Sil	Ahr	Hom 7	Any enemies of Renown 4 or greater killed by Lord Albrecht are worth +1 victory points.
Mamu	R	•••••	SCa	Red	Ahr	Lup 10	Mamu frenzies when he is killed, drawing only three cards for the frenzy.
Mari Cabrah	U	•••	JGT	Bla	The	Hom 6	Mari gets +1 Rage when on the attacking side of combat.
Morgan the Unworthy	C	••	JCo	Fia	Phi	Met 3	When Morgan uses a Gift or Rite, there is a fifty percent chance it doesn't work.
Morihei High-Mountain	R	•••	ASH,LSn	Sta	Gal	Hom 8	Has the Kalindo ability.
Mother Larissa	R	•••	BLe	Bon	The	Hom 8	You may draw 2 extra combat cards whenever Mother Larissa is the target of an attack.
Natasha Moon Chaser	C	•••	JFe,LSn	Str	Rag	Hom 5	Once per game, a player can force Natasha to forfeit a declared attack.
Nephthys Mu'at	U	•••	AGr	Str	Gal	Hom 7	You can look at either side of any Garou card in play.
No'iri'n Ni'Dhonail	C	•••	KMe	Fia	Ahr	Hom 4	Can use Lupus Gifts as well as Homid-Gifts.
Old Storm-Chaser	U	•••••	EAS	Red	The	Lup 7	Your sept hand size is increased by 1.
Passer	C	••	AMa	Str	The	Met 1	Passer is worth zero Renown for victory points.

Name	Rarity	Rating	Artist	Tribe	Auspice	Breed	Description
			Rage	Gnosis	Health		
Roshen One-Arm	C	••	JCo	Sil	Rag	Hom 2	Roshen has an arm-club piece of fetish equipment. If it is stolen he loses 1 Rage.
Running Creek	C	•	ASh,LSn	Ukt	Ahr	Hom 3	Running Creek can regenerate aggravated damage.
Scar Throat Leech-Killer	C	••	BLe	Get	Gal	Lup 4	Any vampires killed by Scar Throat are worth two additional victory points.
Scratches-at-Fleas	U	•••	LMA	Bon	Ahr	Lup 5	
Shakar	R	•••	LAW	Bag	—	Hom 4	Can use Theurge and Philodox Gifts.
Simon Gentle	C	•••	LAW	Gla	Phi	Hom 6	
Sings-for-the-Beast	C	••	JCo	Sil	Gal	Met 3	
Sister Judith Paws-of-Light	U	•••	JMi	Bla	The	Met 7	One of your pack members may regenerate his highest damage card instead of his lowest.
Sofya Softkiller	C	••	RKF	Sil	Ahr	Hom 4	If a Wolf-Spirit is slain, Son-of-Moonlight can immediately attack the killer.
Song Chiang	U	•••	SBe	Gla	Gal	Hom 7	If you don't deliver on a deal-making promise, Song is discarded.
Spotlight	C	•••	WOC	Red	Ahr	Lup 4	
Stands-Like-Mountain	C	••	LAW	Red	Phi	Lup 3	
Susan Anthony	C	•••	JDa	Bla	Phi	Hom 4	You may start the game with one Kinfolk Ally in play.
Syntax	C	••	LAW	Gla	Rag	Hom 2	All Pentex enemies Syntax faces are at -2 Rage.
Tanzut	C	•••	JBr	Str	Phi	Lup 4	Has the Kalindo ability.
Teeth-of-Titanium	U	•••	LFI	Gla	Ahr	Lup 6	Cannot frenzy
Thomas Kachina	C	••	EAS	Wen	Ahr	Hom 4	Can automatically pack attack or defend with Allison Kachina.
Thunder Tiger	U	•••	JBr	Sta	Ahr	Lup 5	Has the Kalindo ability.
Tim Rowantree	C	••	RKF	Chi	Ahr	Hom 3	If your pack gets a coem, Tim gains +2 Rage and +1 Health.
True Silverheels	U	••••	WOC	Chi	Ahr	Hom 7	May begin the game armed with a Klave equipment card.
Virus-to-Wyrm	C	••	QHo	Gla	Ahr	Hom 4	Virus is at +2 Rage when fighting enemies, but Rage is still considered 2 for changing to Crinos.
Volcheka Ibaruri	C	••	MHa,TSi	Bla	Ahr	Lup 3	No Wendigo can voluntarily start or join an attack against Volcheka.
Walks-with-Might	R	••••	SCs	Str	Ahr	Lup 9	May escape from any combat after the fourth round.
Wind-Across-the-Hills	C	••	RKF	Fia	Rag	Hom 1	Wind-Across-the-Hills is considered Renown zero when joining pack attacks or defenses.
Zachary Ellison	U	•••	SBe	Sha	Phi	Hom 6	Cannot be in a pack unless a Shadow Lord has the highest Renown.



