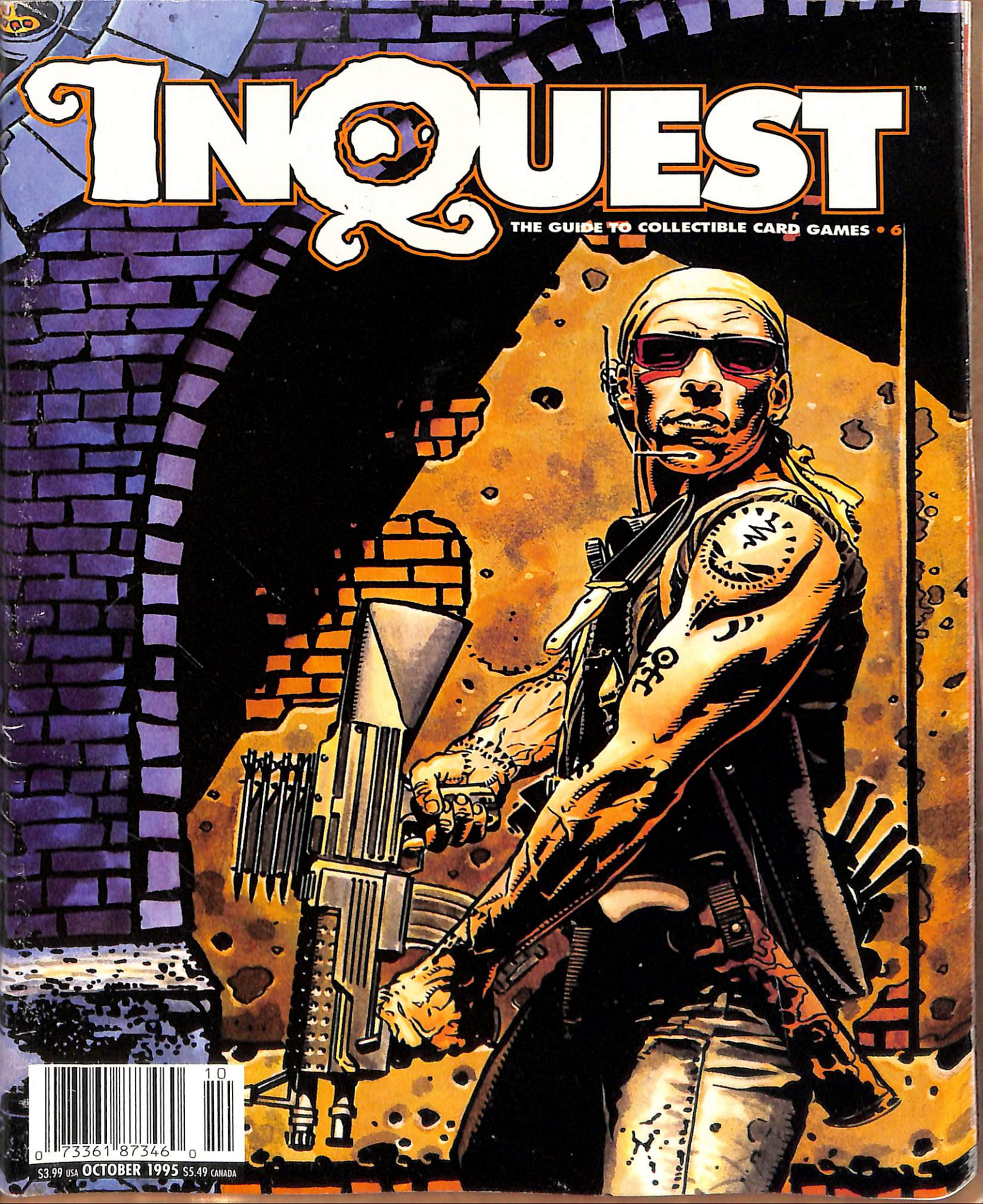


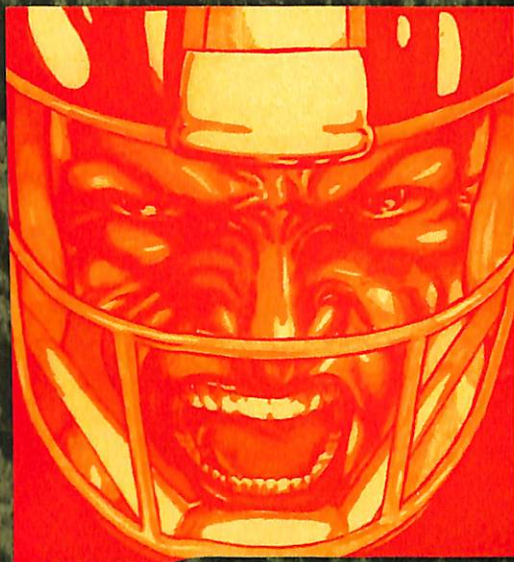
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THE GUIDE TO COLLECTIBLE CARD GAMES • 6



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Aargh!... Aargh!... This issue is monstrous!

On the Cover: Tim Bradstreet's portrayal of a vampire hunter. Colored by Grant Goleash.

Fool's Gold

New York City. 2:30 a.m. Saturday. Ready to turn in for the night—uh, morning—at my friend's, I open the trunk of my car to get my bag. But...where're my clothes?

Several hours later, I was also wondering where my softball gear, jumper cables, and box of *Magic* cards had gone. But as the police officer told me at around four in the morning, I probably wouldn't see them again: car thieves usually fence whatever they can as soon as they can, and toss the rest.

So how, I wonder, do my *Magic* cards fit into a car thief's world view? Assuming my red hatchback was targeted by chance, what did this postmodern Robin Hood—possible motto: "I steal from the middle class to sell to the slimy"—do when he pulled the long box from the bottom of my garment bag?

Maybe he just opened the box, pulled out a fistful of cards, frowned in confusion at the crazy pictures, and dumped the whole shebang into the East River.

(Hmm... Now imagine if my car *had* been targeted deliberately. Maybe someone would've sent me the long box, but containing a fish instead of cards, *Godfather*-style. "It's a message: *Dakkon Blackblade sleeps with the fishes.*")

Maybe the thief knew exactly where to sell my *Magic* cards—to the shady card dealer based right next to his favorite used sporting goods store. "Now Rosy, usually I wouldn't part with Skull of Orm for any price. But since you're a good friend, I'll sell it to you for a fair price—*InQuest's* low price."

Or maybe Mr. Hood met a more sinister fate. Maybe, sifting through my cards, something about the way the pentagram on Demonic Tutor gleamed caught this scavenger folk's eye.

Maybe he took a closer look... started reading the text aloud. Read it a second, then a third, time. Maybe his eyes clouded and, suddenly, flashed red. Maybe the thief uttered a few preternaturally deep growls... looked around... then smiled and laughed as the demon inside surveyed its new hunting grounds, festering with weak, easy prey.

Is it true? Is a former car thief suffering from *Magic*-induced possession meandering through Manhattan's streets, teaching innocent fourth graders to play Richard Garfield's game? Think about it: proof of *Magic's* demonic influence—proof that hundreds of groups across the nation would love to find—craftily eluding the school teachers and principals designated to protect our children.

Hmm... Now wouldn't that be *just* like a demon?

Matthew E. Milliken

Matthew E. Milliken
Associate Editor

P.S.: I'm currently accepting donations of Sengir Vampires, Serra Angels, and Skulls of Orm.



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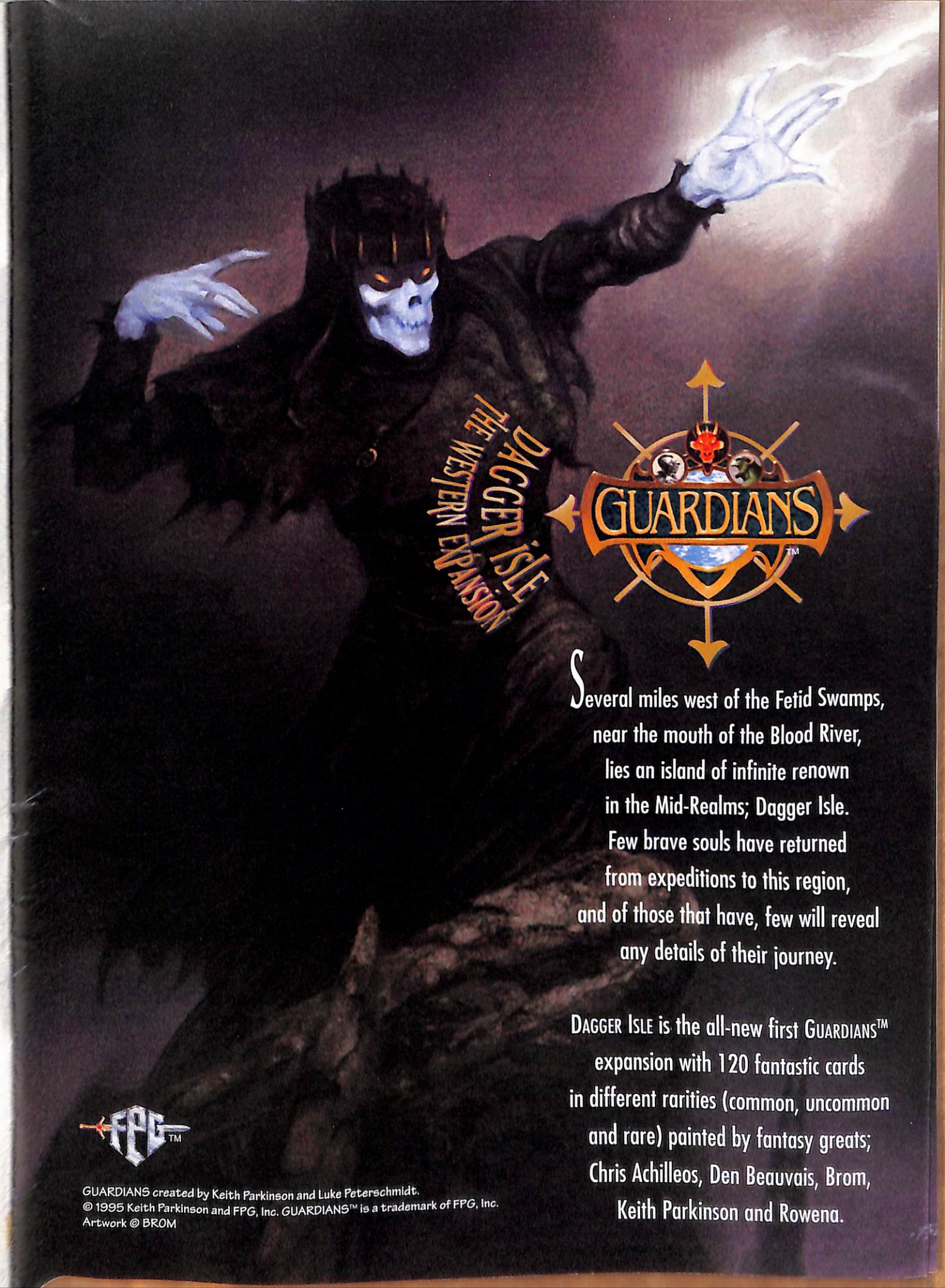
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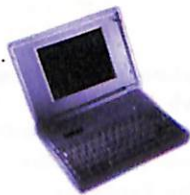
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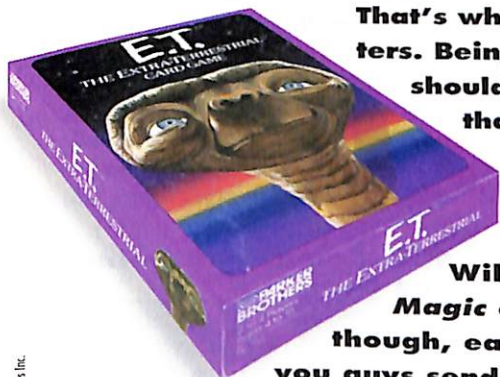
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INQUISITION

A Veritable Cornucopia



That's what we're looking for in Inquisition: a wealth of letters. Being that I'm new to the letters pages, I decided I should start small—as in, I'll be handling all 4,000 letters that pile up in any given month here at *InQuest*. (All right, so it's not that many, and one of them's from my mom, but we do read them all.)

Still, I'm ready to tackle all kinds of questions: Will there ever be another *E.T.* card game? Why does *Magic* outsell *Tic Tac Toe* a billion to one? Ultimately, though, each month's letter column will be filled by whatever you guys send our way. Praise and criticism are always good, as are the coolest or most bizarre things that happen in this happy-go-lucky gaming field of ours. But don't get me wrong, we're always excited to get something penned, licked, and sealed. (Don't dwell on that, please...)

So here goes our first Inquisition ride together. Let's plunge in!

Otherworlds

First off, I would like to say that your magazine is great! I really like the modern layout and the humor! But I wrote to give you a few suggestions for upcoming issues.

- 1) Put a subscription form in the darn thing.
- 2) Get more in-depth on the lesser-known games (not that I play them, but they can offer new worlds).
- 3) Make a section for upcoming conventions and other gaming hoopla.
- 4) Make an "Otherworlds" section devoted to informing readers about other products that fit into the fantasy genre like novels, art, and roleplaying game products.

Thanks for the great mag!

Warner M. Leeds V
Boston, MA

1) Okay, okay. It took us a little while to get all the facts straight, but we finally have the info you need to subscribe. Follow this simple formula:

• For a year's subscription to *InQuest*, fill out a check or

money order for \$29.95. (\$48.00 for Canada, and \$70.00 for all other foreign countries.) All payments must be in U.S. funds only, payable to *InQuest* magazine.

• Send it in to: *InQuest* Subscription Department, Wizard Press, P.O. Box 656, Yorktown Heights, NY 10598.

2) Your wish is our command. Check out the game review section on page 20, and the players guide spotlight on page 89.

3) Yeah, we've gotten that request a lot. We're kicking around ideas on how to do it.

4) While the main focus of the mag is card games, we'll cover any big happenings in the world of fantasy gaming/novels/movies/whatever in the News & Notes section.

All the Artists You Can Cram into a Sardine Can

I've just started reading *InQuest* (obviously, since you just started making them), and I really like it. So far it's been really good, and I especially liked the interview with Anson Maddocks. I'm a *Magic* player and I think it would be great if you could get more interviews with artists.

Canon Laverty
Cameron Park, CA

We'll continue big feature interviews with guys like Anson, but we've also added *InQuest Profile* to the mix, delivering even more personal interviews with your favorite creators.

Commendations

Hey, the July issue of *InQuest* was cool. I especially like the article "Money for Nothing." I can't believe you guys actually tried using *Magic* for money! I'd also like to commend you on the excellent section "Casting Call." Well, keep up the good work. Hope to see the *Ice Age* checklist in the August issue.

Mark Carravetta
Janesville, WI

Your wish is our command.

Hail InQuest!

You've got an awesome mag here, and your mix of *Magic* and other games is great! May you always have a Blue Elemental Blast to counter Channel/Fireballs!

Nick Casler
Palmer, AK



INWO Sorrow

I had been told by retailers and distributors that the difference between the INWO Limited Edition and the Unlimited Edition was the artwork. So I bought mass amounts of the Limited Edition booster packs and one Unlimited Edition booster to see what the difference was. The truth is I got a terrible shock! There are no differences in the cards except the packages they were wrapped in. The only card I found that had any difference was the A.M.A. card, which had a different wording on the bottom. If there is any difference, it is none that the naked eye can see!

David Summers
Quincy, IL

I think your naked eye ain't nude. There are differences between the two sets, however slight. The Limited Edition names are in gold, while the Unlimited Edition ones are color-coded by card type. Plus, there's new artwork for six cards, and art for about 40 cards have been touched up.

You're Kidding, Right? (Part I)

What do I do when I get a complete horse, cannon, and in-fantry card set in Risk?

Nathan Jackson
Wayne, NJ

Panic. Those three cards are not suppose to be in there. Reshuffle your hand back into the pile and keep drawing until you get a set of tactical nukes.



You're Kidding, Right? (Part II)

If I give you my address, will you send me a Black Lotus?

Alan Barowsky
Bala Cynwyd, PA

You know, if I had one, I might actually be tempted...



Hate Mail

With luck, I will manage to avoid using profanities when expressing my sheer contempt for card games. I remember spotting the first issue of your magazine in my brother's room.... I found only blurbs (not articles) relating to roleplaying games. The idea that "gaming" had become mainly *Magic* and the like, with actual roleplaying on the fringe, irked me. Hence this lovely piece of hate mail...

Card games have their place, but as the side dish, not the main course. They are dragging down what used to be one of the finest hobbies around: fantasy gaming. Roleplaying games are getting lumped with the freakishly popular abomination *Magic*.

Roleplaying is not a passive, sedate experience of absorbing some sort of twisted image of our twisted world. RPGs are an active experience. If played correctly, even the players are helping to create a story equal to or better than many that I have read.

More interesting still is the practical lesson on life that *Magic* teaches: greed and competition are good. The more cards, the better your chance of winning. In RPGs, the concept of winning does not exist. Instead, like the mythi-

cal hero journeys of old, the journey and return are the reward of the hero.

Magic is sort of like a particularly demonic cross between a nuclear arms race and crack. The more you spend, the more you win. You can't dare fall behind your "friends" (read "enemies"), or they will nuke you into oblivion. Better still, like crack, it's addictive on the first hit. Plus, those people caught up in the competition tend to behave like crack addicts: willing to do most anything to scrounge up the ridiculous prices necessary for cardboard and ink.

Maybe roleplaying is dead. But if it is, and card games are "the future of gaming," then I weep for the future.

Brian Gondek
Palatine, IL

The vast majority of gamers would disagree, Brian. Roleplaying games simply offer a different experience than collectible card games. With games like Magic, you get lots of strategic thinking, and with games like D&D, you're exploring your imagination. These are different ways to have fun—no need to get so feisty!

Still Going, and Going, and Going...

I think that this nonsense about the possible banning of *Magic* is the dumbest thing I've ever heard [*"Magic Banned: New York School District Prohibits Game," News & Notes, InQuest #2*]. I have been playing this game for a year and a half, and if the game is so satanic, why doesn't God do something about it? I mean, I haven't been struck down with lightning yet, and still these born-again preachers keep telling me that I'm some sort of Satan incarnate.

I bet they haven't even looked over the game. If you can tell me what's so satanic about *Serra Angel*, *Blessing*, *Preacher*, *Miracle Worker*, *Heaven's Gate*, *Holy Strength*, *Tranquility*, or numerous others, then be my guest!

Max Taylor

(I'm not going to put my address just in case they want to try to convert me)

Stray lightning bolts are a real pain in the ass. But I don't think Magic players have anything to worry about in the near future.

Popularity Contest

Just dropping a note to thank you for being resolutely immature. (And for laughing at pressure from fundamentalist parents—that "Secrets of the Wizards" business [*InQuest #3*] ought to make you popular.) I'd like to congratulate you on scooping the rest on INWO pricing, and to ask the

following question: Why the obsession with obscure variants for expansion sets that no one can afford?

Mike Sugarbaker
Albany, CA

Why the obsession with these variants? The InQuest rule of thumb: fun. Hey, it's either that or blame it on insanity. Your choice.

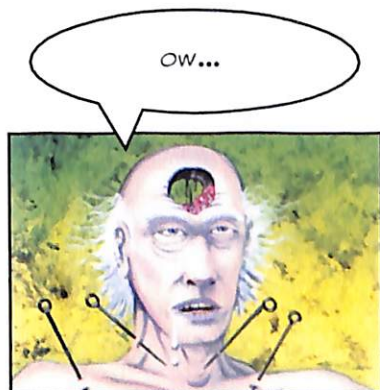
Less Than Minimum Wage

Let me start out by saying you've got one hell of a good magazine going here. The hard work and dedication that made me a fan of *Wizard* is more than apparent in *InQuest* as well! I'm hooked. Keep it up!

Jason Swanson
Linn Creek, MO

P.S.: How do I get a job at *InQuest*?

Well, first you have to clean out the dungeons...and then we'll set up a nice little desk for you there.



Hmmm...

I'm playing *Magic* with my friend. He puts down a Black Vise. He has one swamp card. He taps the swamp to use the Vise. I have a Circle of Protection: Black down. Does that mean the Black Vise won't affect me until he gets more land down?

Charles Calderwood
Camden, ME

Yowch, I think we'd better get you a rule book before you start Fireballing your graveyard.

Greetings from Great Britain

Living as I do in England, it's hard for me to pick up your magazine, but I managed it, and on the whole, I was impressed with what I found. However, I do have one small criticism: while I appreciate that the whole point of a Killer Deck is to be as nasty as possible, I'd have preferred it if the lists had included more cards I actually possessed.

Anyway, I do like the magazine, and I will continue to search it out and buy it, so what more do you want from me? Blood? Well, maybe I *could* take up playing *Jyhad*...

Doug Hare
Derby, England

Hopefully you've noticed that our Killer Decks are getting much cheaper. A number of fans have written to express the same thing. Doug, and we're listening.

If you want to be able to make a good deck from the cards you already have, just refer back to the "Deck Building 101" feature in last month's ish.

We're trying to make our decks as affordable as possible, but remember—you can always trade like a madman.

Game Lover

I've been playing *Magic*, *Jyhad*, and *Spellfire* for over a year now, and thought I'd try out your mag. It was interesting, looked good, had some nice info on upcoming projects (*Dragon Dice*—I like the sound of that), and a great article on real magic ["Secrets of the Wizards," *InQuest* #3]. I'll probably be buying more issues when they come out.

But now for a little point of criticism: in "The Mishra-Urza War" [*InQuest* #3], where's the Ankh of Mishra?

Ad Rovers
Cyberspace

Uh, still in our play-test deck? How about *Lim-Dûl* stole it? Would you settle for we forgot it?

You're Kidding, Right? (Part III)

Hey, you guys are pretty cool, right? You must be omniscient, too, so I have chosen you to be my adviser on the ways of life. Ever since I was young, I've had this burning question pestering me: How much money is there in the world?

Kenneth Keith
Tulsa, OK

Since I have nothing better to do, I'll try to figure it out. Let's see, it's less than the national debt, but more than I have in my pocket.



The Dutch Connection

Compliments on your magazine, especially on the hot new all-over-the-world "Ban The Channel-Fireball Campaign" ["Wanted: Channel Fireball,"

Editor's Letter, *InQuest* #2]! Families are being split, friendships are being ruined, and discussions are reaching heights never heard of before. Of course, I'm completely on your side: there are far more elegant ways to obtain *Tien ho* ("the natural winning").

Martijn Pijnenburg
Renkum, Holland

I'd respond if I could get past your name.

The All-American Price Guide

The local gaming shop uses *InQuest* as its price guide. I think that kicks butt!

Keep up the good work. Is there any chance that you will be doing a feature on the art of Randy Asplund-Faith?

Todd Krutz
Seattle, WA

We're hoping all of America thinks the same way. (Ah, the American Dream...) As for Mr. Asplund-Faith, if he's interested, so are we. Another perfect candidate for our new *InQuest* Profile department.

Better Than a Comfy Chair

I have been looking for a good magazine on *Magic*, and I think I found it! *InQuest* has the most useful information and the best all-around setup, so I could get to enjoy this magazine.

Casey Czarnomski
Northville, MI

That's a wrap until next time. Thanks to all of you who wrote in and gave us a fun romp through La-La Land and beyond this month. See ya!

Michael Searle
Editor

Send yer letters to InQuestMag@aol.com or:

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Include your full name, mailing address, and phone number in all letters. Some letters may be edited for space.

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IF IT'S NEWS,
IT'S HERE!



1995 MAGIC CHAMPIONSHIPS

PRODUCT NEWS

The new *Magic: The Gathering* world champion is Alexander Blumke, a 26-year-old student of English literature in Geneva, Switzerland. The new U.S. national champion is Mark Justice, the 24-year-old owner of Baseball Cards America, a game and card shop in Salt Lake City, Utah.

Justice has been playing since the tail end of the release of the *Legends* expansion; Blumke, only since *The Dark*. In fact, Blumke has only played in five or six tournaments total!

The world championships were held the first week of August in Seattle. Nineteen countries were represented by their top four championship finishers, with the 1994 world champion, Zak Dolan, playing as his own country. Players competed as individuals, with their results counting toward the world team championship, which was claimed by the Americans.

Walking into the tournament was like visiting the United Nations; no two conversations were being held in the same language. But some words turned out to be universal: Coca-Cola, OK, and Black Lotus.

The first two days were composed of sealed-deck and Type II tournaments, the results of which were scored Swiss-style. Eight players made the cut, with Blumke and another finalist advancing after a five-way playoff round.

The finals were in double-elimination format with best-of-five duels. The championship duel went the full five games before Switzerland's Blumke knocked off Marc Hernandez of France.

"I was playing my nightmare deck," Blumke said afterward. "I played discard and he played Howling Mine/Black Vise, and the Racks don't do any damage because of the Howling Mines, usually."

Unlike most of the players, Blumke built his deck right before the tournament. "I finished putting the cards in the morning of the day I used it. Actually, in the evening of the day before, it was black/red. But in the morning, I thought, these Lightning Bolts and Fireballs, that's not what's going to make me win. I think the Land

Tax and the Disenchants, that's what's going to make me win."

He ended up playing black/white, plus a single Power Sink. Other features: Racks, Hymns, Mind Twist, Icy Manipulators, Hypnotic Specters, Sengir Vampires, and Mishra's Factories. And, like everyone, Zuran Orbs.

Blumke commented that Vises and Racks are dominating tournaments. He thinks they should probably be restricted for Type II competition.

The U.S. national champion, Mark Justice, agrees. "I think you'd have to look at history. At U.S. nationals, not one blue card got into the final eight, and here there's like one or two Power Sinks. That's all because of Black Vise."

Justice won his title in mid-July in a grueling competition at the Origins game convention in Philadelphia. Over 1,000 players competed for wild-card slots; the wild cards joined the regional winners from all over the country as well as top scorers from the Duelists' Convocation.

Justice, one of the eight national championship finalists, lost his first match, but battled his way up the loser's bracket to beat Henry Stern of Los Angeles for the title.

Justice played The Johtull Wurm Deck, a red/green library with traces of black. It boasted both Black Vises and Racks, along with a full slate

1995 Magic World Championship Decks by Color	
Blue/White	13
Red/Black	10
Red/White	9
Tricolor	8
White	5
Red/Green	5
Blue/Black	16
Others	

1995 Magic U.S. National Championship Decks by Color	
Red/Green	14
Blue/White	8
Black	8
White	7
Tricolor	5
Red/White	5
Others	11

Top Five 1995 Magic World Championship Teams		
FINISH	NATION	SCORE
1	United States	57
2	Finland	51.75
3	Australia	51
4	France	50.25
5	Switzerland	49

National team scores were determined by the wins and losses of team members in one-on-one play. National teams were comprised of the top four finishers in each respective national championship.

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of red direct-damage spells, one Mind Twist, one Shivan Dragon, one Orgg, some Whirling Dervishes, and, of course, the Johtull Wurm.

The national finalists were allowed to switch decks for the championship round. Most had played black or half-black decks in the semifinals; a few, red/green. Justice gambled that few would change. "This deck was designed specifically to compete with Henry's deck and the black," Mark commented. "If they'd switched to blue/white, I'd have been in trouble."

Interestingly, Justice designed a new deck for the world championships. After reading that *InQuest* had rated Elkin Bottle "the crappiest card in *Ice Age*" ("Freezer Burn," *InQuest* #4), Justice built a deck using three of them. "It's a great card," he said. "I mean, there are far worse cards than the Elkin Bottle... It was probably a blue/white player that evaluated it."

At the world competition, Justice was eliminated in his second championship-round match, while Stern lost to Hernandez that same round. The other two Americans at the world championships missed the finals by a total of two wins.

And what does Blumke, the new world champion, think of the Elkin Bottle? "I'd rather play with a Jayemdae Tome."

—Beth Moursund

WotC Reacts Quickly to Chronicles Leak

In early July, Wizards of the Coast announced that it was breaking a company policy and releasing an official list of cards in its *Chronicles* expansion set for *Magic: The Gathering*. Unlike earlier expansion sets, this set's contents were being announced in advance because, somehow, an unofficial list of the cards was already public.



This unofficial list appeared in a number of places. While it was mostly available on the Internet or similar computer networks, it soon made its way into stores as well. Several stores reportedly sold the list to customers who were eagerly awaiting the information.

Ron Richardson, project coordinator for *Chronicles*, says that Wizards of the Coast isn't sure how the list got out. "It's entirely possible that, since this project used cards from earlier sets, someone managed to guess what was on the list. To be honest, how the list got out wasn't the important issue, but how we were going to react."

It rapidly became a moral question for the company. "What it came down to was we didn't want someone to get cheated in a bad trade because one person had the list and knew what would be in *Chronicles*," Richardson explains. "We feel that we have a responsibility to our customers, and we can't let them be taken advantage of."

Richardson added that steps were being taken to make sure that lists of future expansions would not be leaked to the public before publication, but would not go into details for reasons of secrecy. *Chronicles*' unique nature—consisting entirely of cards reprinted from the *Arabian Nights*, *Antiq-*

QUICK TAKES

Mythos Goes Lovecraft

Chaosium's first collectible card game, *Mythos*, based on the popular *Call of Cthulhu* roleplaying game, will be hitting the shelves in March 1996. As in the RPG, players of *Mythos* will portray occult investigators, combating the minions and horrors of Yog-Sothoth, Hastur, and Cthulhu at a variety of special locations that possess the key to victory. Elements of the game include tomes, spells, and everyone's favorite, sanity! Starter decks for *Mythos* will cost \$8.95, while boosters will be \$2.95.

—Rich Anderson

Komputer Kombat

GT Interactive Software (GTIS) will introduce its *Mortal Kombat 3* CD-ROM to the IBM PC on "Mortal Friday," October 13, 1995. The adaptation of the arcade game will feature a new storyline, eight new characters, 12 new backgrounds, secret moves, and even secret characters. "Kombat Kodes" hidden in advertising will help unlock the game's secrets. Also, *MK3* for the PC will offer network and modem play, allowing computer Kombatants to go head-to-head for the first time.

Kan't get enough *Kombat*? If the New Line movie (released in August) and PC CD-ROM don't satisfy you, try the game on Super Nintendo, Sega Genesis, Game Boy, and Game Gear. There're also a New Line Home Cinema animated video, a worldwide live tour, Hasbro toys, a Marvel Comics comic series, and over 100 licensed products.

—Rich Anderson



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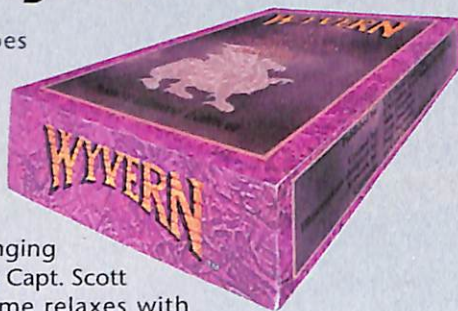
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Rescuers Fly with Wyvern

What does the crew of the U.S.S. *Kearsarge* do to fill the time? The crew responsible for bringing U.S. Air Force Capt. Scott O'Grady home relaxes with *Wyvern*. "Once I played *Wyvern*, I was hooked," says Marine Staff Sgt. Christopher Sheets, who wrote to *Wyvern* creator Mike Fitzgerald the day before the now-famous rescue mission in Bosnia. Sheets and his fellow Marines have been engaged in an ongoing tournament since June. Fitzgerald autographed cards for the crew, and sent a *Wyvern* windbreaker for the tourney champion.



U.S. Games Systems isn't about to let its card game go without support. *Wyvern: The Insider's Guide* (\$12.95 retail) is due out in September, and promises to reveal a whole new perspective on the game. The guide will follow the release of *Wyvern's* Phoenix expansion, which will introduce 90 new cards to the *Wyvern* universe.

—Jeff Franzmann

Baphomet Unleashed

Swiss artist H.R. Giger, designer of the nightmarish movie monsters from *Alien* and *Species*, is featured in U.S. Games Systems' *Baphomet: The Tarot of the Underworld*. The \$60 tarot deck includes 22 full-color cards reproducing the Oscar winner's airbrush acrylic paintings as well as an instruction booklet detailing the cards and how to interpret them.

—Jeff Franzmann

An Artists' Convocation

Convocations—A *Magic: The Gathering* Gallery is the latest release from Acclaim Comics and will ship in September under its Armada imprint. It will feature the work of top fantasy artists Charles Vess and Michael Kaluta, Acclaim artists Rafael Kayanan and Alex Maleev, and *Magic* artists Anson Madocks, Jeff Menges, and Bryon Wackwitz.



—Jeff Franzmann

unities, *Legends*, and *Dark* expansion sets—was certainly a factor in the list's availability. Richardson said that this would not, however, hurt the chances for another expansion set reprint down the line.

"Worrying about this list getting out was the last thing on our mind," says Richardson. "The dilemma for us wasn't that somehow people knew, it was that our customers could end up with an unfair disadvantage because of this list."

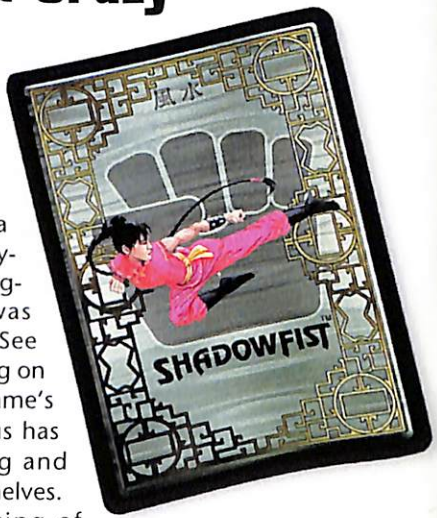
Wizards of the Coast distributed the official list by releasing it onto the Internet and faxing it to distributors. Within hours, copies of the list were available worldwide and on bulletin boards and networks everywhere. The company stresses that this will not set a precedent for other releases.

—Greg McElhatton

Daedalus Goes Shadowfist-Crazy

Daedalus is off and running with products for *Shadowfist*, its popular new collectible card game.

The game, a cinematic portrayal of a secret war in which players battle to control magical *feng shui* sites, was released in late July. (See *InQuest's* review, starting on page 22.) Since the game's initial release, Daedalus has put a second printing and players guide on the shelves.



The second printing of cards corrected a few errors in the initial printing. It also dropped some cards from the first set. On the practical side, this rewards collectors who jumped into the game early. Story-wise, it represents casualties of the war. The first-printing cards foreshadow three of these deaths, but others weren't signaled.

First-printing cards are readily identifiable by the gold stamps featured in their upper right hand corners. These stamps don't appear on second-edition cards.

The players guide contains nine stories that detail the factions and history of the war. This includes "Operation Killdeer," which describes the above-mentioned deaths. The book also features chapters on game dynamics, strategies, and killer combinations.

Netherworld is a 140-card expansion. The netherworld acts as a linking point for different time periods. These cards explore this setting, while presenting a conspiracy to overthrow the major factions. Both the Four Monarchs and the Jammers are involved in the plot. (Turn to On the Shelves on page 18 for pricing and other information on *Netherworld*.)

Daedalus plans several future products, including *Feng Shui*, a *Shadowfist* roleplaying game; *Showdown Sets*, pairs of premade decks; and a fourth edition of the *Talisanta* RPG. The company is also in the process of moving its offices from Toronto to Seattle.

—Rich Warren

Wyvern © U.S. Games Systems, Inc.

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Los Angeles 7:34 a.m.
Carlos attacks with
Ironroot Treefolk and
a Thicket Basilisk.



Seattle 7:35 a.m.
Richard draws power
from his mana pool and uses
Unsummon to send the
Treefolk back to Carlos' hand.



But the Basilisk
creeps up and
bites him for
two points.



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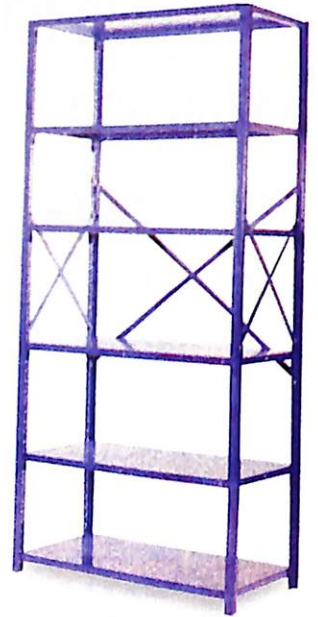
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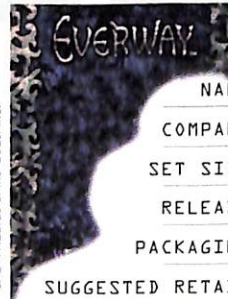
THE GUIDE TO UPCOMING GAME RELEASES



™ & © Daedalus Entertainment Inc.

NAME:	Netherworld
COMPANY:	Daedalus Games
SET SIZE:	140 cards
RELEASE:	September 1995
PACKAGING:	15-card booster packs
SUGGESTED RETAIL:	\$2.50 per pack

Here's the Deal: The first expansion for Daedalus' *Shadowfist*, *Netherworld* features art by Anson Maddocks, Jesper Myrfors, and Rob Alexander on new cards for every *Shadowfist* group. (See the *Shadowfist* review in this issue!)



™ & © Wizards of the Coast Inc.

NAME:	Everway Companion Collector Cards
COMPANY:	FPG
SET SIZE:	96 cards; 6 metallic cards randomly inserted
RELEASE:	September 1995
PACKAGING:	10-card foil packs
SUGGESTED RETAIL:	\$1.95 per pack

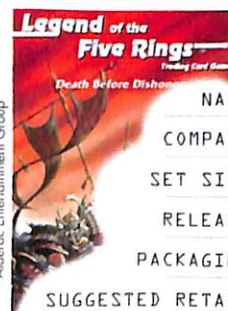
Here's the Deal: This limited-edition set (FPG says production is limited to 3,750 cases) features art by noted artists such as Jeff Jones, Ken Kelley, Rowena, and Chris Achilleos. Card backs feature companion notes, questions that guide the creation of characters for Alter Ego/Wizards of the Coast's *Everway* roleplaying game. Six of the cards are randomly inserted metallic cards.



© Target Games AB

NAME:	Kult
COMPANY:	Heartbreaker Hobbies & Games
SET SIZE:	250 cards
RELEASE:	October 1995
PACKAGING:	60-card starter sets; 15-card booster packs
SUGGESTED RETAIL:	\$8.95 per starter deck; \$2.95 per booster pack

Here's the Deal: Control your own dream world, in which all of humanity lives and dies, trapped in a reality you make. In this new collectible card game based on Metropolis' horror RPG of the same name, you take the role of either an Archon or an Angel of Death.



™ Alderac Entertainment Group

NAME:	Legend of the Five Rings
COMPANY:	Alderac Entertainment
SET SIZE:	300 cards
RELEASE:	September 1995
PACKAGING:	60-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	\$7.95 per starter deck; \$1.95 per booster pack

Here's the Deal: You're in 15th-century feudal Japan, filled with samurai, ninja, wu-jen, and Kolat assassins battling for control of the throne. This is Alderac's first collectible card game. Think *Shogun*, *Anjin-san*.

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On Deck

Reviewing the latest releases in collectible card games.

Vampire: The Eternal Struggle

When Wizards of the Coast's *Jyhad* hit the collectible trading card market in July of '94, there were high hopes for the company's second game. Unfortunately, the industry wasn't ready. *Magic* was still the dominant game, and most players weren't willing to spend the time and resources necessary to get involved in a new game. This, coupled with the fact that the rules were confusing and often arcane, made many players shy away from *Jyhad*.

But with the tremendous flood of new card games, times have changed. It is within this market that WotC hopes to ignite interest in *Vampire: The Eternal Struggle*, the revised version of *Jyhad*.

Right off the bat, the new title should draw a larger audience. To those unfamiliar with White Wolf Game Studio's *Vampire: The Masquerade*, the term *Jyhad* was cryptic at best. Most people were quicker to associate *Jyhad* with the real-life Islamic holy war than with the ancient power struggle between the elder vampires of the world.

The changes from *Jyhad* to *Vampire* were primarily cosmetic. The cards are color-coded by cat-

egory to make them easier to recognize. Also, cards with cryptic text were re-written to make them more understandable. The biggest difference between the two games is the inclusion of a beginner's set of rules.

To make things a little easier, *Vampire* includes a set of basic rules that helps beginners get a better hold of the game's fundamental concepts. Once you've mastered the basic game, you can move onto the more challenging, and exciting, advanced rules. The game's mechanics and symbols may seem a little daunting at first, but once you get the hang of it, you'll find that *Vampire* is one of the slickest games around.

In both games, the object is relatively straightforward. Each player starts the game with 30 blood points (called pool). When a player's blood total reaches zero, he or she is ousted from the game. Players accumulate victory points when their prey (the player to their left) is killed. It doesn't matter how your prey is eliminated. If he leaves the game, you get a victory point.

The last remaining player receives an additional victory point, but the winner of the game is the player with the most total victory points. Thus, it is possible to win the game even if you are ousted before the game ends.

The cards are divided into three basic categories: master cards, minion cards, and vampires. The vampires are the heart and soul of the game. In order to do anything, you need to have at least one vampire under your control. Each vampire belongs to one of eight clans. There's the Brujah, street punks who play by their own rules, the suave, sophisticated, and political-minded Ventrue, the nature loving Gangrel, and a host of others.

Some vampires have special abilities



Vampire: The Eternal Struggle

PUBLISHER: WIZARDS OF THE COAST

GENRE: HORROR

RELEASE DATE: AUGUST 1995

SET SIZE: 439 CARDS

PACKAGING: 76-CARD STARTER DECKS;

19-CARD BOOSTER PACKS

SUGGESTED RETAIL: \$8.95 PER

STARTER; \$2.75 PER BOOSTER

RATING: * * * * 1/2

and political titles, but all vampires are proficient in at least one supernatural vampiric skill. These vampiric disciplines range from Animalism (dealing with and controlling nature), to Celerity (vampiric speed and quickness), to Thaumaturgy (arcane and powerful magic). There are nine disciplines in all, and the more powerful a vampire is, the more disciplines he has access to.

Master cards include specific locations and events, and you are allowed to play one master card per turn. Minion cards include equipment, allies, actions, and combat modifiers that can be used by your vampires.

At the beginning of the game, each player divides his or her deck into two stacks. The Library contains the player's master and minion cards, while the smaller Crypt (usually around twelve cards) contains the player's vampires. Each player then draws a hand of seven library cards and places the top four vampires of his or her crypt face down in the playing area.

These vampires are said to be uncontrolled, and only you may look at your uncontrolled vampires until they become active. In order to make your uncontrolled vampires become active, you need to transfer blood from your own pool onto the vampire you wish to bring into play. During the Transfer phase at the end of your turn, you can move up to four blood from your pool to any or all of your uncontrolled vampires.

When a vampire has as much blood as its capacity (the number in the lower right corner), you flip the vampire face up and it comes under your control. However, since the Transfer phase comes at the end of your turn, you'll have to wait until the next turn to perform any actions with that vampire.

The real action of the game happens during the Action phase, which occurs between the Untap (just like *Magic*) and Transfer phases. During the Action phase, each of your vampires is allowed to take one action. These actions include attaching equipment or retainers (pets), bringing allies into play, hunting for blood, and bleeding your prey. There are also many minion cards that allow a vampire to take different actions, such as taking an ally from another player or calling a political vote.

Whenever a vampire takes an action, it becomes tapped, and other vampires may attempt to block that action. If a vampire is blocked, it enters combat with the vampire blocking it.

If both players do nothing in combat (i.e., neither player plays a card), the combat ends with both vampires striking each

other with their claws for one point of damage apiece. (Whenever a vampire takes damage, it loses that much blood.)

However, there are many cards that can be used to enhance and lengthen the combat. Weapons like Submachine Gun can be used to move your vampire out of claw's reach and then fire away for extra damage. There are also many combat cards that let your vampire strike for more damage, dodge damage, and gain additional strikes. There are also many cards and effects that allow combat to continue to another round, where the same two vampires go at it again.

Once combat is resolved, the action is over and the defending vampire becomes tapped. Even if the acting vampire defeats the defender, the action is still blocked.

If a vampire is damaged and has no blood counters to remove, it goes into an unconscious state called torpor (think: coma). Vampires in torpor cannot take any actions until they are rescued from that state by another vampire. This requires another vampire to take one action and spend two blood. It is also possible to have one of your vampires destroy a vampire in torpor.

As far as winning is concerned, the most reliable way to reduce your prey's blood pool is by using your vampires to bleed



your prey. If a bleed action is not successfully blocked, your prey loses pool. This loss is usually one pool, but there are cards that modify the amount of pool that is lost, and some vampires have naturally higher bleeding abilities.

Of course, it's not always advisable to thrust all of your vampires at your prey, for your predator is always lurking behind the corner. Tapped vampires are not eligible to block; thus, if you crusade against your prey, you're leaving room open for your predator to march in unmolested. It is this delicate balance between predator and prey that

makes *Vampire* such a captivating game.

The action in *Vampire* can be very fast and exciting. Your hand size must always be seven, so whenever you play a card, you immediately draw a card to replace it. This keeps things going, and it gives players more options during their turn.

By the end of the game, most players are just about out of pool—a direct result of the need to spend your own life force in order to accomplish anything. In fact, in most games, the majority of damage you take will be self-inflicted. This aspect of the game truly captures the feel of the doomed nature of the vampire.

Like many veteran *Jyhad* players, I was skeptical about the revised *Vampire: TES*. WotC promised to make the game easier to learn, which left many players assuming that the game's intricate mechanics would be toned down. WotC took the high road by introducing the basic rules: they preserved what was already a great game and made it easier for newer players to learn.

The result? One of the best card games in the industry. Few people will argue that any game is both as smooth and intricate as *Magic*, and those qualities can be credited to Richard Garfield, the game's designer. Garfield's prominent influence in the design of *Vampire: TES* shines through.

There are a few complaints I have with the game, but they are relatively minor. Despite what any packaging or promotion may say, *Vampire* is *not* a game that can be played straight out of a starter deck. You're looking at a \$20 minimum investment, and even that won't be enough to make a solid deck. You'll need at least a starter deck and about 8-10 boosters before you really feel some flexibility in deck construction. You should expect to spend about \$35 for a decent deck.

Vampire is also much more biased towards multiplayer games (4 to 5 players is ideal). I've played many fun and exciting two-player games, but a lot of the intrigue and diplomacy that make *Vampire* such a great game are lost in a two-player setting. Playing a large game of *Vampire* is an activity that you need to set an hour or two aside for, but it is an activity that's an awful lot of fun.

So if you've got the money, the friends, and the inclination, go pick up some packs of *Vampire* (make that *several* packs of *Vampire*) and have some good, clean, blood-sucking fun.

—Jeff Hannes

Shadowfist

Based on a broad range of cheesy martial arts flicks, the rip-roaring new *Shadowfist* game from Daedalus Entertainment boasts 19th-century monks, ancient Chinese magicians, modern street punks, and mad scientists from the 21st century.

Designed for two or more players, this is an action-packed game in which you attempt to build up your own power while making sure your opponents don't get too much power themselves. You control a mix of characters representing one of seven factions out to control the world's *feng shui* sites, which are places of mystical power.

The cards in *Shadowfist* fall into five categories, most of which can only be used during your turn. Sites (both normal and *feng shui*) are cards that other players will try to destroy or seize; it's your job to protect them. In order to win the game, you need to control or destroy a total of six *feng shui* sites. However, unlike *Spellfire*, you cannot simply put your final site into play; you must destroy someone else's with one of your characters.

Characters are the second major category of cards. They're your tools for protecting yourself and keeping your opponents in check. Characters are played on the table, and, once in play, may attack your opponent's sites or characters. They may also defend your own sites.

Shadowfist

PUBLISHER: DAEDALUS ENTERTAINMENT

GENRE: BAD MARTIAL ARTS MOVIES

RELEASE DATE: JULY 1995

SET SIZE: 325 CARDS

PACKAGING: 60-CARD STARTER DECKS;
15-CARD "SHADOWPACKS"

SUGGESTED RETAIL: \$8.50 PER

STARTER; \$2.50 PER SHADOWPACK

RATING: * * * *

States are special abilities and equipment—sometimes beneficial, sometimes harmful—that you can give to characters and sites. These cards are played on a character or site, and remain there until removed by some other effect.

Edges represent shifts in power, and are played in your territory, independently of your other cards. Like states, they remain in play until removed.

Finally, events are cards that can be played at any time, even during another player's turn. Their effects have a broad range, from destroying cards in play to granting characters temporary special abilities to healing damage from cards in play.

At the start of every turn, you get



Shadowfist involves magicians, monks, mad scientists, and monkey kings.

one point of power, represented by a counter, for each site you have in play (none at first, of course). Power is needed to play most cards. Unused power accumulates from turn to turn.

Each player begins the game with a hand of six cards. Ideally, you'll want to start the game with at least one *feng shui* site in hand, but you won't always draw one. However, on your first turn, no matter what you have in hand, you may discard as many cards as you want, then draw up an equal number of replacements.

At the beginning of subsequent turns, you may draw back up to six cards in hand. You may even discard a card before replenishing your hand.

The next step is to play a *feng shui* site. If you have no *feng shui* sites in play, the first one's free, and it gives you one power. In order to play further *feng shui* sites, you must pay power equal to the number of *feng shui* sites you already control.

Cards other than sites have a power cost or resource condition that appears in the lower left corner. To play a card, you must spend power equal to the number listed.

In addition, you must have the appropriate resources available. Resources are represented by symbols. There's a different symbol for each faction, and symbols for cards that deal with magic, technology, and *chi*, the mystical life force harnessed by kung fu masters. Many characters and some sites have resource symbols in the lower right corner of the card.

These are the resources which a card provides you with as long as it's on the table.

You don't have to spend these resources to play cards with resource requirements—you just have to have 'em on one of the cards you've played. Even if a character has been killed, it'll still give you resources. This is nice because you don't have to get bogged down in resource management.

Characters are eligible to attack immediately, even on the first turn. To attack, just declare the target (a character or site) and turn the character on its side. Turned characters can't take actions, but don't worry—they all "unturn" at the beginning of your next turn.

Once you've announced your attack, the player to the right of the player you've targeted can intercept your attack. If that player intercepts, combat ensues. Once that player is finished, the intercept option passes to the next player. This continues until everyone has had an option, ending with the player who controls the target of the original attack.

Combat is also very straightforward. All characters have a fight score in the upper right corner of the card. Characters in combat deal their fight score in damage to each other. Any damage a character takes is marked by tokens

placed on the character. Damaged characters subtract the amount of tokens they have from their fight score the next time they deal damage.

When a character's fight score reaches zero, the character is smoked—killed. If one or more of the attacking characters overcomes all of the interceptors, combat with the intended target begins. If the target is a site, the site takes damage but doesn't deal any out.

If a character does enough damage to smoke a site, she may smoke it or take control of it. If the site is a *feng shui* site, she can smoke the site for five power or she can burn the site for victory. The site is toasted (removed from the game entirely) and counts toward the number of *feng shui* sites the attacker needs to win.

Shadowfist is fast, elegant, and easy-to-learn. The rule book is well-written, and it's not hard to teach yourself how to play simply by reading the rules. (Other games have a problem jumping this block.) Even better, the game contains many intricacies and card combinations that put it on a level similar to *Magic*.

In many games, the luck of the draw and stringent playing structure significantly reduces the strategy involved. *Shadowfist* is high on strategy. Even the most experienced veteran will find new combinations and deck-building strategies long after mastering the rules.

The cards are also great to look at. Many of the top artists in the industry have contributed to *Shadowfist*, including big *Magic* artists such as Anson Maddocks, Quinton Hoover, and Melissa Benson.

With its smooth and strategic gameplay, great artwork, vivid setting, and amusing tag lines (many of the card names and flavor text will make you



When Jello goes bad.

laugh out loud), *Shadowfist* presents a winning package.


However, I do have one major complaint. Although I've only had the opportunity to play *Shadowfist* a few dozen times or so, the ability to seize another player's *feng shui* site seems unbalancing. Every time someone gets ahead, it's usually in his best interest to take another player's *feng shui* sites instead of burning it. This improves his lead and cripples his opponent. This is especially lopsided in two-player games, where there's no third party to stop the growing player.

Imagine a game of *Magic* in which, whenever your opponent damaged you, he got to take one of your lands.

Sure, you might be able to come back and win, but you'd definitely be

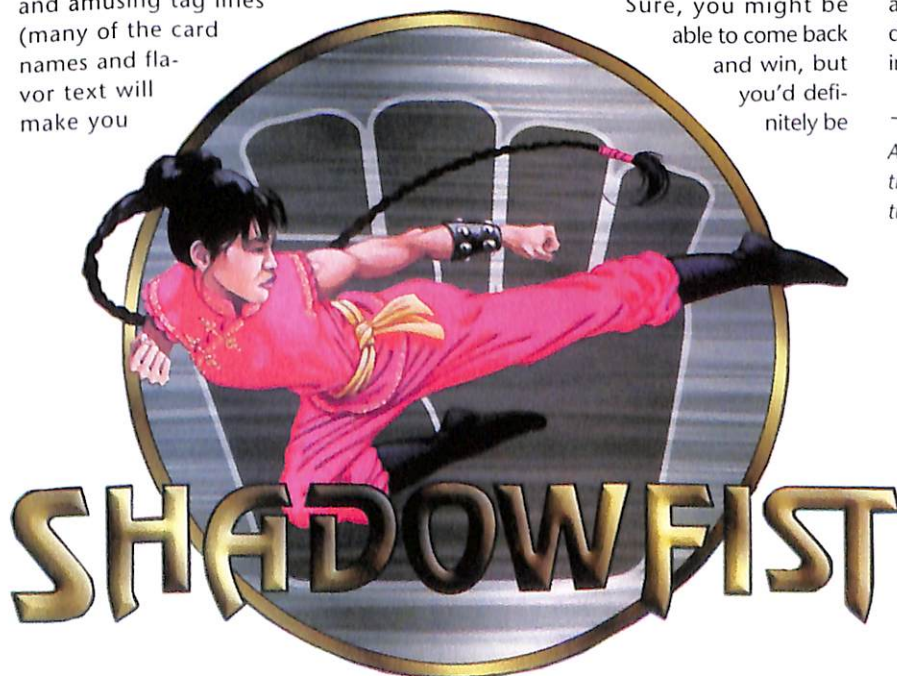
on the defensive. That's the kind of feeling you get when your opponent takes one of your *feng shui* sites early in the game. That's one less power you can generate, and one more for him. And in *Shadowfist*, once you have the necessary resources, power is everything. The more power you have, the more cards you can play.

Lately I've been playing with the house rule that players cannot seize sites of any kind, and the games have seemed much more balanced. You'll have to experiment with your own play group to see which method works best for you.

Other than that, Daedalus deserves a lot of credit for delivering an excellent game. Don't expect *Shadowfist* to throw any knockout punches at *Magic*, but it's definitely due for a strong showing in the industry. Two fists up for *Shadowfist!* 

—Jeff Hannes

Aside from being a frequent InQuest contributor, Jeff Hannes enjoys ending all his fortune cookie fortunes with the words "in bed."



R A t i n g s

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



By Edward Willett

COMING ATTRactions

What The Future Holds

Predicting the future has always been a popular human pastime. In ancient times, such predictions usually involved slaughtering animals and staring at various body parts laid out on a plate, but today we call that "dinner." Our predictions for the future are based on "on-going global trends" and "super-computer simulations" and "statistical analysis"—although only time will tell whether our methods work any better than our ancestors'.

Governments and corporations want to know what the future holds so they can plan for it, finding ways to consolidate and even expand their power and influence. For them, predicting the future is serious business, and accuracy—although it's an elusive commodity in the future-predicting business, as the *National Enquirer's* psychics can

surely tell you—is all-important.

Science fiction writers and their cousins, science fiction game designers, also want to know what the future holds, but for them, it's not as important to be accurate as it is to be imaginative... and to find a possible future that's interesting. Utopia might be a nice place to live, but nobody wants to read about it—much less play in it.

With that in mind, let's take a look at what the futurists are saying about "the shape of things to come," and compare that to the predictions of some science fiction games: *Cyberpunk* from R. Talsorian Games, *Star Wars* from West End Games (based, of course, on George Lucas' movie trilogy), *BattleTech* from FASA, and *Shadowrun*, also from FASA.

The results won't have much to do with which game is the most fun to play, but if your favorite turns out to be the most accurate, it'll give you another

excuse to use with your non-gaming friends: "It's not just a game, it's a complex roleplaying future-acclimatization module designed to enhance my ability to function effectively in the highly competitive, globalized world of the 21st century," you can tell them. "Now bug off."

The Techies Shall Inherit the Earth

Most people, when they think of the future, think first of technology. There are certain developments under way now that almost everyone agrees will have a profound influence on the way the world looks in the next century.

The first is genetic engineering. Right now, it's limited to turning bacteria into little drug factories and creating superior crops. But in the near future, as we come to understand the genetic sequences of animals and ourselves better and better, we may be able to abol-

ish diseases caused by defective genes and even teach the body new tricks, such as repairing damaged nerve cells, which don't normally fix themselves.

Eventually, genetic engineering will allow us to reshape animals for special needs, and even modify our own bodies to order. Imagine humans with gills, living their entire lives on the sea floor... humans modified to live in zero gravity, unable ever to set foot on Earth... humans modified to run a two-minute mile... humans immune to disease or pollution... humans genetically modified to be scientific or artistic geniuses... or, on the darker side, humans genetically engineered into subhuman slaves—or superhuman soldiers.

In the gaming world, such genetic engineering gets passing mention in *Cyberpunk*. For example, cars are powered by CHOOH2, a biofuel made from genetically engineered yeasts and wheat. Some genetic engineering is also used to create "biosculpted" bodies, mainly for the very rich. And people have died in "bioplagues." (Genetically engineered bioweapons are one of the scariest possible uses of this technology.)

Genetic engineering is hardly mentioned at all in *Star Wars*, though it apparently exists—the infamous "Clone Wars" are proof enough of that. *Shadowrun* certainly has its share of mutated humans and animals, but they were mutated by magic—not quite the same thing, Clarke's Law ("Any sufficiently advanced technology is indistinguishable from magic") notwithstanding. And in *BattleTech*, hardware substitutes for what might be done with genetic engineering in another gaming world. In this area, give *Cyberpunk* the edge.

Small Packages, Big Impacts

Another hot topic among futurists is nanotechnology. From time to time, you'll hear about a research group creating microscopic gears or even a microscopic steam engine, or writing their corporate name using individual molecules: that's nanotechnology.

"Nano" has nothing to do with the old *Mork & Mindy* television show. It means "one billionth," so a nanometer is one-billionth of a meter. "Nanotechnology" is technology so small it has to be measured in nanometers.

What can such tiny machines do? Not much, now, but some day...

Picture a syringe filled, not with drugs, but with billions of tiny robots that race through the plugged arteries of a heart patient and scour them clean, or find and destroy cancer cells. Picture microscopic robots cleaning up oil spills or toxic waste dumps or destroying a plague of locusts. Picture, in fact, anything you want. Limitless power, immortality, a perfectly restored environment: these are the dreams

of nanotechnologists. Will they happen soon? Maybe not... but the promise is there. Or the threat: nanotechnology could kill and destroy as easily as it could heal and build.

Cyberpunk, again, has the edge in dealing with this concept, although nanotechnology is limited to medical purposes (including, again, resculpting bodies) in its world; the other games don't make use of nanotechnology at all.

Highways of the Mind

But now we come to a real biggie, "virtual reality"—reality simulated by a computer. It's already around, in arcades and laboratories and even a few homes. Mostly, it's extremely primitive, involving just two or three senses at a time: sight, sound, maybe a few physical jerks and jolts. But the virtual reality of the future may be indistinguishable from "real" reality... and then what?

Communication could be transformed: why meet people in person when a better-dressed, more handsome virtual version of yourself could meet virtual versions of them in a virtual casino in virtual Monaco? Industry could use virtual reality to test new technology and processes for far less money and with far less danger to the environment and workers. And what teenager could be bored with Shakespeare if he virtually became Hamlet?

The danger? Anyone with a computer knows how addictive even today's games can be. People might become so enamored with virtual reality they'd choose to live within that artificial world full time, while their bodies wasted away. The effect on society of such massive cocooning could be immense.

And as long as we're on the subject of virtual reality, we might as well fold in the other computer-related

topic central to any prediction of the near future: the Net.

As the Internet, commercial on-line services, telecommunications, television, and who knows what else melds together into one great "information superhighway" (you thought you could avoid that term in a gaming magazine, didn't you?), society is likely to become both more homogenized and more splintered. More homogenized because everyone will have access to the same information: more splintered because of the immense possibilities opened up for the forming of sub-groups of all kinds. (Witness the proliferation of Usenet newsgroups today.)

Some futurists would have us believe the Information Age will yield a new global sense of community; others see it as making it easier and easier for terrorists, both physical and purely cyberspatial, to strike at governments, corporations, and individuals.

Of particular concern recently has been the ready availability—if you know where to look and are sufficiently persistent—of pornographic material on the Net, ranging



Virtual reality is on the horizon.

from pictures of swimsuit-clad models to child pornography, bestiality, and more. There has also been a hue and cry raised about "cyberspace predators" preying on innocent children using the Internet by sending them sexually charged material. Despite the fact that equally graphic material—and far more dangerous real-life predators—can be found in every city already, the concern over "cyberporn" has prompted calls from government officials in various places for laws governing what can and can't be transmitted over the Net, and, from the Internet community, a loud answering cry of "Censorship!"

Many experts claim the debate over cyberporn is moot, pointing out that it's almost impossible to censor anything on the Internet: its roots, after all, are in a military network designed to be so decentralized that it could continue functioning even after losing large chunks of itself to nuclear war. The Internet, these experts say, deals with censorship the same way it does with damage: it routes around it. Legislators in one country might be able to have an impact on what is available on computers in that country, but they have no control over what is available on computers in other countries—and on the Internet, material from anywhere in the world is only a few mouse clicks away.

Nevertheless, the "Cyberporn Debate" could lead to an attempt by the government to crack-down on the free flow of information currently enjoyed on the still-infant Net... which in turn could provoke more and more elaborate efforts to subvert the system, to obtain the data no one is supposed to see—not just pornography, but secret government files, business records, and the like—and broadcast it, or maybe sell it to the highest bidder.

This is the world of *Cyberpunk* and, to a lesser degree, *Shadowrun*. Virtual reality and the Net (the Matrix, in *Shadowrun* terms, where of course it's also mixed up with magic) are melded together to create a kind of "astral plane" in which much of the action takes place.

BattleTech and *Star Wars* both boast their own versions of the Net, in their cases spanning whole galaxies; in *Star Wars* it's the "holonet." *BattleTech's* *Chaos March* book presents its information as coming from "Mercnet."

"Steve Austin, Where Are You?"

There's another technology that shows up in all four of these games that even mainstream futurists agree may have a huge impact on our lives: bionics.

The Six-Million-Dollar Man may have seemed far-fetched, but we're getting closer and closer to the point where we'll really be able to say, "We have the technology." Scientists have already built replacement arms wired into the wearer's nervous system, equipped with hands dexterous enough to play a musical instrument, and pressure and temperature sensors that can transmit feeling as well.

Artificial ears and eyes are under development, as are replacements for just about any other body part you can name. There's no reason those replacements can't be made with abilities the originals don't have. Or, as *Cyberpunk* puts

it, "you've got interface plugs in your wrists, weapons in your arms, lasers in your eyes..." And in *Star Wars*, Luke Skywalker himself has a replacement part or two.

The same technology could enable those with undamaged bodies to enhance their abilities with artificial parts: which could give us the 'Mech Warriors of *BattleTech* and the "battle-armored road warriors" of *Cyberpunk*. And *Star Wars'* C-3PO basically has a fully bionic human body without any human parts. (A University of Utah spin-off company



On the Net, a million strings of data are at your fingertips.

called Sarcos is already creating human-sized, lifelike robots that can see, speak, and even dance or hit a racquetball. All the robots lack is their own brain; they're currently operated by humans wearing sensor suits that send signals to the robotic bodies.)

Getting There is Half the Fun... At Least

If so far it seems that *Cyberpunk* and *Shadowrun* hold the edge in the reality department, it's mainly because they take place on Earth, for the most part, although there has been some movement into space in the *Cyberpunk* universe. *BattleTech* is set in the distant future and *Star Wars* in the distant past, when people think nothing of flitting from star to star. Much as it pains me to say this, as a science fiction fan from far back, that's probably the least likely element of any of these games.

Space travel as portrayed in *Star Wars*, *BattleTech*, *Star Trek*, and umpteen other science fiction stories and games may never be possible. Certainly it won't be possible within the next quarter-century or so. The speed-of-light limit imposed by Einstein's Theory of Relativity isn't just a good idea: it's the

law. If we ever find a way to subvert it, it will involve enormous energies such as you might find bound up in a black hole or similar stellar object. It's highly unlikely anything the size of the *Millennium Falcon* will ever be able to zip into hyperspace and flit to another star in a matter of hours.

There's nothing to stop us from moving throughout our own solar system, but given the current state of the space program and the financial pressures on it, it's doubtful that in the near future we'll be doing much more than the kind of low-Earth-orbit space-hopping we do now. Give *Cyberpunk* the edge in reality in the space-technology field, as well; it boasts orbiting and lunar colonies and mass drivers capable of hurling rocks down on targets on Earth, with all the effect and none of the fallout of nuclear weapons.

Will Newt Still Be Writing Alternate History Novels in 2095?

The fact that such an attack has been carried out in *Cyberpunk's* history is a pretty good indication that the world's political situation isn't great in that game. But then, the major driving force behind the action in all four of these games is the political situation. Politics is particularly difficult for futurists to deal with, because, unlike technological advances, political changes aren't governed by natural law.

Star Wars and *BattleTech* posit perfectly reasonable political situations, as far as we can tell; they're both so far removed from the here and now that there's not much point even commenting on them. *Cyberpunk's* "world" is much closer to home, though. Its dark future is based on the misuse of some of the technologies mentioned above, and something called "technoshock," which occurs "when technology outstrips people's ability to comprehend or fit it into their lives." This leads directly to a breakdown of society, called the Collapse, and to a future when "everything is more or less run by the corporations."

Much the same kind of political situation is postulated in *Shadowrun*, with the exception, of course, that the collapse of society in that game was caused by the resurgence of magic, not by advancing technology (although... see Clarke's Law, above). Very few futurists are predicting a sudden resurgence of magic, although New Age types may beg to differ.

Corporations taking control? The fact that money flows around the world in an instant via computer is leading to a globalization of the economy in which multinational corporations, beholden to no one country, are already becoming a law unto themselves. (So are the 20-somethings handling their affairs, as the world learned recently when a young broker helped bankrupt Britain's oldest bank.) And "globalization" is one of the concepts we're told by even

the most staid of futurists that will affect us more and more in the years to come. Chalk up another hit for *Cyberpunk*.

It's Not Easy Keeping Green

Finally, there's the environment. Global warming is on the agenda for the 21st century, and nobody is sure what

effect it will have. Massive hurricanes? A possibility. Droughts, floods, rising sea levels? Ditto. Ozone depletion, too, may continue to be a problem; recent international treaties have lessened the threat, but there are still plenty of chlorofluorocarbons in the atmosphere chewing at our planetary sunscreen.

Deforestation, desertification, air and water pollution... economic concerns may have

pushed environmental issues to the back burner today, but those problems will

still be there, only worse, tomorrow. Surprisingly, how-

ever, they play little part even in the dark near futures of *Cyberpunk* and *Shadowrun*.

Despite that rather odd omission, the award of "nearest to what the future may really hold" has to go to *Cyberpunk*. Its technology and politics are both firmly extrapolated from the present day in the best hard science fiction tradition.

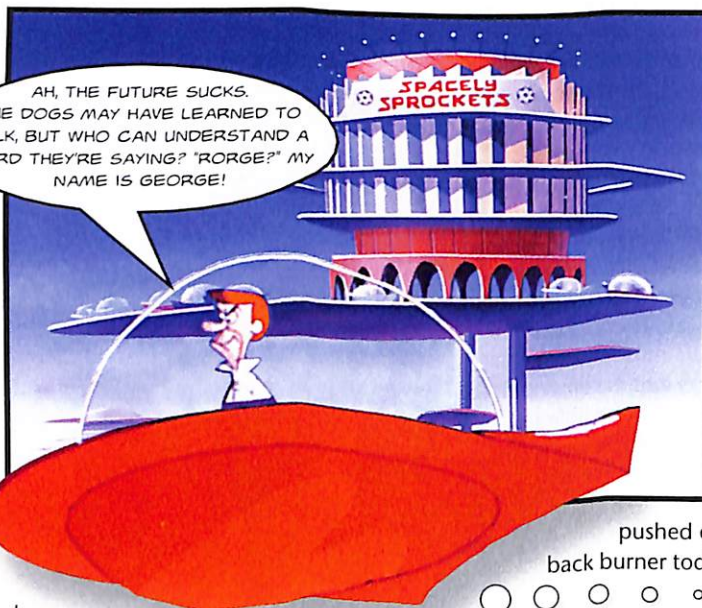
Does that mean we should be buying our assault rifles now and hunkering down in the woods? Not necessarily. *Cyberpunk* may be the most plausible, but that hardly means its postulated future will come to pass. In a way, *Cyberpunk* is the flip side of those glowing stories about the wonders of the 1990s that appeared in *Popular Science* in the '30s. Many of those wonders actually came to pass, but problems came along with them. For the sake of creating an interesting game, *Cyberpunk's* designers have accentuated the threats of technological and political change without much lessening their vision with the good things that could also happen.

The future as it really unfolds will probably have elements of both *Popular Science* gee-whiz and *Cyberpunk* ugh-shriek. Genetic engineering, nanotechnology, virtual reality, the "information superhighway," space exploration, environmental change, political change—developments in each of these fields will reverberate through society and interact with developments in other fields...

And who knows? Something else may come out of that other, ever-popular field of human endeavor—left field—and change everything.

All of which means that if you really want to know what life will be like in 2020, you might be just as well off slitting open a nice fat goat and studying the resulting mess.

Your prediction will probably be about as accurate as anybody else's.



Edward Willett is a science and science fiction writer from Regina, Saskatchewan, Canada, who has a strong interest in what the future holds, since he expects to be living there.

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Fyndhorn Fire

By Jeff Hannes

As a longtime fan of green and red—no, I don't use Channel/Fireball—there were two cards in *Ice Age* that instantly caught my attention—Fyndhorn Elder and Tinder Wall. A Llanowar Elf that taps for two green mana? A Wall of Wood that you can sacrifice for two red mana? Heck, it's like a miniature Dark Ritual!

Images of third-turn Craw Wurms and Forces of Nature danced through my head—until I saw some of the new *Ice Age* beasts. With its power-boosting ability, the Shambling Strider puts the Craw Wurm to shame. And the Scaled Wurm? Now *that's* a big creature. Forget Bayou Lightning (Killer Decks, *InQuest* #1), it's time for Fyndhorn Fire!

As soon as I saw the Fyndhorn Elder, I knew I had to have four. So I quickly picked up three more and formed the basis of my deck. From there I decided to go all *Ice Age*. Tinder Walls, Fyndhorn Elves, and Jeweled Amulets all gave the deck accelerated mana production, but the real fun was deciding what to do with all that mana.

The basis of green is creatures, so I couldn't ignore some of the larger ones. At eight mana, the Scaled Wurm is a little overpriced, but it's not too hard to get him out on the fourth turn with a decent draw. A typical start goes something like this: tap your first-turn forest to power a Jeweled Amulet or summon the Fyndhorn



Elves. Play a forest and tap everything on the second turn to play a Fyndhorn Elder. Play a Tinder Wall on the third turn, and load up the Amulet if necessary. On the fourth turn, sacrifice the wall, tap the Elder, and tap four lands for a total of eight mana. Bang! Instant Wurm.

It's even easier to get out Shambling Striders, and it's no problem finding mana to pump them up. The real beast of this deck, though, is the Karplusan Giant. With a deck full of snow-covered lands, his special ability (tap any snow-covered land to give him +1/+1) makes killing Carrion Ants seem as easy as walking around a picnic ground. Using the procedure outlined above, it's pretty easy to get the Giant out on the third turn, although sometimes it's best to wait a turn so he doesn't get Incinerated or Bolted. Giant Growths give your creatures some added punch, and if your opponent has blockers, Aggression lets you plow through them like stray weeds.

And of course, once you've gotten all those huge creatures out, you should have plenty of extra mana to stuff into a Lava Burst or Hurricane. So long, Serra! With all that green mana, Forgotten Lore becomes just as good as a Regrowth.

There are a few other cards that provide some nifty tools. One of the game's most versatile cards, the Icy Manipulator, can help you deal with problem cards like Ice Floe and Pit Trap. The Jester's Cap is a must for any serious *Ice Age* deck, as it can provide the crushing blow. If your opponent's relying on Swords to Plowshares or Terrors to kill your creatures, remove three of them from the game.

The Ice Cauldron is another artifact that can help deliver the *coup de grâce*, and its uses in this deck are many. If you're having trouble pulling mana producers, use the Cauldron



Fyndhorn Fire

<p>CREATURES</p> <p>Green</p> <ul style="list-style-type: none"> 4 Fyndhorn Elders 3 Fyndhorn Elves 1 Thurgoyf 2 Scaled Wurms 2 Shambling Striders 4 Tinder Walls 	<p>Red</p> <ul style="list-style-type: none"> 2 Karplusan Giants 1 Orcish Librarian <p>SPELLS</p> <p>Green</p> <ul style="list-style-type: none"> 1 Essence Filter 1 Forgotten Lore 4 Giant Growths 2 Hurricanes 	<p>Red</p> <ul style="list-style-type: none"> 2 Aggressions 4 Lava Bursts <p>ARTIFACTS</p> <ul style="list-style-type: none"> 1 Jester's Cap 4 Jeweled Amulets 1 Ice Cauldron 1 Icy Manipulator 	<p>LANDS</p> <ul style="list-style-type: none"> 12 Snow-Covered Forests 8 Snow-Covered Mountains <p>SIDEBOARD</p> <ul style="list-style-type: none"> 3 Anarchies 1 Essence Filter 2 Monsoons 2 Whiteouts 4 Pyroblasts 2 Shatters 1 Thoughtleech
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to store mana for your big creatures so you can get them out faster. Another option is to load all of your mana into a Lava Burst or Hurricane when you put it on the Ice Cauldron. Then, when you actually cast the spell, you can do twice as much damage. Just remember, it's almost always in your best interest to use the Cauldron at the end of your opponent's turn. That way, you can save your mana for anything that might happen until then.

Finally, there's one card here that's probably got you scratching your head: the Orcish Librarian. Don't knock it! Once you've got enough mana, Tinder Walls and lands aren't going to do you much good. Use the Librarian to make sure the next card on your library is something you actually want. (Just don't use it too much, or the ravenous Librarian will eat your whole stack.)

Of course, the key to winning with a tournament deck is the sideboard, and Fyndhorn Fire's supporting cast contains some killer cards. The best card in the sideboard is Anarchy, which can crush anyone relying heavily on white. If your opponent's playing blue, he may quickly regret having to face you. Between Pyroblast, Monsoon, and Thoughtleech, even the most devious of blue mages will have his hands full. Having a problem with enchantments? Throw in another Essence Filter to handle the job. A couple of Shatters should ward off any offensive artifacts, and Whiteout should keep even the toughest fliers at bay.

Overall, this is a deck with which you can have a lot of fun. Be creative. Shuffle in some new creatures and spells, or add your favorite artifacts and enchantments. Fyndhorn Fire should provide enough amusement to last an ice age!

Jeff Hannes, who's interning for *InQuest*, will shortly be asked to put his money where his mouth is regarding that Bayou Lightning crack.



THEME DECK THE NON-KILLER DECK

Somewhere Over the Rainbow

At long last, Wizard Press is off to see the wizard!

That's right: this month's theme deck is based on none other than *The Wizard of Oz*. Who hasn't seen this overplayed movie at least seven times?

(I originally tried working out a theme deck based on *Sesame Street* and the Muppets, but it didn't take long before I realized that the only good card I could find was War Mammoths, for Snuffleupagus, of course.)

The Wizard of Oz. . . Well, let's just say that when I got a look at the *Ice Age* Shatter, I knew what had to be done. Dorothy, Toto, the Scarecrow—they're all here! We even made room for the flying monkeys (with a little help from our friend the Stone Giant).

OK, so the deck's not totally accessible or tourney-legal (yes, it requires two Mox Rubies), but is this actually playable? Uh, it'd do pretty well against my muppet deck. As for true competition. . . well, you'll have to judge for yourself.

Credits

CAST OF CHARACTERS

- 1 Lady Evangela (The girl, the rainbow. . . it's perfect!)
- 1 Snow Hound (There are only so many summon dog cards)
- 1 Scarecrow
- 1 Brass Man
- 1 Savannah Lions
- 2 Sabretooth Tigers
- 2 Balduvian Bears (Oh my!)
- 1 Sorceress Queen (The wicked witch of the West)
- 2 Barbary Apes (Monkeys)
- 1 Stone Giant (Make them flying monkeys!)
- 1 Ironroot Treefolk ("Don't pick my apples!")
- 2 Kobolds of Kher Keep (Munchkins!)
- 1 Prodigal Sorcerer (The grand old wizard himself)
- 1 Shyft (It's a horse of a different color!)
- 1 Verduran Enchantress (Glenda the good witch)

PROPOSED PLOT DEVICES

- 1 Adventurer's Guildhouse (Take that, you nasty witch!)
- 1 Arcum's Weathervane (Are you a good witch or a bad witch?)
- 1 Braingeyser (If I only had a brain!)
- 1 Chaos Orb ("Who dares to disturb me?!")
- 1 City in a Bottle (The Emerald City)
- 1 Dark Heart of the Wood (Tin men have feelings, too)
- 1 Desert Twister ("I don't think we're in Kansas anymore. . .")
- 1 Farmstead (Speaking of Kansas)
- 1 Field of Dreams (Yaaawwwwn. . .)
- 1 Flying Carpet (The broom's in the shop)
- 1 Ice Cauldron ("I'll get you, and your little dog, too!")
- 1 Infinite Hourglass (Time's running out!)

- 1 Melting (Oh, what a world!)
- 1 Morale (Even lions can use a boost every now and then)
- 1 Mox Emerald
- 2 Mox Rubies ("There's no place like home!")
- 1 Rust (Oil!)
- 1 Shatter (*Ice Age* artwork, of course)
- 1 Wings of Aesthir (More flying monkeys!)

LAND

- 4 Bayous
- 4 Deserts (Follow the yellow brick road)
- 2 Plateaus
- 1 Rainbow Vale
- 2 Savannahs
- 2 Taigas
- 2 Tropical Islands
- 2 Tundra
- 1 Underground Sea
- 1 Volcanic Island

**Jeff Hannes
Moviegoer**



and



and



, oh my!

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One Byte	Quaker Hill	CT
Grand Slam	Vernon	CT
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Ray of Command

By Jeff Hannes

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

If you hate playing against blue mages, *Ice Age* only made things worse. On the other hand, if you enjoy playing blue... well, it probably didn't take you too long to figure out that Ray of Command is a great card. It's also common, so picking up four of them should take no work at all.

However, if you're just using this obnoxious spell to take control of your opponent's creature for a turn and attack with it, you haven't been using the Ray to its full potential.

Here's a simple trick that's sure to get sour looks from your opponent. Wait until your opponent declares her attack, then take control of one of the attacking creatures and use it to block. At the very least, you should be able to knock off one of your opponent's creatures this way; with any luck, you can kill two birds with one stone.

Although Ray of Command works pretty well by itself, its true strengths come out when used in combination with other cards. Take a look at a card like the Minion of Leshrac. Its ability—tap to destroy target land or creature—is great, but the upkeep cost—the sacrifice of a creature—can really be a drain. However, throw a couple of Rays of Command into the equation and you've got a pretty lethal combination. Use the Ray to take control of one of your opponent's nasties during your upkeep, then feed it to your drooling minion. Doesn't cost you a creature, and tastes even better than an Ornithopter!



IT'S EASY



Of course, the Minion is just one of many cards in *Magic* that requires the sacrifice of a creature. There's also Lord of the Pit, Ebon Praetor, Hell's Caretaker, Kjeldoran Dead, Soul Exchange, and Hecatomb, to name just a few.

Need to get rid of a creature permanently, instead of just Unsummoning it? Play Siren's Call during your opponent's turn, then Ray of Command the creature you want to die. It won't be able to attack, so poof! There it goes, drawn into the depths of the sea by the call of the mermaids. Another not-so-friendly combo includes either Juxtapose or Gauntlets of Chaos. Take control of one of your opponent's lesser creatures with the Ray, then swap it back to him for an even better creature that you get to keep for more than one turn.

Another card that can work well with the Ray is the red-hosing enchantment Wrath of Marit Lage. This taps all red creatures in play, and prevents them from untapping. Say your opponent's got a Shivan Dragon that he's keeping untapped for defense. Use the Ray to send the Shivan his way for some hefty damage, and then watch your opponent grumble as he realizes that he won't be able to untap his grounded dragon. Ouch!

There are plenty of other cards that work well with Ray of Command, but the two that work best are Diamond Valley and Berserk—especially if you have both of them. Remember, the Ray's controlling influence lasts until the end of the turn, so you can attack with the stolen creature or use its ability.

If you attack and cast Berserk on your stolen beastie, it will die—but not until the end of the turn. That means you can sacrifice it to the Diamond Valley for some quick life before it retires to its owner's graveyard.

You can also try stuffing it in a City of Shadows or Ashnod's Altar if you're short on mana. Or heck, stuff it in there even if you don't need the mana—as long as your opponent doesn't regain control of their creature.

Ray of Command has dozens of uses, and a lot of them aren't even evident until you check out the abilities of the creatures you take control of. Did your opponent just play a Prodigal Sorcerer that's going to waste your Phantasmal Mount next turn? Take control of the Prodigal Sorcerer with a Ray of Command, then have the Sorcerer do a point of damage to himself. Better luck next time, Tim.

OK, so you get the point. Just remember one simple rule when using the Ray of Command: if your opponent gets her creature back in one piece, you're not using this spell to its full potential. So go ahead: load some Rays of Command into your deck, and be the scourge of all your friends!

Jeff Hannes spent the summer working for InQuest, where he marked every room with his scent.

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

Stumpers



Tough gaming questions for *Magic* answered by the experts.

Q: If I Sleight of Mind a Crusade, then cast Remove Enchantments to bring it back to my hand, does the text revert to "white" when I re-cast Crusade?

—B. Lake, Cyberspace

A: Yes, it does. Cards that leave play have no memory of a previous existence.

Q: If a Green Ward is cast on a creature with Instill Energy on it, would Instill Energy be destroyed?

—S. Travis, Taylorsville, KY

A: Yes, unfortunately.

Q: If I have Bottle of Suleiman, cast Animate Artifact on it, and then Regeneration, what happens if I decide to use its special ability? It says discard the bottle, but I have Regeneration on it. Can I save the Bottle only to do it all over again?

—C. Meyers, Buffalo, NY

A: The assumption we've made is that the destruction is part of the activation cost. Since there's no way to interfere with a cost in *Magic*, this destruction is effectively a sacrifice. You can't regenerate the bottle.

Q: Can a Circle of Protection: Red be used to prevent all damage done to you by a Power Surge, or do you have to spend a separate mana for each untapped land?