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.

Name	Rarity	Rating	Artist	Tribe	Auspice	Breed	Description
Guides-to-Truth	R	••••	JMi	Ukt	The	Lup 9	You can look at an opponent's sept or combat hand twice per game.
Howard Koar	C	••	Dtu	Sta	Gal	Hom 2	Howard frenzies when he takes damage that puts him in Crinos form.
Ivan Korda	C	••	SCa	Sha	Phi	Hom 2	When a member of his pack calls a moot, Ivan can cause one other character to have a -2 Renown for voting.
Jacky Gecko	C	•	JBr	Ukt	Gal	Hom 2	Can start the game with either a .38 special or a 9mm Semi-Auto pistol.
Jubati	C	••	JCo	Ukt	Rag	Hom 3	Jubati can draw 1 extra combat card when fighting Pentex enemies.

Name	Rarity	Rating	Artist	Tribe	Auspice	Breed	Description
Pearl River	R	••••	JMa	Chi	The	Hom 9	Pearl is considered +2 Renown when voting for moots.
Questor Treetalker	C	••	APo	Chi	Gal	Lup 5	When Questor attacks an enemy card, one other pack member can join his attack.
Rainpuddle	C	••	RKF	Sta	The	Lup 2	Rainpuddle's attacks can affect creatures in the Umbra.
Roar of Storms	U	•••	RTh	Sha	Gal	Lup 5	Can vote as any auspice during moots.
Roger Daly	R	•••	LAW	Gla	The	Hom 8	Before combat begins, can destroy any guns or techno-equipment of opponents facing him.

Name	Rarity	Rating	Artist	Renown	Rage	Gnosis	Health	Description
Black Spiral Dancer	U	•••	RSp	7	6	6	6	Regenerates. Can use any metis, Ragabash, or Ahroun Gifts.
Deranged Mokole	R	••••	BLe	8	7	2	8	Any Rage 1 damage cards played by the Mokole are aggravated damage.
Elder Vampire	R	••••	JMa	9	7	8	9	Not affected by Rage 1 damage cards. Can use any Philodox or

Bag	Bagheera	Chi	Children of Gaia	Gla	Glass Walkers	Red	Red Talons	Sil	Silver Fangs	Wen	Wendigo	Phi	Philodox	Hom	Homid
Bla	Black Furies	Fia	Fianna	Gur	Garah	Sha	Shadow Lords	Sta	Stargazers	Ahr	Ahroun	Rag	Ragabash	Lup	Lupus
Bon	Bone Gnawers	Get	Get of Fenris	Rat	Ratkin	Str	Silent Striders	Ukt	Uktens	Gal	Galliard	The	Theurge	Met	Met

KEY



players guide

Name	Rarity	Rating	Artist	Renown	Rage	Gnosis	Hth
Shadow Lord Gifts.							
Fomori	C	••	SBe	4	3	0	3
All fomori in Hunting Grounds combine for pack defense.							
Fomori	C	•••	RTh	4	2	0	4
All fomori in Hunting Grounds combine for pack defense.							
Furling	C	•••	SCa	7	3	2	3
All damage from a Furling is aggravated.							
Hogling	C	•••	SCa	5	5	4	5
Hoglings are unaffected by nonferish equipment attacks. Can use any metis Gifts.							
Pentex Forestry Team	U	••	SCa	4	2	0	3
Destroys 1 coern in play each Regeneration Phase. Can play 2 combat cards per round.							
Pentex Refinery	R	••••	SBe	14	4	6	15
No shapechanger may regenerate without the aid of Gifts.							
Piper, The	R	•••	JFe,LSn	6	3	6	4
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	R	••••	LSn	6	7	9	5
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.							
Pumpkin Man	U	•••	JMa	6	5	5	5
Characters attacking Pumpkin Man cannot retreat until after all of their combat action cards have been played. Can use any Theurge or Philodox Gifts.							
Samuel Haight	R	••••	RTh	9	8	8	9
Can use Gifts from any breed or auspice. Only one Samuel Haight can be played per game.							
Silhouette	R	•••	LAW	5	5	2	8
Silhouette'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 per game.							
Uktena Wyrmfœ	R	••	SCa	0	6	5	6
No Uktena can attack anything except the Uktena Wyrmfœ.							

EQUIPMENT

Name	Rarity	Rating	Artist	Type
Special				
.38 Special	C	•	RS†	—
Requires: Homid. Owner can use up to Rage 3 combat cards.				
9mm Semi-Auto Pistol	U	••	CMc	—
Requires: Homid. Owner can use up to Rage 5 combat cards.				
Bane Arrow	U	••••	RTh	Fetish
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 addition to any combat cards. Use as a combat card.				
Bones of Shakir Hind	R	••••	KMe	Fetish
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 once per game.				
Battlecap 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.				
Elder Stone	U	•••	JMa	Fetish
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.				
Fang Dagger	R	•••••	BLc	Fetish
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	R	•••	KRy	Fetish
Requires: Gnosis 4. Owner cannot be attacked by spirits.				
Flak Jacket	C	••	JBr	—
Requires: Homid. Discard to prevent any one attack of up to 4 damage. A character can only have one Flak Jacket at a time.				
Flower of Aphrodite	R	•••	LSn	Fetish
Requires: Gnosis 5. Owner cannot be attacked or challenged. Discard if owner attacks anything.				
Grand Klaive	R	••••	KRy	Fetish
Requires: Gnosis 4. Does aggravated damage. Owner is at +1 Rage in Crinos form and at -1 Gnosis at all times.				
Incarna Sigil	R	••••	JMi	Fetish
Requires: Gnosis 6. Owner can freely interact in the Umbra. This includes attacking, changing equipment, or using Gifts.				
Klaive	R	••••	QHo	Fetish
Requires: 3 Gnosis. Does aggravated damage. Owner is at -1 Gnosis as long as Klaive is equipped.				

Name	Description	Rarity	Rating	Artist	Type	Name	Description	Rarity	Rating	Artist	Type
Luna's Links		R	••••	ASH,LSn	Fetish		played. All Ahroun gain 1 Gnosis and any Garou can freely enter Crinos form.				
Requires: Gnosis 2. Owner can use Gifts from any auspice.											
Mokolé Hide		R	•••	JDa	Fetish	Garbage Food Poisoning		R	•••	JCo	—
Requires: Gnosis 2. Owner gains +2 Health. A character can only have one Mokolé Hide at a time.											
Moon Sign		R	•••	RS†	Fetish	Garbage Food Poisonings		C	••	JMy	Lunar Phase
Requires: Gnosis 2. Discard during combat to force a Garou to revert to his or her breed form. Play instead of a combat card.											
Naturae Boon		U	••	RS†	Fetish	Gibbous Moon		U	•••	KMe	Totem
Reduces the Gnosis cost of the owner's Gifts by 2.											
Portable Computer		R	••	ASH,LSn	—	Grandfather Thunder		U	•••	JMi	Totem
Requires: Glass Walkers. Owner gains +2 Gnosis. Discard to look at an opponent's hand.											
Sands of Sleep		R	••	MDa	Fetish	Griffin		U	••	AKu	Totem
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.											
Shotgun		R	••	RSp	—	Half Moon		C	••	JMi	Lunar Phase
Requires: Homid. Owner can use up to Rage 7 combat cards.											



ANNA KLIMINSKI



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' wolves.

Silver Ammo	R	••	JMi	—
Play with a damage card from a firearm attack to make that damage aggravated.				
Spear of Deceit	R	•••	RTh	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	••	KRy	Fetish
Requires: Gnosis 3. Remove one additional damage card from the owner during the Regeneration Phase.				
Wyrmskin	R	••	TDi	Fetish
Requires: Gnosis 3. Enemies fight at -2 Rage against the Wyrmskin's owner.				

EVENTS

Name	Description	Rarity	Rating	Artist	Type
Alaskan Wolf Hunt		R	••	DTu	—
All Red Talons must enter the Hunting Grounds until the next Regeneration Phase. Can only be played once per game.					
Attacking the Wyrmskin		C	••••	RTh	—
Play when your alpha attacks an enemy card. Any or all members of your pack may join the attack. Draw 1 additional combat card for each character that joins the attack.					
Bum Rush		U	••••	SBe	—
Play at the beginning of a combat round. All of your pack members join the attack for this round only.					
Chimera		U	••••	JMa	Totem
Pack Totem. Increases your sept hand size by one.					
Cockroach		U	••	JCo	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.					
Crescent Moon		C	•••	RS†	Lunar Phase
Play at the beginning of a turn or to cancel any New or Half Moon just played. All spirits gain 1 Rage and all Theurgues gain 1 Gnosis.					
Drunken Revelry		R	•••	TDi	—
All Fianna lose 1 Gnosis for the rest of the game. Only 3 Drunken Revelries can be in effect at any time.					
Entrapment		U	•••	ASH,LSn	—
Play on any Garou. That Garou can attack one ally directly. Entrapment is worth 2 victory points once the ally has been slain.					
Falcon		U	••	MMi	Totem
Pack Totem. Each pack member gains 1 Renown during moots.					
Fenris		U	•••	MDa	Totem
Pack Totem. All pack members gain 1 Rage when in Crinos.					
Frenzy		U	••••	ASH,LSn	—
Play before the first round of combat or in between rounds. Target Garou your control goes into frenzy.					
Full Moon		C	•••	CMc	Lunar Phase
Play at the beginning of a turn or to cancel a Gibbous Moon just					