—M. Smith, Crestview, FL

A: Power Surge does all its damage at once, so you need only spend a single mana. It's worded the way it is specifically for that reason.

Q: Could I give my Giant Slug snow-covered forestwalk or Pendelhavenwalk?

—C. Wicks, Cyberspace

A: Nope, only walking on regular land types like forest or mountain. But snow-covered lands are considered basic lands, so a forestwalker could tackle snow-covered forests as well as typical forests.

Q: I have a Ley Druid and Ice Floe in play. My opponent attacks me with two creatures. May I tap the Ice Floe, keeping the first creature tapped and unable to untap, then use my Druid to untap the Floe and tap the sec-

ond creature, keeping them both tapped?

—C. Wicks, Cyberspace

A: Only the most recent target of the Ice Floe would remain tapped.

Q: My opponent has a storage land with 10 counters. I turn it into an Island with Phantasmal Terrain. Later, he Disenchants the Terrain. Does his land still have 10 counters on it?

—I. Ley, Jefferson City, TN

A: Yes.

Q: Can a Goblin Chirurgeon sacrifice itself to regenerate a creature?

—D. Phelps, Grand Island, NY

A: Yes. This is a recent change! A card can sacrifice itself to itself as long as it doesn't say otherwise, like Lord of the Pit.

Q: I have two Tetravuses in play. The card reads that during your upkeep, you can move each of the Tetravus' tetra-vite counters on or off the Tetravus, regardless of who controls them. So does that mean if my opponent steals one of my Tetravuses with a Seasinger, I can remove the tetra-vites from the Tetravus I lost and transfer them to the Tetravus I own? Would it now be a 7/7 creature?

—J. Goodwin, Fort Davis, AL

A: No. You can't put more counters on a Tetravus than it gives itself (i.e., three). You can remove the "tetra-vites" as a response to the Seasinger, though.

Q: I have a Force of Nature in play. Can I skip paying four green mana during my upkeep and use a Circle of Protection: Green to prevent the eight points of damage?

—C. Alexander, Franklin, TN

A: Yes.

Q: I tap my Seasinger to gain control of my opponent's Deep Spawn. Then I sacrifice the Deep Spawn to my Homarid Spawning Bed and put eight 1/1 tokens into play. Do I still maintain control of all these counters with my Seasinger? And what happens if I untap the Seasinger?

—P. Natale, Sparta, NJ

A: You sacrificed a creature you controlled to your Spawning Bed. They're your token crea-

tures; the Seasinger has nothing to do with it.

Q: If my opponent has an untapped Royal Assassin, and I use my Northern Paladin to destroy it, can the Assassin tap to destroy the Paladin before he's destroyed himself?

—G. Carter, Ball Ground, GA

A: Yes. Both creatures would die.

Q: I have a creature with an enchantment on it—say an Unholy Strength. My opponent uses her Sorceress Queen on it. Does it become a 0/2 plus the enchantment, or just 0/2?

—J. Chan, Oceanside, NY

A: 0/2 plus the enchantment.

Q: Do walls heal?

—D. Duffer, Cyberspace

A: You mean, like every other creature? Yes.

Q: I tap my Demonic Hordes. It's kept from untapping with a Meekstone. When it's my turn again, do I have to pay the BBB to keep the Hordes from tapping and destroying one of my lands?

—B. Poole, San Antonio, TX

A: Yes, you do have to pay the upkeep cost.

Q: If I use a COP: Black to protect myself from the damage dealt to me by a Minion of Leshrac, must I tap the minion?

—S. Johnson, Rolla, MO

A: Assuming you have no creatures to sacrifice and therefore must take the damage, yes, it must tap.

Q: Can I use the Blinking Spirit's ability to return itself to my hand at any time?

—A. Pullin, Pasadena, CA

A: Any time fast effects can be used.

Q: Can Pestilence kill a White Knight that has protection from black?

—B. Fazzio, Cyberspace

A: No.

Q: OK, I've got Enduring Renewal in play with an Atog and an Ornithopter. I sacrifice the Ornithopter to the Atog to pump him up. Because of Enduring Renewal, the Ornithopter



Mmmm. Elf stew. Y'know, it tastes like chicken.



Geez... how much salt would it take to kill this thing?

doesn't go to the graveyard, but back into my hand. Can I keep casting and sacrificing the Ornithopter to the Atog over and over again to make him infinity/infinity?

—“Batlmaster,” Cyberspace

A: Until we publish the errata on Enduring Renewal, yes.

Q: The wording on Nameless Race says: “Effects that prevent or redirect damage may not be used to counter this loss of life.” My question is, can I use a Reverse Damage on this loss of life?

—SamMartial, Cyberspace

A: Loss of life is not damage, so no.

Q: If my Sentinel blocks a Carrion Ant (0/1), which later inflates itself during combat with two mana (2/3), does the Sentinel's toughness increase as well?

—Jimnasium, Cyberspace

A: No. When blocking or being blocked by a creature with Firebreathing (or similar power enhancing abilities), the Sentinel must choose its toughness as a fast effect. That toughness must remain constant, barring further spells or effects, until the end of the phase.

Q: If I cast Recall and it's countered, do I lose the cards I set aside to be sacrificed?

—Brian Caldwell, Stony Point NY

A: Well, according to the WotC database...

ERRATA: Recall should be read as follows: “Choose and discard X cards from your hand to take X target cards from your graveyard and put them into your hand. Remove Recall from the game.”

Note that you choose the cards when Recall is played, before it would be countered. If it turns out somehow that not all of those cards are in your hand when the effect resolves, you discard the rest of the chosen cards but get no cards back from the graveyard. If Recall fizzles on one of the target cards, it will work normally on the others, just as with any multitargeted effect.

Players concerned about their opponent cheating in this way (i.e., just deciding which to discard when the effect resolves) should agree on some sort of protocol for keeping track of which cards were selected. For example, the hand might be divided into two groups for the duration: the cards selected for Recall, and the cards not selected.

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.

SHADOWFIST

Stumpers

Q: How do I tell which cards affect which characters? I've got a Police Station that can turn and maintain to add +2 to the Fighting of any Cop, but who is a Cop and who isn't?

A: We left a paragraph out of the rules. The paragraph introduced the term “designator.” Here's the paragraph that's going back into the rules as soon as we reprint the rulebook:

Designators: Words that appear in the name and subtitle of a card are that card's designators. Subtitles are the first line in the rules text. Many effects target cards with specific designators. For instance, the Undercover Cop gets +1 Fighting for every Cop character in play. SWAT Team counts as a “Cop” thanks to its subtitle: “Cop Pawns.” Maverick Cop counts as a Cop because of her name. But the Buro Official does not count as a Cop, since his subtitle is “Vile Bureaucrat.”

Q: Do characters have to turn to intercept?

A: No. Characters are normally able to intercept attacks aimed at targets of the same location. If you want a character to intercept an attack aimed at a different location you have to move the character to the other location in order to declare them as an interceptor. Usually it's necessary to turn a character in order to change their location and intercept, but characters with Mobility can intercept attacks at any location without turning.

Q: Are resources spent like Power?

A: Using a resource to play a card does not decrease your resource pool. Power is generated and spent turn by turn. Resources gather in your pool. The only way to permanently lose a resource provided by a character or a resource-providing site is for the character or site to be toasted. Characters or sites that are returned to your hand also stop generating resources, but since they can be played again, that's usually temporary.

Q: Can a single defending character intercept more than one attacker per attack?

A: No, each intercepting character may only intercept one attacker per attack. But multiple defenders can arrange themselves in a chain and intercept the same attacker.

Q: Does an intercepting character do its damage to all attackers or just one?

A: Just one unless you have a card that changes this like Whirlwind Strike which allows you to intercept another character once the round of combat has ended.

Q: The Unique Auction system is somewhat confusing. What is it used for and how does it work?

A: What you can do with a Unique Auction is allow yourself or another player to control a Unique character, while taking that character away from someone else. When the second copy of the character, say Sun Chen, comes into play, the person who has played Sun Chen must pay one extra power to begin the auction. Anyone on the board can enter into the auction putting up an appropriate amount of power. The winner of the auction pays the power (the losers don't) and he has the option of saying who keeps the character in play and who loses it. If the player who had the character in play loses it, it is smoked; if the new character loses, it is toasted. So there is a price to pay for starting an auction and losing it.

Q: Say I attack with my Shaolin Master and my opponent uses the Kinoshita House, does this make my attack unsuccessful?

A: Yes, because the definition of a successful attack is one that DAMAGES the target that was chosen, not that it actually happens.



Drop your socks and grab your woks, it's Shadowfist!



Hey, you're on sacred ground now buddy. Careful where you pee.



Hey...that guys got a camera!! Everybody... strike a cool kung-fu pose!

We'd like to thank Rob Heinsoo for all of his help on this month's Stumpers Spotlight, and hope that Operation: Killdeer does not get to him too.

middle earth™

THE WIZARDS

“They first appeared in Middle-earth about the year 1000 of the Third Age, but for long they went about in simple guise, as it were of Men already old in years but hale in body, travellers and wanderers, gaining knowledge of Middle-earth and all that dwelt therein, but revealing to none their powers and purposes.”

—“The Istari” *Unfinished Tales*, p. 405



Middle-earth: The Wizards™ is ICE's simple, elegant, and intriguing card game for one to five players set in Tolkien's epic fantasy world. Players design their own unique decks and compete in a fierce struggle against the forces of Sauron, the Evil One. Each plays one of the five "Istari" (Wizards) sent by the Valar to right the Balance of Things in Middle-earth:

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- Saruman the White**, servant of Aulë the Smith and Father of the Dwarves;
- Radagast the Brown**, servant of Yavanna, the Mistress of Growing Things;
- Alatar the Blue**, servant of Oromë, the Hunter; and
- Pallando the Deep-blue** Istar, servant of Mandos, the Lord of Doom.

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Magic by E-Mail

By Buddy Scalera

Got a week or two to spare for a *Magic* game? That's the kind of time you'll need if you decide to participate in Play-by-Mail *Magic* games on your computer.

Y'see, this game is different from your standard *Magic* games in that each turn is played by electronic mail (e-mail). I gave it a whirl on CompuServe's PBM/Board/Card Game Forum. To get there, you key Go: PBMGAM.

If you're into quickie games, you can forget PBM. This form of play is basically for people who may not have any opponents locally.

To play, you need to download one of the two rules files in the *Magic* Games Library. I used *Magic.PBM*, a text file that explains how to play in easy-to-understand language.

Although it wasn't really necessary, I also utilized the *Deck.ZIP* program for DOS, which allowed me to track my deck and shuffle my cards. If you're only playing one game, this particular program isn't necessary. I was adventurous and took on two challengers in separate games, so the program came in really handy.

For the most part, games are played on the honor system. Nobody asked me to submit a list of cards to a moderator. (Tournaments are different: the games are moderated, and card lists are submitted by players.)

By the way, if you're inclined to make the necessary effort, there is a fairly ingenious program that ensures that players cannot cheat (using a password system that allows your opponent only to look at select cards). The program, *Deckpw.ZIP*, is also in the *Magic* Games library.

On the downside of PBM *Magic*, you're basically playing a card game without seeing the pictures. I found that keeping notes on which cards my opponent and I had out was very helpful.

The benefits, however, are obvious. You play when you want, and you enjoy the luxury of taking your time between turns. You never have to worry about watching some dork sitting across from you rolling his eyes because you're taking too long. Also, I got a real kick out of playing a hand at midnight just before bed.

E-Notes

Mo' than *Magic*: CompuServe's PBM/Board/Card Game Forum isn't limited to just *Magic*. In fact, *Diplomacy*, *Star Fleet Battles*, and several other strategy games seem to be more active than *Magic*. Rules and strategies pack these libraries, and opponents are abundant.

Three Wishes: Recently, GEnie was granted a gamer's wish: the contract for an on-line *Magic* forum ("Worldwide *Magic*," News & Notes, *InQuest* #5).

Although cybersurfers on CompuServe, America Online, and Prodigy can all play *Magic* on-line, only the GEnie service will provide a graphics-rich environment.

GEnie already boasts active company representatives from White Wolf, FASA, LucasArts, West End Games, and TSR. Most of this can be accessed by clicking on the Games icon and going to the Scorpio area.

Book 'Em: If you're tired of using agonizingly slow Web browsers and search tools to find the games you want to play, throw the book at them. The *NetGames* book, that is. *NetGames: What's Playing in Cyberspace* is billed on the cover as "The Guide to Games People Play on the Electronic Highway."

NetGames, published by Random House and Michael Wolff & Co., does everything a good Web browser should: help you find the stuff you want to use. In fact, it's a good starting point for gamers who want to get on-line for the first time.

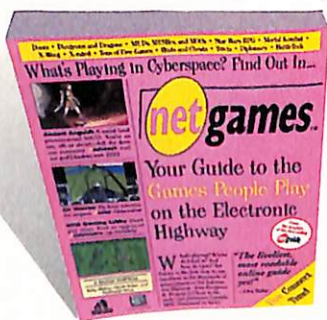
It has chapters for frequently asked questions, roleplaying and adventure games, action games, strategic games, and multiuser dungeons. It's become a resource for *InQuest* office drones with a computer and modem.

Things that Make You Go "Hmm": Wouldn't an Ironroot Treefolk with Firebreathing be, shall we say, a bit of a fire hazard? Why doesn't a Whippoorwill fly?

These questions and more are raised on the *Magic* Imponderables page on the Web (<http://www/its.bldrdoc.gov/~bing/impond.html>). It's a great way to get a quick chuckle at the expense of *Magic*'s designers.

The Imponderables people welcome your clever ironies for the board. To submit your idea, e-mail "Imponderables" at bing@its.bldrdoc.gov. And please send us a copy. We could use the laugh.

Buddy Scalera (WizardTGTC@aol.com) hopes to be elected the first female president of the U.S.



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CONTEST

WIZARDS OF THE COAST INC. PRESENTS: THE MAGIC: THE GATHERING BACK TO SCHOOL INQUEST CONTEST

Awww. Labor Day weekend has just passed by, and we all know what that means: school. No. 2 pencils. Biology II. Cafeteria food. Teachers with big ol' frumpy butts. No, school ain't exactly the most fun thing in the world.

But there's always that wonderful little slice of the day, one that doesn't exist in the summer, one that we like to call "after school." And "after school" is the perfect time to gather a bunch of buddies and do neat things like play *Magic: The Gathering*—especially with the new *Ice Age* and *Chronicles* sets burning up the shelves.

Heck, you might even want to make after-school *Magic* a regular occurrence. You might even want to make it an official type of thing—like a club. Then, and only then, can you combine fun and schooling into the trip of a lifetime.

"SAY WHAT? TRIP OF A LIFETIME? JUST WHAT DO I GOTTA DO?"

Simple. We want you to set up an after-school *Magic: The Gathering* club. And since you're setting it up, you get to be the president, too. Not a bad deal, eh? All you have to do is sign up five members (excluding yourself) for your club, and you're official!

But to enter the contest, you've got to send us your *bona fides*. Here's what we want to see:

- 1) The name of your club.
- 2) Its charter. C'mon, you know you need a charter with rules and stuff.
- 3) Your name and the names of the five (or more!) other people you sign up.

4) The name and address of the school you're affiliated with—uh, with which you're affiliated. (Sorry, Mr. Churchill!)

That's it. Now wasn't that easy? You can be from any school from elementary school straight through to college. And don't you out-of-school types start whining, either, 'cause you can participate too. Heck, if you're not in school, start a club with your friends who are. Or your kids. Or your friends' kids. Or... you get the picture.

Entries from presidents of all valid clubs are put into a random drawing, and lucky winners can walk away with some great prizes.

Ya mean I don't gotta go to school, and I'm still gonna get a scholarship? Count me in!



Grand Prize

(One winner): One lucky prez will receive the first-ever Wizards of the Coast *Magic* scholarship—a chance to bring even greater knowledge to their club by graduating from WotC University! The club president and one associate will come to Wizards of the Coast headquarters for a weekend of learning and mastering *Magic: The Gathering* and all those other neat Wizards of the Coast games. Upon completion of schooling and testing, the president and associate will receive a diploma from WotC University. Your round-trip transportation and lodging are paid for by the scholarship. Clear a date on the calendar—this little educational sojourn (look it up) takes place from December 8 through December 10, 1995, and there are no substitute dates. See The Legalese for more important info.

Second Prize (10 winners): Ten club presidents will receive a package of *Magic: The Gathering* goodies for their club, including posters, T-shirts, calendars, and a brand-spankin' new box of *Magic: The Gathering* booster packs. You'd better share and share alike or you'll be voted out.

HOMELANDS



The Legalese

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This month's contest is sponsored by Wizards of the Coast, people who are willing to teach you a thing or two about *Magic*.

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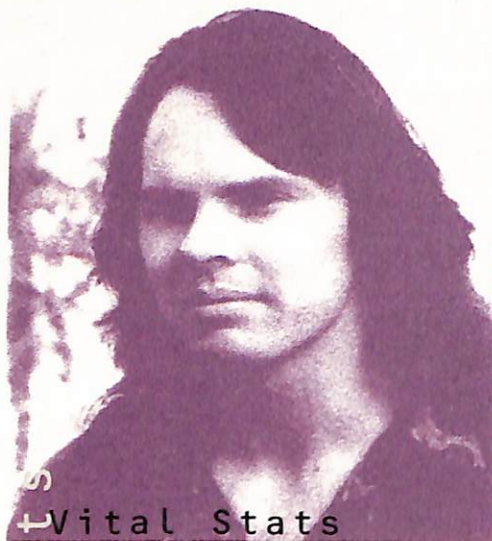
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CONTEST

Meet fantasy illustrator Rob Alexander



By William Wilson Goodson Jr.

Vital Stats

Name: Robert James Alexander

Birth: June 15, 1966, in London, Ontario, Canada

Occupation: Illustrator

Base of Operations: Seattle

Career Highlights: Paperback covers for *Deathscape* and *The Knights of Cawdor*

"I blame my second grade teacher," 29-year-old illustrator Rob Alexander says when asked what interested him in fantasy. "I had a teacher who, for half an hour a day, would read to us to keep us out of trouble. She got through *The Hobbit* and *The Fellowship of the Ring* before the end of the year. Illustration was something I just grew up doing."

Ontario-born Alexander trained at Alberta College of Arts in Calgary and the School of Visual Concepts in Seattle, and continues to take courses he feels he needs. His first professional work was for *OnSpec* magazine, and he did several paperback covers for Pulphouse. Recent works include paperback covers for *Deathscape* (Berkley) and *The Knights of Cawdor* (HaperCollins), two covers for the *Primal Order* reference guides from Wizards of the Coast, and "Magic cards up the wazoo."

His primary influences are the great masters Rembrandt, Vermeer, and German landscape artist Casper Friedrich. He admires the 18th-century Hudson River Valley school, particularly Albert Bierstadt and Frederic Church. Contemporary illustrators he respects include Richard Berry, James Gurney, and Don Maitz.

Now based in Seattle with his wife Susan, also an artist, Alexander is experimenting with oils, but normally works in watercolors, even for his preliminary sketches. Recently, he painted cards for two new trading card games: the *Shadowfist* martial-arts game from Daedalus Games and *Legend of the Five Rings*, set in feudal Japan, from Alderac Entertainment.

Research for these projects included mostly photographs and video, not Asian art, since he was using a familiar realistic style. "With *Shadowfist*," Alexander explains, "we faced the problem: should we use a Chinese-style brush-painting technique or a western-style realism? That's always a question when dealing with a culture that has a different artistic tradition."

Seeing his book covers on a rack is a big thrill for Alexander, and he is having a lot of fun with cards, but future projects he would like to try include children's books illustrations and matte painting, probably for fantasy films.



Top: Artist Rob Alexander. Bottom: Soul Kiss from *Ice Age*.

Favorite work of your own...



Top: Spectral Cloak from *Legends*.

Bottom: Illusionary Terrain from *Ice Age*.

Inset: (left) Floral Spuzzem from *Legends*.
(right) Sea Spirit from *Ice Age*.

The Spectral Cloak card from *Legends*. The last large painting I did was for the cover of *House of Hermes*, a module for *Ars Magica* [from *WotC*]. It didn't print very well, but the painting looks really good.

Favorite work by another artist...

"Heart of the Andes" by Frederic Church. It's one of those landscape paintings that is about 6 feet by 10 feet, and you walk away thinking it is about 50 feet by 200 feet.

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

There is something about the way Rembrandt paints, I would like to lean over his shoulder for just a week or two.

Things you collect...

Art books. I have started collecting dried and mounted bugs. Like most artists, I am working on my own natural history museum, things that at some point you are going to want to know what they look like.

Favorite pastime or hobby...

Painting. I enjoy that more than anything else. My other hobbies include getting out in nature, hiking and camping.

Costume worn the last time you went trick or treating...

I used to dress up as a wizard to give out the candy.

Last good book you read...

The *Magician* series by Ray Feist.

Last good movie you saw...

Rob Roy. My ancestry is Scottish, and I love pictures of Scotland.

Favorite fantasy character...

Strider [from *Lord of the Rings*]. Later in the book, he turns out to be the king, but I liked him most as the ranger.

Fantasy character or creature most like you...

A lot of people have come up and told me I look like an elf. I think they are thinking about the Tolkien characters rather than the traditional fairies.

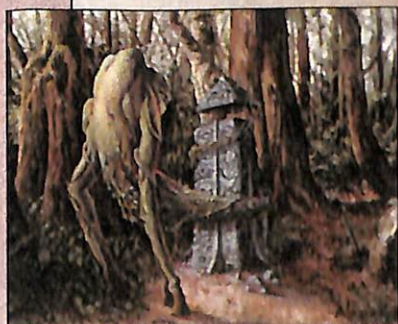


If you were an all-powerful wizard, what you would do with your powers...

I would make myself immortal so that I could draw for the rest of my life. I love painting and drawing so much; everything in my life tends to revolve around that. I would be able to play with it and enjoy it for years and years.

Your favorite munchie at 2 a.m....

A cup of tea and pasta. Usually if I have some for dinner, I save some, because I get hungry about 2 a.m.





By Beth Moursund

What's What: Fast Effects, Instants, and Interrupts

For the purposes of this article, spells and card abilities are interchangeable.

Examples involving the casting of a spell work exactly the same when you're using an ability of the same type.

"Instant" means either an instant spell or a card ability that requires an activation cost but does not say that it is played as an interrupt.

"Interrupt" means an interrupt spell or a card ability that requires an activation cost and says that it is played as an interrupt. Some card abilities, such as the ability to draw mana from a basic land when you tap it, are treated as interrupts because the rules say they should be.

A **"fast effect"** is either an instant or an interrupt. Unless the card specifically says otherwise, fast effects may be played at almost any time in the game, even when it's not the user's turn.

A **"normal spell"** is an enchantment (of any type, such as an

enchant land or enchant artifact), a sorcery, an artifact, or a summoning.

These may only be cast during the user's turn, and may not be used in response to a fast effect, but otherwise are treated as instants when being cast. Once successfully cast, most normal spells (with the exception of sorceries) produce permanents like creatures or enchantments. These enchantments often have abilities that are fast effects and can be used even when it's not the controller's turn.

(You rules sticklers probably realize that our definitions differ slightly from the *Magic* rule book's. Technically, "instant" means only an instant spell, not a fast effect with the speed of an instant spell, as we also define it. If you can't abide bending the rules even a little bit, cross out "instant" and write in "non-interrupt fast effect" and everything'll be kosher.)

Fast effects come in two types: interrupts and instants. Nearly all of the various tap-to-do-this or pay-mana-to-do-that card abilities are fast effects, and follow the same timing rules as instant spells. Since fast effects are the only things a player may use during an opponent's turn, almost all timing arguments revolve around fast effects and their resolution.

Most timing problems happen when players try to do several things at once, then argue about the order. To fix these, they need to go back and break everything down into steps. If someone tried to cast a spell out of turn or at an illegal time, take back that move and everything that followed, and replay from that point. (Most of the time, there's no need to be so strict and nit-picky about the exact order things happen, but when solving a timing question, nit-picking is crucial.)

All our examples are from a duel between Zorch Zapemfast and Nadia Noyoudont. It is Zorch's turn.

Casting Priority

Fast effects aren't really "faster" than other spells, despite the name. Since it's Zorch's turn, any time he and Nadia both want to cast a spell or use an ability at the same time, Zorch gets to go first—even if his spell isn't a fast effect.

If Nadia wants to cast a spell during Zorch's turn, she needs to ask Zorch if he wants to do anything first, or he can make her take it back and cast his own spell. This rule was in flux for a while, and even representatives of *Magic's* manufacturer, Wizards of the Coast, have given conflicting answers, but that's what was finally decided.

Instant

When anyone uses any non-interrupt spell or effect (even normal spells), it goes through these steps:

- 1. Declaration.** The player must say what the spell or effect is doing and anything it needs, like a target (which must be legal!) or the value of X. None of these can be changed later, and the caster's mana pool must have enough mana before starting. This step can't be interrupted.
- 2. Casting.** Interrupts are legal now (we'll talk about them in another section), but

other fast effects are illegal. The original spell can be interrupted lots of times—step 2 lasts until the original effect declared in step 1 is countered or until no one wants to interrupt that effect any more. Then the spell changes from "being cast" to "successfully cast"—but nothing happens yet! Once a spell is successfully cast, it can no longer be countered or targeted, but it could still fizzle if its target becomes illegal in one of the next steps.

3. Responses. Both players may now use fast effects "in response to" the original spell. Each of these goes through its own Declaration and Casting steps, but still nothing happens yet. Step 3 lasts until no one wants to use any more fast effects.

4. Resolution. Everything from steps 3 and 1 finally resolves, in last-to-first order. If a spell or effect has an illegal target when it resolves, it fizzles. No new effects may be declared—not even interrupts—and all damage waits for step 5 before being applied.

5. Damage Resolution. If anything caused damage, handle it now, follow-

ing the same rules as damage resolution during an attack.

hand. Then the Fireball resolves: Tim is gone, but Nadia will take 1 damage. (5) Nadia can't prevent the damage, so she loses one life.

Notice that damage is postponed, but other effects, like destruction and burial, aren't. For example, (1) Zorch casts Red Ward on Tim to give him protection from red, and Nadia foolishly responds with a Lightning Bolt. In the Resolution phase (4), the Bolt resolves first, except for its damage; then the Ward resolves. Then the Damage Resolution phase (5) begins. The Bolt's damage resolves, and the Ward reduces it to zero. Tim lives. But change the Lightning Bolt to a Fissure, a red spell that buries the target creature. When the Fissure resolves in step 4, Tim is buried immediately. Then the Ward resolves, and fizzles, since its target is missing.

The Icy Manipulator, Twiddle, and other cards that tap things cause a lot of confusion. You can solve it by remembering that casting or activation costs (including tapping!) are paid in step 1 (Declaration), but effects don't happen until step 4 (Resolution).



Example: Zorch casts Twiddle to try to tap Nadia's Tim. Nadia responds in step 3 by using Tim's ability, since that's a fast effect. She taps Tim for the cost. In step 4, Tim's poke resolves, then the Twiddle resolves and does nothing, since Tim is already tapped. It doesn't untap Tim, because Zorch said in step 1 that it was tapping. Nothing said in step 1 may be changed afterward.

Interrupts

Interrupts are a bit different. Most interrupts, and all interrupts that don't target spells, resolve as soon as they're successfully cast. Their casting steps go:

- A. Declaration.** Say what is being cast and what it's doing, as in step 1 for instants.
- B. Casting.** The interrupt itself can be interrupted now. This step lasts until no one wants to use any more interrupts.
- C. Resolution.** If the interrupt wasn't countered, it resolves right away—none of the last-to-first business of other fast effects.

Notice that there is no Responses step for interrupts, as there is for fast effects. You may never respond to an interrupt with an instant.

Tapping land for mana is an interrupt that doesn't target a spell, so it follows these rules, too. Yes, it's legal to interrupt

Example: Zorch tries to cast another Fireball. This time, while the Fireball is being cast (step 2), Nadia interrupts it. First she (A) taps an Island. (B) No one interrupts the Island, so (C) it resolves, and she gets the mana. Now she interrupts the Fireball again, using her blue mana to (A) cast Blue Elemental Blast at the Fireball. (B) No one interrupts the Blast, so (C) it resolves, countering the Fireball.



someone's land tap.

Remember, interrupts may also be interrupted themselves. So when Nadia interrupts the Fireball with her Blast, Zorch may interrupt the Blast by tapping a Mountain and then interrupt the Blast again to cast a Red Elemental Blast, countering the blue Blast. If no one casts any other interrupts, the Fireball resolves normally.

A Casting step may contain any number of interrupts, each one resolving before the next is declared. Nadia could interrupt the Fireball by tapping an Island, then using a Ley Druid to untap the Island, then tapping the Island again, and then finally casting Counterspell. (The Ley Druid's ability is legal to use because the card specifically says that it may be played as an interrupt.)

There are two exceptions to the rule about resolving interrupts immediately. One involves someone interrupting one spell to target a different spell. The rules do allow this, but it's messy and very hard to explain, even for a trained WotC representative.

The other exception is when both players want to target the same spell. Any time Nadia targets Zorch's spell, no matter whose turn it is, once her interrupt is cast, he has two choices:

Let the interrupt resolve (C). If he does, both of them can still interrupt, but Zorch isn't allowed to target his own spell any more. (Nadia still can.)

Example: Zorch casts Fireball (1). (2, A) Nadia tries to Blue Elemental Blast it. (B) Zorch puts Nadia's Blast "on hold" and uses a Deathlace interrupt on his own Fireball, turning its color to black. Then he lets the Blast resolve (C); it fizzles, since the target is no longer red—or legal.

Put Nadia's interrupt "on hold" and target his own spell himself (B). If he does, Nadia's interrupt will stay "on hold" until his interrupt resolves. Then he gets the same two choices again.

In a few cases, the interdiction from targeting your own spell once you let an opponent's interrupt resolve hurts the original spell-caster. Here's one: (1) Zorch casts Fireball at Nadia's White Knight, which has protection from black. (2, A) Nadia interrupts, targeting the Fireball with Deathlace to turn it black so the Knight's protection will stop it.

(B) Zorch has a Chaoslace in his hand, which can turn a spell red, but it won't help here. He could (B) put the Deathlace "on hold" and use his Chaoslace to turn the Fireball red—but that's useless, the Fireball's already red, and would remain red after his Chaoslace resolved, at which point (C) the Deathlace comes "off hold" and still turns the Fireball black. And once Zorch lets the Deathlace resolve (C), he isn't allowed to target his own Fireball any more.

That's all there is to it! Next time an argument comes up about fast effects, just break everything down into these steps, and you should be able to figure it all out.



Timing FAQs

Q: May I summon a Benalish Hero and put Holy Armor on her before my opponent's Tim can kill her?

A: Yes. Before the Summon resolves, Tim has nothing to shoot at. Once it's resolved, you want to cast Holy Armor and your opponent wants to use Tim's poke at the same time. Whenever both players want to do something at the same time, the player whose turn it is gets priority. So you get to cast Holy Armor before Tim pokes. Tim's poke resolves, then the Armor appears, then the poke's damage resolves.

Q: Can Twiddle save a creature from a Royal Assassin?

A: Yes. Effects resolve in last-to-first order, and if a target becomes illegal before an effect resolves, the effect "fizzles." The Assassin may only target a tapped creature. If you Twiddle to untap the creature in response to the assassination attempt, the Twiddle resolves first, untapping the creature, and the assassination fizzles.

Q: Can I spoil someone's spell by casting Mana Short after they tap mana?

A: No, because Mana Short is an instant. Tapping land for mana is an interrupt, and you can't respond to an interrupt with an instant. You can't cast the Mana Short until after they finish declaring their spell. At that point, all of the mana for the spell has already been paid.

Q: What happens when one player Forks a spell and the other Counterspells it?

A: It depends upon who cast the original spell. If you cast Disintegrate and I cast Counterspell, you can put my Counterspell "on hold" and Fork the Disintegrate. The original Disintegrate will be countered, but the copy will still be there. On the other hand, if I cast Disintegrate and you cast Fork, I can put your Fork "on hold" while I Counterspell my own Disintegrate, making your Fork fizzle. I can even Fork my own spell before Counterspelling it; my Fork will work and your Fork will fizzle!

Q: Can I stop someone's mana tap by Chaoslacing and Blue Elemental Blasting their land?

A: No. If you cast before they tap, they can tap the land as an interrupt, and get the mana before your spell resolves. And if you interrupt their tap with your spells, they still get the mana, since destroying the source of an effect doesn't counter the effect.

Beth "BethMo" Moursund is Wizards of the Coast's representative on CompuServe, and has plenty of practice at answering timing questions. Look for her and the latest rulings in the Cardgames and Cards forums.

No secret is forever....

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TIM ©
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1995

TAPPING

Vampire artist extraordinaire Tim Bradstreet talks about

While Anne Rice must invariably be credited with bringing romanticism to the vampire mythos, illustrator Tim Bradstreet deserves the credit for breathing new visual life into the undead. Bradstreet's eloquent and sensual brush strokes helped White Wolf's *Vampire: The Masquerade* take off like... well, like a bat out of hell.

The 28-year-old Maryland-born artist has also done a two-page spread for White Wolf's *Wraith*,

as well as comic book inks on DC's *Hawkworld* and Dark Horse's *X* and *Aliens: Music of the Spears*.

Bradstreet, who currently resides in Bloomington, Ill., gets his creative juices flowing by listening to everything from Crosby, Stills, and Nash to Pantera. Surprisingly, he never had any formal art training, but spent his childhood drawing cars, dinosaurs, and stick-man wars—or as he puts it, "murder and mayhem." But that's what childhood's all about.

By Andrew Kardon. Photos By Lori Ann Cook.

InQuest: How did your childhood influence your art career?

Tim Bradstreet: I remember this Civil War book I saw in grade school [with] paintings of the battles that went on in Gettysburg. [They were views from above showing] where this guy's people were entrenched and where this general was...

That influenced me quite a bit. I drew that kind of stuff until I saw *Star Wars*. It really influenced the hell out of me and got me into science fiction. That's what [takes you] from stick men to thinking about characters and building and defining the kind of direction you want to go in.

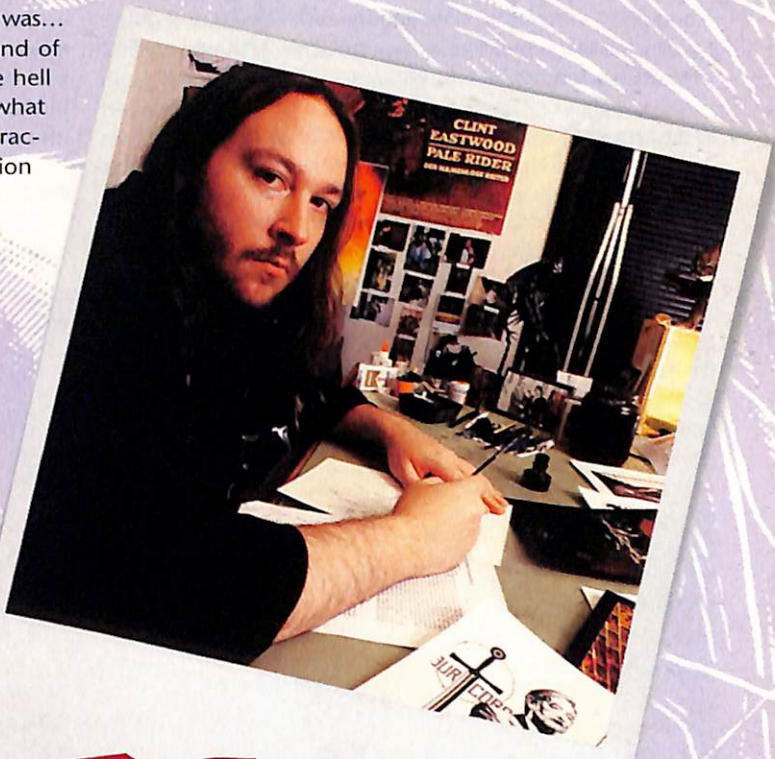
Growing up, did you play roleplaying games like Dungeons & Dragons?

I did in high school. We had a great dungeon master. He had this thick, resonant voice and a great imagination. If not for him, I probably wouldn't have played. That's how I kind of got into, oddly enough, doing game art. Looking at the work that was in there, it was all pretty sub-par at best.

Getting into games was my plan for getting into comics. What I wanted to do was get paid while learning and working at the same time. I looked at comic artist Tim Truman as an example. I figured I'd work my way up

Above: Tim strikes a pose in his studio.

Below: Art for *The Awakening*, a card in Last Unicorn Games' *Heresy: Kingdom Come*.



THE WEIN

comics, White Wolf, & why he'd give you the shirt off his back.

through games, work on my style, grow, get to where I want to be, and then the jump to comics would be a lot easier. And along the way I'll make contacts. That was my plan.

So what happened?

Growing up in a small town, there's not really a lot of ways that you can plan a comic career. So basically I drew like everybody else did. I'd stop at the comic shop and show them my work.

[That helped me get] in touch with a guy who painted covers for FASA and Game Designers Workshop. And



because GDW is right here in Bloomington, what better way to jump right in? This painter [Steve Venters] was doing interiors on one of their books, *Twilight 2000*.

I said I really wanted to concentrate on doing covers. I did a couple of samples for him and he said, "You're the guy." So I started doing pencil drawings for GDW. That was my first professional job, in *Twilight 2000*.

So you were pretty much in with the gaming community.

Yeah, it just kind of grew from that. The big breaking point in my career was FASA's *Shadowrun*. Alex Ross [artist of Marvel Comics' *Marvels* and DC Comics' upcoming *Kingdom Come*] was doing illustrations for it using photo references.

I used to trace photos and draw really cool stuff before I could really draw [from scratch] that well. I thought, if that's the level of artwork being done on this game, I really have to do something different here. So basically I went through magazines and just lifted stuff. I didn't know any better at the time, with rules about lifting and so forth.

So I went ahead and did mine, and FASA [loved it.] Then I started doing illustrations for their *Shadowrun* modules. For a while I lifted stuff, but the guys at FASA were giving me crap: "Hey, man, I saw that in *National Geographic*!" So I started to teach myself how to take pictures.

The photo reference stuff really started to take off. I started shooting my own stuff. I started getting people over and dressing them up. Basically it was like little movie shoots. I had my illustration, my pages of text, and I'd decide who's gonna be right for this piece. Then I'd ask a friend to pose for me.

Do you take your photos at specific locations, like hospitals or cemeteries?

No, I generally photograph them against a white wall. Then I create or reference the background. If I need a specific building or the scene takes place in Los Angeles, I try to find photos. I want to get an understanding of what that area looks like to be able to create the same feeling in the picture. We usually just have a ball.

Why haven't you done any painting yourself?

I just love black and white so much that I've never had much interest in doing color. Maybe I'm scared of it. My schedule's so packed with jobs, I don't really have any down time to do any color.

I have a colorist that works with me [Grant Goleash], and he does all my color work. He is incredibly talented. I like being in that situation where he knows exactly what I'm talking about and does exactly what I want.

How important is mood to your work?

Mood is the entire part of my working. I'm not gonna draw people firing lasers at each other and getting blown in half. I love to *ink* stuff like that, but I don't like to draw

it. I like to draw that moment before the action starts. I like to suggest the action. If you look at any of the work I've done, it's ambiguous. A lot of things really leave a lot to the imagination.

I don't think I would've stuck with photorealism if I didn't have an idea of what it was gonna do for the reader. First of all, it's very realistic. I really think that's one of the biggest reasons that my art is so popular. People see their friends, they can access it. It makes it real to them.

How did you first get in touch with White Wolf?

This is really funny. Mark Rein•Hagen and Stewart Wieck sent me basically what I would call a fan letter: "Mr. Bradstreet, please would you do our game?" They asked me if I could do 10 full pages for this book they were doing called *Vampire: The Masquerade*.

I really wanted to draw vampires, and I had just seen [Kathryn Bigelow's 1987 movie] *Near Dark*



Above: All work and no play makes Tim a dull boy.

Below: Heresy: Kingdom Come's Stim Puppet.

not too long before that. So I said, "Yeah, let's do gypsy, white-trash vampires." I had a real good handle on what they wanted, and I also injected what I wanted.

Seems like you had a pretty good relationship with White Wolf.

It was good at first.

This is the infamous T-shirt story. They called me and wanted to use one of the pictures I'd done for a T-shirt. They said, "We're gonna do these T-shirts and sell them for cost at the show to promote the game." I said no problem. Pay me \$25 for the token fee and I'll do a border design for it, too.

So I get to the convention and they're selling [T-shirts] for \$10 or \$15. They also said they were only going to print up 200. Well, they printed up a lot more than that. And I wasn't getting the 20 comps that I had as part of my deal. They sold out of them. I had to buy two T-shirts at cost, at the show. It was just ridiculous after that. Basically, I attribute this to poor planning. *Vampire* grew on them so fast they didn't know what they were doing.

Did you continue to work for them after that?

Yeah, I continued to do stuff for them, and I continued to have problems with them reprinting artwork. Every time it'd happen, I'd see it, and I'd tell them they had to pay me the second-rights fee....

I don't want to bad-mouth White Wolf. They're a lot of young people, and they're trying to learn this thing as they go along. I have a lot of respect for them, I just wish they'd deal with me a lot better.

What's your favorite Vampire piece from your own work?

It's a guy sitting in chaps against a draped wall. It's the only one I really have a story around. The guy is this vampire who just recently got turned. He's a punk. He's a bad-ass. [But] that's just a facade. He gets turned and he's trying not to allow the thirst to take over because he doesn't want to take a human life. He realizes it's precious...

He goes like a week or two without feeding. Finally, he's driving on his motorcycle by this roadhouse and he just stops. He walks in and he's kind of in this trance. He doesn't realize what he's doing. He orders a drink, then blacks out and wakes up in a bar full of dead people. And that's him sitting there. He grabs a cigarette and just says, "Jesus."

With that in mind, would you want to be a vampire yourself?

If you were to ask me that when I was reading Anne Rice's books, I might've said yes. You're caught up in the romanticism of it all. But basically, they're damned. So how great could it be? You live forever and yeah, you could do anything you want, but that gets pretty boring after a couple hundred years. And then you're stuck or you die a fiery, horrible death. No, I'd rather be a vampire hunter.

That's the main premise of your comic Red Sky Diary, isn't it?

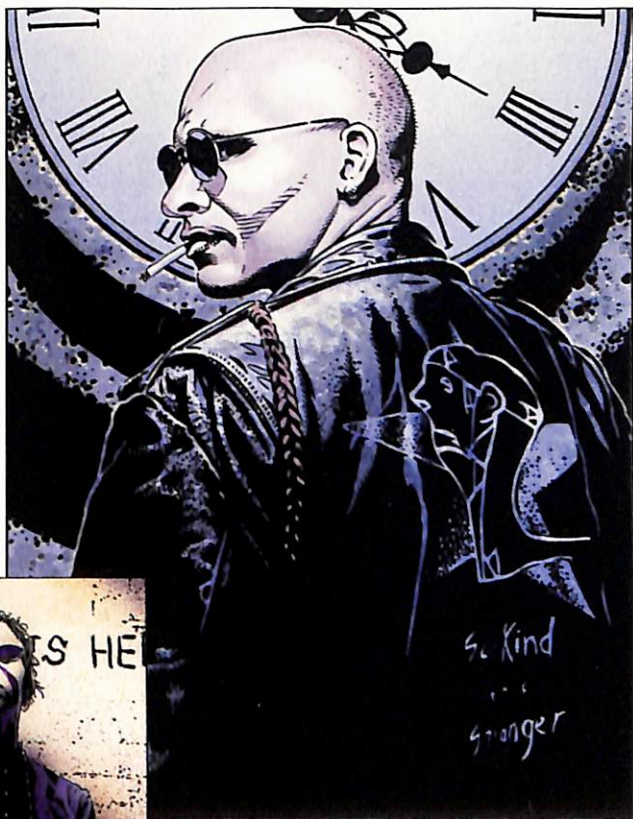
People will recognize the character [from the cover I did with Fred Fields]; his name is Gallows. His ancestor, who fought under the Kublai Khan in Mongolia, starts this long line of vampire hunters.

Unbeknownst to any of these guys, the vampires were a race that came from some planet a millennium ago to use people as fodder. One vampire started manipulating the bloodlines so that he'd create the perfect warrior...

This vampire realized that this invasion wasn't right. He

basically doesn't want to live anymore because he's immortal. So he wants to create the perfect guy by turning him into a vampire with his blood. And have Gallows in turn kill him and, because of his hatred of the vampires, turn around and wipe out that abomination on the Earth.

The story I want to tell is Gallows as the vampire waging his war on the minions left on Earth and eventually heading a task force back to this planet to wipe out their race. It's something I'm just going to take my time with.



Michaelines (top) and Punk Priest from Heresy: Kingdom Come.

Probably sometime in the next one to five years it'll come to fruition. I have very high aspirations for it.

Do you have any upcoming gaming work?

Recently, White Wolf and I have talked about doing the last *Vampire* clan book, Caitiff, which is all the renegade vampire clans. You know, the ones they don't have names for? [Laughs] It's a very broad clan, and it's a lot of the bad-asses.

Basically, I'm the art director for the project. I'm gonna be assigning all the art. I'll be doing the majority of it, but then I'll be calling people like Tony Harris and Dave Dorman; maybe we can even get Berni Wrightson to do one.... That's the plan.

You did some work for White Wolf and Wizards of the Coast's Jyhad collectible card game, didn't you?

I did two cards for *Jyhad*. One is a guy named [Appolunius], and he looks like a biker dude. He's got a bandanna, chains, leather, sunglasses, and all that kind of stuff. And the other one is a Malkavian [named Normal]. He's basically sitting in a padded cell.

Before they did *Jyhad* with Wizards of the Coast, White

Wolf tried to put me in touch with them. There's nothing more fun for me than to draw a piece of artwork at 5 by 7 [inches] as opposed to 10 by 15. You don't have to draw nearly as big, it doesn't take the time, and it's just fun.

I offered to do more cards, but they said they only like to have artists do one or two cards. So I'm a little disappointed.

I also just completed a Wizards of the Coast card [available only from *On a Darkling Plane*, a *Vampire* novel]. His name's Dan Murdock. He's a Caitiff. What I've got here is a guy decked out in heavy biker leather with no ornamenture on it, no patches or anything like that. And he's standing there just looking vicious. He's kinda got a goatee. I keyed on the word "cruel."

Will you be doing any more card games at all?

I'm doing *Heresy* by Last Unicorn. It has a lot of cyberpunk elements in it, a lot of heaven and hell kinds of things.

Most of the cards I'm doing are characters. Two that I've already got done are a priest that's like a doomsday-is-coming kind of thing with a cyberpunk edge to it and a Native American activist or something like that.

I'll probably be one of the main contributors to *Heresy* cards as they come out, because I'm in pretty tight with them. We've got a lot of really cool plans. I've been talking to Christian Moore, who's the head of that company, about doing [a card set] art book kind of like *The Art of Star Wars Galaxy*.

I'm not sure how the trading card game people feel, but I think it'd be pretty cool to see the actual artwork a little bigger, and to see all the work that went into it. Because when it's reduced down that far, you just don't see things. Showing pencils and preproduction sketches: I think people would be interested in that.

Who are your favorite card artists?

That'd be a tough one, because I don't see a lot of cards. It's a bad situation. When you work on 'em—and I'm not as big of a fan as I used to be, because I've been working in the field for so long—it's just something you don't see that often. Especially [since] I'm gearing myself more towards comics.

I don't want to de-emphasize the nature of that kind of artwork. That stuff's great. I see stuff, I just don't know

who does it. Hmm...I know Mark Poole's good. And, of course, Brom and Keith Parkinson.

How about your favorites in the gaming field itself?

Y'know, most of them are cover guys, and I feel bad because I haven't looked at a lot of stuff recently, so I don't know

what's going on inter-orwise. Of the guys that I do see a lot that I really enjoy—man, I'm gonna be excluding a lot of people—Jeff Laubenstein and Jim Nelson at FASA. Those two guys are just incredible.

What can your comic fans look forward to besides *Dark Horse's Motorhead* and pin-ups for *Image's WetWorks*?

I'm going to be doing a fill-in issue of [DC Comics'] *Starman*. I'm going to start on that in September. That'll probably be people's first taste of what I can do sequentially.

I'm penciling and inking it.

I always tell people that didn't see my [pencil] work for Clive Barker's [never-published] *Age of Desire* that it's just like taking a bunch of my illustrations and putting them into sequential format.

Now that you've got both feet planted in the comic and gaming market, which do you prefer?

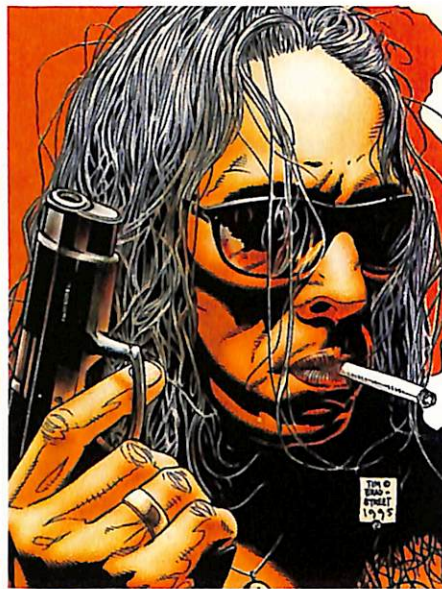
There's nothing I love more than illustration, which is what I do in games. Doing comic [inking] isn't as much fun... because it's a lot more work. You don't get to put everything into that one shot.

Eventually, I want to be in film. I kind of have a dream of doing an independent feature myself: directing it and filming it around here locally, and trying to get it into art movie houses. I look at this the same way I look at the

way I tried to get into comics. Start small and work your way up. Make contacts as you go along.

What I always tell my friends in this business is that as popular as your favorite artists are right now, as soon as you get to know these guys, it's no longer unattainable; anything seems possible. You've gotta realize that in 10 years, we're gonna be the guys who are running everything. It's gonna come, if you go after it. You've just gotta plan for it.

All you have to do is have a style and a vision to bring to fruition. And you don't have to spend a million dollars to do it. It just takes good planning and a great idea. Your work is always going to speak for itself.



Top: Gaian. Bottom: the one and only Manfred Gallows.

Andrew Kardon, copy editor and mystic healer for InQuest's sister publication, *Wizard: The Guide to Comics*, would rather be a werewolf than a vampire. Mauling is much more fun than sucking.

THE UMBRA™

The blood of the fomori drips from Mari Cabra's claws. Mewling packs of Wyrn creatures retreat before her and vanish in fear into the Umbra. She smiles, and steps sideways into her reflection: they will not escape her. Werewolves have entered into a new field of combat. Greater danger — and greater triumphs — await in the Velvet Shadow, the spiritual reflection of our world — the realm known as the Umbra.

The Umbra is the first expansion for RAGE, the balls out best-selling game of werewolf combat. With over 90 new cards, the Umbra introduces to RAGE fans an entirely new level of play, including a brand-new Quest card series, new characters such as the legendary Wahya Ohni, and a variety of novel foes, such as umbral spirits and the dreaded reality-warping Nexus Crawler.

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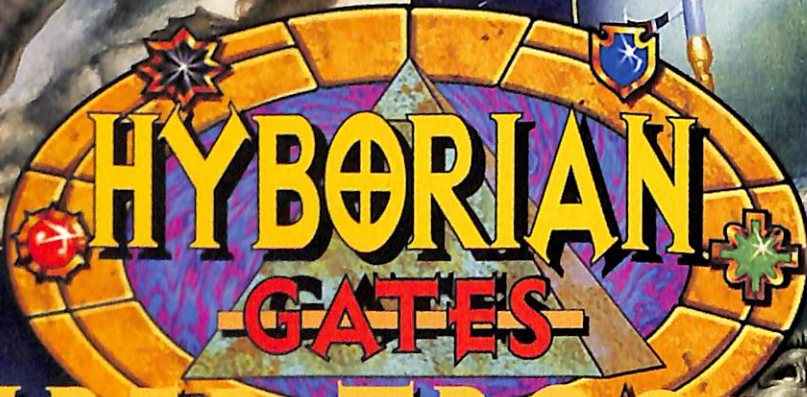
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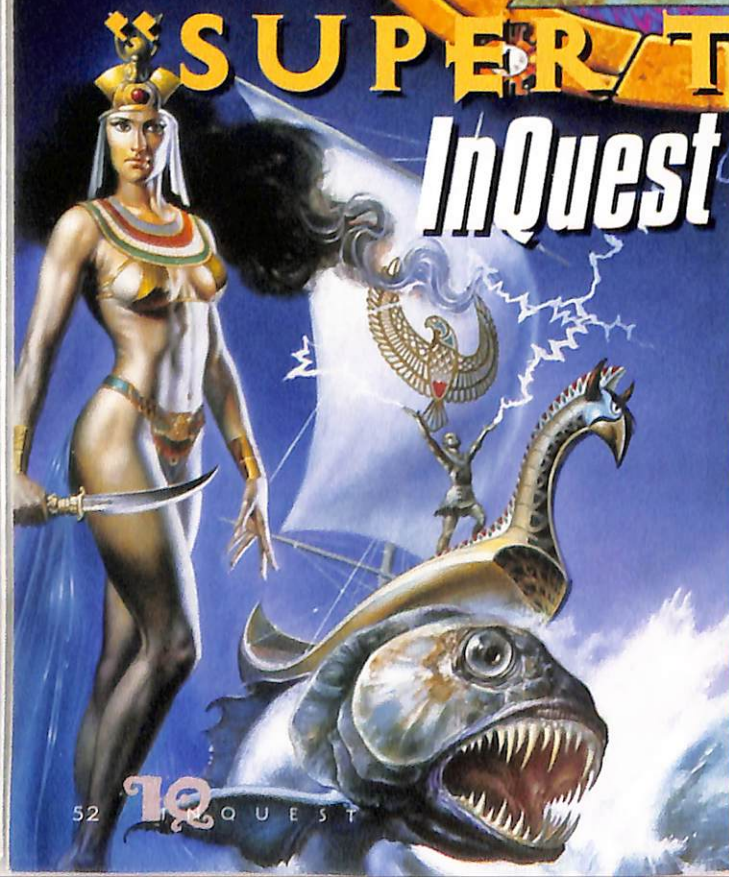
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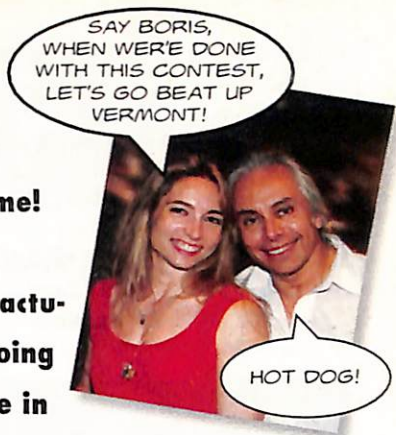
"SUPER TROOPER"
InQuest Contest



So you know all about that *Hyborian Gates* card game, right? Sure you do—it's that Julie Bell- and Boris Vallejo-illustrated game that puts you in the role of a Hyborian trooper. But them swell folks at Cardz don't want you to just play the game, they want you in the game!

W H A T T O D O

Ever wonder what it would be like, not just to play the game, but actually to *be* a Hyborian Gates Trooper? Sure you have. Well, now you're going to tell us. Just pick a drawin' tool and draw what you would look like in Trooper gear in any one of the Hyborian realms: Atlantis, Gaea, Osiris, Asgard, or Hyborea. You non-artist types can just pick up a writin' tool and write a short description of what you think a day in the life of a Hyborian trooper would be like. Do either—and do a good enough job—and you could walk away with some keen prizes.



Grand Prize (One winner): The Grand Trooper will get a complete set of *Hyborian Gates* limited edition cards and one of them big coffee-table books of Boris Vallejo art, autographed by Boris himself. (Coffee table not included.)

Second Prize (Five winners): Five winners will each get the above-mentioned coffee-table book, autographed by Boris Vallejo.

Third Prize (25 winners): Twenty-five winners will each get an uncut press sheet of *Hyborian Gates* cards.

Fill out this little form, attach it to your entry, put it in an envelope, and send it to: **Hyborian Gates**

"SUPER TROOPER"

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, Cardz, and their immediate families or that black sheep of Hyboria, Conan. Geez fella, quit hacking people like firewood before you give everybody from the Hyborean age a bad name. Jerk. 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: *Hyborian Gates* "Super Trooper" 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 name 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. If you don't enter this contest, Julie Bell or Boris Vallejo will come to your house and pound you into the ground like a tent stake. We've seen 'em do it. All entries must be received at contest headquarters by October 31, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press among all properly completed entries based on quality and creativity. Judging will take place on October 31, 1995. All decisions are final. If you don't win, live with it.

For a list of winners, available after November 15, 1995, send a self-addressed stamped envelope to: *Hyborian Gates* "Super Trooper" InQuest Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Cardz is sponsoring this contest, so let's all say a big "Thank You." All together now: "Thank You."

InQuest Contest Entry Form ▼

Deadline is **October 31, 1995**

"SUPER TROOPER"

Name: _____

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Official Hyborian Gates "Super Trooper" ▼

CONTEST

Icebreakers

Shedding Light on the Ten Most Confusing Ice Age Cards

By Beth Moursund

Every new set of *Magic: The Gathering* cards has a few that make you go "Huh?" Well, *InQuest* has the answers to the *Ice Age* cards that've caused the most questions so far.



Snow-Covered Lands

The *Ice Age* rule book merely says that snow-covered lands are basic lands. The Wizards of the Coast rules writers must be kicking themselves now for not explaining this better.

The real rule is: a snow-covered land is treated just like a non-snow-covered land of the same type. Putting snow on a non-basic land doesn't make it a basic land. If something changes a land's type, it doesn't change the snow. Magical Hack still only works on the five words "forest," "mountain," "plains," "swamp," and "island." The only things that can add or remove snow are cards that say so, like Arcum's Weatherwane.

Take a snow-covered mountain, for example. It counts as a basic mountain, so you can have as many as you want in a tournament-legal deck. Mountain-walking creatures can walk through it. Volcanic Eruption can destroy it. Conversion turns it into snow-covered plains, and Phantasmal Terrain turns it into a snow-covered basic land of whatever type the caster chooses.

Creatures with islandwalk can walk through any island, snow-covered or not. Creatures with snow-covered islandwalk can only walk through snow-covered islands, *not* normal islands. Merfolk Assassins can only kill creatures with real islandwalk, not the cheap imitation snow-covered variety.



Ice Cauldron

The hands-down winner of the Most Confusing Card award for *Ice Age* is Ice Cauldron. You'd be amazed at some of the ways players have interpreted it, so first, let's say what the Ice Cauldron *doesn't* do. It doesn't let you cast a colored spell using colorless mana. It doesn't let you cast the same spell over and over again. And it doesn't let you cast sorceries or enchantments or creatures during your opponent's turn.

Now for what it really does.

The Ice Cauldron has two separate abil-

ities. If there's no counter on it, you can tap it, pay any amount of mana you want (including zero), and put a counter and a spell card from your hand on it. The mana doesn't need to match the casting cost of the spell.

A spell on the Cauldron doesn't count as being in your hand, so a Black Vise won't squeeze it and a Hypnotic Specter can't make you discard it. It doesn't count as a "card in play," either. Even if your opponent takes control of the Cauldron, the spell is still yours, though your opponent could place spells in the Cauldron for his own use. The only way to get rid of that spell on the Cauldron is to get rid of the Cauldron itself, which automatically buries everything on it. But if a Chaos Orb falls on the spell, nothing happens!

But you *can* cast the spell just as if it were in your hand. When you cast a Cauldron spell, you must follow all the normal rules: you can only cast it when it's legal to cast that type of spell, the spell card goes into play or to the graveyard when it resolves, and you have to spend mana from your pool. Which leads to the second ability...

You can tap the Cauldron, remove the charge counter, and add some mana to your pool. How much mana, and of what kind? That depends on what you paid for the X in the first place; you get back exactly what you put in. There's a catch, though: tap-

ping the Cauldron doesn't cast the spell on the Cauldron—but the only thing you can spend the mana on is casting that spell!

If you put too much mana in, or if the Cauldron gets destroyed before you cast the spell, tough luck—you've got mana burn in your future. Since tapping the Cauldron isn't an interrupt, you have to wait for responses to resolve before you get the mana, and cast your spell as the next new action. If your opponent zaps the Cauldron with a Disenchant right after you tap it, you'll be stuck with an indigestible lump of mana when the spells resolve.

If you tap the Cauldron for mana and don't cast the spell, then later—since there's no charge counter—you can tap it again and add another spell. You could slowly build up a whole potful of spells that way. Mana from the Cauldron can only be used for the last spell put on it, though.

So what good is this thing, anyway? Mainly, it lets you cast big spells without much land. You could tap an island, a swamp, and two mountains one turn and put a counter and Nicol Bolas on the Cauldron. Next turn, tap the same four lands plus the Cauldron and summon Nicol. Or tap five mountains and drop a Fireball on the Cauldron, then, next turn, tap the same five mountains plus the Cauldron and cast a 10-mana Fireball.



Lava Burst

Lava Burst wins the Nitpicker's Choice award. The card reads "Lava Burst deals X damage to target creature or player. Effects that prevent or redirect damage cannot be used to protect that creature."

You have to read that second sentence very, very literally. It only mentions creatures, not players, so if the Burst is aimed at a player, you may use all the damage prevention and redirection you want. And in *Magic*, "prevent damage" isn't the same as "reduce damage to zero." If a creature is guarded by an effect that says it reduces damage to zero (like a Prismatic Ward), that creature is immune from the Lava Burst.



Ray of Command

Ray of Command is like a one-turn Control Magic, but since it's an instant, you can cast it any time fast effects are

legal—including right after your opponent taps his attacking creatures. The Ray even untaps the creature and cancels its Summoning Sickness for the rest of the turn. (The untap happens at the same time as the control change, so even if your opponent taps it before you get it, it will be untapped when you receive it.)

You can do whatever you want with the creature—tap it for a special ability, feed it to your Fallen Angel, or (often most effective) block an attacker, killing two of your opponent's creatures with one spell. If you use the Ray during your own turn, you can attack with the creature. (No, you can't attack during your opponent's turn, or attack with a wall, or anything like that. Nitpicker's Choice was a different spell.)

You can use the Ray on any creature your opponent controls, whether the creature is tapped or not, but not on one you already control. At the end of the turn, if you didn't manage to kill the creature off somehow, it goes back to your opponent and becomes tapped—even if it wasn't tapped to start with. If the creature is enchanted with Seizures, your opponent takes the damage from this tap. If your opponent manages to steal the creature back before the end of the turn, the creature is still tapped when it leaves your side... although if your opponent used a Ray of Command, she would indeed get it untapped.

Magus of the Unseen works exactly the same way, but steals artifacts.



Deflection

Deflection is the latest addition to blue's arsenal of "mess with you" spells.

It takes any spell with a single target and gives it a new target of your choice. You can turn a Fireball back on its caster, divert a Stream of Life onto yourself, reroute a Control Magic onto the caster's own creature, divert an Unholy Strength to one of yours, or even turn a Counterspell against itself! The possibilities are endless, and your opponent will hate you for all of them.

Deflection can't affect non-targeted spells, so you can't Deflect a Demonic Consultation or Lich. "You" is always the spell's caster—it's not a target. (Nice try.) Deflection also can't affect spells with multiple targets, like a Fireball split between two creatures. And the new target has to be legal, so you can't Deflect a Terror onto a black creature, or a Black Vise back on its caster. In a multiplayer game, though, you could Deflect the Vise onto a third player, since the new ability wording for this spell specifies that it has one target opponent.



Meteor Shower

Spells with two X's in the casting cost always confuse players. They all work the same way, though: you decide what you want X to be, then pay that much mana twice. Meteor Shower has an additional bit of subtlety that many players don't notice the first time they read the card: it does X+1 damage, not X damage. A little chart makes it clear:

For this much damage:	X is:	You must pay
1	0	0+0+red=1
2	1	1+1+red=3
3	2	2+2+red=5

For damage over one, a single-

target Meteor Shower costs more than a Fireball. The advantage of Meteor Shower is that you can divide the damage any way you want. If you wanted to kill a 1/1 and a 3/3 creature with a Fireball, you'd have to do three damage to each, spending eight mana altogether. With a Meteor Shower, you'd only need to spend seven mana.



Ice Floe

Ice Floe lets you "lock down" a non-flying creature, but only when the creature attacks you. If the creature wasn't already tapped, Ice Floe taps it. The creature is now stuck. As long as the Ice Floe card stays tapped, the creature can't untap during the Untap Phase. If the Ice Floe ever untaps, it frees the creature (which untaps during its owner's next untap phase), even if you tap it again immediately. So you can't use a Ley Druid with an Ice Floe to keep two creatures trapped!

Once a creature is stuck on an Ice Floe, untapping the Floe is the only way for it to escape. Even if the creature gains flying or stops being a creature, the Floe still keeps the card from untapping during the Untap Phase.

Two things to be careful of: the Floe doesn't stop the creature from dealing damage, so you'll take damage from that first attack unless you block or play Fog or something. And the Floe doesn't keep the creature from untapping at any time except the untap phase, so it's useless on a Paralyzed creature, a Colossus, or anything else with an untap cost.



Barbarian Guides

Barbarian Guides tap and use mana to give one of your creatures a snow-covered landwalk ability, then return the target creature to your hand if it's still in play at the end of the turn. Simple, right?

The confusion starts when you combine this with another end-of-turn effect: say, Ball Lightning's. If you use the Guides on a Ball Lightning, at the end of the turn, you have two effects both trying to happen at the same time: the Guides want to return the Ball Lightning to your hand, and the Lightning wants to bury itself.

Whenever two things are supposed to happen at the same time, the player whose turn it is gets to choose the order. If you choose to have the return-to-hand effect go first, then the bury effect fizzles. Handy trick, eh?



Enduring Renewal

Do you like infinite combos? You'll love Enduring Renewal. Once this card is in play, you can't draw any new creatures—every time you draw a summon or artifact creature card,

you must discard it. But every time one of your creatures goes to the graveyard from play, you pick it up and put it right back in your hand.

This works even on cards which are only temporarily creatures, like Assembly Workers and Living Lands. All that matters is whether the card is a creature when it goes to the graveyard. It's no good with token creatures, though—they're removed from the game when they leave play.

Combine Enduring Renewal with a zero-cost creature like the Ornithopter, and anything that takes sacrifices (Fallen Angel, Atog, Ashnod's Altar), and you can cycle it forever. We expect to see some sort of errata soon from the WotC rules folks shutting this down.



Glacial Chasm

Glacial Chasm is another very abusive card. As long as you have it in play, you can't attack, but all damage to you is reduced to zero. The catch is the upkeep: two life the first turn, four the second turn, six the third turn... If you don't pay the life, the Chasm is buried.

However, if you turn the Chasm into some other sort of land before the end of the upkeep phase, you don't have to pay—and if you avoid paying this way, the upkeep starts over again at two when the Chasm reverts to normal. Combine a pair of Chasms with an Orcish Farmer to turn 'em into swamps and you have complete immunity to damage for only two life per turn. Haul out the indiscriminate-damage spells!

Some players will try casting Consecrate Land on the Chasm, thinking they won't have to pay the upkeep at all. But the WotC rules team put the kibosh on that one—Consecrate Land now has errata saying it won't stop a land from destroying itself. Awwwww.

Both "BethMo" Moursund eats confusing cards for breakfast.

The Smash Hit Of The Season!

Star Quest debuted to rave reviews at the key industry shows this summer, attracting huge crowds to play tables from DragonCon to Origins to the San Diego Comic Con and finally Gen Con. To the thousands of fans who played Star Quest - we thank you for your positive response and support.



For all of you that we missed this summer... now you can get in on the action of this fast playing, action packed game as *Star Quest: The Regency Wars* new Crimson Edition ships nationwide. Same great game. More troops and weapons. More fantastic science fiction art by Frazetta, the Hildebrandts, Whelan and many others.

**COMIC
IMAGES**

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Hey, why should
everyone else
have all the fun?

**Let the Wars
Continue!**



VIRTUAL BATTLETECH

InQuest plays the greatest game on Earth.

By Marty Stever

The pod slides closed and the screens before you light up. Your team is green; your four opponents glow red on the radar.

Your *Loki* is one of the most powerful 'Mechs ever made. As you configure your weapon systems, you chuckle, certain that your "death trigger" will soon blow one of your opponent's legs off.

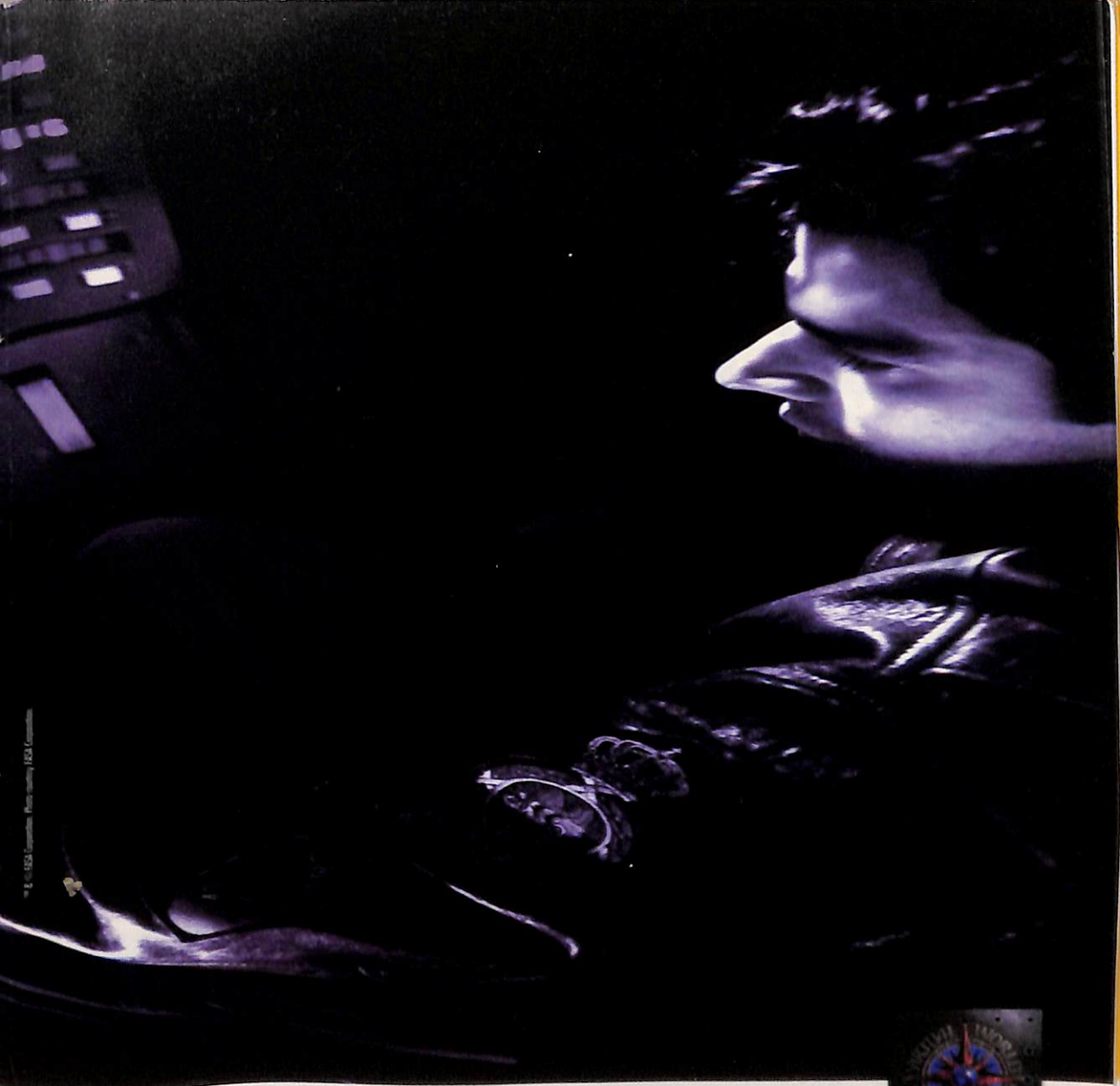
Your team forms a square and begins

approaching your first vict...err...target. Before you begin firing, your 'Mech is rocked—a lucky long-distance laser shot bouncing off your chest plate.

Damage readouts show a minimal hit, but the flash across your screen has disoriented you. You're moving faster than the rest of your team, and your opponents begin blasting your 'Mech. The sound of multiple laser and

missile hits shakes your pod. You veer hard left.

Luckily, your team has already taken down your initial target. You see another foe ahead. Pulling the "death trigger," you place a perfect hit on the *Madcat*'s hip. The gigantic 'Mech spins wildly—you've blown its leg off with one well-placed shot! You holler triumphantly. This is reality!



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CURRENT EVENTS



If you visit one of the 23 Virtual World centers on the planet, you'll find yourself smack dab in the middle of a game of *BattleTech*. *BattleTech* features giant robots driven by humans battling for control of a galaxy, planet by planet. Each robot, or "Mech," carries enough firepower to level an entire city. Each *BattleTech* player "pilots" a 'Mech. There are dozens of 'Mechs available to players, each with its own ratings for weaponry, defensive armor, and speed.

Three custom-made computers work together so up to eight players can drive their machine into battle on a desert

planet where only one team or 'Mech can reign supreme. All eight 'Mechs exist in the same playing area, so every action one player takes will affect all the other players. Having played *BattleTech* at Virtual World, I assure you that it is The Greatest Game Ever Created! For a mere \$5 to \$8, you will get an adrenaline rush you have to experience to believe.

Your 30-minute *BattleTech* "experience" begins with a 10-minute orientation. For first-time players, this is a short film in which actress Joan Severance drives a 'Mech into combat, demonstrating its controls.

Experienced players use the orientation period to design their game. You can choose the difficulty level, terrain, time of day, weather conditions, type of play (team or free-for-all), and the 'Mech you drive.

Most players boil this last choice down to a fast-moving, hard-to-hit 'Mech, like a Madcat, or a slower, more heavily armored 'Mech, like a Thor or a Loki. The slower 'Mechs can take a lot of damage, and bristle with weapon systems. I like the Loki Prime—it's got lots of armor and an awesome weapons system.

Once orientation is complete, pilots

move into their 'Mechs. The "pod" from which you drive your 'Mech feels like the cockpit of a flight simulator. You take a seat, and a cover slides over your head to close the pod. The interior is lit only by the glow of the screen and control systems.

The main screen is similar to what you might expect from a video game. You're looking out the windshield of your 'Mech, high in the air above a panoramic desert view.

The quality of the graphics is excellent—better than any video game you've ever seen in an arcade. As your 'Mech walks towards an object, it grows until it fills your screen. The flow of the visual is totally natural: there are no skips or jumps as a barely discernible dot becomes a huge 'Mech filling your field of vision.

On the main screen, your crosshairs show where your weapons are aimed. In the beginners game, your crosshairs also show where your 'Mech is headed, so driving and targeting are all controlled by one joystick. Advanced players control speed with the throttle, the 'Mech's direction with foot peddles, and the torso direction with the aiming joystick.

This allows some neat options, like "drive-by shootings" and providing your own rear guard as you retreat. I prefer independent aiming because it lets me play hide and seek, using terrain to guard my left or right side while I fire in the other direction.

The targeting joystick has three different triggers. Each weapon can be fired by one or more triggers. My strategy is to fire



The Mod Pod!

think I have a chance to destroy a 'Mech completely, or at the very least blow an arm off it.

Beneath the main screen, your radar screen shows the playing area and all the 'Mechs, including who's driving them and what direction they're headed. Because of the incredibly dynamic movement, even experienced players often have to use the radar screen to orient themselves.

At the start of each mission, I usually try to get near an obstacle to guard my rear while I take stock of the battlefield and the relative starting positions of all the 'Mechs. Then I start stalking my prey.

If you have one particular enemy you're especially worried about, you can set the controls so he or she is always highlighted on your radar screen. (I used this function to target the boss, but don't tell him. He thought it was just luck that I blew him away four times!)

Next to the radar is a picture of your 'Mech. When you're hit on a particular area,

weapon readouts. 'Mechs can be loaded with anything from three to 12 weapons.

Each weapon readout shows how many shots are left, how long until the weapon is reloaded, and which trigger fires the weapon.

Once you've finished your 10 minutes of shooting, you and your fellow players are escorted to the debriefing area. While wiping the sweat from your brow and whooping it up with your comrades, you can see the entire battle played out from an overhead view. You also get to see who was blasting whom and who was scoring points. This time is best spent plotting your revenge, because during the game it's tough to figure out who's firing at you.

The debriefing frequently uncovers "friendly fire," which often occurs in the heat of combat. I recently played in a massive four-on-four, 20-minute battle royale in which one member of our team did so much damage to the rest of us that he sealed our defeat. His lousy aim was to *BattleTech* what fumbling three times in the Super Bowl is to football!

The debriefing and your 30-minute experience end with a printout of the battle results, just to make sure everyone accurately remembers the score. The printout includes exactly how many points each player scored against individual opponents (and allies). In addition, there's a mission log with a blow-by-blow account of the action, filled with memorable lines like, "Joel's right lower leg is vaporized by Marty!" and "Jarod ejects as Marty reduces Jarod's Vulture V3 to rubble!"

HISTORY LESSONS

The seed that became Virtual World originated 15 years ago when Jordan Weisman and Ross Babcock were enrolled in the Merchant Marine Academy. While there, they saw a simulator used by ship captains to learn the terrain of various ports around the world. Both Jordan and Ross were avid gamers, and the simulator got Weisman thinking about a virtual reality game.

"I figured all we had to do was hook enough Apple IIs together and we could create virtual games," Weisman recalls. "Ross and I discussed the idea and decided we'd go into business together to create these fabulous new games I'd imagined. We formed FASA, quit the Academy, and then found out it didn't really matter how many Apple IIs you put in a line—we couldn't get enough computer power to make any kind of real simulator possible."

Instead, FASA published games based



Hold on—we're going boldly where no man has gone before!

my fast-reloading weapons from one trigger, my medium-speed weapons from a second, and all my weapons from a third. I only pull the third "killer" trigger when I

its color changes on the damage screen. Should one of your 'Mech's arms or legs get blown off, it disappears from the monitor.

Alongside the two screens are your

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4TH Edition contains cards that have been unavailable for over a year!

on major media properties, including *Star Trek* and *Top Gun*. In 1985, they switched tracks and created an original game: *BattleTech*.

It was a hit. *BattleTech* was soon one of the most popular paper-and-pencil games available, second only to *AD&D*.

As with *Magic: The Gathering*, one key to *BattleTech*'s instant popularity was its easy play at conventions. Judges could hand each player a sheet describing their 'Mech and inform players of their conditions for winning—and the game was on. Contests could feature team play or "free-for-all" rules—play until only one 'Mech was left standing.

The *BattleTech* Universe, which started out as one boxed game, quickly expanded, with more boxed games, scenario packs, 'Mech descriptions, and even a role-playing game system, *MechWarrior*. An ongoing story involving five rival clans is developed in novels, game products, and licensed products.

"Each year a small group of us—Jordan, Ross, Brian Nystal, one or two novelists, including Michael Stackpole, and I—brainstorm what will happen in the coming few years in the 'history' of *BattleTech*," explains FASA honcho and *BattleTech* guru Sam Lewis. "Once we have the story shell, Brian and

I work on how that will translate into actual products, and work out the details of the events at the same time. We then take this story and incorporate it into everything we're doing, from the novels right through to the logowear we have on at conventions. For *BattleTech* fans, this means we keep the Universe fresh, and most importantly, not peaceful."

Sitting in FASA and Virtual World's Chicago headquarters—a century-old warehouse made of brick and timber—Jordan recalls the birth of Virtual World. "We were several years into *BattleTech*'s success and decided it was time to undermine our financial stability, so we launched our virtual reality project. It seemed that computers had caught up to my vision of an interactive experience."

They have indeed—and they're getting better all the time.

While visiting the offices of Virtual World, *InQuest* was shown the next version of *BattleTechnology*. A whole new series of custom-made computers based on Pentium chips have

What Else is at Virtual World

When you visit a Virtual World, you'll discover another game besides *BattleTech: Red Planet*. It features pods similar to *BattleTech*'s, but that control a flying race car shooting up and down the canals of Mars. Your only goal is to win the race—second place is not an option. Fortunately, your car is well-armed to help discourage tailgating.

There are leagues, challenge ladders, and national and international championships for both *BattleTech* and *Red Planet*. Each center picks its best teams and players, who compete annually for the title. The really wild part: thanks to satellite links, players from two different centers can battle each other as if they were in the same center sitting just a few feet apart. There's no lag in the 'Mechs' movements, even when distances from Tokyo to Chicago are involved!



Each Virtual World also has a gift shop, where you can buy FASA game products and logowear. Most Virtual Worlds also have a snack bar, where you can replenish the precious bodily fluids you're sure to lose in action.



Home sweet home: FASA's main digs in Chicago.

It Ain't Virtual, But You Can Play at Home

Although it's not nearly as cool as playing at a Virtual World, *BattleTech* has been brought to several home game platforms. For the IBM, there are two games from Infocom, *Crescent Hawk's Inception* and *Crescent Hawk's Revenge*; and two from Activision, *MechWarrior* and the new *MechWarrior 2*. Activision also makes *MechWarrior* for the Super Nintendo Entertainment System. Absolute Entertainment makes *BattleTech* for Sega, and later this year will release *BattleTech: The Grey Death Legion* for Sega CD. FASA recently created an offshoot company, FASA Interactive Technologies (FASA IT). FASA wants to break into the lucrative and growing home-gaming market with its own line of games, preferably ones that exploit new technologies like 64-bit gaming platforms. FASA IT is preparing a CD-ROM version of *BattleTech* for IBM PCs by late '96. The game will be designed for use with broadband cable, meaning you can play against remote opponents through your TV.



software and hardware are so real that when I was about to hit a wall, I nearly put my foot through the floorboard hammering away on the nonexistent brake. Gary Hannabarger, my photographer, was so startled by the realism of an impending collision that he actually bailed out of the side of a pod. When these new pods go on-line, they'll have to keep a cardiac kit on hand to revive all the pilots who can't take it.

Today's *BattleTech* at Virtual World may be the greatest game ever—but only until this new technology is on-line!

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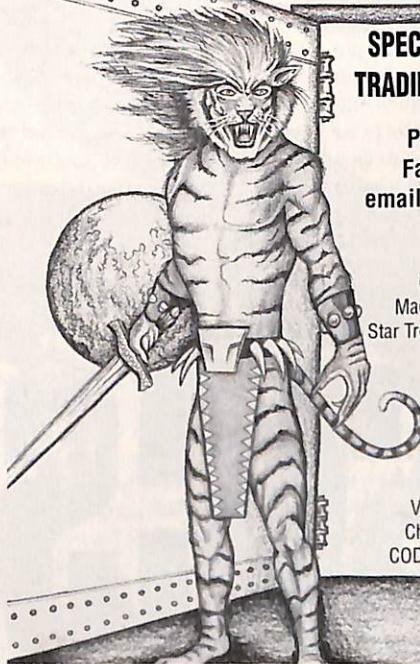
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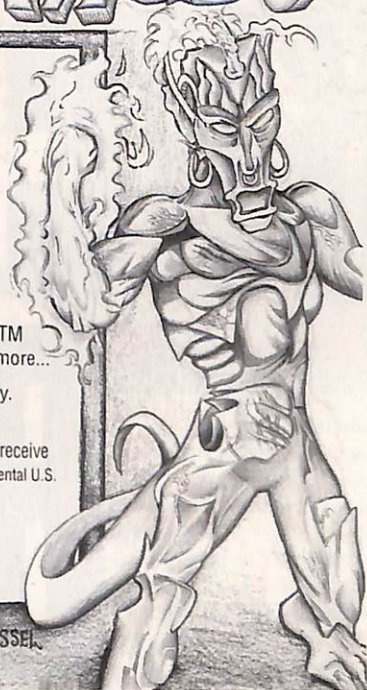
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Back 2 Basics

SIMPLE STRATEGIES THAT WILL MAKE YOU A MORE SOPHISTICATED MAGIC PLAYER.