Harano Gloom	R	•••	QHo	—
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	U	•••	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.				
Inbred Disorder	R	••	JCo	—
Target Silver Fang acts at -2 Gnosis for the rest of the game. Characters can only be affected by one Inbred Disorder.				
Journey Onward	R	••••	RKF	—
Target player must discard one Stargazer. Can only be played on a pack once per game.				
Journey to the East	R	•••	JFe,LSn	—
Play on a Garou you control. Remove that Garou for two turns. When the Garou returns to play, it knows Kallinda.				
Leadership Challenge	R	•••	JBr	—
Any pack with two or more Shadow Lords must discard one of their two highest Renown Shadow Lords. Can only be played once per game.				
Lost Calling	R	••	ASH,LSn	—
Target Wendigo cannot frenzy for the remainder of the game.				
Lunar Eclipse	R	•••	JMa	—
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.				
Matriarch Mourning	R	•••	MJa	—
No Black Fury may take an action for the next two turns. Can only be played once per game.				
New Moon	C	••	LMa	Lunar Phase
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.				
No Escape	U	••	JFe,LSn	—
Play when the attacker refuses to continue combat. Combat continues until you choose to end it.				
Owl	U	••••	LSn	Totem
Pack Totem. You may look at an opponent's combat or sept hand once every other turn.				
Pack Defense	U	•••	RKF	—
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.				
Peace of Nature	R	•	QHo	—
All Children of Gaia play combat cards at -1 Rage. If a Children of Gaia character goes into frenzy, that player may discard one Peace of Nature in play.				
Pegasus	U	•••	AMi	Totem
Pack Totem. Each pack member gains 1 Gnosis.				

Name	Rarity	Rating	Artist	Type	Name	Rarity	Rating	Artist	Gnosis	Requirement	Name	Rarity	Rating	Artist	Gnosis	Requirement
Description					Description					Description						



Geas- Here's a card that can be kind of deceiving. Geas lets you force a Garou to go into combat with anything in the Hunting Grounds. Send in your own Garou so you can have the first stab at knocking off the enemies that your pack rightfully deserves to kill!

Ragnarok	R	••	RKF	—	All Get of Fenris must go the Hunting Grounds until the next Regeneration phase. Can only be played once per game.
Rat	U	•••	RKF	Totem	Pack Totem. Each pack member gains 1 Health.
Reclaiming the Stolen	C	•••	JHo	—	Play on a Garou who has had an item stolen. This card is worth 2 victory points if the Garou can reclaim the stolen item.
Scouring the Wyrms	C	••	Ble	—	Choose one Garou and one enemy in the Hunting Grounds. The enemy is worth +2 victory points if the Garou can slay it singlehandedly within one turn.
Scouting Mission	R	•••	QHo	—	Play on a pack containing a Silent Strider. That player must send one Silent Strider to the Hunting Grounds until the next Regeneration Phase. If the character returns alive, his pack gains 3 victory points. Can only be played once per game.
Shieldmate	U	••••	RTh	—	Add one of your pack members to the attack when one of your characters is attacked. You decide which character receives any damage dealt by opponent.
Stag	U	••••	AMi	Totem	Pack Totem. Faerie spirits cannot attack members of the pack. You may draw 2 additional cards whenever you attack an enemy.
Surprise Ally	R	••••	LAW	—	Play before the first round of combat when you are attacking. Add one additional pack member to the attack and draw a card.
Taking the Death Blow	R	••••	JMi	—	Play when one of your characters takes a mortal wound. Another member of your pack takes the wound instead, and that member takes the old one's place in the current combat.
Uktena	U	••	JCo	Totem	Pack Totem. Spirits cannot attack members of the pack.
Umbra Quest	C	•••	JBr	—	Play on a Garou you control. Send Garou to the Umbra (and Hunting Grounds) for two turns. If the Garou returns without taking any damage, this card is worth 3 victory points.
Unicorn	U	••	JMi	Totem	Pack Totem. One pack member may regenerate one additional card during your Regeneration Phase.
Wendigo	U	••••	JMa	Totem	Pack Totem. Increase the size of your combat hand by 1.
Wyrms Taint	R	•••	JDa	—	All Glass Walkers act at -1 Renown during moods.