By Pat McCallum

The crackling ball of lightning hurtles toward you in a mad frenzy of rage and destruction. It arcs through your tapped warriors, racing past your Fire Elemental, past your Stone Giant, past even the mighty Shivan Dragon.

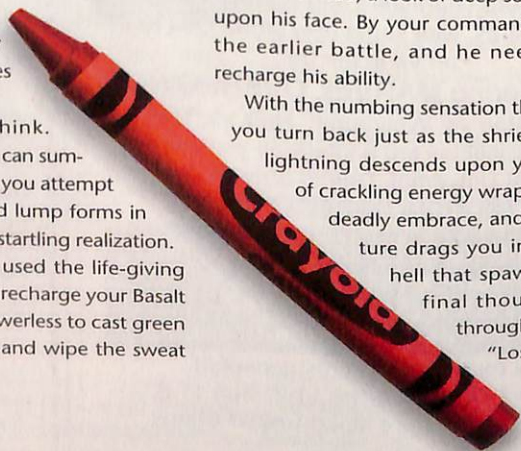
A dangerous beast—but one you can handle. You cycle through the magic at your command and realize that a simple Fog spell will prevent the creature from harming you. You call forth the spell... but without success. You try again, but the spell refuses to be cast.

"Impossible!" you think. "Even an apprentice mage can summon the thickest Fog!" As you attempt to cast it yet again, a cold lump forms in your belly—and with it, a startling realization. Earlier in the battle, you used the life-giving Forests needed for Fog to recharge your Basalt Monolith, leaving you powerless to cast green spells. You swallow hard and wipe the sweat

from your brow. Dozens of protective measures race through your mind—all impossible to enact without mana.

You look from side to side for any form of defense. Then you see him: the Prodigal Sorcerer! With the power at his command, he could destroy the fragile Ball Lightning long before it reaches you! Desperately, you call upon the Sorcerer for assistance, but he merely shakes his head, a look of deep sorrow etched upon his face. By your command, he joined the earlier battle, and he needs time to recharge his ability.

With the numbing sensation that all is lost, you turn back just as the shrieking ball of lightning descends upon you. Tendrils of crackling energy wrap you in their deadly embrace, and as the creature drags you into the fiery hell that spawned it, one final thought flashes through your mind: "Losing sucks!"



You're probably familiar with the saying "Winning isn't everything." Which is true. It isn't. It should never come before acting with dignity and honor. But hell, losing does suck. So what you gotta do is work at winning. In this case, winning at *Magic: The Gathering*.

Magic, like all strategy games, has subtle nuances that first-time gamers often overlook, and occasionally allow to grow into bad gaming habits. Here are some simple strategy tips that should improve your game play.

Mana

Ah yes, mana, the power-giving lifeblood of *Magic*. What more can you learn about the "simplest" aspect of *Magic* game play? You'd be surprised.

- When choosing which mana to play, especially early on in the game, check your hand carefully to see what low-casting-cost spells or creatures you may want to cast.

For instance, if you have two plains and two mountains in your opening hand, and the lowest-casting-cost creature you have is a White Knight, which costs two white mana, drop a plains. That way, on your next turn, you can drop the second plains and cast the Knight.

Having the correct mana in play will enable you to get your creatures out early, and will allow you to cast spells that may save you from taking a beating.

- When tapping mana, try to leave the proper mana available for any other spells or effects you may want to cast later. For example, if you're casting a five-point Fireball to off your opponent's Sea Serpent and are keeping a Death Ward in hand to protect one of your critters, try to leave at least one white mana open. (It's even better to leave two. You never know when your opponent is going to destroy one of your lands.)

- If you already have plenty of mana-generating lands in play, hold some in your hand. Give your opponent something to think about. She doesn't know that the cards in your hand are lands. As far as she's concerned, you could be clutching a fistful of counters, Disenchants, or Lightning Bolts. And if you're ever on the receiving end of a mass-land-destruction spell like Jokulhaups or Armageddon, it's sure nice to have some mana handy.

Spells

Like a kid in a candy store, it's hard to resist the temptation of zapping something with a spell. But as you'll learn, knowing when not to cast a spell is just as important as knowing when to cast it.

- Don't cast a spell just because you have it in your hand. A little patience can go a long way.

Got a Giant Growth and an inkling to juice up your unblocked creature?



Hold it to add a much-needed bonus on your smaller creatures. (If you've ever seen a Scryb Sprite knock out a Serra, you know that conserving your cards for that special moment can be a very beautiful thing.) Or wait until you can give your unblocked creature enough extra power to kill your opponent once and for all.

Got a Lightning Bolt and an itch to singe your opponent? Betcha you'll wish you'd held it when her Juggernaut comes out and starts slapping you for five points a turn. Or when a regenerating creature keeps blocking your creature, wait until your opponent has tapped out—then spring your Bolt and eliminate that pesky blocker.

Never, never cast a spell just for the sake of casting it. Make sure the target you zap is really worth it.

- Never tip your hand. Accidentally, that is.

If you have a Counterspell or some other goody in hand, and your opponent has just cast some unpleasant spell, don't suddenly reach for those islands. Moving your hand as if to tap mana lets people know you have a certain spell in hand, and may give your opponent an advantage. Weigh the importance of what your opponent's action did before moving to stop it.

On the other hand, when casting a spell that won't involve tapping all your mana, try to psyche out your opponent. For example, if you've been plaguing your opponent with Counterspells all game but have none in hand, reach for your blue mana as if to tap it, catch yourself at the last



"SOMETIMES THESE MAGIC TOURNEYS CAN BE A LITTLE INTIMIDATING. WATCH HER CRAP HER PANTIES WHEN I FIREBALL HER ASS!"



moment, pause, and tap other mana, leaving two blue mana open—just enough for that fictional Counterspell.

If your bluff is called and your opponent casts a spell that you would most certainly counter, reach for your mana, pause, look deep in thought for a moment, and do nothing. It should keep your opponent off-balance. (But for heaven's sake, make it all look convincing!)

- Notice a theme in your opponent's deck? Once you spot it, use your knowledge to take control.

For example, if your opponent is relying on fast mana like Llanowar Elves, Birds of Paradise, and Elves of Deep Shadows, toast those critters before they combine to bring out some crazy 10/10 creature. Being stung by Giant Growthed or Bloodlusted weenies? Wait until after your opponent plays her power-upping cards, then use Terror to eliminate a creature and its enhancements in one fell swoop.

Know your opponents' strengths and you know their weaknesses as well.

- If you're in a position to hurt your opponent significantly but suffer a disadvantage yourself in the process, it may be worth it.

If you're low on mana but notice your adversary casting red spell after red spell with just one Mountain, use your Strip Mine to eliminate that land. Do you hold only one card, a Balance, in hand, but have slightly more permanents in play than your opponent, who's harboring a fistful of cards? Try Balance. Odds are the few cards you lose from play will be

nothing compared to what she has to discard.

Creatures & Artifacts

Creatures make up the bulk of the offense and defense in most decks. Using them properly can keep your opponent at bay.

- Some creatures have special abilities, like the Prodigal Sorcerer, which may tap to ping any creature or player for a point of damage.

If you've got one of these critters out, it's usually best to hold off using them until the end of your opponent's turn. That way, if your opponent attacks you with some beastie, your Prodigal is free to sting for a crucial point of damage. And if your opponent launches some sort of nasty surprise attack, like a 6/1 Ball Lightning, the Prodigal stands ready to ace that sucker before he gets within 100 yards of you.

The same holds true for creatures such as the Witch Hunter, Sorceress Queen, and Northern Paladin. Waiting is especially useful for a creature ability that requires mana, since you'll be able to untap on your turn and have all your mana available in a jiffy.

The same holds true for any artifact abilities you may want to use, including charging a Basalt Monolith or Mana Battery.

- Do you want to launch an attack? Do you want to cast some creatures this turn? Who says you have to cast the creatures first?



By attacking and seemingly leaving yourself open, your opponent should block differently than if you were to cast, say, your Shivan Dragon first.

However, some cards, like the Keldon Warlord, get a bonus for the amount of creatures you have in play. That's one of the possibilities you'll have to consider when timing your attack.

- Don't be afraid of getting hit. If attacking will leave you wide open to your opponent's attack, but you'll cause more damage than you'll receive, go for it. If she blocks, well,



even if you lose some big creatures, you should come out on top. If she doesn't, well, you go in and stomp her for damage. She should also be a little hesitant to attack back with all her creatures if it'll mean leaving herself open for you to attack once again. (It's always good to have a little backup in hand, though. A Fog, Unsummon, or Terror could make this strategy a little less risky.)

Games

There's a lot more to *Magic* than knowing when to tap a Prodigal, Giant Growth a Scryb Sprite, or bluff a Counterspell. Your behavior in the game can be the key to winning or losing.

- Know the abilities of every card in your deck and in play. If this means asking to read a card you haven't seen lately or ever, so be it. At worst, you'll acquaint yourself with some text and take a little ribbing; at best, you'll suddenly brainstorm a great new tactic.



- Resist the urge to show people watching the game what you have in your hand. Ask people not to point at cards in your hand and say, "Oh man, that's rough!" Feeling tough or cool won't help you any if your opponent decides to knock the cards out of your hand with a Wheel of Fortune.

- Try to learn from each game. If you won, what helped you overcome your opponent? If you lost, what might you have done differently that would have changed the outcome? Either way, remember which cards proved useful during the game, and which just sat in your hand.

- Always test out new card combinations and decks. And don't give up if they don't work out exactly as planned right out of the gate. After several games with new cards or

decks, you should have a better understanding of how those cards work and the best time to use them. (See "Deck Building 101" from last month's mag for some insights on decks and combinations.)

Conclusion

While these tips are sound, understanding the thinking behind the strategies outlined above is what's really important. Knowing what each and every *Magic* card can do is great, but it won't win you the game. Knowing when to cast that game-breaking spell and when to wait for an even better opportunity is the hard part. After all, it's not the tools but the craftsman that works the *Magic*.



Multiplayer MAGIC

Boy, as if one-on-one *Magic* isn't tough enough to master! Multiplayer *Magic* is a completely different beast.

Although there are a fantastic number of different ways to play multiplayer *Magic*, most have players sitting in a circle, only able to influence their neighbors in a certain way. You might be limited to attacking only the player to your left, but be able to affect everyone with spells, or you might be allowed to attack the players to either side of you, but unable to affect anyone else with spells or fast effects.

Here's some quick hints that may come in handy if you find yourself surrounded by hostile natives wielding mana.

- If you do really well in a multiplayer game, opponents will begin to gang up on you. When this happens, try to eliminate the person most dangerous to you while holding the others at bay.

- If one of your opponents is vulnerable, take him down. Not attacking him when he's weak will give him time to build his defenses. One less enemy is, well, one less enemy.

- If you're capable of taking out one of your opponents, keep in mind that the player on the other side of that opponent will suddenly become your new adversary. It's sometimes best to keep a buffer—you may even cast healing spells on a neighbor!—until you can handle any opponents about to enter your sphere of influence.



"PSSST, BOBBY WHADYA SAY AFTER THIS LAST GAME WE ALL GO SACRIFICE PAM TO SATAN!"

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23 1/2	18 1/2	16 1/2	15 1/2
8 1/4	5 1/2	4 1/2	3 1/2
10 1/2	8 1/2	7 1/2	6 1/2
8 3/4	4 1/2	3 1/2	2 1/2
6 1 3/4	4 5/8	3 5/8	2 5/8
12 1/4	8 1/2	7 1/2	6 1/2
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26 1/4	20 1/4	18 1/4	16 1/4
12	5 1/4	4 1/4	3 1/4
12 7/8	9 7/8	8 7/8	7 7/8
21 1/4	14 1/4	12 1/4	10 1/4
35 1/4	21 1/4	18 1/4	15 1/4
4 1/2	1 1/2	1 1/4	1 1/8
15 1/2	7 1/2	6 1/2	5 1/2
5 1/2	2 1/2	2 1/4	2 1/8
4 1/4	3 1/4	3 1/8	2 3/4
15 1/2	12 1/2	11 1/2	10 1/2
13 1/4	11 1/4	10 1/4	9 1/4
13 1/4	11	10	9
52	36 1/2	32 1/2	28 1/2
21	15	14	13
39 1/2	18 1/2	17 1/2	16 1/2
39 1/2	17 1/2	16 1/2	15 1/2
12 1/2	6 1/2	5 1/2	4 1/2
7 1/2	6 1/2	5 1/2	4 1/2
11 1/2	5 1/2	4 1/2	3 1/2
6 1/2	2 1/2	2 1/4	2 1/8
3 1/2	3 1/2	3 1/8	2 3/4
10 1/2	5 1/2	4 1/2	3 1/2
14 1/4	7 1/4	6 1/4	5 1/4
15 1/4	11 1/4	10 1/4	9 1/4
28 1/4	9 1/4	8 1/4	7 1/4
7 1/2	3 1/2	3 1/8	2 3/4
11 1/2	5 1/2	4 1/2	3 1/2
14 1/2	5 1/2	4 1/2	3 1/2
4 1/2	2	1 3/4	1 1/2
7 1/2	3	2 3/4	2 1/2
25 1/2	19 1/2	17 1/2	15 1/2
15 1/2	7 1/2	6 1/2	5 1/2



CHRONICLING CHRONICLES

Returning cards elate and confuse collectors.

By Douglas Goldstein

For the third month in a row, Wizards of the Coast has released a set bringing back *Magic* cards that we haven't seen in a while. If you were excited and shocked to see Killer Bees, Carrion Ants, and Time Elementals in Fourth Edition, *Chronicles* should have put you into an early grave.

The Big Boys

The first thing to catch everyone's attention when the *Chronicles* list was released (see News & Notes, starting on page 11) was that the Elder Dragon Legends were there. This family of creatures had been poised to rise in value—in their original *Legends* incarnations. Long stagnant at \$25 because of their high casting and difficult upkeep costs, these guys looked good compared to the many unusual upkeep costs in

Ice Age and were on the rise (now they're \$10-\$15 in *Legends*, \$7-\$10 in *Chronicles*).

Many prominent Legends are back in *Chronicles*. For instance, Sol'kanar the Swamp King, who gives his controller one life for every black spell cast (LG, \$8-\$12 and CH, \$5-\$8); Dakkon Blackblade, who requires six mana and is as powerful and tough as

the number of lands you control (LG, \$10-\$15; CH, \$7-\$10); and Johan, who allows all of your creatures to attack without tapping (LG, \$6-8; CH, \$5-\$8).

The most important non-Legend creature in the set is The Wretched, which used to cost as much as an Elder Dragon (still does, LG, \$10-\$15; CH, \$7-\$10). Its crea-

ture-stealing ability, better than those of *Ice Age's* Seraph and Krovikian Vampire, puts it in a class with Killer Bees and Carrion Ants. The City of Brass will be strongly sought-after (AN, \$8-\$12; CH, \$7-\$10). Its ability to give you any color mana makes it extremely valuable in the early rounds of the game, but less so later on, since it pings you when it taps.

Rumors are cropping up that Feldon's Cane is about to be unrestricted in tournament play. The Cane is useful in any deck, since it lets you reshuffle your graveyard into your library. When it was an old timer from *Antiquities*, it went for \$6-\$10 and was rising. Now the original is \$2.25-\$3 and you can tag the new one at a buck, since it's common. Recall was a surprising addition (LG, \$8-\$12; CH, \$3-\$5) because its ability to retrieve a number of cards from your graveyard makes it a lot more useful than the recently discontinued Regrowth.

The Nearly Big Boys

Many older cards that were expensive and useful but never really hit the big time get a second chance here. Aladdin will definitely cause havoc with his artifact-stealing ability, and should become a highlight of the set (*Arabian Nights*, \$8-\$12; CH, \$4-\$6). The proliferation of Angelic Voices will strengthen white weenie decks and will be sought-after for that reason (LG, \$7-\$10; CH, \$5-\$8). The Erhnam Djinn returns, to the delight of those who appreciate green's speed (AN, \$7-\$10; CH, \$2-\$4). Gauntlets of Chaos (LG, \$6-\$8; CH \$4-\$6) and Juxtapose (LG, \$6-\$8; CH \$3-\$5) are both useful, fun cards.

If you liked the Blinking Spirit in *Ice Age*, you'll wonder why you didn't discover the Obelisk of Undoing sooner (AQ, \$8-\$12; CH, \$5-\$8). Many people like Witch Hunter (*Dark*, \$3-\$5; CH, \$2-\$4) and Wall of Opposition (LG, \$6-\$8; CH, \$1-\$2). Yawgmoth Demon is a 6/6 flying first strike creature that makes you sacrifice an artifact for upkeep



It's the new 1995 model! They've even changed the costing cost icons, too. Isn't that cute?

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(AQ, \$8-\$10; CH, \$5-\$8). *Ice Age's* Enduring Renewal lets you put dead creatures back into your hand, so keep sacrificing Ornithopters to the Demon for free. (Wizards of the Coast will probably announce errata for Enduring Renewal, however.)

Impact

What has *Chronicles* done to the mindset of the average card buyer? For the moment, people are too busy ogling their new cards to care about older ones.

It's safe to assume that *Chronicles* is the last "reintroduction set" we'll see for a while. WotC has said that it will eventually rotate cards in and out of *Chronicles* over time, just as the Fourth Edition card mix will eventually be revised by a Fifth Edition. The powerhouses left behind in their original runs should go up in price.

So should items that WotC obviously won't reprint, like cards that are difficult to understand and don't function properly. That means messes such as Lich (Unlimited, \$40-\$60), Blaze of Glory (UL, \$30-\$50), Word of Command (UL, \$40-\$60), and Candelabra of Tawnos (UL, \$18-\$30).

Other out-of-prints (OOPs) likely to stay that way are cards that give players too much of an advantage: game breakers like the Black Lotus (UL, \$175-\$225 and probably maxed-out), Moxes (UL, \$100-\$125 and similarly topped-out), Berserk (UL, \$20-\$35 and still hot), Time Vault (UL, \$40-\$55), Time Walk (UL, \$90-\$125), and Ring of Ma'ruf (*Arabian Nights*, \$25-\$35).

While we're at it, let's not forget cards that simply turned out to be more powerful than WotC intended, including fan-favorites like the Forcefield (UL, \$60-\$90), Two-Headed Giant (UL, \$35-\$40), Timetwister (UL, \$45-\$70), Dwarven Demolition Team (UL, \$10-\$15, possibly going up due to the strong walls introduced in *Ice Age*), Ali From Cairo (AN, \$60-\$75 and rising), Diamond Valley (AQ, \$35-\$40), Guardian Beast (AQ, \$40-\$65), and Library of Alexandria (AN, \$25-\$35).

Even if a card isn't re-released, there may be a watered-down version, like Chaos Moon (Gauntlet of Might's grandson dropped this Unlimited OOP to \$60-\$90) and Brainstorm (Ancestral Recall is feeling the pinch, down to \$45-\$70 in UL). Old has-beens like Natural Selection (UL, \$30-\$40) and Raging River (UL, \$30-\$45) are ripe for a decrease, since newer cards do similar jobs.

By the way, the fervor over the important "new" OOPs seems to be dying. Prices shot up but are calming down for Revised cards like Clone (\$6-\$10), Doppelganger (\$12-\$20), Braingeyser (\$10-\$12), and the dual lands (\$10-\$18). No surprise here. Soon after the prices went so high, we realized that, hell, many stores still have Revised packs, and these cards are usually in stock and not hard to find. Fork (\$15-\$25) is still hot, and may become a strong OOP due to its game-breaking ability to double spells.

Another blow against the older cards is that, due to the rounder cut of their corners, many judges consider Alpha cards marked and hence not tournament-legal. Since the only Alpha cards people usually put in their decks are big OOPs, their prices may be affected by this attitude.

The dust has certainly settled for *Ice Age*. Fans haven't been satiated just yet, but the flow of cards out of the warehouses, onto the shelves, and ultimately into our hands has allowed the price per pack to settle back to the suggested retail price of \$2.50 in most places.

The most desirable card in *Ice Age* is Jester's Cap (up to \$15-\$25 and rising). Some people buy packs just looking for this

UNTAPPED POTENTIAL

Card Name: **Reincarnation**

Set: **Legends**

Current Value: **\$3.50-\$5.00**

Rarity: **Uncommon**

Reincarnation is one of *Magic's* least-appreciated resources. Put simply, if anyone's creature goes to the graveyard, you can replace it with another creature from that player's graveyard.

The uses of this card are many. Obviously, if you lose a flimsy 1/1, you can summon the best creature from your graveyard. If you plan ahead, you can do more. Combine Reincarnation with a Jokulhaups and you'll have the only card in play. If someone else loses a creature, replace it with something in his graveyard that has a steep upkeep cost, like Demonic Hordes.

Speaking of upkeep costs, if you ever need to sacrifice something, Reincarnation can ease your pain! Since it's an instant, sacrifice a tapped creature for an untapped one and block with it after your opponent has declared an attack against you! The list of uses goes on and on for Reincarnation, one of the more underrated cards in *Magic*.



single card! With its ability to remove three cards from a player's library, this may be restricted in tournament play. So many cards let you get artifacts out of your graveyard that even one Cap in a deck can break a game.

Other definite hits are the Cap's cousin, Jester's Mask (\$15-\$25; replace a player's hand with cards from his library), Deflection (\$8-\$12, a very popular Fork-Counterspell combination), and the mighty Polar Kraken (\$8-\$12, bigger and easier to use than the old king of the hill, Leviathan).

What's next? *Homelands*, which some thought would be pushed back to allow the marketplace to recover. (Fourth Edition, *Ice Age*, and *Chronicles* gave us over 800 cards!) But this expansion set that forms a sequel to *Ice Age* is slated for October! This first all-new set since *Fallen Empires*, nearly a year ago, promises to contain cards different from anything we've ever seen before.

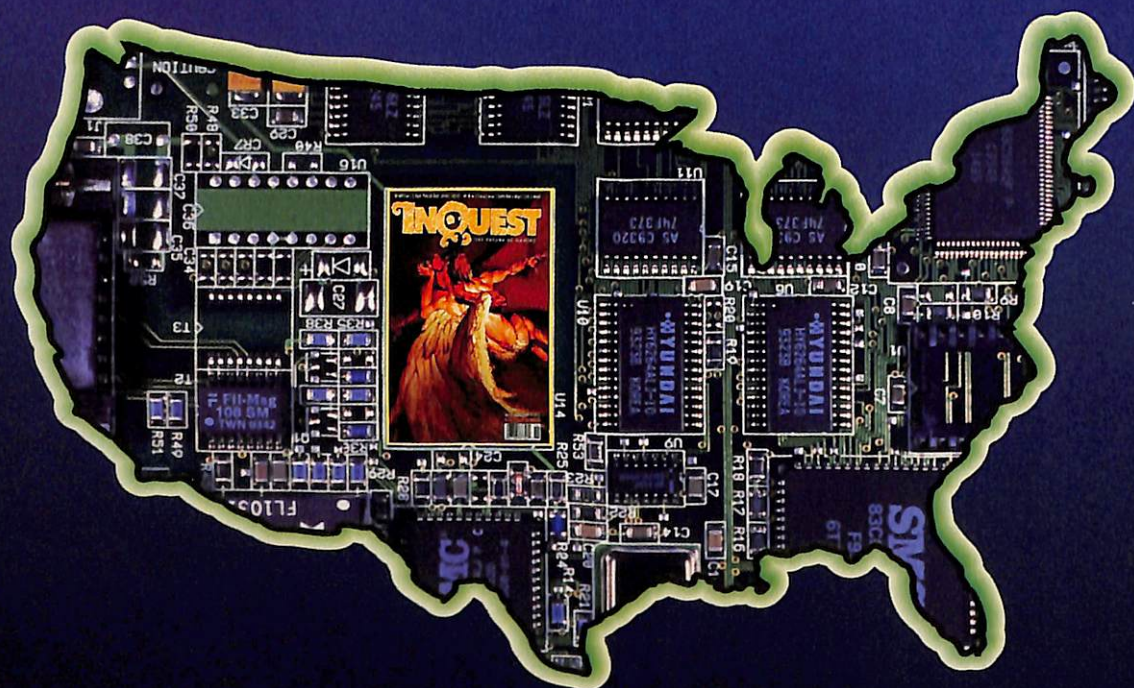
Best of the Rest

The new *Shadowfist* has been well-received by gamers. Daedalus has succeeded in releasing a game that functions well, is fun to play, and boasts excellent art. Sales are steady at retail price, and the card sales and desirability may be evolving to a point where there are hot and cold cards, as with truly hot collectible games.

With so many card games out, the ones that blend enjoyability with ease-of-play will catch people's attention, but it remains to be seen how many good games the market can support.

Douglas Goldstein thanks god none of his uncommon *Chronicles* were printed as poorly as some of his commons.

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with America Online®

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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 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 has risen 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.



Card Name	Price
Circle of Protection: Artifact	7.00 - 10.00
Citadel Druid	3.50 - 5.00
Clay Statue	75 - 1.50
Clockwork Avian	8.00 - 12.00
Clasmas of Sardia	10.00 - 15.00
	4.00 - 6.00

Dark Heart of the Wood	35	75
Dark Sphere	3.50	5.00
Deep Water	3.50	75
Diabolic Machine	2.25	3.00
Drowned	35	75
Dust to Dust	35	75
Enter of the Dead	35	75
Electric Eel	4.00	6.00
Elves of Deep Shadow	1.50	2.50
Erosion	2.50	3.50
Eternal Flame	35	75
Evocist	4.00	6.00
Fallen, The	6.00	10.00
Fasting	3.25	4.00
Fellow Stone	1.50	2.50
Festival	2.50	3.50
Fire and Brimstone	35	75
Fire Drake	2.25	3.00
Scarw		
Scarw		
Scarw		
Scarw		
Scarw		
Scarw		
Siege		
Siege		
Skull		
Skull		
Spirit		
Spirit		
Stand		
Stone		
Stunk		
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How to use the InQuest CCG Price Guide

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

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

DOOMTROOPER

Item	Price
Full Set (337 cards)	\$275.00 - 350.00
Starter Deck (60 cards)	8.00 - 9.00
Starter Box (10 decks)	75.00 - 90.00
Booster Pack (15 cards)	2.25 - 2.50
Booster Box (36 packs)	80.00 - 90.00

Alakhi the Cunning	7.00 - 10.00
Cardinal Dominic	7.00 - 10.00
Cranshaw the Mortificator	7.00 - 10.00
Nimrod Autocannon	5.00 - 8.00
Personal Anti-Personnel Mines	7.00 - 10.00

INQUISITION EXPANSION

Item	Price
Full Set (170)	60 - 75.00

B.A.I.F.	1.25 - 2.00
Bank Manger	1.50 - 2.50
Bank of England	1.50 - 2.50
Bavarian Illuminati	1.50 - 2.50
Bermuda Triangle	1.50 - 2.50
Big Sallout	1.50 - 2.50
Bigger Business	1.50 - 2.50
Blacking	3.25 - 4.00
Bodyguard	1.50 - 2.50
Book of Kells	1.50 - 2.50
Boothed Contact	75 - 1.00
Bribery	75 - 1.00
C.I.A.	3.25 - 4.00
Canada	1.50 - 2.50
Catfish Murkillers	1.50 - 2.50
Celebrity Spokesman	1.50 - 2.50
Censorship	1.50 - 2.50
Center For Disease Control	1.50 - 2.50

Price Guide Contributors

Adventures in Comics & Games in Cincinnati, OH; Adventures & Hobbies in Rochester, N.Y.; All About Books & Comics in Tampa, AZ; All Pro Sports in Newark, Del.; Augusto Comics & Cards in Canyon, Ind.; B&B Baseball Cards in Sellersville, N.Y.; Barry's Collectors Corner in Grand Forks, N.D.; Book & Music Exchange in Louisville, Ken.; Books, Comics & Things in Ft. Wayne, Ind.; Books Galore in Erie, Pa.; Broadway Games in Valrico, Fla.; Card & Comic Arcade in New York, N.Y.; Card & Comic Emporium in Huntsville, AL; Cards, Comics & Collectibles in Moore, La.; Omega Comics & Cards in Fred Du Lac, Wis.; Collector's Choice in Adams, Tenn.; Collector's World in Anderson, Ind.; Comic City in San Diego, CA; The Comic Shop in Franklin, Ark.; Comic Paradise in Santa Barbara, Calif.; Comic World, Inc. in Stafford, Va.; Comics Warehouse in Abingdon, R.M.; Comics & Comic Inc. in Rockledge, CA; Comics Inc. in Fayetteville, N.C.; Comics, Inc. in Columbus, Ga.; Comics & Games in Stoughton, Ga.; Comic-Aid in Santa Cruz, Cal.; Comics, Hobbies & Stuff in Overland, MO.; Games Plus in Woodville, Wash.; Griffin Comics and Games in Manchester, CT; Hansen's Hobbies in Wilmette, Ill.; High Five Sports Cards in Fremont, CA; Hobby Center in Hartsburg, MS; Home Field Inc. in Portland, OR; Leisure Hours Holdings in Juliet, Ill.; Lion & Unicorn in Hoover, AL; MAM Sports Cards and Comics in Cedar Rapids, Ind.; Major League in Lansing, Mich.; Mission Games in Mission, British Columbia, Can.; Mustang Ink in Jackson, Miss.; Oak Leaf Comics in Cedar Falls, IA; Odin's Comics Bookshelf in Lithour, Ga.; and Stone Mountain, Ga.; Paul & Judy's in Arthur, Ill.; Saratoga Sci-Fi Shop in Saratoga Springs, N.Y.; Sean's Locker Room in Sonoma, Pa.; Shindler's in Minneapolis, Minn.; Sidelines in Denton, TX; Steve Dink in Okemos Springs, MS; Source Comics & Games in St. Paul, Minn.; The Time Tunnel in Stetsonville, N.C.; Thunderstorm Comics in Henderson, NV; Titan Games and Comics III in Sonoma, CA; Trail and Toad in Keary, Ken.; Wagon Games & Fantasy in Metairie, La.; Who's on First in Westborough, Ct.; Wizard World in Haverhill, N.Y.; The Zone in Louisville, Ken.

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

Near Mint (Nr 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).

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

OCTOBER SURVEY

REVERSE



price guide

Table of Magic cards and prices, including Dwarf Weaponsmith, Energy Flux, Feldon's Came, Gaon's Avenger, Gate to Phyrexia, Goblin Artisans, Goblin Artisan, Grapeshot Catapult, Haunting Wind, Hurky's Recall, Ivory Tower, Jalum Tome, Marysts of Korlis, Mightstone, Millstone, Mishra's Factory, Mishra's Fac. (Summer Pic.), Mishra's War Machine, Mishra's Workshop, Oblisk of Undoing, Onulet, Orisch Mechanics, Omnipother, Phyrexian Gremlins, Power Artifact, Powerleech, Priest of Yawgmoth, Primal Clay, Rack, The, Rakulite, Reconstruction, Reverse Polarity, Rocket Launcher, Saga of Lat-Nam, Shapeshifter, Shattersurf, Staff of Zegon, Strip Mine, Strip Mine (Tower), Su-Chi, Tablet of Epiph, Tamaw's Coffin, Tamaw's Wand, Tamaw's Weaponry, Tetrazus, Titania's Song, Transmute Artifact, Triskellon, Urza's Avenger, Urza's Chalice, Urza's Mine, Urza's Mirror, Urza's Power Plant, Urza's Tower, Wall of Spears, Weakstone, Xenic Poltergeist, Yawgmoth Demon, Yotian Soldier.

Table of Magic cards and prices, including Arcades Sabbath, Arena of the Ancients, Avid Fate, Axeland Tanarok, Aysho Tanaka, Azure Drake, Backdraft, Backfire, Barbary Apes, Barktooth Warbeard, Falling Star, Feint, Field of Dreams, Fire Sprites, Firestorm Phoenix, Flash Counter, Flash Flood, Flash Spuzzer, Force Spike, Forethought Amulet, Fortified Area, Frost Giant, Gabriel Angelfire, Gaseous Form, Gauntlets of Chaos, Ghosts of the Damned, Giant Slug, 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, Halfbane, Hammerheim, Hazeron Tamar, Headless Horseman, Heaven's Gate, Hell Swamp, Hell's Caretaker, Hellfire, Holy Day, Horn of Deafening, Hornet Cobra, Horror of Horrors, Hunting Gijmensen, Hypenion Blacksmith, Ichnemon Druid, Immolation, Implosion, In the Eye of Chaos, Indestructible Aura, Infernal Medusa, Infinite Antiquity, Invoke Prejudice, Ivory Guardians, Jacques le Vert, Jasmine Boreal, Jedri Opener, Jerard of the Closed Fist, Johan, Jovial Evil, Jurkapos, Karokas, Kasimir the Lone Wolf, Keepers of the Faith, Kai Takahashi, Killer Bees, Kismet, Knowledge Vault, Kobold Drill Sergeant, Kobold Overlord, Kobold Taskmaster, Kobolds of Kher Keep, Kriy Shield, Lady Coleria, Lady Evangala, Lady of the Mountain, The, Lady Orca, Land Equilibrium, Land Tax, Land's Edge, Lesser Werewolf, Life Cycle, Life Matrix, Lifeblood, Living Plane, Livonyia Silona, Lost Soul, Mana Drain, Mana Matrix, Marble Priest, Marhatz Elsdragon, Master of the Hunt, Mirror Universe, Mist.



TOP TEN HOTTEST CARDS

5) Fork
You know, getting zapped with a five-point fireball Farked three times was getting somewhat irritating. We're glad they restricted this awesome yet-often-used-for-chose spell. Now if we can get 'em to ban Channel, we're set.

Table of Magic cards and prices, including Barel Runeaxe, Beests of Bogardan, Black Mana Battery, Blazing Effigy, Blight, Blood Lust, Black Mana Battery, Boomerang, Boris Devilboon, Brine Hag, Bronze Horse, Brute, The, Carnion Ants, Cat Wamuses, Cathedral of Serra, Covens of Despair, Chain Lightning, Chains of Mephistopheles, Chromium, Cleanse, Clergy of the Holy Nimbus, Cocoon, Concordant Crossroads, Cosmic Horror, Crow King, Crevasse, Crimson Kobolds, Crimson Monarchs, Crookshank Kobolds, Cyclopean Mummy, Daikran Blackblade, D'Avenant Archer, Darkness, Despatial, Demonic Torment, Despoiling Torment, Disharmony, Divine Intervention, Divine Offering, Divine Transformation, Dream Core, Darkwood Boars, Dwarven Song, Elder Land Wurm, Elder Spown, Eiven Riders, Emerald Dragonfly, Enchanted Being, Enchantment Alteration, Energy Tap, Equinox, Eternal Warrior, Fenken, Evil Eye Orms-By-Core, Fallen Angel, Falling Star, Feint, Field of Dreams, Fire Sprites, Firestorm Phoenix, Flash Counter, Flash Flood, Flash Spuzzer, Force Spike, Forethought Amulet, Fortified Area, Frost Giant, Gabriel Angelfire, Gaseous Form, Gauntlets of Chaos, Ghosts of the Damned, Giant Slug, 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, Halfbane, Hammerheim, Hazeron Tamar, Headless Horseman, Heaven's Gate, Hell Swamp, Hell's Caretaker, Hellfire, Holy Day, Horn of Deafening, Hornet Cobra, Horror of Horrors, Hunting Gijmensen, Hypenion Blacksmith, Ichnemon Druid, Immolation, Implosion, In the Eye of Chaos, Indestructible Aura, Infernal Medusa, Infinite Antiquity, Invoke Prejudice, Ivory Guardians, Jacques le Vert, Jasmine Boreal, Jedri Opener, Jerard of the Closed Fist, Johan, Jovial Evil, Jurkapos, Karokas, Kasimir the Lone Wolf, Keepers of the Faith, Kai Takahashi, Killer Bees, Kismet, Knowledge Vault, Kobold Drill Sergeant, Kobold Overlord, Kobold Taskmaster, Kobolds of Kher Keep, Kriy Shield, Lady Coleria, Lady Evangala, Lady of the Mountain, The, Lady Orca, Land Equilibrium, Land Tax, Land's Edge, Lesser Werewolf, Life Cycle, Life Matrix, Lifeblood, Living Plane, Livonyia Silona, Lost Soul, Mana Drain, Mana Matrix, Marble Priest, Marhatz Elsdragon, Master of the Hunt, Mirror Universe, Mist.

Table of Magic cards and prices, including Mold Demon, Moss Monster, Mountain Stronghold, Mountain Yell, Nebuchadnezzar, Nether Void, Nicol Bolas, North Star, Nova Pentacle, Osoi Vultures, Palladio-Mars, Part Water, Pavel Malki, Pendelhaven, Petso Sphinx, Pit Scorpion, Pixie Queen, Plamar Gate, Pradesh Gypsies, Presence of the Master, Primalordial Ooze, Princess Lucrezia, Psionic Entity, Psychic Purge, Puppet Master, Pyrotechnics, Quargmie, Quorum Trench Gnomes, Rabid Wombat, Radjan Spirit, Raging Ball, Kagnar, Rapid Fire, Ramirez DePietro, Ramses Overdud, Rasputin Dreamweaver, Rebirth, Recall, Red Mana Battery, Reincarnation, Relic Barrier, Relic Bind, Remove Enchantments, Remove Soul, Reset, Revelation, Reversionation, Righteous Avengers, Ring of Immortals, Riven Turnbull, Rohagah of Kher Keep, Rubinia Soulsinger, Rust, Sea King's Blessing, Seafarer's Ooey, Seeker, Segovion Leviathan, Sentinel, Serpent Generator, Shelkin Brownie, Shield Wall, Shimon Night Stalker, Silhouette, Sir Shandalar of Ebyrn, Sivini Scarzam, Sol'kanar Swamp King, Spectral Cloak, Spiral Villain, Spirit Link, Spirit Shackle, Spiritual Sanctuary, Stanga, Storm Seeker, Storm World, Subdue, Sunastion Falconer, Sword of the Ages, Syphon Soul, Sylvian Library, Sylvian Paradise, Talsmanic of Pendrell Vale, Tarkklemaggat, Telekinisss, Teleport, Tempest Eftreet, Tetsuo Umezawa, Thunder Spirit, Time Elemental, Tobias Anderson, Tolonia, Tor Wauki, Torsten Van Ursus, Touch of Darkness, Transmutation, Triscuss Egg, Tukmir Deathlock.

LEGENDS

WIZARDS OF THE COAST-1994
Full Set (310 cards) \$1,100.00 1,400.00
Booster Pack (15 cards) 25.00 35.00
Booster Box (36 packs) 900.00 1,200.00

Table of Magic cards and prices, including Abomination, Abyss, The, Acid Rain, Active Volcano, Adventurers Guildhouse, Adventurers Guildhouse, Azkanti Berserker, Axleng Leprechou, Akron Legionnaire, All Hallow's Eve, Al-elabra's Carpet, Alabaster Potion, Alchor's Tomb, Amrou Khikin, Angelic Voices, Angus Mackenzie, Anti-Magic Aura, Arborea, Abomination, Abyss, The, Acid Rain, Active Volcano, Adventurers Guildhouse, Adventurers Guildhouse, Azkanti Berserker, Axleng Leprechou, Akron Legionnaire, All Hallow's Eve, Al-elabra's Carpet, Alabaster Potion, Alchor's Tomb, Amrou Khikin, Angelic Voices, Angus Mackenzie, Anti-Magic Aura, Arborea.

ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (124 cards)	2.00	4.00
Booster Pack (12 cards)	90.00	150.00
Booster Box (45 packs)	1.50	2.50
Abu Ja'ar	.35	.75
Active Volcano	3.00	5.00
Akron Legionnaire	4.00	6.00
Aladdin	5.00	8.00
Angelic Voices	7.00	10.00
Arceades Sabbath	3.00	5.00
Arena of the Ancients	.35	.75
Argothian Pixies	.50	1.00
Ashnod's Altar	.50	1.00
Ashnod's Transmogrator	5.00	8.00
Axelrod Gunnarson	4.00	6.00
Ayeshla Tanaka	1.00	2.00
Azure Drake	.75	1.50
Banshee	3.00	5.00
Barf's Cage	1.00	2.00
Beasts of Bogardan	.35	.75
Beast of the Mandy	5.00	8.00
Blood Moon	.75	1.50
Bog Rats	2.00	3.00
Book of Rass	.35	.75
Boomerang	4.00	6.00
Bronze Horse	.35	.75
Cat Warriors	7.00	10.00
Chromium	7.00	10.00
City of Brass	1.00	2.00
Cocoon	5.00	8.00
Concordant Crossroads	2.00	4.00
Crow Giant	.35	.75
Cuombaji Witches	4.00	6.00
Cyclone	7.00	10.00
Dakkon Blackblade	5.00	8.00
Dance of Many	.35	.75
Dandan	.35	.75
D'Avant Archer	.35	.75
Divine Offering	.35	.75
Emerald Dragonfly	.75	1.50
Enchantment Alteration	2.00	4.00
Erfnam Djinn	1.00	2.00
Fallen	2.00	4.00
Fallen Angel	.75	1.50
Feldon's Cane	.75	1.50

Fire Drake	.75	1.50
Fishliver Oil	.35	.75
Flash Flood	.35	.75
Fountain of Youth	5.00	8.00
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	.35	.75
Ghazban Ogre	.35	.75
Giant Slug	.75	1.00
Goblin Artisans	.35	.75
Goblin Digging Team	.35	.75
Goblin Shrine	.35	.75
Goblins of the Flarg	.35	.75
Hasron Ogress	.75	1.00
Hell's Caretaker	4.00	6.00
Horn of Deafening	.35	.75
Indestructible Aura	1.00	2.00
Ivory Guardians	4.00	6.00
Jalum Tome	3.00	5.00
Jeweled Bird	5.00	8.00
Johan	3.00	5.00
Juxtapose	.35	.75
Keepers of the Faith	2.00	4.00
Kei Takachashi	4.00	6.00
Land's Edge	5.00	8.00
Living Armor	1.50	2.50
Marhaunt Eldrdragon	.35	.75
Metamorphosis	.35	.75
Mountain Yeti	5.00	8.00
Nebuchadnezzar	7.00	10.00
Nical Bolas	5.00	8.00
Obelisk of Undoing	7.00	10.00
Palladia-Mars	3.00	5.00
Petra Sphinx	.75	1.00
Primalordial Ooze	1.00	2.00
Puppet Master	2.00	4.00
Rabid Wombat	2.00	4.00
Rakaithe	3.00	5.00
Recall	.35	.75
Remove Soul	.35	.75
Repentant Blacksmith	4.00	6.00
Revelation	5.00	8.00
Rubinia Soulsinger	.50	1.00
Runesword	4.00	6.00
Safe Haven	.35	.75
Scavenger Folk	3.00	5.00
Sentinel	5.00	8.00
Serpent Generator	.35	.75



TOP TEN HOTTEST CARDS

1) Jester's Cap	.75	1.50
Shield Wall	1.00	2.00
Shimion Night Stalker	1.50	2.50
Sivith Scarzam	1.50	2.50
Sol'kanar the Swamp King	4.00	6.00
Strang	3.00	5.00
Storm Seeker	.75	1.50
Takklemaggot	3.00	5.00
Teleport	1.50	2.50
Tobias Andrian	2.00	4.00
Tor Wauki	.50	1.00
Tormod's Crypt	.35	.75
Transmutation	3.00	5.00
Triassic Egg	.35	.75
Urza's Mine (4 versions)	.35	.75
Urza's Power Plant (4 ver.)	.35	.75
Urza's Tower (4 versions)	.70	1.00
Yavievtis Asmadi	.70	1.00

Voodoo Doll	3.00	5.00
Wall of Heat	.35	.75
Wall of Opposition	1.00	2.00
Wall of Shadows	.35	.75
Wall of Vapor	.35	.75
Wall of Wonder	.75	1.50
War Elephant	.35	.75
Witch Hunter	2.00	4.00
Wretched, The	7.00	10.00
Xira Arien	5.00	8.00
Yawgmoth Demon	5.00	8.00

SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Mono Crypt	7.00	10.00
Nalathni Dragon	6.00	10.00
Sewars of Estark	6.00	10.00
Windseeker Centaur	6.00	10.00

FACTORY SETS

This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collector's Edition" in gold letters. These cards are *not* tournament legal.

MTG Beta Factory Set (363 cards)
10,000 Printed \$200.00 250.00

Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also *not* tournament legal.

MTG Beta International Factory Set (363 cards)
5,000 Printed \$275.00 350.00

This set contains two, 60-card Revised starter decks, 30 counters, and a Revised checklist.
MTG Revised Boxed Set \$20.00 25.00

This set contains two, 60-card Fourth Edition starter decks, 30 counters, and a Fourth Edition checklist.
MTG 4th Edition Boxed Set \$18.00 25.00

WENT UP WENT DOWN HEAVILY TRADED

MANUFACTURERS' ADDRESSES

ATLAS GAMES
PO Box 131233
Roseville, Minnesota 55113
Games: On The Edge

BLACK DRAGON PRESS
PO Box 362
Logan, Utah 83705
Games: Tempest of the Gods

CACTUS GAME DESIGN
1553 South Military Highway
Chesapeake Bay, Virginia 23230
Games: Redemption

CALIBER GAME SYSTEMS
11918 Farmington Road
Livonia, Michigan 48150
Games: Powercardz

CARD SHARKS
1418 North Clinton Boulevard
Bloomington, Illinois 61701
Games: Super Deck!

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2505 North Highway 360 7th Fl.
Grand Prairie, Texas 75050
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PO Box 3457
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Games: Dize

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Games: Star Quest

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119 West Hubbard 4th Floor
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Etobicoke, Ontario, Canada M9C 3S3
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Games: Star Trek, Star Wars

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Games: Fights of Fantasy

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1120 Route 73 Executive Plaza
Suite 300
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2539 Washington Road
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Florence, Kentucky 41042
Games: Realm's Arcana

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New Cumberland, PA 17070
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Games: Star of the Guardians

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MEDALLION SIMULATIONS
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Fresno, California 93704
Games: Echelons of Fury/Fire

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PO Box 12582
Albany, New York 12212-2582
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5996 NE Haystack Street
Hillsboro, Oregon 97124
Games: Moons of Khador

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2090 East University #109
Tempe, Arizona 85285
Games: Gridiron

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Austin, Texas 78760
Games: Illuminati

THUNDER CASTLE GAMES
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Games: Towers in Time, Highlander

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201 Sheridan Springs Road
Lake Geneva, Wisconsin 53147
Games: Spellfire, Blood Wars

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1665 Willow Street
San Jose, California 95125-5149
Games: Ultimate Combat!

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179 Ludlow Street
Stamford, Connecticut 06902
Games: Wyvern

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49588 Stongate Industrial Blvd.
Stone Mountain, GA 30083
Games: Rage, Vampire: The Eternal Struggle

WILDSTORM
888 Prospect Street Suite 240
La Jolla, California 92037
Games: WildStorms

WIZARDS OF THE COAST
PO Box 707
Renton, Washington 98057-0707
Games: Magic: The Gathering, Vampire: The Eternal Struggle

OOOH! THIS COULD BE REAL HELPFUL



INQUEST

price guide



BLOOD WARS—OUTSIDER ARCHER

BLOOD WARS

TSR 1995

Full Set (334 cards)	\$300.00	400.00
Starter Deck Duals (100 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

FACTS AND FACTIONS

TSR 1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

DIXIE

COLUMBIA GAMES 1995

Full Set (200 cards)	\$50.00	70.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	80.00	100.00
Booster Pack		NONE

Buck Woods	75	1.50
Color-Guard	75	1.50
Rebel Yell	1.25	2.00
10 PDR Parrott	75	1.50
12 PDR Howitzer	1.25	2.00

DIXIE: SHILOH

COLUMBIA GAMES 1995

Full Set (400 cards)		
Starter Deck (60 cards)	\$8.00	10.00
Starter Box (12 decks)	100.00	110.00
Booster Pack		NONE

DOOMTROOPER

HEARTBREAKER 1995

Full Set (337 cards)	\$275.00	350.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (10 decks)	2.25	2.50
Booster Box (36 packs)	80.00	90.00

Alakhi the Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Crenshaw the Mortificator	7.00	10.00
Nimrod Autocannon	5.00	8.00
Personal Anti-Personnel Mines	7.00	10.00

INQUISITION EXPANSION

HEARTBREAKER 1995

Full Set (170 cards)	\$150.00	200.00
Booster Pack (8 cards)	2.25	2.50
Booster Box (60 packs)	75.00	90.00

ECHELONS OF FIRE/FURY

MEDALLION SIMULATIONS 1995

Full Fire Set (69 cards)	\$30.00	50.00
Full Fury Set (57 cards)	30.00	50.00
Fire Starter Deck (65 cards)	8.00	10.00
Fire Starter Box (10 decks)	75.00	100.00
Fire Booster Pack (15 cards)	2.50	3.00
Fire Booster Box (36 packs)	85.00	110.00
Fury Starter Deck (65 cards)	8.00	12.00
Fury Starter Box (10 decks)	75.00	100.00
Fury Booster Pack (15 cards)	2.50	3.00
Fury Booster Box (36 packs)	85.00	110.00

FLIGHTS OF FANTASY

DESTINY PRODUCTIONS 1994

Full Set (108 cards)	\$40.00	60.00
Starter Deck	NONE	
Booster Pack (10 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

GALACTIC EMPIRES

COMPANION GAMES 1995

Full Set (440)	\$175.00	210.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

Dragon Hatchling	4.00	6.00
Dragon Lair	4.00	6.00
Moon Dragoness	5.00	8.00
Monstr Overstrike	3.50	5.00
Scintillating Dragoness	3.50	5.00

NEW EMPIRES EXPANSION

COMPANION GAMES 1995

Full Set (209 cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box	80.00	100.00
Ancient Spacefarer	2.50	3.50
Fighter Pilot	2.50	3.50
Spiritual Leader	2.50	3.50
Stellar Map	2.25	3.50
Volatile Cargo	3.25	4.00



HYBORIAN GATES—MIDNIGHT WEB SPINNER

HYBORIAN GATES

CARD7 1995

Full Set (450 cards)		
Starter Deck (110 cards)	\$10.00	12.00
Starter Box (6 dual decks)	60.00	70.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES 1994

Card names are in gold printing.

Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Factory Set Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00

Booster Pack (15 cards)	4.00	5.00
Booster Box (36 packs)	110.00	160.00
Unlisted Singles	25	50

Adepts of Hermes	1.50	2.50
Air Magic	1.50	2.50
An Offer You Can't Refuse	1.50	2.50
Angst	1.50	2.50
Annual Convention	1.50	2.50
Antiwar Activists	1.50	2.50
Ark of the Covenant	1.50	2.50
B.A.T.F.	1.25	2.00
Bank Merger	1.50	2.50
Bank of England	1.50	2.50
Bavarian Illuminati	1.50	2.50
Bermuda Triangle	1.50	2.50
Big Sellout, The	1.50	2.50
Bigger Business	75	1.50
Blitzkrieg	3.25	4.00
Bodyguard	1.50	2.50
Book of Kells	75	1.50
Botched Contact	75	1.50
Bribery	75	1.50
C.I.A.	3.25	4.00
Canada	1.50	2.50
Cattle Mutilators	1.50	2.50
Celebrity Spokesman	75	1.50
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CFLAIO	1.50	2.50
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Clone	1.25	2.00
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Elvis	3.25	4.00
Embezzlement	2.50	3.50
Empty Vee	1.25	2.00
Energy Crisis	1.50	2.50
Evil Geniuses... Tomorrow	1.50	2.50
Faction Fight	1.50	2.50
Fear and Loathing	75	1.50
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Feminists	75	1.50
Fidel Castro	75	1.50
Finland	1.50	2.50
First Thing... Kill All Lawyers	1.50	2.50
Flower Power	75	1.50
Foiled!	75	1.50
Forgery	75	1.50
Frecking the Mundanes	75	1.50
Fred Birch Society	1.50	2.50
Gang War	75	1.50
Gay Activists	75	1.50
Germany	3.25	4.00
Giant Kutzdu	75	1.50
Gnomes of Zurich	1.50	2.50
Golfish Fanciers	1.50	2.50
Great Pyramid, The (Mag. Insert)	1.50	2.50
Gremlins	1.50	2.50
Gun Control	75	1.50
Hackers	75	1.50
Hand of Madness, The	1.50	2.50
Head in a Jar	75	1.50
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Hidden City	75	1.50
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Hitler's Brain	3.25	4.00
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I Lied	75	1.50
I.R.S.	75	1.50
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Jimmy Hoffa	2.25	3.00
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L-4 Society	75	1.50
Law and Order	75	1.50
Let Them Eat Cake!	75	1.50
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Mistaken Identity	1.50	2.50
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Oregon Crud, The	1.50	2.50
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Polistes	3.25	4.00
Power for Its Own Sake	1.50	2.50
Power to the People	75	1.50
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
Reinhold	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.	1.50	2.50
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 Chulhu	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
Southburner	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
Trilateral 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
Voodooists	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

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—BATTLE ARMOR

POWERCARDZ

CALIBER GAMES SYSTEMS-1995

Full Series 1 (120 cards)	\$40.00	60.00
Starter Deck (Both Versions)	8.00	9.00
Starter Box (12 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00



RAGE—INSIGHTFUL EYES

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

.38 Special	75	1.25
9mm Semi-Auto Pistol	75	1.25
Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allomonde	2.50	3.50
Allison Kachina	3.50	4.50
Amari Howls-from-Soul	1.50	2.50
Anna Kliminski	3.50	4.50
Anna-Eyes of the Sun-Pellrey	2.50	3.50
Antonine Teardrop	2.50	3.50
Attacking the Wyrm	75	1.25
Aura of Confidence	75	1.25
Aurigo	3.50	4.50
Awe	75	1.25
Balor's Gaze	2.50	3.50
Banana Split	1.50	2.50
Bone Arrow	75	1.25
Battle Song	75	1.25
Beastmind	1.50	2.50
Blitz	75	1.25
.38 Special	75	1.25
9mm Semi-Auto Pistol	75	1.25
Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allomonde	2.50	3.50
Allison Kachina	3.50	4.50
Amari Howls-from-Soul	1.50	2.50
Anna Kliminski	3.50	4.50
Anna-Eyes of the Sun-Pellrey	2.50	3.50
Antonine Teardrop	2.50	3.50
Attacking the Wyrm	75	1.25
Aura of Confidence	75	1.25
Aurigo	3.50	4.50
Awe	75	1.25
Balor's Gaze	2.50	3.50
Banana Split	1.50	2.50
Bone Arrow	75	1.25
Battle Song	75	1.25
Beastmind	1.50	2.50
Blitz	75	1.25

Black Spiral Dancer	1.50	2.50
Bladebeath	1.50	2.50
Blissful Ignorance	75	1.25
Black	75	1.25
Black and Strike	1.50	2.50
Blood-on-the-Wind	2.50	3.50
Body Blow	75	1.25
Body Wreck	2.50	3.50
Bones of Shakir Hind	2.50	3.50
Botlecap of Shesky Mac	3.50	4.50
Broken Limb	2.50	3.50
Bron Mac Fiann	3.50	4.50
Buggehead	2.50	3.50
Bum Rush	1.50	2.50
Burrow	75	1.25
Coem Building	75	1.25
Calling a Champion	1.50	2.50
Camouflage	75	1.25
Carafa Strike	2.50	3.50
Carla Grimsson	2.50	3.50
Carleson Ruah	1.50	2.50
Coffee	75	1.25
Cernuous	2.50	3.50
Charging Bull	3.50	4.50
Chimera	75	1.25
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Cockroach	75	1.25
Command Spirit	1.50	2.50
Coup de Grace	3.50	4.50
Crescent Moon	75	1.25
Crick Rumwrangler	1.50	2.50
Critical Blow	1.50	2.50
Curse of Hatred	75	1.25
Deranged Makole	2.50	3.50
Dharma Burn	1.50	2.50
Diem	1.50	2.50
Disarm	75	1.25
Disembowelment	2.50	3.50
Distructions	75	1.25
Dodge	75	1.25
Drunken Revelry	2.50	3.50
Dry Gulch	1.50	2.50
Eater-of-Bears	1.50	2.50
Edgewalker	1.50	2.50
Elder Stone	2.50	3.50
Elder Vampire	3.50	4.50
Enrol Rend	2.50	3.50
Entrapment	1.50	2.50
Evan and Strike	1.50	2.50
Evade Heals-the-Past	1.50	2.50
Evasson	1.50	2.50
Exorcism	75	1.25
Eye of the Cobra	2.50	3.50
Eyes Gouged	1.50	2.50
Eyes-of-Frost	1.50	2.50
Foetie Kin	2.50	3.50
Falcon	75	1.25
Fang Dagger	5.50	6.50
Fang Jumper	1.50	2.50
Fang Necklace of Fenris	1.50	2.50
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Fenit	75	1.25
Fenris	1.50	2.50
Fenris' Bite	2.50	3.50
Flok Jacket	1.50	2.50
Flame Spirit	75	1.25
Flesh Wound	75	1.25
Flower of Aphrodite	2.50	3.50
Fomori	75	1.25
Fomori	75	1.25
Forceful Wind	1.50	2.50
Frenzy	2.50	3.50
Full Moon	75	1.25
Fur Gnarl	1.50	2.50
Furling	75	1.25
Gaffing Pest	35	75
Gaia's Vengeance	4.50	5.50
Gargrel Ally	3.50	4.50
Garbage Food Poisoning	3.50	4.50
Gathering for the Departed	75	1.25
Geas	2.50	3.50
Geas-Hunts-the-Hunters	1.50	2.50
Geat	5.50	6.50
Gift of Medieval	75	1.25
Gift of the Porcupine	75	1.25
Glimming Blow	75	1.25
Glo Tongue	2.50	3.50
Goldfish Fangs-First	3.50	4.50
Golf Mac Moura	2.50	3.50
Gonn Klavie	3.50	4.50
Grandfather Thunder	1.50	2.50
Grazing Wound	75	1.25
Greater Banishment	3.50	4.50

Grek Twice-Tongue	2.50	3.50
Greyfist	2.50	3.50
Griffin	1.50	2.50
Grifang	3.50	4.50
Grows-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunnar Draughbane	25.00	35.00
Half Moon	75	1.25
Horano Gloom	3.50	4.50
Head Wound	2.50	3.50
Heart of Fury	1.50	2.50
Hogling	75	1.25
Howard Koor	1.50	2.50
Hunting Party	1.50	2.50
Icy Chill of Despair	1.50	2.50
Impergium	2.50	3.50
Inbred Disorder	1.50	2.50
Incarna Sigil	2.50	3.50
Insightful Eyes	75	1.25
Ivan Korda	1.50	2.50
Jack Deblatongu	25.00	35.00
Jackal's Curse	75	1.25
Jacky Gecko	2.50	3.50
Jam Technology	1.50	2.50
Journey Onward	1.50	2.50
Journey to the East	75	1.25
Jubati	1.50	2.50
Julisha of the Thousand Masks	3.50	4.50
Justice Under Gaia	1.50	2.50
Kelly Still Waters	25.00	35.00
Kinfolk - Environmental Activist	2.50	3.50
Kinfolk - Small Town Cop	2.50	3.50
Kinfolk - Soldier of Fortune	3.50	4.50
Kinfolk - TV Reporter	2.50	3.50
Kinfolk - Veterinarian	2.50	3.50
Klaxial Stargazer	25.00	35.00
Klaxial Stargazer	2.50	3.50
Klaxie	75	1.25
Kneecapper	3.50	4.50
Knife Man	3.50	4.50
Lamurun	1.50	2.50
Leadership Challenge	1.50	2.50
Legendary Leadership	1.50	2.50
Lesser Banishment	1.50	2.50
Leukycaper	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Calling	1.50	2.50
Lucky Wolf	2.50	3.50
Luna's Armor	1.50	2.50
Luna's Links	2.50	3.50
Lunar Eclipse	3.50	4.50
Mamru	2.50	3.50
Mangle	2.50	3.50
Mari Cabrah	1.50	2.50
Massive Wound	3.50	4.50
Master of the Pack	3.50	4.50
Matriarch Mourning	1.50	2.50
Merciful Blow	75	1.25
Messenger's Fortitude	75	1.25
Night of Thor	1.50	2.50
Windspook	2.50	3.50
Makole Hilda	1.50	2.50
Moon Bridge Escape	2.50	3.50
Moon Sign	1.50	2.50
Morgon the Unworthy	1.50	2.50
Marthee High-Mountain	3.50	4.50
Mather Larissa	1.50	2.50
Mother's Touch	1.50	2.50
Natasha Moon Chaser	1.50	2.50
Naturae Boon	2.50	3.50
Nighthy's Mu'at	1.50	2.50
Nerve Cluster	75	1.25
New Moon	1.50	2.50
No Escape	1.50	2.50
No 'n' n' Ni'Dhonall	75	1.25
Odor of Skunk	75	1.25
Off-Balance Attack	75	1.25
Oisin Mac Gaelach	25.00	35.00
Old Red Eagle	25.00	35.00
Old Shaman-Chaser	3.50	4.50
Old Wall of the Woods	25.00	35.00
Organ Puncher	1.50	2.50
Ovenextended Attack	75	1.25
Owl	1.50	2.50
Pack Defense	1.50	2.50
Passer	3.50	4.50
Peace of Nature	3.50	4.50
Peart River	75	1.25
Pegasus	1.50	2.50
Pentex Fantasy Team	4.50	5.50
Pentex Refinery	75	1.25
Persuasion	2.50	3.50
Piper, The	3.50	4.50
Portable Computer	1.50	2.50
Praxis the Malformed	3.50	4.50
Progenitor Mage	1.50	2.50

Evil Geniuses for a Better Tomorrow

As this group's actions, you may unfortunately take over any Gadget Resources from your hand. You should then bring it to the Evil Geniuses. Resources taken to them cannot be ordered. They are lost or captured if the Evil Geniuses are!

2/2 RES 6

Violent World Strategy

INWO—EVIL GENIUSES FOR A BETTER TOMORROW

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

WIZARDS OF THE COAST-1994

Full Set (438 cards)	\$275.00	400.00
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

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)	100.00	130.00

Asha Ryhar	3.50	5.00
Constance D'Aubainne	2.25	3.00
Cyrl Doras	3.50	5.00
Debari Grierson	3.25	4.00
Hovano Shogomeli	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

WENT UP

WENT DOWN

HEAVILY TRADED



Pumpkin Man	1.50	2.50
Quester Treetalker	1.50	2.50
Quoting the Library	2.50	3.50
Ragnarok	1.50	2.50
Rainpuddle	1.50	2.50
Rat	.75	1.25
Razor Claws	.75	1.25
Reclaiming the Stolen	1.50	2.50
Remove Gaia's Blessing	2.50	3.50
Rend and Tear	1.50	2.50
Rite of Glory	.75	1.25
Rite of Investiture	3.50	4.50
Rite of Passage	.75	1.25
Rite of Wisdom	.75	1.25
Rite of Wounding	.75	1.25
Ritual Challenge	.75	1.25
Roar of Storms	2.50	3.50
Roger Daly	3.50	4.50
Roll Over	.75	1.25
Roshen One-Arm	1.50	2.50
Run Like Hell	1.50	2.50
Running Creek	1.50	2.50
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Satire Song	.75	1.25
Saving Face	.75	1.25
Scarf Throat Leech-Killer	1.50	2.50
Scourging the Wym	1.50	2.50
Scouting Mission	1.50	2.50
Scratches-at-Flies	2.50	3.50
Scream of Gaia	1.50	2.50
Serenity	.75	1.25
Shakar	1.50	2.50
Shapeshift	1.50	2.50
Shieldmate	1.50	2.50
Shogeka Hunter Moon	25.00	35.00
Shroud	4.50	5.50
Shu Horus	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.50	2.50
Silver Record	.75	1.25
Simon Gentle	1.50	2.50
Sings-for-the-Beast	1.50	2.50
Sister Judith Paws-of-Light	2.50	3.50
Skindancer	4.50	5.50
Sneak Attack	2.50	3.50
Sofya Softkiller	1.50	2.50
Solid Blow	.75	1.25
Son of Moonlight	2.50	3.50
Song Chiang	2.50	3.50
Song of Rage	.75	1.25
Song of the Great Beast	3.50	4.50
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spirit Drain	2.50	3.50
Spirit of the Fray	1.50	2.50
Spotlight	1.50	2.50
Stag	.75	1.25
Stands-Like-Mountain	2.50	3.50
Staredown	.75	1.25
Sticky Paws	.75	1.25
Stinging Wound	.75	1.25
Stone Wolf, The	1.50	2.50
Stone of Scorn	.75	1.25
Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Swipe	.75	1.25
Syntax	1.50	2.50
Take the True Form	1.50	2.50
Taking the Death Blow	2.50	3.50
Tanzut	1.50	2.50
Taunt	.75	1.25
Teeth-of-Titanium	2.50	3.50
Telling Blow	.75	1.25
Thomas Kachina	2.50	3.50
Thunder Tired	2.50	3.50
Tim Rowentree	1.50	2.50
Trackless Waste	.75	1.25
Tribal Alliance	1.50	2.50
Tribal War	3.50	4.50
True Fear	1.50	2.50

True Silverheals	2.50	3.50
Uktena	.75	1.25
Uktena Wymroa	4.50	5.50
Umbral Escape	2.50	3.50
Umbral Quest	.75	1.25
Unicorn	.75	1.25
Victory Party	1.50	2.50
Virus-to-Wym	1.50	2.50
Vital Blow	1.50	2.50
Volcheka Ibarruri	1.50	2.50
Walks-with-Might	3.50	4.50
War Paint of Wahay Ohmi	2.50	3.50
Wendigo	.75	1.25
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.50	2.50
Winter Wolf	1.50	2.50
Wisdom of the Seer	3.50	4.50
Wolf Kinfolk	.35	.75
Wolf-Spirit	.35	.75
Wym Skin	2.50	3.50
Wym Slayer, Ronin Garou	3.50	4.50
Wym Taint	2.50	3.50
Yuri Tvarivich	25.00	35.00
Zachary Ellison	2.50	3.50



REDEMPTION—PHAROAH

REDEMPTION
CACTUS GAME DESIGN-1995

Full Set (300 cards) 100.00

Starter Deck (100 card dual Deck) \$8.00 10.00

Starter Box (12 decks) 90.00 100.00

Booster Pack (8 cards) 1.25 1.75

Booster Box (60 packs) 85.00 95.00



SHADOWFIST—MONKEY KING

SHADOWFIST
DAEDALUS GAMES-1995

Full Set (325 cards) 100.00

Starter Deck (60 cards) 8.00 10.00

Starter Box (12 decks) 90.00 110.00

Booster Pack (12 cards) 2.50 3.00

Booster Box (38 packs) 85.00 110.00

SIMCITY
MAYFAIR GAMES-1995

Full Set (517 cards) 100.00

Starter Deck (60 cards) 8.00 10.00

Starter Box (10 decks) 7.00 8.00

Booster Pack (15 cards) 65.00 80.00

Booster Box (36 packs) 2.00 2.25

..... 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 Dual (110 cards) 10.00 12.00

F.E. Starter Box (6 dual decks) 60.00 70.00

F.E. Booster Pack (15 cards) 1.25 1.50

F.E. Starter Box (36 packs) 40.00 50.00

Full No Edition Set (400-Cons Only) 100.00

No Edition Starter Deck (55 cards) 10.00

No Edition Starter Box (10 decks) 60.00

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

Invincibility 1.50 2.50

Midnight Goddess of Magic 1.50 2.50

Potion of Firebreathing 1.50 2.50

Siege! 1.50 2.50

Sorut 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 cards) \$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

Krymm Minotaurs 1.50 2.50

Tasslehoff 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) 75.00 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



SOTG—SPACE ROTATION BOMB

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) 85.00 110.00

Booster Pack (14 cards) 2.50 3.00

Booster Box (36 packs) 85.00 110.00

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

Xris and Mag Force 7 Personnel 3.50 5.00



STAR QUEST—SAURIAN

STAR QUEST: THE REGENCY WARS
COMIC IMAGES-1995

Full Set (325 cards) 100.00

Starter Deck (53 cards) \$8.00 10.00

Starter Box (10 decks) 90.00 110.00

Booster Pack (15 cards) 3.00 5.00

Booster Box (36 packs) 90.00 110.00



STAR TREK—FEDERATION OUTPOST

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) 200.00 300.00

Booster Pack (15 cards) 10.00 15.00

Booster Box (36 packs) 250.00 400.00

Unlisted Singles 30 60

Albert Einstein 5.00 8.00

Alexander Rozhenko 1.25 2.00

Aldar Jarok 5.00 8.00

Alien Abduction75 1.50

Alien Groupie 3.50 5.00

Alien Parasites 1.50 2.50

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price guide

INQUEST

checklists

HIGHLANDER

THE CARD GAME

Abbreviations:

At Attack Bl Block
 Ev Event Ob Object
 Res Restricted Sit Situation
 Cards only allowed to a specific persona are marked with an asterisk.

Full Set (165 cards)

Card Name	Type	Res #	Rarity
Alan Baines	Ev		R
Angry Mob	Ev		R
Avery Hoskins	Sit		R
Carl	Ev		R
Caught in the Act	Ev	3	U
Challenge	Ev		C
Charlie	Sit		C
Counterfeit: Abduction	Sit		C
Counterfeit: Betrayal	Sit		C
Counterfeit: Plastic Surgery	Ev		C
Darius	Ev		C
Darkness: The Bait	Sit		C
Darkness: Lights Out	Sit		C
Darkness: The Trap	Ev		C
Elizabeth Vaughn	Ev		C
Extra Weapon	Ob		C
Feint	Ev		C
Fortune Teller	Ev		R
Gypsy	Ev		C
Gypsy Lover	Sit		C
Head Shot	Ev		C
Heroic Deed	Ev		R
Holy Ground: Withdraw	Ev		C
Holy Ground: Forfeit	Ev		C
Interference	Ev		C
Investigate	Ev		C
Left Guard Block	Bl		C
Linda Ploger	Ev		R
Lower Center Attack	At		C
Lower Center Block	Bl		C
Lower Left Attack	At		C
Lower Left Block	Bl		C
Lower Right Attack	At		C
Lower Right Block	Bl		C
Master	Sit		C
Maurice	Ev		R
Middle Left Attack	At		C
Middle Right Attack	At		C
Misfortune	Ev		C
Mugging	Ev		C
Narrow Escape	Ev		C
Pedestrian: 2 turns	Sit		C
Pedestrian: 5 turns	Sit		C
Police: Counter Event	Ev		C
Police: Remove Situation	Ev		C
Quality Blade	Ob		C
Recover Weapon	Ev		C
Renée Delaney	Ev		R
Reporter	Ev		C
Right Guard Block	Bl		C
Scam	Ev		R
Sea Witch: Hook	Situ		C
Sea Witch: Line	Sit		C
Sea Witch: Sinker	Sit		C
Segur	Ev		R
Stamina	Ev		C
Street Punk	Ev		C
Tessa	Sit	3	U
Thrust	Att		C
Underworld Contact	Ev	2	R
Unexpected Assistance	Ev		C
Unholy Alliance: Alliance	Ev		C
Unholy Alliance: Discovery	Sit		C
Unholy Alliance: Ambush	At		C
Upper Center Attack	At		C
Upper Left Attack	At		C
Upper Left Block	Bl		C
Upper Right Attack	At		C
Upper Right Block	Bl		C

Watcher: Treatment	Ev	2	U
Watcher: Hunter	Ev		R
Watcher: Counter	Sit		R
Watcher: Hunter, all players	Ev		C
Watcher: Hunter, target	Ev		C
Watcher: Fair Fight	Sit		C

AMANDA

Back Away	Persona		R
Continuity	Dodge		U
Disarm	Event		U
Disarm	Dodge	*6	R
Dodge	Dodge		U
Left Side Step	Dodge		U
Master's Advice	Sit	*1	R
Master's Attack	Attack	*1	R
Right Side Step	Dodge		U
Seduce	Event	*4	R
Steal	Event	*6	U
Surprise Attack	Event	*3	R

CONNOR MACLEOD

Back Away	Persona		R
Combination	Dodge		U
Continuity	Event		U
Disarm	Event		U
Disarm	Dodge		U
Extra Shot	Dodge		U
Power Blow	Event		U

DUNCAN MACLEOD

Back Away	Persona		R
Battle Rage	Dodge		U
Combination	Event	*4	R
Continuity	Situation		U
Disarm	Event		U
Dodge	Dodge		U
Extra shot	Dodge		U
Flashback	Situation		U
Inspiration	Event	*6	R
Jump	Dodge		U
Master's Advice	Situation	*1	R
Master's Attack	Attack	*2	R
Master's Defense	Dodge	*3	R
Power Blow	Event		U
Trip	Event		U

LUTHER

Back Away	Persona		R
Combination	Dodge		U
Continuity	Event		U
Disappear	Event	*2	R
Disarm	Event		U
Dodge	Dodge		U
Intimidate	Event	*6	R
Power Blow	Event		U
Taunt	Event	*6	U
Trip	Event		U

NEFERTITI

Back Away	Persona		R
Battle Rage	Dodge		U
Combination	Event	*4	U
Continuity	Event		U
Dispersation	Event	*6	R
Disarm	Event		U
Dodge	Dodge		U
Extra Shot	Event		U
Power Blow	Event		U
Seduce	Event	*4	R
Trip	Event		U

RICHEY RYAN

Back Away	Persona		R
Battle Rage	Dodge		U
Combination	Event	*4	R
Continuity	Event		U
Dodge	Dodge		U
Extra Shot	Event		U
Luck	Event	*2	R
Master's Advice	Situation	*1	R
Master's Trick	Block	*2	R

Power Blow	Event		U
Trip	Event		U

SLAN QUINCE

Back Away	Persona		R
Berserk	Dodge		U
Intimidate	Event	*2	R
Run Through	Event	*6	R
Shooting blade	Event	*3	R
	Event	*1	R

XAVIER ST. CLOUD

Alliance	Persona		R
Back away	Event	*2	R
Disarm	Dodge		U
Dodge	Event		U
Forethought	Dodge		U
Hook	Situation	*6	R
Plan Ahead	Event	3	R
Power Gas	Situation	*6	R
Power Blow	Event	*2	R
Stalk	Situation		U
Trip	Attack	*1	R
	Event		U



Full Set (341 cards)

CHARACTERS

Card Name	Visual
Apocalypse Hero Card	Apocalypse
Apocalypse-Genetic Engineering	Apocalypse
Apocalypse-Survival of the Fittest	Apocalypse
Apocalypse-Shape Shift	Apocalypse
Apocalypse-Mega Morph	Apocalypse
Apocalypse-Enhance Strength	Apocalypse
Beast Hero Card	Beast
Beast-Animal Dexterity	Beast
Beast-Drop Kick	Beast
Beast-Analyze	Beast
Beast-Biochemist	Beast
Beast-Beastial Brown	Beast
Bishop Hero Card	Bishop
Bishop-Absorb Energy	Bishop
Bishop-Plasma Gun	Bishop
Bishop-Draw Enemy Fire	Bishop
Bishop-XSE Tactics	Bishop
Bishop-Spectrum Blast	Bishop
Cable Hero Card	Cable
Cable-BodySlide	Cable
Cable-Battle Tactics	Cable
Cable-Custom Firearms	Cable
Cable-Cover Fire	Cable
Cable-Bionic Eye	Cable
Captain America Hero Card	Captain America
Captain America-Avenger	Captain America
Captain America-Highly Shield	Captain America
Captain America-Stars and Stripes	Captain America
Captain America-Ricochet Shield	Captain America
Captain America-Super Soldier	Captain America
Carnage Hero Card	Carnage
Carnage-Climb	Carnage
Carnage-Blade Hands	Carnage
Carnage-Ruthless	Carnage
Carnage-Symbiotic Web	Carnage
Carnage-Insane Rage	Carnage
Colossus Hero Card	Colossus
Colossus-Smash Object	Colossus
Colossus-Football Special	Colossus
Colossus-Skin of Steel	Colossus
Colossus-Metal Barrier	Colossus
Cyclops Hero Card	Cyclops
Cyclops-Haymaker	Cyclops
Cyclops-Wide Beam	Cyclops
Cyclops-Fearless Leader	Cyclops
Cyclops-Optic Obliteration	Cyclops
Cyclops-Grand Blast	Cyclops
Cyclops-Visual Swap	Cyclops
Deadpool Hero Card	Deadpool
Deadpool-Assassin	Deadpool
Deadpool-Regeneration	Deadpool
Deadpool-Super Spy	Deadpool
Deadpool-High Threshold of Pain	Deadpool
Deadpool-Killing Machine	Deadpool
Doctor Doom Hero Card	Doctor Doom
Doctor Doom-Energy Dampening Field	Doctor Doom
Doctor Doom-Time Machine	Doctor Doom
Doctor Doom-Concussion Beams	Doctor Doom
Doctor Doom-Villainous Plot	Doctor Doom
Doctor Doom-Super Genius	Doctor Doom

Dr. Octopus Hero Card	Dr. Octopus
Dr. Octopus-Criminal Mastermind	Dr. Octopus
Dr. Octopus-Multi-Armed Menace	Dr. Octopus
Dr. Octopus-Grasping Tentacles	Dr. Octopus
Dr. Octopus-Evasive Action	Dr. Octopus
Dr. Octopus-Villainous Shield	Dr. Octopus
Elektra Hero Card	Elektra
Elektra-Marital Artist	Elektra
Elektra-Anticipate	Elektra
Elektra-Sai	Elektra
Elektra-Ninja Master	Elektra
Elektra-Resurrection	Elektra
Gambit Hero Card	Gambit
Gambit-Charm	Gambit
Gambit-Intercept Object	Gambit
Gambit-Charge Object	Gambit
Gambit-Staff Attack	Gambit
Gambit-S2 Card Pickup	Gambit
Hobgoblin Hero Card	Hobgoblin
Hobgoblin-Pumpkin Bomb	Hobgoblin
Hobgoblin-Goblin Glider	Hobgoblin
Hobgoblin-Razer Bats	Hobgoblin
Hobgoblin-Sun Gas	Hobgoblin
Hobgoblin-Concussion Grenade	Hobgoblin
Hulk Hero Card	Hulk
Hulk-Green Goliath	Hulk
Hulk-Intimidate	Hulk
Hulk-Shrug Off	Hulk
Hulk-Enraged	Hulk
Hulk-Hulk Smash	Hulk
Human Torch Hero Card	Human Torch
Human Torch-Fire Shield	Human Torch
Human Torch-Fire Storm	Human Torch
Human Torch-Nova Burst	Human Torch
Human Torch-Inferno	Human Torch
Human Torch-Searing Heat	Human Torch
Invisible Woman Hero Card	Invisible Woman
Invisible Woman-Force Field	Invisible Woman
Invisible Woman-Unseen Assault	Invisible Woman
Invisible Woman-Invisible Ram	Invisible Woman
Invisible Woman-Bubble Shield	Invisible Woman
Invisible Woman-Invisibility	Invisible Woman
Iron Man Hero Card	Iron Man
Iron Man-Heat Seeking Missile	Iron Man
Iron Man-Radar Warning	Iron Man
Iron Man-In the Line of Fire	Iron Man
Iron Man-Tactical Computer	Iron Man
Iron Man-Canceled Arsenal	Iron Man
Jean Grey Hero Card	Jean Grey
Jean Grey-Telepathic Unity	Jean Grey
Jean Grey-Mental Deflection	Jean Grey
Jean Grey-Telekinesis	Jean Grey
Jean Grey-Mind Scan	Jean Grey
Jean Grey-Mind Over Matter	Jean Grey
Jubilee Hero Card	Jubilee
Jubilee-Blinding Flare	Jubilee
Jubilee-Fireworks	Jubilee
Jubilee-Plasmoid Flash	Jubilee
Jubilee-Distracting Burst	Jubilee
Jubilee-Spectrum Tease	Jubilee
Magneto Hero Card	Magneto
Magneto-Gravity Alteration	Magneto
Magneto-Paralyze Opponent	Magneto
Magneto-Magnetic Shield	Magneto
Magneto-Evil Genius	Magneto
Magneto-Repel Object	Magneto
Mr. Fantastic Hero Card	Mr. Fantastic
Mr. Fantastic-Team Leader	Mr. Fantastic
Mr. Fantastic-Ingenuity	Mr. Fantastic
Mr. Fantastic-Strategic Attack	Mr. Fantastic
Mr. Fantastic-Protect Teammate	Mr. Fantastic
Mr. Fantastic-Python Hold	Mr. Fantastic
Mystique Hero Card	Mystique
Mystique-Illusion of Ally	Mystique
Mystique-Infiltration	Mystique
Mystique-Cool Under Fire	Mystique
Mystique-Surprise Attack	Mystique
Mystique-Commando Raid	Mystique
Omega Red Hero Card	Omega Red
Omega Red-Sacrificial Lamb	Omega Red
Omega Red-Tendril Tactics	Omega Red
Omega Red-KGB Training	Omega Red
Omega Red-Drain Lifeforce	Omega Red
Omega Red-Carbonadium Coils	Omega Red
Professor X Hero Card	Professor X
Professor X-Cerebro	Professor X
Professor X-Telepathic Coordination	Professor X
Professor X-X-Men Founder	Professor X
Professor X-Psychic Scan	Professor X
Professor X-Psionic Hold	Professor X
Psylocke Hero Card	Psylocke
Psylocke-Mental Hold	Psylocke
Psylocke-Psi Fighting	Psylocke
Psylocke-Thought Probe	Psylocke
Psylocke-Psychic Knife	Psylocke
Psylocke-Combat Prowess	Psylocke
Punisher Hero Card	Punisher
Punisher-Full Auto	Punisher



Punisher-Sniper
 Punisher-Smoke Screen
 Punisher-Secret Weapon
 Punisher-Vendetta
 Rhino Hero Card
 Rhino-Rhino Charge
 Rhino-Bowl Over
 Rhino-Rhino Hide
 Rhino-Pinball Blow
 Rhino-Romp n' Stomp
 Rogue Hero Card
 Rogue-Autogenic Drain
 Rogue-Power Transfer
 Rogue-Sky Soar
 Rogue-Intercept Attack
 Rogue-Super Strength
 Sabretooth Hero Card

Strength 1
 Strength 2
 Strength 3
 Strength 4
 Strength 5
 Strength 6
 Strength 7
 Strength 8

Archange
 Spider-Man
 War Machine
 Loki
 Cyber
 Super Skull
 Thing
 Abomination

TEAMWORKS

Energy Teamwork Multi
 (Cyclops, Beast, Wolverine)
 Fighting Teamwork Multi
 (Magneto, Juggernaut, Sabretooth)
 Strength Teamwork Multi
 (Thing, Mr. Fantastic, Human Torch)