GIFTS

Name	Rarity	Rating	Artist	Gnosis	Requirement
Alias	R	••••	AMa	7	Gla
Creates a duplicate of the character which can be affected by anything that affects spirits. A character can only have one alias of himself.					
Aura of Confidence	U	••	MDa	1	Sha
Increase character's Renown by 1.					
Awe	U	••	ASh	3	Sil
Increase character's Renown by 1. Renown is increased by 2 during moods.					

Balar's Gaze	R	••••	QHa	5	Fia
For the current combat, any opponents with less Rage than the user can take no actions.					
Battle Song	U	•••	RKF	4	Gal
The character's pack can play combat cards at +2 Rage for the current turn.					
Beastmind	U	•••	Multi	3	Red
Target cannot use any equipment for one turn. Artists: MHa, TSm, LSn					
Blissful Ignorance	C	••	JHo	5	Reg, Bon, Ukt
Until the user takes an action, he cannot be attacked, participate in moods, or have a Gift bestowed upon him.					
Body Wrack	R	••••	JCo	7	Bla
Target creature takes 1 damage and may not take any actions during the next combat round.					
Burrow	C	••	Lfi	4	Met
Until the next Regeneration Phase, the user cannot be attacked or called out, nor can the user take any actions.					
Camouflage	U	•	JBr	1	Wen
User can avoid combat with Homid characters.					
Cafeet	U	•••	AMi	4	Lup, Rag
For the duration of the current combat, the user can dodge any attacks unless the attack says otherwise. User can only play combat cards of Rage 1 while this is in effect.					
Circular Attack	R	•••••	BDu	8	Sta
Attacks directed at the user for one round can be dodged or redirected to another character involved in the combat.					
Command Spirit	U	••	LMa	3	Ukt, The
Take control of one spirit with Gnosis less than user's for one full turn.					
Coup de Grace	R	•••	Ble	3	Bla
User can only play a Block or Dodge on the first round of combat. On any round thereafter, add 4 damage to one attack card played by the user.					
Curse of Hatred	U	••	JDa	3	Met
Target plays his next combat card at -2 rage.					
Distractions	U	••••	JHo	5	Gal, St
Interrupt a combat action by forcing a victim's card to be discarded. Can only be used once per target, per combat.					
Exorcism	C	••	JFe, LSn	3	The
Remove any spirit from play whose Gnosis is less than the user's.					
Eye of the Cobra	U	•••	JFe, LSn	6	Gal, Chi
Play any time before alphas are chosen. Target Garou becomes a member of your pack for one full turn.					
Fenris' Bite	R	••••	DTu	6	Get
Only usable in Crinos or Lupus form. In addition to the normal damage for an attack, the victim's Rage is decreased by 5 (but not below 1) until that damage is healed.					
Gaia's Vengeance	R	••••	Ble	9	Red, Phi, Lup
Only usable when fighting an opponent in the Hunting Grounds. Do 10 points of damage to any one target.					
Geas	U	••••	RKF	5	Fia, Phi
Force any Garou to enter combat with anything in the Hunting Grounds. Combat must last at least 3 rounds before the victim can withdraw.					
Gift of the Porcupine	C	•••	JCo	4	Met, Bon
Deals 2 damage to the next opponent that hits the user.					
Glib Tongue	R	••	LAW	3	Fia
User gains +5 Renown for the current mood.					
Greater Banishment	R	••••	WOC	10	The
Cancels any Gift, removing it from play.					
Heart of Fury	U	••	RTh	5	Ahr, Chi
Target cannot frenzy. Cancels frenzy if target is involved in one.					
Icy Chill of Despair	U	••	JCo	6	Sha
No creature of lower Renown than the user will attack the user.					
Insightful Eyes	C	••••	EAS	5	Phi, Sta
The user's attacks cannot be dodged until this Gift is cancelled.					
Jam Technology	U	•••	SDi	4	Hom, Gla
Discard any one non-fetish item.					
Knife Wind	R	•••	MDa	3	Wen
Does 1 damage to any target. You gain victory points if this kills the target.					
Lesser Banishment	C	••••	MJa	5	The, Ukt
Cancel one Gift that requires Gnosis 5 or less.					
Luna's Armor	U	••••	Multiple	4	Chi, Sha, Sil
Target gains +2 Health until this Gift is cancelled. A character can have no more than one Luna's Armor at a time. Artists: MHa, TSm, LSn					
Master of the Pack	R	•••	JDa	7	Sil
Form a pack with a maximum of 1 Garou for each point of Renown that the user has. Pack can only attack enemies in the Hunting Grounds. Draw two extra combat cards. Only usable by a character once per game.					
Merciful Blow	U	••	QHo	5	Sta
Play as an attack during combat. Remove the victim from the current combat if the victim does not have a higher Rage than the user.					
Messenger's Fortitude	U	••	JHo	3	Str
Leave combat before combat begins. User loses 1 Renown until he engages in combat with at least 1 of the attackers he escaped from.					
Might of Thor	U	•••	Ble	5	Get
User gains +2 Rage in Crinos form. A character can have no more than one Might of Thor at a time.					