TRAININGS

Universe: Training Archange
 Black Cat
 Universe: Training Century
 Universe: Training Human Torch
 Universe: Training Jubilee
 Universe: Training Sauron

UNIVERSE

Alien Technology Professor X
 Booster Shot Cyber
 Sabretooth Sabretooth
 Chain Hulk
 City Bus Hulk
 Crossbow Wolverine
 Divine Intervention Loki
 Dumpster Iron Man
 EM Force Lines Magneto
 Energy Booster Storm
 Energy Enhancer Gambit
 Energy Maximizer Cyclops
 Generator Electro
 Villiner Abomination
 Hand Grenade Block Widow
 Hot Dog Cart Venom
 Hulk of Asphalt Rhino
 Lamp Post Thing
 Lasser Pistol Nebula
 Machine Gun Domino
 Manhole Cover Spider-Man
 Power Cosmic Silver Surfer
 Power Lines Punisher
 Rocket Launcher Bloody Mary
 Sword Colossus
 Taxi Cab Longshot
 Throwing Blades Rogue
 Tree

VENTURES

Age of Apocalypse 1 Bishop
 Age of Apocalypse 2 Weapon X, Jean Grey
 Age of Apocalypse 3 Sue Storm
 Age of Apocalypse 4 Beast
 Age of Apocalypse 5 Colossus
 Age of Apocalypse 6 Holocaust
 Apocalypse Deadpool
 Annihilation Affair 1 General Ross
 Annihilation Affair 2 Captain America
 Annihilation Affair 3 Doctor Octopus
 Annihilation Affair 4 Doc Samson
 Annihilation Affair 5 Omega Red
 Annihilation Affair 6 Hulk
 Annihilation Affair 7 Exodius
 Fatal Attractions 1 Cable
 Fatal Attractions 2 Storm
 Fatal Attractions 3 Magneto
 Fatal Attractions 4 Wolverine
 Fatal Attractions 5 Colossus
 Fatal Attractions 6 Professor X
 Brood Swarm Brood Swarm
 Punisher Punisher
 Captain America Captain America
 Nick Fury Nick Fury
 Cyclops Cyclops
 Wolverine Wolverine
 Brood Queen Brood Queen
 Dr. Strange Dr. Strange
 Adam Warlock Adam Warlock
 Dr. Doom Dr. Doom
 Galactus Galactus
 Thor Thor
 Silver Surfer Silver Surfer
 Thanos Thanos
 Kozody Kozody
 Venom Venom
 Demogoblin Demogoblin
 Carnion Carnion
 Doppelganger Doppelganger
 Siniak Siniak
 Carnage Carnage

POWERS

Energy 1
 Energy 2
 Energy 3
 Energy 4
 Energy 5
 Energy 6
 Energy 7
 Energy 8
 Fighting 1
 Fighting 2
 Fighting 3
 Fighting 4
 Fighting 5
 Fighting 6
 Fighting 7
 Fighting 8
 MultiPower 1
 MultiPower 2
 MultiPower 3
 MultiPower 4

Nebula
 Black Cat
 Sauron
 Electro
 Century
 Storm
 Cyclops
 Professor X
 Bloody Mary
 Black Widow
 Longshot
 Nightcrawler
 Venom
 Wolverine
 Domino
 Cyber
 Century
 Iron Man
 Nightcrawler
 Super Skull

Abbreviations:
 C Common
 Enh Enhancements
 Pop Popular
 UR Ultra Rare
 Cha Characters
 Mis Mission
 R Rare

Full Set (180 cards)

#	Card Name	Type	Rarity
1	Spawn-Level 8:9:8:7	Cha	UR
2	Angela	Cha	R
3	Violator	Cha	Pop
4	Clown	Cha	C
5	Overkill	Cha	C
6	Terry Fitzgerald	Cha	C
7	Wanda Blake	Cha	C
8	Sam Blake	Cha	Pop
9	Twit Williams	Cha	Pop
10	Spawn-Level 7:9:8:7	Cha	UR
11	Commando Spawn	Cha	UR
12	Pilot Spawn	Cha	UR
13	Ninja Spawn	Cha	UR
14	Grant Spawn	Cha	C
15	All Sins	Cha	C
16	Vacillator	Cha	R
17	Vaporizer	Cha	R
18	Vichizmer	Cha	R
19	Vandalizer	Cha	R
20	Spawn-Level 6:8:8:7	Cha	R
21	Villiner	Cha	Pop
22	Admisher	Cha	Pop
23	Angelic Servitors	Cha	Pop
24	South-Trapper	Cha	Pop
25	Kuan Yin	Cha	Pop
26	Anahita	Cha	Pop
27	Saranayu	Cha	Pop
28	Harry Houdini	Cha	UR
29	Tremor	Cha	UR
30	Spawn-Level 5:7:7:6	Cha	Pop
31	Surielle	Cha	Pop
32	Gabrielle	Cha	C
33	Norton	Cha	C
34	Byron	Cha	C
35	The Nerd Gong	Cha	C
36	James	Cha	C
37	The Creep Gong	Cha	UR
38	The Redeemer	Cha	C
39	The Curse	Cha	C
40	Spawn-Level 4:7:6:5	Cha	C
41	Billy Kincaid	Cha	C
42	Concerned Citizens	Cha	C
43	Major Vale	Cha	C
44	Brains	Cha	C
45	Divy	Cha	C
46	Smokery	Cha	C
47	Link	Cha	C
48	Tony Twist	Cha	UR
49	Sandalphon Dragon	Cha	UR
50	Spawn	Cha	R
51	Elemental Fire	Enh	C
52	Burns	Enh	Pop
53	C.I.A. Contact	Enh	C
54	Stasis Field	Enh	UR
55	Mattathon	Enh	C
56	Callindra	Cha	C
57	Smut	Cha	C
58	Tick-Track	Cha	Pop
59	Wampyr	Cha	Pop
60	Mad Spawn-Level 8:9:8:9	Cha	Pop
61	Guardian Angel	Cha	C
62	Drone Angel	Cha	C
63	Grandma Blake	Enh	C
64	Media Contact	Enh	C
65	Police Contact	Enh	C
66	Simmonsville	Enh	Pop
67	Elysium	Enh	Pop
68	Hell	Enh	Pop
69	The Overlap	Enh	Pop
70	Mad Spawn-Level 7:9:8:6	Cha	Pop
71	Shadowlands	Enh	C
72	Spawnmobile	Enh	R
73	Mac'Neil & Velokhov	Enh	R
74	Prime Manad	Enh	Pop
75	Myku Bond	Enh	UR
76	Angela's Lance	Enh	C
77	Abduct Cyan	Enh	C
78	Abduct Terry	Enh	Pop
79	Abduct Wanda	Enh	Pop
80	Mad Spawn-Level 6:7:8:8	Cha	Pop
81	Robot Duplicate	Enh	Pop
82	Monster Big	Enh	Pop

83	Violator Chopper	Enh	Pop
84	Spawn Air Cycle	UR	R
85	The Flux	Enh	Enh
86	Demon Horde	Enh	Pop
87	Psyco-Plasm	Enh	C
88	Mafia Henchmen	Enh	C
89	Norceous Containment	Enh	C
90	Medieval Spawn: 5:6:7:8	Cha	C
91	Lightning Reflexes	Enh	C
92	Automatic Dodge	Enh	C
93	Neutralize	Enh	C
94	Big Gun	Enh	C
95	Persistence	Enh	C
96	Counter Enhancement	Enh	Pop
97	Rebirth	Enh	R
98	Team Support	Enh	UR
99	Spawn Battle Horse	Enh	UR
100	Med. Spawn-Level 4:6:8:9	Cha	Cha
101	Mutant Spawn	Cha	UR
102	Future Spawn	Cha	UR
103	Dark Broody Guy	Cha	UR
104	Rogue Myru	Cha	Pop
105	Rogue Angel	Cha	C
106	Thugs	Cha	R
107	Vertebreaker	Cha	Cha
108	Boomer	Cha	Pop
109	Chugan Metabuse	Cha	Pop
110	Mad Spawn-Level 3:5:6:4	Cha	Cha
111	Soul-Scalper	Cha	Pop
112	Ice-Sniper	Cha	Pop
113	Meta-Squid	Cha	UR
114	Arsenal	Cha	UR
115	Ghastly Guardian	Enh	R
116	Vindicator	Enh	Pop
117	Count Cagliostro	Cha	Pop
118	Jason Wynn	Cha	Cha
119	Malebolgia	Enh	C
120	Fast Attack	Enh	C
121	Force Field	Enh	C
122	Glaning Blood	Enh	C
123	Uneasy Truce	Enh	Pop
124	Partner	Enh	Pop
125	Bullseye!	Enh	Pop
126	Rejuvenate	Enh	Pop
127	Berserk!	Enh	Pop
128	Fatal Strike	Enh	Pop
129	Haymaker	Enh	Pop
130	Hard Target	Enh	C
131	Return Fire	Enh	Pop
132	Dazes	Enh	Pop
133	Forestall	Enh	C
134	Disarm	Enh	Pop
135	Mystical Sword	Enh	UR
136	Mystical Armor	Enh	UR
137	Warrior Angel	Enh	UR
138	Spawn Alley	Enh	R
139	Street Rank	Enh	Pop
140	Sibling Rivalry	Enh	Pop
141	Cosmic Angela	Cha	Cha
142	Soul-Gaunt	Enh	R
143	Chain Frenzy!	Enh	R
144	Spawn Unmasked	Enh	R
145	Cape Attack	Enh	R
146	Divine Intervention	Enh	R
147	Angelic Ribbons	Enh	R
148	Hunting License	Enh	R
149	Blood Scurrying	Enh	R
150	Cal Phlebotic	Enh	R
151	Phlebotic Taut	Enh	R
152	First Impression	Enh	C
153	Shadow of Evil	Enh	C
154	Holy Light	Enh	C
155	Innocent Bystanders	Enh	C
156	The Fuzz	Enh	C
157	Bliss	Enh	C
158	Curse	Enh	C
159	Image Crossover	Enh	R
160	Company Crossover	Enh	R
161	Takover Bowery	Mis	C
162	Invasive Elysium	Mis	C
163	Invasive Hell	Mis	C
164	Invasive Earth	Mis	C
165	Wreck Havok	Mis	C
166	Torment the Living	Mis	C
167	Destroy Building	Mis	C
168	Control Organized Crime	Mis	C
169	Assassination Attempt	Mis	C
170	Dominant Small Country	Mis	C
171	Power Drain	Enh	Pop
172	Massive Strength	Enh	R
173	Massive Speed	Enh	R
174	Massive Will	Enh	C
175	Massive Aura	Enh	C
176	Blinding Flash	Enh	Pop
177	Protected Senses	Enh	C
178	Cops	Enh	Pop
179	Tactical Nuke	Enh	Pop
180	Discovery Armory	Enh	Pop

HAND BOO!

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

The *InQuest* Players 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 in the Players Guide Spotlight.

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 depends 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.

SAMPLE LISTING

A	R	T	U	S	6	DK
Book of Rass	ART	U	Sev	6	DK	
2: Sacrifice 2 life to draw 1 card.						
Bottle of Suleiman	ART	R	3	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	6	6	AQ,TH	
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.						
Candleabra of Tawnos	ART	R	1	1	AQ	
X: Untap X separate lands.						
Celestial Prism	ART	U	3	3	A,W,U,R,4TH	
2, T: Provides 1 mana of any color (play as an interrupt).						
Chaos Orb	ART	R	2	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."

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▲ Bottle of Suleiman is a rare artifact, 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 Cthulhu told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts listed below. Cthulhu had next to nothing to do with it.

MAGIC: THE GATHERING



SHELKIN BROWNIE CARD DESCRIPTION

- A** — Card Name.
- B** — Kind. Summon Faerie means the Brownie is a creature of "the genus Faerie."
- C** — Description. The description of exactly what the card can do.
- D** — Flavor Text. A funny or informative quote, usually historical in nature.
- E** — Artist.
- 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 symbol 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
Brackschmidt, Kev	KBr
Brudi, Cornelius	CBr
Buck, Catherine	CBu
Danfarth, 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
Kamon, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masnes, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrflors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRA
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

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

SET ABBREVIATIONS

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

SPOTLIGHT:

SHADOWFIST

SHADOWFIST CARD DESCRIPTION

A. Card Name: Believe it or not, this is where they put the name of the card.

B. Description: This tells you what the card does. If a character has any special abilities, they're listed here.

C. Flavor Text: In game terms, this little line of italicized text is meaningless. (But a lot of them are funny to read anyway.)

D. Cost: Letters represent resource requirements for putting cards into play, while numbers indicate the amount of power you have to spend to play the card.

E. Artist: The swell guy or gal who has graced us with the card's lovely picture.

F. Resources: If the card provides you with any resources, they're listed here. In the players guide, the resources a site produces (if any) are listed under the Power heading.

G. Fight Score: The combat value of a character. This is how much damage it deals and can suck up before it dies.

H. Power: The amount of power a site generates at the beginning of each of your turns. In addition, any resources the site produces are listed under this heading in the players guide.

I. Body: The amount of damage a site can take before it is crushed.

J. Type: Some sites are sites, others are *feng shui* sites, and still others are something else.

K. Subtitle: A more general description of the character. Some cards refer to specific subtitles.

L. Category: This tells you if a card is an Event, Edge, or State.

This month we give you all the in-depth info for the rip-roaring, high-flying, cheesy martial arts game *Shadowfist*. In the game of *Shadowfist*, players control characters of various factions who are trying to control the world's *feng shui* sites (places of mystical power). You can play your own *feng shui* sites, but sooner or later, you'll have to take one from someone else, and don't think they're gonna let you grab it without a fight. And watch out who you send in for combat. Your characters could get smoked, or even worse, toasted. That's right, when it comes to cheese, this game has it all—everything from gun-toting karate street punks to kick-ass Confucian monks to mad scientists from the future. Don't say we didn't warn you...

SHADOWFIST

Abbreviations

A	Ascended
c	Chi
D	Dragons
h	High Tech
E	Eaters of the Lotus
m	Magic
F	Architects of the Flesh
G	Guiding Hand
J	Jammers
M	Four Monarchs

SHADOWFIST

Artists

Since many of the artists who worked on *Shadowfist* also worked on *Magic* cards, if an artist name is not listed here, you can refer to the *Magic* artist list.

Bruton, Heather	HBr
Detwiler, Dennis	DDi
Lee, April	ALe
Rousselle, Ron	RRo
Vick, Diana	DVi
Yamashita, Kumi	KYa



INQUEST

players guide

Name Kind Rarity Rating Artist Cost Sets Found
Description

ARTIFACTS

Aeolipile ART R ●● HHu 1 FE 1: Sacrifice Aeolipile to deal 2 damage to any target.	Al-cabra's Carpet ART R ●●● Kfo 5 LG 5: Prevent all damage done to you by attacking non-flying creatures.	Aladdin's Lamp ART U ●●● MTe 10 AN,R,4TH X: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.	Aladdin's Ring ART U ●●● Dfr 8 AN,R,4TH 8: Do 4 damage to any target.	Alchor's Tomb ART R ●●● HMc 4 LG 2: Change the color of target permanent you control.	Amulet of Kroog ART C ●●● MOK 2 AQ,4TH 2: Prevent 1 damage to any target.	Ankh of Mishra ART R ●●● AWe 2 A,B,U,R,4TH Do 2 damage to any player who puts a new land into play.	Arena of the Ancients ART R ●● TW6 3 LG, CH Tap all Legends when casting Arena. Legends do not untap normally during untap phase.	Armageddon Clock ART U ●●● AWe 6 AQ,R,4TH Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.	Ashnod's Altar ART U ●●● AMa 3 AQ, CH 0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).	Ashnod's Battle Gear ART U ●● MPo 2 AQ,4TH 2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.	Ashnod's Transmogrator ART U ●●● MTe 1 AQ, CH Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.	Balm of Restoration ART R ●●● MOK 2 FE 1: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.	Bari's Cage ART R ●●● TW6 4 DK, CH 3: Target creature does not untap as usual in its controller's next untap phase.	Basalt Monolith ART U ●●● JMy 3 A,B,U,R T: Add 3 to your mana pool. Spend 3 to untap at any time.	Battering Ram AC C ●●● JMa 2 AQ,4TH Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1	Black Latulus ART R ●●●●● Cru 0 A,B,U 1: Discard to add 3 mana of any single color to your mana pool.	Black Mana Battery ART R ●●● AWe 4 LG,4TH 2: T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).	Black Vise ART U ●●●●● RTh 1 A,B,U,R,4TH Do 1 damage for each card over four opponent has in hand during upkeep.	Blue Mana Battery ART R ●●● AWe 4 LG,4TH 2: T: Add a counter to Blue Mana Battery. T: Add A to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).	Bone Flute ART U ●●●●● Cru 2 DK T: Give all creatures -1/0 until end of turn.	Book of Rass ART U ●●●●● Sev 6 DK, CH 2: Sacrifice 2 life to draw 1 card.	Bottle of Suleiman ART R ●●● JMy 4 AN,R 1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.	Brass Man AC U ●●●●● Cru 1 AN,R,4TH Play 1 during upkeep to untap. 1/3.	Bronze Horse AC R ●●●●● MPo 7 LG, CH Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.	Bronze Tablet ART R ●●● TW6 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.
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Name Kind Rarity Rating Artist Cost Sets Found
Description

Celestial Prism ART U ●●●●● AWe 3 A,B,U,R,4TH 2: T: Provides 1 mana of any color (play as an interrupt).	Chaos Orb ART R ●●●●● MTe 2 A,B,U 1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.	City in a Bottle ART R ●●● DTu 2 AN Remove all Arabian Nights cards from play; prevent new ones from being put into play.	Clay Statue AC C ●●● JMy 4 AQ,4TH 2: Regenerates. 3/1.	Clockwork Avian AC R ●●●●● RAF 5 AQ,4TH Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which tops Avian. 0/4.
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The Wretched: Before Seraph and the Kravkin Vampire, there was The Wretched. Even more potent than his *Ice Age* friends, The Wretched doesn't even have to kill a creature to control it; all he has to do is block or be blocked! Cards like Gaseous Form and Horn of Deafening can insure that The Wretched won't die or kill the creature it plans on taking over.

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

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

Inventory Cup ART U ... Ama 1 A,B,U,R,4TH
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.
• Ivory Tower ART U ... MDK 1 AQ,R,4TH
Take 1 life for each card over four you have in hand during upkeep.
Jade Manolith ART R ... Ama 4 A,B,U,R,4TH
1: Take all damage done to any creature on yourself instead.
Jade Statue ART U ... Dfr 4 A,B,U
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.
Jalum Tome ART R ... TW6 3 AQ, CH
2: Draw a card from your library and discard a card of your choosing to your graveyard.
Jandar's King ART R ... Dfr 6 AN,R
2: Discard a card you just drew, and draw another to replace it.
Jandar's Saddlebags ART R ... DWI 2 AN,R,4TH
3: Untap a creature.
Jayemdae Tome ART R ... MTe 4 A,B,U,R,4TH
4: Draw 1 extra card.
• Jeweled Bird ART R ... AW4 1 AN, CH
T: Exchange Bird for your ante, then draw a new card.
Juggernaut AC U ... Dfr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.
Knowledge Vault ART R ... AW4 4 LG
2: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.
Kormus Bell ART R ... Cru 4 A,B,U,R,4TH
Treat all swamps in play as 1/1 creatures that can be tapped for B.
Kry Shield ART U ... RTh 2 LG
2: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.
Library of Leng ART U ... DGe 1 A,B,U,R,4TH
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.
Life Chisel ART U ... AW4 4 LG
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.
Life Matrix ART R ... AW4 4 LG
4: Put a counter on target creature during upkeep. Remove counter to regenerate creature.
Living Armor ART U ... Ama 4 DK, CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.
Living Wall AC U ... Ama 4 A,B,U,R
Counts as a wall. 1: Regenerates. 0/6.
• Mana Matrix ART R ... MTe 6 LG
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.
Mana Crypt ART R ... MTe 0 BOOK
2: Colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.
Mana Vault ART R ... MTe 1 A,B,U,R,4TH
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.
Marble Priest AC U ... MBe 5 LG
All walls able to block. Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.
Meekstone ART R ... QHo 1 A,B,U,R,4TH
Any creature with power greater than 2 may not be untapped as normal during the untap phase.
Mightstone ART U ... Pv6 4 AQ
All attacking creatures gain +1/+0.
Millstone ART U ... Kfo 2 AQ,R,4TH
2: Take the top 2 cards from target player's library and place them in target player's graveyard.
• Mirror Universe ART R ... Pfo 6 LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.
Mishra's War Machine AC R ... AW4 7 A,B,U,R,4TH
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.
• Max Emerald ART R ... Dfr 0 A,B,U
T: Add G to your mana pool.
• Max Jet ART R ... Dfr 0 A,B,U
T: Add B to your mana pool.
• Max Pearl ART R ... Dfr 0 A,B,U
T: Add W to your mana pool.
• Max Ruby ART R ... Dfr 0 A,B,U
T: Add R to your mana pool.
• Max Sapphire ART R ... Dfr 0 A,B,U
T: Add U to your mana pool.
Necropolis AC U ... NTh 5 DK
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.
Nevinyral's Disk ART R ... MTe 4 A,B,U,R,4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyral's Disk. Nevinyral's Disk enters play tapped.

North Star ART R ... Kfo 4 LG
4: T: You may cast one spell this turn using mana of any color.
Nova Pentacle ART R ... RTh 4 LG
3: T: Redirect all damage done to you by one source to target creature of opponent's choice.
Obelisk of Undoing ART R ... TW6 1 AQ, CH
6: Take 6 of your permanents in play back to your hand, discarding enchantments on such cards.
Obsidian Golem AC U ... JMy 6 A,B,U,R,4TH
4/6.
Onulet AC U ... Ama 3 AQ,R,4TH
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.
Ornithopter ART C ... AW4 0 AQ,R,4TH
Flying. 0/2.
Planar Gate ART R ... MBe 6 LG
Pay 2 colorless mana less when casting a summon spell.
Primal Clay AC U ... Kfo 6 AQ,R,4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.
Pyramids ART R ... AW4 6 AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.
Rack, The ART U ... RTh 1 AQ,R,4TH
Do 1 damage for each card under three opponent has in hand during upkeep.

Sentinel AC R ... RAF 4 LG, CH
*=1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/2.
Serpent Generator ART R ... MTe 6 LG, CH
4: T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.
Shapeshifter AC U ... Dfr 6 AQ,4TH
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-).
Skull of Orm ART U ... TW6 3 DK
5: T: Bring an enchantment card from your graveyard into your hand.
• Sol Ring ART U ... MTe 1 A,B,U,R
T: Add 2 to your mana pool (play as an interrupt).
Soul Net ART U ... DWI 1 A,B,U,R,4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.
Spirit Shield ART R ... SKI 3 FE
2: Make target creature +0/+2 as long as Spirit Shield is tapped. You may target Spirit Shield tapped during your untap phase.
Staff of Zegon ART C ... MPA 4 AQ
3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.



Erhnam Djinn & Scarwood Hag: Four mana for a 4/5 creature is good, but unless you have some way of keeping things under control when the Djinn has some friends over, you might be in for big trouble. When all else fails, call the Scarwood Hag for help. By stripping the Erhnam's target of its forewalk ability, she'll keep away unwanted guests.

ERHNAME DJINN SCARWOOD HAG

Rakalite ART U ... Cru 6 AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.
Red Mana Battery ART R ... MTe 4 LG,4TH
2: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).
Reflecting Mirror ART U ... MPA 4 DK
X: T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.
Relic Barrier ART U ... HMc 2 LG
T: Tap target artifact.
Ring of Immortals ART R ... MBe 5 LG
3: T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).
Ring of Mo'ru ART R ... Dfr 5 AN
5: Sacrifice Ring of Mo'ru to select a card from outside the game instead of drawing.
Ring of Renewal ART R ... DSh 5 FE
5: T: Randomly discard a card from your hand to draw two cards.
Rocket Launcher ART U ... Pv6 4 AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is not used until it begins a turn in play on your side.
Rod of Ruin ART U ... Cru 4 A,B,U,R,4TH
3: T: Do 1 damage to any target.
Runesword ART U ... Cru 6 DK, CH
3: T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.
Sunglasses of Urza ART R ... Dfr 3 A,B,U,R,4TH
Your plains may generate either white or red mana.
Sandals of Abdallah ART R ... Dfr 4 AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.
Scarcrow AC U ... Ama 5 DK
6: T: Negate all damage done to you by flying creatures until end of turn. 2/2.

Standing Stones ART U ... Sev 3 DK
1: T: Sacrifice 1 life to add 1 mana of any color to your mana pool.
Stone Calendar ART R ... AW4 5 DK
Your spells cost 1 less to cast; casting cost cannot go below 0.
Su-Chi AC U ... Cru 4 AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless.
Sunglasses of Urza ART R ... Dfr 3 A,B,U,R,4TH
Your plains may generate either a white or red mana.
• Sword of the Ages ART R ... DSh 5 LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game. mana 4/4.
Tablet of Ephyra ART C ... Cru 1 AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.
Tawnos's Coffin ART R ... Cru 4 AQ
3: T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.
Tawnos's Wand ART U ... DSh 4 AQ,4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after creature is chosen.
Tawnos's Weaponry ART U ... Dfr 2 AQ,4TH
2: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.
Tetravus AC R ... MTe 6 AQ,4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.
Throne of Bone ART U ... Ama 1 A,B,U,R,4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.

Legend table with symbols for Restricted/Banned, Artifact Creature, Artifact, Enchant Creature, Enchant Enchantment, Enchant Land, Enchantment, Enhance World, Enhance, Interrupt, Interrupt LAN Land, Summon Creature, Sorcery, Cumulative Upkeep



players guide

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
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- Time Vault** ART R **** MTe 2 A,B,U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.
- Tormod's Crypt** ART U **** CRu 0 DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.
- Tower of Coireall** ART U ** DFr 2 DK
T: Make target creature unblockable by walls until end of turn.
- Triassic Egg** ART R *** DFr 4 LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.



RABID WOMBAT



DIVINE TRANSFORMATION

Rabid Wombat & Divine Transformation:
It's out of control! It's rabid! It's... divine? You bet! Throw a Divine Transformation on a Rabid Wombat and it gains +5/+5! Holy marsupial, Batman! The Wombat options are endless: Aspect of Wolf, Web, Holy Strength—they all pump up this eager beaver (uh, marsupial). Try an Unholy Strength and Flight for a massive Serra-bat!

- Triskellon** AC R **** DSh 6 AQ, 4TH
Give Triskellon 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 **** AWo 6 AQ, 4TH
0: Avenge losses -1/-1 and you may give it either flying, bonding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.
- Urza's Chalice** ART C ** JMw 1 AQ
1: Take 1 life for any artifact cost. Can only give 1 life for each time an artifact is cast.
- Urza's Miser** 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 Miser may not be used when you destroy an artifact to gain benefits from another card.
- Voodoo Doll** ART R ** Sev 6 LG, CH
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 **** TWo 4 DK
3: War barge 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.

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
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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.

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 *** PwE 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 *** Mhi B2 FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKI, JMe, RSp, PwE. 1/3.

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
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- Cyclopan Mummy** SC C * EBe B1 LG, 4TH
Remove Mummy from game if it goes to graveyard. 2/1.
- Dark Ritual** INT C **** Sev B A,B,U,R, 4TH
Add BBB to your pool of mana.
- Darkness** INS C *** HMc B LG
Creatures attack and block as normal but deal no damage.
- Darppact** 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 block.
- 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 **** JMv 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.
- Derealer** SC R ** AMa B3 FE
Your block 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 *** JMv 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.
- Eh-Hajoj** SC R ** DWI B1 AN,R, 4TH
Gain 1 life for every point of damage Eh-Hajoj 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 ** JMv 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 basic swamp.
- Fallen** The SC U ** JMv BBB1 DK, CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.
- Fallen Angel** SC U **** DSh BB3 LG, CH
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 block or artifact creatures may block target creature.
- Frankenstein's Monster** SC R ** AMa BXB 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 creature.
- 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, CH
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: Take 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 **** KMw B3 AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.
- Hasran Ogress** SC C ** DFr BB AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.
- Haunting Wind** EN U **** JMh B3 AQ
Do 1 damage to target'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.
- Hull's Creakle** SC R **** Sev B3 LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.

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				
Hellfire	SOR	R	••••	PvE	BBB2	LG	Nameless Race	SC	R	••••	QHo	B3	DK	Season of the Witch	EN	R	••••	JMy	BBB	DK							
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.							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. */*							At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.													
Horror of Horrors	EN	U	•••	MTe	BB3	LG	Necrite	SC	C	••	Multi	BB1	FE	Senjir Vampire	SC	U	•••••	AMa	BB3	A,B,U,R,4TH							
Sacrifice a swamp to regenerate a black creature.							If Necrite attacks without being blocked, you may sacrifice it to buy a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRU, RSp, DiU, 2/2.							Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.													
Howl from Beyond	INS	C	••••	MPo	BX	A,B,U,R,4TH	Nether Shadow	SC	R	••••	CRu	BB	A,B,U,R,4TH	Sewars of Estark	INS	R	••••	MBe	BB2	BOOK							
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.							If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.													
Hymn to Touroach	SOR	C	•••••	Multi	BB	QHo	Nether Void	EW	R	••••	HMc	B3	LG	Shimian Night Stalker	SC	U	••••	JMy	BB3	LG, CH							
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKV, S/C.							Counter all spells unless their casters pay an extra 3.							Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.													
Hypnotic Specter	SC	U	•••••	Dsh	BB1	A,B,U,R,4TH	Nettling Imp	SC	U	••••	QHo	B2	A,B,U,R	Simulacrum	INS	U	•••••	MPo	B1	A,B,U,R,4TH							
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 her attack. 1/1.							Retroactively divert all damage done to you this turn to one of your creatures.													
Imprison	EC	R	••••	CRu	B	LG	Nightmare	SC	R	••••	MBe	B5	A,B,U,R,4TH	Sinkhole	SOR	C	••••	Sev	BB	A,B,U							
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. */*.							Destroy a land.													
Infernal Medusa	SC	U	•••	AMa	BB3	LG	Order of the Ebon Hand	SC	C	•••••	Multi	BB	FE	Sorcerer Queen	SC	R	•••••	KFo	BB1	AN,R,4TH							
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.							Protection from white. BB: +/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp, 2/1.							T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.													
Initiatives of the Ebon Hand	SC	C	•••	Multi	B	FE	Oublette	EN	C	•••••	Dsh	BB1	AN	Soul Exchange	SOR	U	•••••	AWa	BB	FE							
1: Add B to your mana pool (play as an interrupt). Bury Initiatives of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, KFo, Hhu, 1/1.							Place target creature out of play.							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.													
Inquisition	SOR	C	•	AMa	B2	DK																					
Examine target player's hand. Do 1 damage to for each white card in hand.																											



RECALL



FORK

Recall & Fork: Can somebody explain why Wizards of the Coast decided to reprint one of the most powerful cards in *Legends*? On second thought, who cares? Now that you've got your own Recall, try this trick: cast Recall for a respectable amount, then Fork it. You get double the cards, but don't have to discard any more cards or spend any more mana. It's twice as nice!

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	A,B,U,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	B1	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: HXu, RKF, MTe, 2/2.						
Mind Thrill	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	BBS	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.						

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 to 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 of Yawgmoth	SC	C	•	Mta	B1	AQ
T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.						
Quagmirra	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	•••	JMa	B	A,B,U,R,4TH
Bring a creature from your graveyard into your hand.						
Royal Assassin	SC	R	•••••	TWb	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 a 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	••••	JMa	B3	A,B,U,R,4TH
At the end of turn, add a counter for each other creature played in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.						

Touch of Darkness	INS	U	••••	PvE	BO	LG
Target creature changes the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Touroach's Chant	EN	U	••••	RKF	BB1	FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
Touroach's Gate	EL	R	••••	Sev	B1	FE
You may only cast Touroach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Touroach's Gate when there are no time counters on it. 0: Tap the land Touroach's Gate enchants to give all your attacking creatures +2/+1 until end of turn.						
Transmutation	INS	C	••••	SvC	B1	LG, CH
Target creature's power and toughness are switched until end of turn. Effects altering power after toughness instead, and vice versa.						
Uncle Istvan	SC	U	••••	DGe	BBB1	DK,4TH
Creatures cannot damage Uncle Istvan. 1/3.						
Underworld Dreams	EN	U	••••	JBa	BBB	LG
Do 1 damage to opponent for each card drawn.						
Unholy Strength	EC	C	••••	DSh	B	A,B,U,R,4TH
Target creature gains +2/+1.						
Vampire Bats	SC	R	••••	AMa	B	LG,4TH
Flying. B: Give Bats +1/+0 until end of turn. Only BB may spend this way per turn. 0/1.						
Walking Dead	SC	C	••••	Dfr	B1	LG
B: Regenerates. 1/1.						
Wall of Bone	SC	U	••••	AMa	B2	A,B,U,R,4TH
B: Regenerates. 1/4.						
Wall of Putrid Flesh	SC	U	••••	RTh	B2	LG
Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						
Wall of Shadows	SC	C	••••	PvE	BB	LG, CH
Damage done to Wall of Shadows by creatures if blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Wall of Tombstones	SC	U	••••	Dfr	B1	LG
=the number of creatures in your graveyard. 0/+1						
Warp Artifact	EA	R	••••	AMa	BB	A,B,U,R,4TH
Do 1 damage to target artifact's controller during upkeep.						

•/• Restricted/Forbidden
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 Intangible
LAN Land

SC Summon Creature
SOR Sorcery

CU Cumulative Upkeep
CUM Cumulative



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Foond
Weakness Target creature loses 2/-1.	EC	C	◆◆◆	DSH	BO	A,B,U,R,4TH	
Will-O'-The-Wisp Flying, B; Regenerates, 0/1.	SC	R	◆◆◆◆	JMy	B	A,B,U,R,4TH	
Word of Binding Tap X creatures.	SOR	C	◆◆	RSp	BBX	DK,4TH	
Word of Command Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	◆	JMy	BB	A,B,U	
Worms of the Earth No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	◆	AmA	BBB2	DK	
Wretched, The After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control, 2/5.	SC	R	◆◆	CRu	BB3	LG, CH	
Xenic Poltergeist T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	R	◆◆	Dfr	BB1	AQ, 4TH	
Yawmoth Demon Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawmoth Demon taps to do 2 damage to you. 6/6.	SC	R	◆◆	Sev	BB4	AQ, CH	



HELL'S CARETAKER



RUKH EGG

J Hell's Caretaker & Rukh Egg: Here's one of the more ruthless combos in the game. Sacrifice a Rukh Egg to the Hell's Caretaker, and you get a 4/4 flying creature. Next turn, sacrifice one of your other creatures to get the Rukh Egg back. On the turn after that, "sit" the Egg for another flying beastie. Get the picture? This trick works even better with two Rukh Eggs. Warning: you may find yourself losing your friends faster than your eggs.

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Foond
Boomerang Return target permanent to owner's hand.	INS	C	◆◆◆	BSn	UU	LG, CH	
Brangleysayer Target player must draw X cards.	SOR	R	◆◆◆◆	MTe	UUX	A,B,U,R	
Brine Hag If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2, 2/2.	SC	U	◆	QHo	UU2	LG	
Clone Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.	SC	U	◆◆◆	JBa	U3	A,B,U,R	
Control Magic Control target creature until enchantment is discarded or game ends.	EC	U	◆◆◆◆	DWi	UU2	A,B,U,R,4TH	
Copy Artifact Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	◆◆◆◆	AWe	U1	A,B,U,R,4TH	
Counterspell Counter target spell as it is being cast.	INT	U	◆◆◆◆	MPo	UU	A,B,U,R,4TH	
Creature Bond If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	◆◆	AmA	U1	A,B,U,R,4TH	
Dance of Many When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UUD during upkeep or Destroy Dance of Many.	EN	R	◆◆	Sev	UU	DK, CH	
Dandan Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	◆	DTu	UU	AN, CH	
Deep Spawn Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it is of the type. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	◆◆	MTe	UUUS	FE	
Feedback Do 1 damage to controller of target enchantment during upkeep.	EE	U	◆◆	QHo	U2A,B,U,R,4TH		
Field of Dreams The top card in every library plays face up.	EW	R	◆◆◆	KFo	U	LG	
Fishliver Oil Give target creature islandwalk.	EC	C	◆◆◆	AmA	U1	AN, CH	
Flash Counter Counter target interact or instant spell.	INT	C	◆◆	HMc	U1	LG	
Flash Flood Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	◆	TWä	U	LG, CH	
Flight Target creature now has flying.	EC	C	◆◆	AmA	U	A,B,U,R,4TH	
Flood UU: Tap target non-flying creature.	EN	C	◆◆	DDe	U	DK,4TH	
Flying Men Flying, 1/1.	SC	C	◆◆◆	CRu	U	AN	
Force Spike Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	◆◆	BWa	U	LG	
Gaseous Form Target creature deals no damage in combat.	EC	C	◆◆	PFo	U2	LG	
Ghost Ship Flying, UUU; Regenerates, 2/4.	SC	U	◆◆◆	TWä	UU2	DK,4TH	
Giant Shark When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	◆◆	TWä	U5	DK	
Giant Tortoise +0/+3 while untapped, 1/1.	SC	C	◆◆	KFo	U1	AN,4TH	
Glyph of Delusion SC X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	◆	SVC	U	LG	
High Tide All islands produce an additional U until end of turn. Artists: AmA, DTu, AWa.	INS	C	◆◆◆	Multi	U	FE	
Homarid Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHo, MTe, BWA, 2/2.	SC	C	◆	Multi	U2	FE	
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	◆◆	AWe	UU2	FE	
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	◆◆◆	DSH	UU	FE	
Homarid Warrior U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSH, 3/3.	SC	C	◆◆	Multi	U4	FE	
Hurkyl's Recall Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	◆◆	Nth	U1	AQ,R,4TH	
In the Eye of Chaos Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	◆	CRu	U2	LG	
Invisibility Target creature may only be blocked by walls.	EC	C	◆◆◆	AmA	UU	A,B,U	
Invoke Prejudice Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	◆◆	HMc	UUUU	LG	
Island Fish Jasconius Poy UUUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.	SC	R	◆◆	JMy	UUU4	AN,R,4TH	
Jump Target creature has flying until end of turn.	INS	C	◆◆	MPo	U	A,B,U,R,4TH	
Juxtapose Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if either player has none of them.	SOR	R	◆◆	JHo	U3	LG, CH	
Land Equilibrium If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	R	◆◆	JMy	UU2	LG	
Leviathan Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	◆◆	MTe	UUUU5	DK,4TH	
Lifetop Gain 1 life whenever opponent taps a forest.	EN	U	◆◆◆	AmA	UU	A,B,U,R,4TH	
Lord of Atlantis White Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1, 2/2.	SC	R	◆◆	MBe	UU	A,B,U,R,4TH	
Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	INT	R	◆◆◆	JBa	U	A,B,U,R,4TH	
Mahamoti Djinn Flying, 5/6.	SC	R	◆◆◆	Dfr	UU4	A,B,U,R,4TH	
Deep Water U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	◆◆	JMe	UU	DK	
Devouring Deep Islandwalk, 1/2.	SC	C	◆◆	LDa	U2	LG	
Dranfina's Restoration Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	◆◆	AWe	U	AQ	
Drain Power Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	◆◆◆	DSH	UU	A,B,U,R,4TH	
Dream Coat Change target creature's color to another color (play as an interrupt).	EC	U	◆◆	AWa	U	LG	
Drowned B; Regenerates, 1/1.	SC	C	◆	QHo	U1	DK	
Elder Spawn Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	◆	JMy	UUU4	LG	
Electric Eel KK: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	◆	AmA	U	DK	
Enchantment Alteration Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	C	◆◆◆	BSn	U	LG, CH	
Energy Flux Each artifact requires 2 during upkeep or it must be discarded.	EN	U	◆◆	KFo	U2	R,4TH	
Energy Tap Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	◆◆	DGe	U	LG,4TH	
Erosion Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	◆◆	PVe	UUU	DK,4TH	

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

BLUE

Acid Rain Destroy all forests in play.	SOR	R	◆◆	Nth	U3	LG	
Air Elemental Flying, 4/4.	SC	U	◆◆◆	RTh	UU3	A,B,U,R,4TH	
Amnesia Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	◆◆	MPo	UUU3	DK	
Ancestral Recall Target player must draw 3 cards.	INS	R	◆◆◆	MPo	U	A,B,U	
Animate Artifact Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	◆◆	DSH	U3	A,B,U,R,4TH	
Anti-Magic Aura Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	◆◆◆	DSH	U2	LG	
Apprentice Wizard U: Add 3 to your mana pool (play as an interrupt). 0/1.	SC	◆◆	DFr	UU1		DK,4TH	
Azure Drake Flying, 2/4.	SC	U	◆◆	DFr	U3	LG, CH	
Backfire For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	◆◆	BSn	U	LG,4TH	
Blue Elemental Blast Counter a red spell being cast or destroys a red card in play.	INT	C	◆◆	RTh	U	A,B,U,R,4TH	

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 Drain Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	★★★★	MTe	UU	LG	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	Spectral Cloak Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	★★★★	RAI	UU	LG
Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	★★	DWf	U2		Psychic Venom Do 2 damage to target land's controller whenever target land is tapped.	EL	C	★★	BSn	U1 A,B,U,R,4TH		Spell Blast Counter target spell; X is casting cost of target spell.	INT	C	★★★★	BSn	UX	A,B,U,R,4TH
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	Puppet Master If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.	EC	U	★★	SeV	UUU	LG, CH	Stasis Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next upkeep phase.	EN	R	★★	Flo	U1	A,B,U,R,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	★★	TWu	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	UX	LG, CH	Steal Artifact Take control of target artifact.	EA	U	★★	AWe	UU2	A,B,U,R,4TH
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	★★	AMa	U	AQ,R	Sunken City All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.	EN	C	★★	JMy	UU	DK,4TH
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	Syvenlute 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
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: JHu, MOK, DTU, PVe.	EC	C	★★	MuI	UU2	FE	Remove Soul Counter target summon spell.	INT	C	★★	BSn	U1	LG, CH	Tangle Kelp Target creature stays tapped during upkeep phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.	EC	U	★★	RAI	U	DK
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	★★	Nte	UU	LG	Telekinesis Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two upturn phases.	INS	R	★★	DGe	UU	LG
							Reverberation Redirect damage from a sorcery to its caster.	INS	R	★★★★	JHa	UU2	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, CH



SOL'KANAR THE SWAMP KING



TRIASSIC EGG

Sol'kanar the Swamp King & Triassic Egg: You might have a tough time getting out three-color nashes like Sol'kanar. That's where the Triassic Egg comes in. Load up those counters, then sac the Egg to hatch a big creature when your opponent least suspects it. Just before the declaration of blockers is an especially nice time for a birthday party...