Mindspook	C	•••	MPi	3	Gal
The user and one other pack member can join in attack or defense for the current turn. Draw one additional combat card if these Garou enter combat.					
Moon Bridge Escape	U	••••	Ble	5	Rag, Str
Remove one willing character or pack from play until the next Redraw Phase.					
Mother's Touch	C	•••	JMi	4	The, Chi
Heal the lowest damage card from target creature.					
Odor of Skunk	U	••	JCo	3	Met, Bon
No creature can attack the user of this Gift until the Gift is cancelled.					
Persuasion	C	••	MDr	2	Hom, Gla
Target Garou gains -1 Renown during any moods until this Gift is cancelled.					
Razor Claws	U	••	TDi	1	Ahr, Get
The user's next successful claw attack does +2 damage. Only usable in Crinos form.					
Remove Gaia's Blessing	U	••••	RKF	7	The, Ukt, Chi
Cancel one Gift requiring 7 Gnosis or less, removing that Gift from play.					
Roll Over	U	••••	RKF	8	Phi, Sil
Target cannot attack until one of your pack members initiates an attack upon the target.					



Old Storm-Chaser- It's pretty nice to have a Theurge with a Gnosis of nine, and it's even better to get an extra card every turn. Thanks to his special ability, which increases your sept hand size by one, Old Storm-Chaser is one of the best Garou in the game.

Scream of Gaia	U	•••	OPe	5	Get, Red
All opponents in combat with a Gnosis lower than the user cannot play combat cards during the next round of combat.					
Serenity	C	•••	EAS	3	Chi, Phi
Cancel a frenzy.					
Shroud	U	••••	DTu	2	Ukt
End any combat involving target creature. No other attacks can be made against the target until after the next Regeneration Phase.					
Silver Claws	R	••••	JMyr	3	Ahr, Sil
The user's next claw strike does aggravated damage.					
Song of Rage	U	•••	JCo	5	Gal
Send any Garou with a lower Gnosis than the user into frenzy.					
Spirit Drain	R	••	JCo	8	The
Discard a spirit with a lower Gnosis than the user and return the user to full health.					
Spirit of the Fray	U	••••	JMi	3	Ahr
Use right before battle. The user strikes first, playing and resolving his combat card before any others in the combat.					
Staredown	C	•••	WOC	4	Hom, Phi, Sil
Play to end a combat that the user is involved in.					
Sticky Paws	C	••••	LAW	3	Rag
Steal a piece of equipment from another character. The original owner can regain the equipment by defeating the user of this Gift in combat.					
Survivor	R	•••	DAG	5	Bon
User does not die until he receives an additional damage card beyond the normal requirement.					
Take the True Form	U	••••	JDa	7	Phi, Chi
Force any shapechanger to revert to his breed form.					
Trackless Waste	U	•••	SCa	5	Red
Interrupt any attack to end combat. The attacker(s) cannot declare any other attacks for the remainder of the turn.					

Bag	Bagheera	Chi	Children of Gaia	Gla	Glass Walkers	Red	Red Talons	Sil	Silver Fangs	Wen	Wendigo	Phi	Philodox	Hom	Homid
Bla	Black Furies	Fia	Fianna	Gur	Gurahl	Sha	Shadow Lords	Sta	Stargazers	Ahr	Ahroun	Rag	Ragobash	Lup	Lupus
Bon	Bona Gnowers	Get	Get of Fenris	Rat	Ratkin	Str	Silent Striders	Ukt	Uktena	Gal	Galliard	The	Theurge	Met	Met



players guide

Name	Rarity	Rating	Artist	Gnosis	Requirement
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STICKY PAWS



RECLAIMING THE STOLEN

Sticky Paws & Reclaiming the Stolen
As if the Ragabash weren't annoying enough! Try this little trick if you really want a sour look from your opponents: use Sticky Paws to steal an item from one of your own Garou, then hand it back during the Equip & Ally phase. Voilà! The stolen property has been reclaimed, and you gain two victory points.

True Fear	U	●●●●	LMal	4	Ahr, Red, Sha
Target opponent cannot play any combat cards during the next round of combat.					
Whelp Body	U	●●	BLe	7	Rag
Reduce target's Rage by 3 for the rest of the game. Rage cannot be lower than 3 as a result of this Gift.					
Wisdom of the Seer	R	●●●	DTu	8	Sta
You may look at another player's sept hand once per turn until this Gift is cancelled.					

MOOTS

Name	Rarity	Rating	Artist	Renown
Caern Building	U	●●●	ASH,LSn	6
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 player's pack at +2 Rage.				
Calling a Champion	R	●●●	RKF	3
Target Garou must act as alpha for the upcoming combat if the moot passes. Only Ahroun may vote during this moot.				
Close the Bawn	R	●●	RTH	5
All spirit allies in play are discarded if the moot passes. Only Homids may vote during this moot.				
Impergium	R	●●	SBe	5
All human Kintfolk allies in play are discarded if the moot passes. Only Lupus may vote during this moot.				
Jackal's Curse	C	●●●●●	JMa	4
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.				
Justice Under Gaia	R	●●	BLe	3
No equipment can be used during the next Combat Phase if the moot passes.				
Legendary Leadership	R	●●●●●	SCa	1
Play after a successful moot that you played. You gain victory points equal to that's moot's Renown cost.				
Praise the Malformed	R	●●●	RTH	2
Play during the Moot Phase, before the moots are voted on. You decide how all metis in play vote.				
Quoting the Litany	U	●●●	D, AGr	1
Double the Renown of a Philodox you control for one vote.				
Rite of Passage	C	●●●	JBr	1
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 2, it has no alpha this turn.				
Ritual Challenge	C	●●●	JDa	2
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.				
Saving Face	C	●●	BLe	1
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	C	●●●	JBr	2
Target player gains 2 victory points if the moot passes. Can only be played on each pack once per turn.				

Name	Rarity	Rating	Artist	Renown	Name	Rarity	Rating	Artist	Tribes
Skindancer	R	●●●●	MDa	6	Leukippes	UR	●●●●	DCa	Bla
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.					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.				
Stolen Wolf, The	U	●●●●	LAW	6	Lone Wolf Lupu	UR	●●●	KMu	Gla
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.					Give Lupu any one piece of non-fetish equipment from your library. This equipment cannot be destroyed or disarmed. All Glass Walkers vote as Lupu does during moots. Weaknesses: Lupus gain +2 Rage against Lupu.				

Osiris Mac Goelach	UR	●●●●	WOC	Fia
All faerie kin gain +3 rage and become Osiris's allies for the rest of the game. Can use any Galliard gift of any Gnosis. Weaknesses: After five turns, Osiris, host garou, and all faeries in play are discarded.				
Old Red Eagle	UR	●●●●	JMi	Ukt
All of your pack members can regenerate an extra damage card during the Regeneration Phase. +4 Gnosis. Weaknesses: -3 Health (but not below 1).				
Old Wolf of the Woods	UR	●●●●	JSn	Red
Can use any Lupus Gift of any gnosis. Old Wolf is at +3 Rage vs. Homids or Kintfolk. Weaknesses: Cannot use equipment.				
Shogeka Hunter Moon	UR	●●●	BLe	Wen
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	Str
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.				
Yuri Tvarivich	UR	●●●	THa	Sil
Gains +8 Renown during moots. +1 health.				

INITIALS

Name	Rarity	Rating	Artist	Renown
Gathering for the Departed	C	●●	RKF	2
Play when one of your Garou is killed. You gain 1 victory point.				
Rite of Glory	C	●●	Aku	1
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	R	●●●	RTH	0
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 your pack.				



TRUE FEAR



ENTRAIL REND

True Fear & Entrail Rend
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...

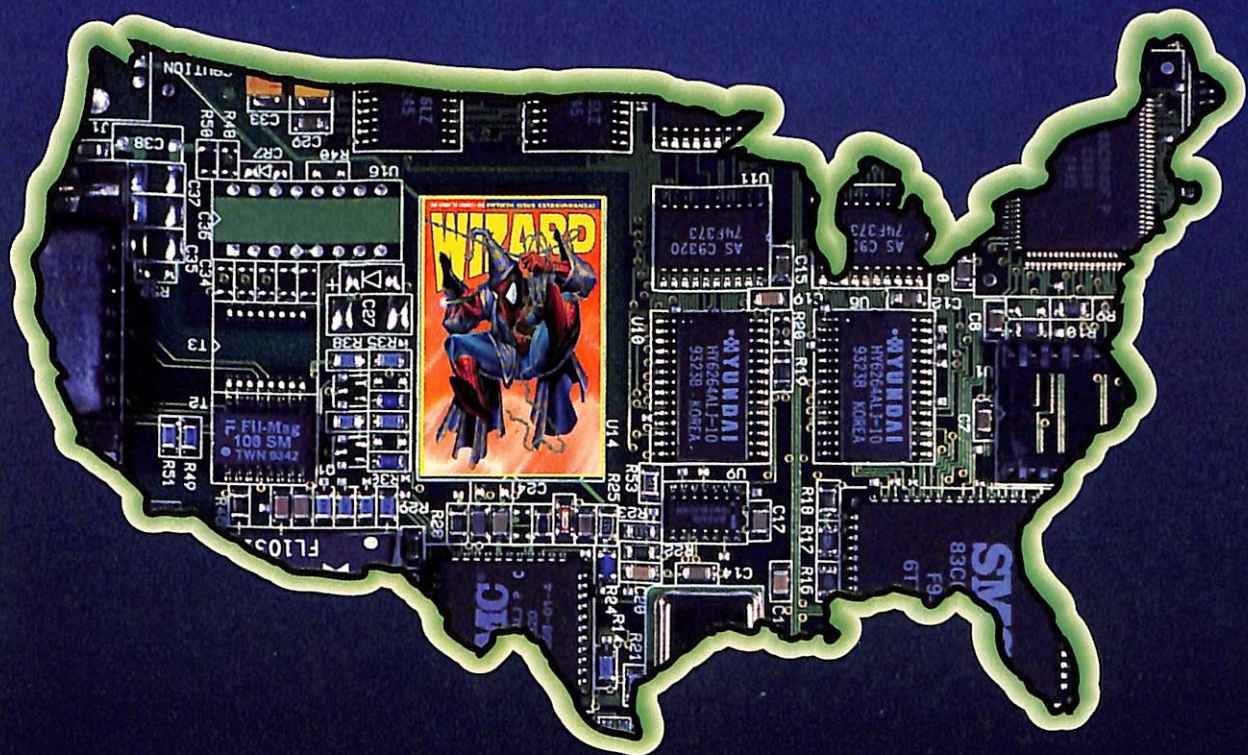
Winter Wolf	C	●●●	EAS	6
Remove one Garou of Renown 6 or higher from play if the vote passes. That Garou is placed in its owner's victory pool.				

PAST LIVES

Name	Rarity	Rating	Artist	Tribes
Alexandra ThunderRage	UR	●●●●	MCh	Sha
Gains +4 Renown while acting as Alpha. Can select alphas for other packs once per game.				
Gunnar Draughtbane	UR	●●●●●	CMa	Get
May change into Crinos form at any time. +4 Rage, +5 Health. Weaknesses: Cannot use any gifts.				
Jack Debitongu	UR	●●●●	JVF	Bon
During his alpha action, Jack can attack the highest renown target in play, and up to 10 renown of pack members can join.				
Kelly Still Waters	UR	●●●●	SHA	Chi
Once per turn, Kelly can end any combat after 2 rounds. Weaknesses: -2 rage, cannot frenzy.				
Klital Stargazer	UR	●●●●●	JTa	Sta
Can use any Gift of any Gnosis. Can make one Garou forfeit an action once per turn. Weaknesses: Cannot participate in pack actions.				

Rite of Wisdom	C	●●	JBr	1
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	U	●●●	Aku	6
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.				
Satire Song	U	●●	KMe	3
Only usable by Galliards. Target character, which must have a lower Renown than the acting Galliard, permanently loses 1 Renown.				
Stone of Scorn	U	●●	EAS	4
Play on a character who declines a challenge. That character cannot vote until it engages in battle.				
Victory Party	C	●●●	BLe	4
Play when a pack defeats an enemy of Renown 8 or higher. This card is worth 2 victory points.				

Wire Into Wizard



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The Quest for Glue

BY RICK SWAN

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

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

card might be acceptable in informal settings.

"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.

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 shuffle-friendly. 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-Men* #94 I use for toilet paper.

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.



Tourney legal? You make

the call...

«the eye was rimmed with fire...
and the black slit of its pupil opened
on a pit, a window into nothing.»

-the Lord of the Rings



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