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
Pari Water Give X target creatures island walk until end of turn.	SOR	U	★★	Nth	UX	LG
Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	★★	MPo	U3	A,B,U,R,4TH
Phantasmal Terrain Target land switches to any basic land type chosen by caster.	EL	C	★★	DWf	UU	A,B,U,R,4TH
Phantom Monster Flying. 3/3.	SC	R	★★	JMy	U3	A,B,U,R,4TH
Pirate Ship T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	EA	U	★★	DSh	UU	AQ
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.	EE	C	★★	DTu	U1	A,B,U,R,4TH
Power Leak Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.	INT	C	★★★★	RTh	UX	A,B,U,R,4TH
Power Sink Counter target spell unless its caster spends X more mana. Target spell's controller must spend all available mana from lands and mana pool until X is met.	SC	C	★★	DSh	U2	A,B,U,R,4TH
Prodigal Sorcerer T: Do 1 damage to any target. 1/1.	INS	U	★★	DSh	U2	A,B,U
Psionic Blast Do 4 damage to any target and 2 damage to you.	SC	R	★★	JHa	U4	LG,4TH
Psionic Entity T: Do 2 damage to any target and 3 damage to itself. 2/2.	EN	R	★★	MTe	UU3	DK
Psychic Allegory Choose a color when Psychic Allegory 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 Allegory.	EN	R	★★★★	MTe	UU3	DK

Riptide Tap all blue creatures.	INS	C	★★	RAF	U	DK
River Merfolk U: Give River Merfolk mountaintop walk until end of turn. 2/1.	SC	R	★★	DSh	UU	FE
Sage of Lal-Lam SVC C	SC	C	★★	PVe	U1	
Sea King's Blessing Change the color of any number of target creatures to blue until end of turn.	INS	U	★★	RAF	U	LG
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	US	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
Serendib Djinn Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	★★	AMa	UU2	AN
Serendib Efreet Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	★★	AMa	U2	AN,R
Silhouette Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	★★	RFo	U4	LG
Sinbad T: Draw new card, you may only keep it if it's a land. 1/1.	SC	U	★★	JBa	U1	AN,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	★★	AMa	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

Swamp King & Triassic Egg You might have a tough time getting out three-color nashes like Sol'kanar. That's where the Triassic Egg comes in. Load up those counters, then sac the Egg to hatch a big creature when your opponent least suspects it. Just before the declaration of blockers is an especially nice time for a birthday party...	INS	R	★★	JHa	UU2	LG
Tidal Influence Pay U 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	★★	TWu	U2	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
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
Time Twister Pay U Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	★★★★	MTe	U2	A,B,U
Transmute Artifact Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	★★	AMa	UU	AQ
Twiddle Put X onto any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	★★	RAI	U	A,B,U,4TH
Underrow Creatures with islandwalk may be blocked.	EN	U	★★	RAF	U2	LG
Unstable Mutation Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. Those counters remain until creature dies or game ends, even if Unstable Mutation is removed.	EC	C	★★	DSh	UX	AN,R,4TH
Unsummon Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	★★	DSh	U	A,B,U,R,4TH
Vernarian Gold Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	★★	DGe	UU	UX
Vesuvan Doppelgangler Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.	SC	R	★★	QHo	UU3	A,B,U,R
Vodalian Knights Flying ability until end of turn. First strike. U: Give Vodalian Knights flying ability until end of turn. Pay Vodalian Knights whenever you control no islands. 2/2.	SC	R	★★	SVC	UU1	FE
Vodalian Mage U: T: Counter a target spell unless caster pays an additional 1. QHo. SVC. MPo 1/1.	SC	C	★★	MuI	U2	FE
Vodalian Soldiers Artists: MBa, RFf, JMa, SVC 1/2.	SC	C	★★	MuI	U1	FE
Vodalian War Machine Tap target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk topped in this manner this turn are destroyed. 0/4.	SC	R	★★	AWe	UU1	FE
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	★★	DSh	UU	UX



players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Shelkin Brownie T: Remove the banding ability from target creature until end of turn. 1/1.	SC	C	•	DSh	G1	LE
Singing Tree T: Reduce attacking creature's power to 0 until end of turn. 0/3.	SC	R	•••	RAJ	G3	AN
Spitting Slug G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.	SC	U	••	AMa	GG1	DK
Spore Cloud Top all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWz.	INS	C	•••	Multi	GG1	FE
Spore Flower Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.	SC	U	•••	MOK	GG	FE
Storm Seeker Do 1 point of damage to opponent for every card he or she has in hand.	INS	U	••••	MPo	G3	LG, CH
Stream of Life Target player gains X life.	SOR	C	••••	MPo	GX	A,B,U,R,4TH
Subdue Target creature deals no damage. It gains X toughness, where X equals its casting cost.	INS	C	••	BSn	G	LG
Sylvan Library You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	EN	R	••••	HMc	G1	LG,4TH
Sylvan Paradise Change the color of one or more target creatures to green until end of turn.	INS	U	••	RAF	G	LG
Thallid Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, into play. Artists: EBe, DGe, JMy, FSp, 1/1.	SC	C	•••	Multi	G	FE
Thallid Devourer Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.	SC	U	•••	RSp	GG1	FE
Thelonite Druid G1: T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	U	••••	MOK	G2	FE
Thelonite Monk T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.	SC	R	•••	BWa	GG2	FE
Tholon's Chant Do 3 damage to any player who puts a swam into play without putting a 1/1 counter on a creature he controls.	EN	U	•••	MBe	GG1	FE
Tholon's Curse Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	•••	PVc	GG	FE
Thicker Basilisk Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	••••	Dfr	GG3	A,B,U,R,4TH
Thorn Thallid During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe, 2/2.	SC	C	•••	Multi	GG1	FE
Timber Wolves Bands. 1/1.	SC	R	•••	MBe	G	A,B,U,R,4TH
Titania's Song Every non-creature artifact in play loses its usual abilities and becomes an artifact creature's song power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.	EN	U	•••	KkG	G3	AQ,R,4TH
Tracker GG: T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.	SC	R	•••	JMa	GG1	DK
Tranquility Discard all enchantments in play.	SOR	C	••••	DSH	G2	A,B,U,R,4TH
Tsunami Destroy all islands in play.	SOR	U	••	Rth	G3	A,B,U,R,4TH
Typhoon Do 1 damage to opponent for each island he or she controls.	SOR	R	••	AMa	G2	LG
Untamed Wilds Search your library for one basic land and put it in play. This does not count as your normal land-played. Resuffle your library afterward.	SOR	U	••	Nth	G2	LG,4TH
Venom All non-wall creatures blocking or blocked by target creature are destroyed after combat.	EC	C	•••	TWa	GG1	DK,4TH

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Verduran Enchantress Draw a card each time you cast an enchantment. 0/2.	SC	R	••	Kbr	GG1	A,B,U,R,4TH
Wall of Brambles G: Regenerates. 2/3.	SC	U	•••	AMa	G2	A,B,U,R,4TH
Wall of Ice 0/7.	SC	U	•••	Rth	G2	A,B,U,R,4TH
Wall of Wood 0/3.	SC	C	••	MTe	G	A,B,U,R,4TH
Wanderlust Do 1 damage to controller of target creature during upkeep.	EC	U	•••	Cbr	G2	A,B,U,R,4TH
War Mammoth Trample. 3/3.	SC	C	••••	JMe	G3	A,B,U,R,4TH
Web Target creature gains +0/+2 and may block flying creatures.	EC	R	••••	RAJ	G	A,B,U,R,4TH
Whipporwill GG: T: Target creature may not regenerate or be the target of damage-preventing or damage redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.	SC	U	••••	DSh	G	DK
Whirling Dervish Protection from block. Gains +1/+1 after each turn in which it damages opponent. 1/1.	SC	U	•••	SVC	GG	LG,4TH
Wild Growth Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL	C	•••	MPo	G	A,B,U,R,4TH
Willow Satyr T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.	SC	R	••	JMe	GG2	LG
Winter Blast Tap X target creatures. Do 2 damage to each target creature with flying.	SOR	U	••••	KFo	GX	LG,4TH
Wolverine Pack Rampage: 2, 2/4.	SC	C	••	JMe	GG2	LG
Wood Elemental -the number of untapped forests you sacrificed when casting Wood Elemental. 7/7.	SC	R	••	BSn	G3	LG
Wormwood Treefolk GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.	SC	R	•••	JMy	GG3	DK
Wyluli Wolf T: Give a creature +1/+1 until end of turn. 1/1.	SC	C	••••	SVC	G1	AN

RED

Active Volcano Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	•	BSn	R	LG, CH
Arathi Berserker Rampage: 3, 2/4.	SC	U	•••	MBe	RRR2	LG
Aladdin RR1: Steal artifact. 1/1.	SC	R	••••	JBa	RR2	AN
Ali Baba R: Tap a wall. 1/1.	SC	U	•••	JBa	R	AN,4TH
Ali from Cairo You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	••••	MPo	RR2	AN
Artifact Blast Counter any artifact or it is being cast.	INT	C	••	MPo	R	AQ
Atag 0: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	•••	JMy	R1	AQ,R
Backdraft Do half the damage (round down) done by one sorcery to the sorcery's caster.	INS	U	•••	BSn	R1	LG
Bull Lightning Trample. Bull Lightning may attack in the turn in which it is summoned. Buy Bull Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	••••	QHq	RRR	DK,4TH
Beasts of Bogardan Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.	SC	U	•••	DGe	R4	LG, CH
Bird Maiden Flying. 1/2.	SC	C	••	KFo	R2	AN,4TH
Blazing Effigy When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.	SC	C	•••	SVC	R1	LG
Blood Lust Make target creatures +4/+4 until end of turn. This makes toughness no lower than 1.	INS	C	••••	AMa	R1	LG,4TH
Blood Moon Turn all non-basic lands into basic mountains while Blood Moon is in play.	EN	R	••••	TWa	R2	DK, CH
Brassloop Orcs Cannot be assigned to block creatures of power greater than 1. Artists: RAJ (two versions), DFr, HHu. 3/2.	SC	C	•	Multi	R2	FE
Brothers of Fire RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.	SC	C	•••	MTe	RR1	DK,4TH
Brute, The Target creature gains +1/0. RRR: Regenerates.	EC	C	•••	MPo	R1	LG,4TH
Burrowing Target creature gains mountainwalk.	EC	C	•••	MPo	R	A,B,U,R,4TH
Cave People Cave People get +1/2 until end of turn when they are declared an attacker. RRR: T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	•••	Dfr	RR1	DK,4TH

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Caverns of Despair No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.	EN	R	••	HMc	RR2	LG
Chain Lighting Do 3 damage to a target. Whenever Chain Lighting does damage, the target or target controller may pay RR for Chain Lighting to do 3 damage to a target of his or her choosing.	SOR	C	•••	Sev	R	LG
Chaosize Changes the color of a card being played or in play to red.	INT	R	••••	DWt	R	A,B,U,R,4TH
Crevasse Creatures with mountainwalk may be blocked.	EN	U	••	RAJ	R2	LG
Crimson Kobolds Crimson Kobolds are red creatures. 0/1.	SC	C	•	AMa	O	LG
Crimson Manicore Flying. R: T: Do 1 damage to target attacking or blocking creature. 2/2.	SC	R	••••	DGe	RR2	LG,4TH
Crookshank Kobolds Crookshank Kobolds are red creatures. 0/1.	SC	C	••	CRu	O	LG
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	•••	CRu	R2	AN



Storm Seeker: Timing is everything with this card. Fast effects can be used during the draw phase (see this month's article on timing), and that's when it's best to use Storm Seeker. For maximum effectiveness, nail your opponent with Storm Seeker right after she draws.

Detonate Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.	SOR	U	••	RAF	RX	AQ,4TH
Disharmony Target attacking creature is untapped and placed under your control until end of turn. X is no longer considered an attacker. Play before blocking is chosen.	INS	R	•••	BWa	R2	LG
Disintegrate Do X damage to a target. If target dies this turn, it is removed from game.	SOR	C	••••	AMa	RX	A,B,U,R,4TH
Dwarven Song Change the color of any number of target creatures to red until end of turn.	INS	U	•••	Dfr	R	LG
Dragon Whelp Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	U	••••	AWa	RR2	A,B,U,R,4TH
Dwarven Armor R: T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	•••	BWa	R	FE
Dwarven catapult Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	•••	JMe	RX	FE
Dwarven Demolition Team T: Destroy a wall. 1/1.	SC	U	•••	KBr	R2	A,B,U
Dwarven Lieutenant R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	••	JMe	RR	FE
Dwarven Soldier If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAJ, RAF. 2/1.	SC	C	•••	MPo	R1	FE
Dwarven Weaponsmith T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.	SC	U	•••	DSH	R2	A,B,U,R,4TH
Dwarven Warriors T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	••••	DSh	R2	A,B,U,R,4TH
Earth Elemental	SC	U	•••	Dfr	RR3	A,B,U,R,4TH

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Earthbind	Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	EC	C	●●●	QHo	R	A,B,U,R
Earthquake	Do X damage to all players and non-flying creatures in play.	SOR	R	●●●	Dfr	RX	A,B,U,R,4TH
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
Eternal Warrior	Target creature does not tap to attack.	EC	C	●●●●	AMo	R	LG,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
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	●●●●	AMo	R	A,B,U
Feint	Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	●●	BSn	R	LG
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,CH
Fire Elemental	5/4.	SC	U	●●●	MBe	RR3	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
Firebreathing	R: +1/+0.	EC	C	●●	Dfr	R	A,B,U,R,4TH

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Goblin Grenade	Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, KSp	SOR	C	●●●	Multi	R	FE
Goblin Hero	SC R ●●● MTe R2	SC	C	●●	MTe	R2	DK
Goblin King	While Goblin King is in play, all Goblinks acquire mountainwalk and 2/2.	SC	R	●●●	JMy	RR1	A,B,U,R,4TH
Goblin Kites	R: Give a target creature your 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	●●	AMo	R1	FE
Goblin Rock Sled	Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	●●	DDe	R1	DK,4TH
Goblin Shrine	If target land is a basic mountain, all Goblinks gain +1/0. Does 1 damage to all Goblinks if it leaves play.	EL	C	●●●	RSp	RR1	DK,CH
Goblin War Drums	Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, Htu, Rxf, JM.	EN	C	●●●●	Multi	R2	FE
Goblin Warrens	R2: Sacrifice two Goblinks to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	●●●●	Dfr	R2	FE
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	PR2	DK
Goblins of the Flag	Mountainwalk. Bury Goblinks of the Flag if its controller controls any Dwarves. 1/1.	SC	C	●●●	TWg	R	DK,CH

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
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,CH
Lightning Bolt	Do 3 damage to one target.	INS	C	●●●●	CRu	R	A,B,U,R,4TH
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
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
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
Manabars	Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	●●	CRu	R3	A,B,U,R,4TH
Mioje Djinn	If Mioje Djinn attacks, flip a coin. If opponent wins flip, Mioje Djinn taps but does not attack. 6/3.	SC	R	●●●	SVC	RRR	AN,R
Monk's Goblin Raiders	1/1.	SC	C	●	JMo	R	A,B,U,R,4TH
Mountain Yeti	Mountainwalk, protection from white. 3/3.	SC	U	●●●●	Dfr	RR2	LG,CH
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
Orc General	T: Sacrifice one Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	C	●	JMy	R2	DK
Orcish Artillery	Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.	SC	U	●●●	AMo	RR1	A,B,U,R,4TH
Orcish Captain	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 Oriflamme	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	●●●●	Multi	R	FE
Orcish Veteran	Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, Otho, DSh. 2/2.	SC	C	●●●	Multi	R2	FE
Orrg	Trample. Orrg can not attack if opponent controls an untapped creature with power greater than 2. Orrg cannot block creature of power greater than 2. 6/6.	SC	R	●●●	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
Primalordial Ooze	Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primalordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	●●●	SEV	R	LG,CH
Pyrotechnics	Do 4 damage divided any way among any number of targets.	SOR	U	●●●	AMo	R4	LG,4TH
Quorum Trench Gnomes	T: Target plains produces 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	U	●●●	OHo	R2	FE
Raiding Party	Cannot 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	C	●●●●	Rth	R	A,B,U,R,4TH
Red Elemental Blast	Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INS	C	●●●●	RRh	R	FE
Roc of Kher Ridges	Flying, 3/3.	SC	R	●●●	AMo	R3	A,B,U,R
Rock Hydra	Puh 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 expense. 0/0.	SC	R	●●●●	CRu	R3	AN
Rukh Egg	If destroyed, a 4/4 flying red taken creature is put into play at end of turn. 0/3.	SC	C	●●●	CRu	R3	AN



P | Psionic Entity & Living Armor: The Psionic Entity's special ability could be devastating—if he didn't suicide when you used him. To avoid your Entity's demise, pump him up with a Living Armor. The +0/+5 bonus is enough to let "Nicky" use his special ability twice (with Instill Energy)—and he'll still feel fresh for next turn's round of cheap shots.

PSIONIC ENTITY

LIVING ARMOR

Firestorm Phoenix	SC R ●●● JMo RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.		
Fissure	INS C ●●● DSh RR3	DK,4TH
Bury target land or creature.		
Flashfires	SOR U ●●● DWi R3	A,B,U,R,4TH
Destroy all plains in play.		
Fork	INT R ●●● AWe RR	A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.		
Frost Giant	SC U ●●● DGe RRR3	LG
Rampage: 2, 4/4.		
Giant Strength	EC C ●●● JHo RR	LG,4TH
Make target creature +2/+2.		
Glyph of Destruction	INS C ●●● SVC R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.		
Goblin Artisans	SC U ●●● JBo R	AQ,CH
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.		
Goblin Balloon Brigade	SC U ●●● ARu R	A,B,U,R,4TH
R: Gains flying until end of turn. 1/1.		
Goblin Caves	EL C ●●● DTu RR1	DK
If target land is a basic mountain, all Goblinks gain +0/+2.		
Goblin Chirurgeon	SC C ●●● MTe R	FE
Sacrifice a Goblin to regenerate a creature. Artists: Pfo, Dfr, DGe. 0/2.		
Goblin Digging Team	SC C ●●● RSp R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.		
Goblin Flotilla	SC R ●●● TWo R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.		

Granite Gargoyles	SC R ●●● CRu R2	A,B,U,R
Flying. E: +0/+1. 2/2.		
Gravily Sphere	EW R ●●●● BSn R2	LG
All creatures lose flying ability.		
Gray Ogre	SC C ●●● Dfr R2	A,B,U,R,4TH
2/2.		
Hill Giant	SC C ●●● Dfr R3	A,B,U,R,4TH
3/3.		
Hurlion Minotaur	SC C ●●● AMo RR1	A,B,U,R,4TH
2/3.		
Hurr Jaekal	SC R ●●● DTu R	AN,4TH
T: Prevent creature from regenerating this turn. 1/1.		
Hyperion Blacksmith	SC U ●●● Dfr RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.		
Immolation	EC C ●●● SKi R	LG,4TH
Make target creature +2/-2.		
Inferno	INS R ●●● RAF RR5	DK,4TH
Do 6 damage to all players and all creatures.		
Ironclad Orcs	SC C ●●● AMo R1	A,B,U,4TH
May only block creatures of power equaling 1 or less. 2/2.		
Keldon Warlord	SC U ●●● KBr RR2	A,B,U,R,4TH
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. 1/1.		
Kird Ape	SC C ●●● KMo R	AN,R
Kid Ape gains +1/+2 while controller has forests in play. 1/1.		
Kobold Drill Sergeant	SC U ●●● JBo R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.		
Kobold Overlord	SC R ●●● JBo R1	LG
First strike. Give all your Kobolds first strike. 1/2.		
Kobold Tinkmaster	SC U ●●● RAF R1	LG
Give all your Kobolds +1/+0.		
Kobolds of Kher Keep	SC C ●●● JBo 0	LG
0/1.		

● Restricted/Banned ART Artifact EC Enhance Creature EL Enhance Land EW Enhance World INT Interrupt SC Summon Creature CU Cumulative Upgrade AC Artifact Creation EA Enhance Artifact EE Enhance Enchantment EN Enhancement INS Instinct

TQ

players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Sedge Troll	SC	R	•••	Dfr	R2	A,B,U,R	4TH
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.							
Shatter	INS	C	•••••	Awe	R1	A,B,U,R	4TH
Destroys target artifact.							
Shatterstorm	SOR	R	•••••	MPo	RR2	AQ,R	
Bury all artifacts in play. Artifact creatures may not be regenerated.							
Shivan Dragon	SC	R	•••••	MBe	RR4	A,B,U,R	4TH
Flying. R: +1/+0. 5/5.							
Sisters of the Flame	SC	C	•••	JMy	RR1	DK	4TH
T: Add R to your mana pool (play as an interrupt). 2/2.							
Smoke	EN	R	•••	JMy	RR	A,B,U,R	4TH
Each player may only untap one creature during untap phase.							
Spinal Villain	SC	R	•••	AMA	R2	LG	
T: Destroy target blue creature. 1/2.							
Stone Giant	SC	U	•••	DWi	RR2	A,B,U,R	4TH
T: Give one of your creatures with toughness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughness after it gains flying ability, is killed at end of turn. 3/4.							
Stone Rain	SOR	C	•••	DGe	R2	A,B,U,R	4TH
Destroys any one land.							
Storm Lord	EW	R	•••	Cru	R	LG	
Do 1 damage to any player for each card below a hand during upkeep.							
Tempest Efreet	SC	R	•••	Nth	RRR1	LG	4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.							
Tunnel	SOR	U	•••	Dfr	R	A,B,U,R	4TH
Bury one wall.							
Two-Headed Giant of Foriys	SC	R	•••••	AMA	R4	A,B,U	
Trample. May block two creatures in combat. 4/4.							
Uthden Troll	SC	U	•••	DSh	R2	A,B,U,R	4TH
R: Regenerates. 2/2.							
Wall of Dust	SC	U	•••	Rth	R2	LG	4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.							
Wall of Earth	SC	C	•••••	Rth	R1	A,B,U,R	4TH
0/6.							
Wall of Fire	SC	U	•••	Rth	RR1	A,B,U,R	4TH
R: +1/+0. 0/5.							
Wall of Heat	SC	C	•••	Rth	R2	A,B,U,R	4TH
2/6.							
Wall of Opposition	SC	R	•••	HMc	RR3	LG	CH
T: +1/+0 until end of turn. 0/6.							
Wall of Stone	SC	U	•••	Dfr	RR1	A,B,U,R	4TH
0/8.							
Wheel of Fortune	SOR	R	•••••	DGe	R2	A,B,U,R	
All players must discard their hands and draw seven new cards.							
Windseaker Centaur	SC	R	•••	AMA	RR1	BOOK	
Does not tap to attack. 2/2.							
Winds of Change	SOR	R	•••	JHo	R	LG	4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.							
Ydwen Efreet	SC	R	•••	DTu	RRR	AN	
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.							

WHITE

Abu Ja'far	SC	R	•••••	KMe	W	AN	CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu Ja'far are destroyed and cannot regenerate. 0/1.							
Akron Legionnaire	SC	R	•••	MPo	WW6	LG	CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.							
Alabaster Potion	INS	C	•••••	HMc	WWX	LG	4TH
Give target player X life or prevent X damage to target creature or player.							
Amrou Kitkin	SC	C	•••	QHo	WW	LG	4TH
Creatures with power greater than 2 may not block Amrou Kitkin. Blocker's power may later be increased. 1/1.							
Angelic Voices	EN	R	•••••	JBa	WW2	LG	CH
Give all your creatures +1/+1 until end of turn. Only white or artifact creatures.							
Angry Mob	SC	U	•••	DTu	WW2	DK	4TH
Trample. During Angry Mob's controller's turn, *total number of swamps all opponents control. Otherwise, =0. 2+*/2+*.							

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Animate Wall	EC	R	••	Dfr	W	A,B,U,R	4TH
Target wall may now attack.							
Argivian Archaeologist	SC	R	•••••	AWe	WW1	AQ	
2. T: Bring an artifact from your graveyard to your hand. 1/1.							
Argivian Blacksmith	SC	C	•••	KKa	WW1	AQ	
T: Negate 2 damage to target artifact creature. 2/2.							
Armageddon	SOR	R	•••••	JMy	W3	A,B,U,R	4TH
Destroy all lands in play.							
Army of Allah	INS	C	•••••	BsN	WW1	AN	
+2/+0 to all attacking creatures until end of turn.							
Artifact Ward	EC	C	•••	DSh	W	AQ	
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.							
Balance	SOR	R	•••••	MPo	W1	A,B,U,R	4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.							
Benish Hero	SC	C	•••	DSh	W	A,B,U,R	4TH
Bands. 1/1.							
Block Ward	EC	U	•••	Dfr	W	A,B,U,R	4TH
Target creature gains protection from block.							
Blaze of Glory	INS	R	••	Rth	W	A,B,U	
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.							
Blessing	EC	R	•••••	JBa	WW	A,B,U,R	4TH
W: +1/+1.							
Blood of the Martyr	INS	U	•	Cru	WWW	DK	CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.							
Blue Ward	EC	U	•••	Dfr	W	A,B,U,R	4TH
Target creature gains protection from blue.							
Brainwash	EC	C	•••	PvA	W	DK	4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.							

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found
Conversion	EN	U	•••••	JMy	WW2	ABU,R	4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.							
Crusade	EN	R	•••••	MPo	WWA,B,U,R	4TH	
All white creatures gain +1/+1.							
D'Avenant Archer	SC	C	•••••	DSh	W2	LG	CH
T: Do 1 damage to attacking or blocking creature. 1/2.							
Damping Field	EN	U	•	JHo	W2	AQ	
No one may untap more than one artifact in each of his or her own untap phases.							
Death Ward	INS	C	•••••	MPo	W	A,B,U,R	4TH
Regenerates target creature.							
Disenchant	INS	C	•••••	AWe	W1	A,B,U,R	4TH
Destroys target enchantment or artifact.							
Divine Intervention	EN	R	•••••	AWe	WW6	LG	
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.							
Divine Offering	INS	C	•••••	JMa	W1	LG	
Destroy target artifact, giving life equaling casting cost of artifact.							
Divine Transformation	EC	U	•••••	Nth	WW2	LG	4TH
Give target creature +3/+3.							
Dust to Dust	SOR	C	•••	DTu	WW1	DK	
Remove any two target artifacts from the game.							
Elder Land Wurm	SC	R	•••••	QHo	WWW4	LG	4TH
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.							
Enchanted Being	SC	C	•	DSh	WW1	LG	
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.							
Equinox	EL	C	•••	SVc	W	LG	
Tap target land to counter a spell that destroys your land (play as an interrupt).							
Exorcist	SC	R	•••••	DTu	WW	DK	
W1. T: Destroy target black creature. 1/1.							
Eye for an Eye	INS	R	•••••	MPo	WW	AN,R	4TH
Do as much damage to controller of a creature, spell, or effect as said							



FUNGUSAUR



CYCLONE

Fungusaur & Cyclone

Cyclone: As long as you get the Fungusaur out ahead of the Cyclone, this can be a pretty nasty combo. The damage done by Cyclone grows each turn, but so does your Fungusaur. When old Fungie is big enough, let the Cyclone go and move in for the kill.

Camel	SC	C	•	Sev	W	AN	
Bands. Camel gives immunity to Desert damage to all those bonded with it. 0/1.							
Castle	EN	U	•••	DWi	W3	A,B,U,R	4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.							
Circle of Protection: Artifacts	EN	U	•••••	PvA	W1	A,B,U,R	4TH
2: Prevent all damage against you from an artifact source.							
Circle of Protection: Black	EN	C	•••••	JMy	W1	A,B,U,R	4TH
1: Prevent all damage to you from one black source.							
Circle of Protection: Blue	EN	C	•••••	DWi	W1	A,B,U,R	4TH
1: Prevent all damage to you from one blue source.							
Circle of Protection: Green	EN	C	•••••	Sev	W1	A,B,U,R	4TH
1: Prevent all damage to you from one green source.							
Circle of Protection: Red	EN	C	•••••	MTe	W1	A,B,U,R	4TH
1: Prevent all damage to you from one red source.							
Circle of Protection: White	EN	C	•••••	DSh	W1	A,B,U,R	4TH
1: Prevent all damage to you from one white source.							
Cleansing	SOR	R	•••••	Pfo	WW2	LG	
Destroy all black creatures in play.							
Cleansing	SOR	R	•••••	PvA	WWW	DK	
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.							
Clergy of the Holy Nimbus	SC	C	•••••	DGe	W	LG	
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.							
Combat Medic	SC	C	•••••	Multi	W2	FE	
W1: Prevent 1 damage to a player or creature. Artists: EBa, Lda, AMA, Svc. 0/2.							
Consecrate Land	EL	U	•••••	JMa	W	A,B,U	
Target land is immune from all effects that would destroy it.							

creature, spell, or effect does to you.							
Farmstead	EL	R	•••••	MPo	WWW	ABU,R	4TH
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.							
Farrel's Mantle	EC	U	•••••	Awa	W2	FE	
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.							
Farrel's Zealot	SC	C	•••	Multi	WW1	FE	
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBa, MBe, RfK. 2/2.							
Farelle Priest	SC	U	•••	Pfo	WW1	FE	
T: Add W to your mana pool (play as an interrupt). Bury Farelle Priest if more than 3 is spent in this way in one turn. 1/3							
Fasting	EN	U	•••	DSh	W	DK	
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.							
Festival	INS	C	•••••	MPo	W	DK	
Opponent may not declare an attack this turn. Play during opponent's upkeep.							
Fire and Brimstone	INS	U	•••	JMa	WW3	DK	
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.							
Fortified Area	EN	C	•••	RAF	WW1	LG	
Give all your walls +1/+0 and banding.							
Glyph of Life	INS	C	•••	SVc	W	LG	
Add to your life points damage done to target wall by attacking creatures.							

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		
Great Defender	INS U ●● MPO W Give target creature +0/+X until end of turn, where X is the creature's casting cost.	LG						Ivory Guardians	SC U ●●● MBe WW4 Protection from red. Make all guardians +1/+1 if opponent controls red cards.	LG, CH						Preacher	SC R ●●● QHo WW1 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.	DK							
Great Wall	EN U ●●● Sev W2 Creatures with plainswalk may be blocked.	LG						Jihad	EN R ●●●● BSn WWV +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.	AN						Presence of the Master	EN U ●●● Pfo W3 Counter all new enchantments cast whenever Presence of the Master is in play.	LG							
Greater Realm of Plainswalk	EN U ●●●● Nth W1 W1: Prevent all damage to you from a red or black source.	LG						Karma	EN U ●●●● Rth WW2 Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	ABU,UR,4TH						Purulence	INT R ●●● Sev W Change the color of one card being played or in play to white.	ABU,UR,4TH							
Green Ward	EC U ●●● Dfr W Target creature gains protection from green.	ABU,UR,4TH						Keepers of the Faith	SC C ●● DGe WW1 2/3.	LG, CH						Rapid Fire	INS R ●● Jha W3 Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.	LG							
Guardian Angel	INS C ●●● AMa WX Negate X damage dealt to a target. Pstst: put this card next to Paralyze.	ABU,UR						King Suleiman	SC R ●● Mfo W1 T: Destroy an Efreet or Djinn. 1/1.	AN						Red Ward	EC U ●●●● Dfr W Target creature gains protection from red.	ABU,UR,4TH							
Hand of Justice	SC R ●●●● MBe W5 T: Top 3 target white creatures you control to destroy any target creature. 2/6.	FE						Kismet	EN U ●●●● Kfo W3 All opponent's creatures, lands, and artifacts enter play tapped.	LG,4TH						Remove Enchantments	INS C ●●● BSn W 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.	LG							
Healing Salve	INS C ●●● Dfr W Gain 3 life, or negate up to 3 damage dealt to a target.	ABU,UR,4TH						Knights of Thorn	SC R ●●●● Cru W3 Protection from red, banding. 2/2.	DK						Repentant Blacksmith	SC R ●●●● Dtu W1 Protection from red. 1/2.	AN, CH							
Heaven's Gate	INS U ●●● DSh W Change the color of one or more target creatures to white until end of turn.	LG						Lance	EC U ●●● RAI W Target creature gains first strike.	ABU,UR						Resurrection	SOR U ●●●● DWI WW2 Take a creature from your graveyard and put it directly into play as if just summoned.	ABU,UR							
Heroism	EN U ●●● MPO W2 Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	FE						Land Tax	EN R ●●●● BSn W 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.	LG,4TH						Reverse Damage	INS R ●●●● DWI WW1 All damage you have taken from any one source is added to, not subtracted from, your life total.	ABU,UR,4TH							
Holy Armor	EC C ●●● MBe W Target creature gains +0/+2. W: +0/+1.	ABU,UR,4TH						Lifeblood	EN R ●●●● Mta WW2 Take 1 life whenever opponent taps a mountain.	LG						Reverse Polarity	INS C ●●● Jha WW 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.	AQ, R							
Holy Day	INS C ●●● Jha W Creatures attack and block as normal but deal no damage.	LG						Martyr's Cry	SOR R ●●● JMa WW Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	DK						Righteous Avengers	SC U ●●● Hhu W4 Plainswalk. 3/1.	LG							
Holy Light	INS C ●●● Dtu W2 Give all non-white creatures -1/-1 until end of turn.	DK						Martyrs of Korlis	SC U ●●● MDK WW3 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.	AQ						Righteousness	INS R ●●● DSh W Target defending creature gets +7/+7 until end of turn.	ABU,UR,4TH							
Holy Strength	EC C ●●● AMa W Target creature gains +1/+2.	ABU,UR,4TH						Mesa Pegasus	SC C ●●●● MBe W1 Flying, bands. 1/1.	ABU,UR,4TH						Samite Healer	SC C ●●● TWG W1 T: Prevent 1 damage to any target. 1/1.	ABU,UR,4TH							
Icatian Infantry	SC C ●●● Multi W 1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, Cru, DSh, Dtu. 1/1.	FE						Miracle Worker	SC C ●●● Rsp W T: Destroy target enchantment on one of your creatures. 1/1.	DK						Savannah Lions	SC R ●●● DGe W 2/1.	ABU,UR,4TH							
Icatian Javeliners	SC C ●●● Multi W When cast, put a javelin counter on Javeliners. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	FE						Moat	EN R ●●● JMa WW2 Non-flying creatures cannot attack.	LG						Seeker	EC C ●●● MPO W2 Target creature may only be blocked by white or artifact creatures.	LG,4TH							
Icatian Lieutenant	SC R ●●● Pfa WW W1: Give target Soldier +1/+0 until end of turn. 1/2.	FE						Moorish Cavalry	SC C ●●● DWI WW2 Temple. 3/3.	AN						Serra Angel	SC U ●●●● DSh WW3 Flying. Does not tap to attack. 4/4.	ABU,UR,4TH							
Icatian Moneychanger	SC C ●●● Multi W 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.	FE						Marale	INS C ●●● MPO WW1 Give all attacking creatures +1/+1 until end of turn.	DK, 4TH						Shahrazad	SOR R ●●● Kfo WW Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	AN							
Icatian Phalanx	SC U ●●● Kfo W4 Bands. 2/4.	FE						Northern Paladin	SC R ●●●● DSh WW2 WW: T: Destroy a black card in play. 3/3.	ABU,UR,4TH						Shield Wall	INS U ●●● DSh W1 Give all your creatures +0/+2 until end of turn.	LG, CH							



Sorceress Queen & Transmutation:
Transmutation might be the ultimate wall killer, but that's not all it's good for. Use the Sorceress Queen on an unsuspecting beast, then spring Transmutation to make it 2/0. The rules here are pretty simple: no toughness, no creature.

SORCERESS QUEEN TRANSMUTATION

Icatian Priest	SC U ●●● Dtu W W1: Make target creature +1/+1 until end of turn. 1/1.	FE
Icatian Scout	SC C ●●● Multi W 1: T: Give target creature first strike until end of turn. Artists: RAI, Pfo, RKF, DSh. 1/1.	FE
Icatian Skirmishers	SC R ●●● Hhu W3 Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	FE
Icatian Team	SOR R ●●● TWG W5 Put 4 Citizen tokens, which are 1/1 white creatures, in play.	FE
Indestructible Aura	INS C ●●● MPO W Reduce to 0 all damage dealt to target creature until end of turn.	LG
Infinite Authority	EC R ●●● DSh WWW 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.	LG, CH
Island Sanctuary	EN R ●●● MPO W1 If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	ABU,UR,4TH

Osai Vultures	SC U ●●● Dfr W1 Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.	LG, 4TH
Pearded Unicorn	SC C ●●● Cbr W2 2/2.	ABU,UR,4TH
Personal Incarnation	SC R ●●● Kbr WW3 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.	ABU,UR,4TH
Petra Sphinx	SC R ●●● Sev WWW2 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.	LG, CH
Piety	INS C ●●● MPO W2 +0/+3 to all defending creatures until end of turn.	AN, 4TH
Pikemen	SC C ●●● Dde W1 Banding, first strike. 1/1.	DK, 4TH

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

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players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
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LANDS

Adventurer's Guildhouse	LAN	U	•	TWä		LG
All your green legends may band with other legends.						
Arena	LAN	R	•••••	RAI		BOOK
3. T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Badlands	LAN	R	•••••	RAI		AB,UJ,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	•••••	JMy		AB,UJ,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, CH
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	•••	RU		AB,UJ,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 Battlefield	LAN	U	•	MPo		FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battlefield 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.						
Icition Stone	LAN	R	•••	PMo		FE
Comes into play tapped. You may leave Icition Stone 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,UJ,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 U 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 the Ith	LAN	U	•••••	AMa		DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.						
Mishra's Factory	LAN	U	•••	KFo,PfO		AQ,4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.						

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Description	Description	Description	Description	Description	Description	Description	Description	Description	Description	Description	Description	Description	Description
Mishra's Workshop	LAN	R	•••	KFo		AQ	Tundra	LAN	R	•••••	JMy		AB,UJ,R
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.							Underground Sea	LAN	R	•••••	RAI		AB,UJ,R
Mountain	LAN	C	•••	DSH		AB,UJ,R,4TH,AN	T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.						
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.							Unholy Citadel	LAN	U	•	MPo		LG
Mountain Stronghold	LAN	U	•	TWä		LG	All your black legends may band with other legends.						
All your red legends may band with other legends.							Urborg	LAN	U	•••	BWa		LG
Oasis	LAN	U	•••	BSn		AN,4TH	Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.						
T: Negate 1 damage to any creature.							Urza's Mine	LAN	C	••	AMa		AQ
Pendelhaven	LAN	U	•••••	BWa		LG	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.						
T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.							Urza's Power Plant	LAN	C	••	MTe		AQ
Plains	LAN	C	•••	JMy		AB,UJ,R,4TH	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.						
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.							Urza's Tower	LAN	R	•••	MPo		AQ
Plateau	LAN	R	•••••	DTu		AB,UJ,R	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.						
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
Rainbow Vale	LAN	R	•••	KFo		FE	Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.							Safe Haven	LAN	R	•••••	CRu		DK
Ruins of Trokair	LAN	U	•	MPo		FE	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.						
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.							Sand Silos	LAN	R	•••	PMo		FE
Safe Haven	LAN	R	•••••	CRu		DK	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.						
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.							Savannah	LAN	R	•••••	RAI		AB,UJ,R
Sand Silos	LAN	R	•••	PMo		FE	T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
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.							Scrubland	LAN	R	•••••	JMy		AB,UJ,R
Savannah	LAN	R	•••••	RAI		AB,UJ,R	T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.													

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	•••	LW	3	IA
1: Give a 1/1 creature +1/+2 until end of turn.						
Amulet of Quoz	ART	R	••	DfR	6	IA
1: 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 one additional card to counter this effect.						

Dance of Many &

Tempest Efreet: Disclaimer: InQuest is not responsible for bodily injuries received as a result of this card tip. Now that we've got that out of the way, here's a very unkind ante trick. Copy a Tempest Efreet with the Dance of Many, then use the Tempest's card-trading ability. You get one of your opponent's cards, and he gets... a token you can destroy by not paying the Dance's upkeep cost. Nice? No. Powerful? Yes!



DANCE OF MANY

TEMPEST EFREET

Seafarer's Quay	LAN	U	•	TWä		LG
All your blue legends may band with other legends.						
Sorrow's Path	LAN	R	•	RAF		DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.						
Strip Mine	LAN	U	•••••	DGe		AQ,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.						
Syvelunite Temple	LAN	U	•	MPo		FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Syvelunite Temple to add UU to your mana pool.						
Swamp	LAN	C	•••	DfR		AB,UJ,R,4TH
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.						
Taiga	LAN	R	•••••	RAI		AB,UJ,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.						
Tabernacle of Pandaval	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,UJ,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.						

Arum's Sleigh	ART	U	•••	TWä	1	IA
T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
Arum's Weatherstone	ART	U	•••	TWä	2	IA
2, T: Turn a snow-covered-land into a non-snow-covered land of the same type. 2: Turn a non-snow-covered-land into a snow-covered land of the same type.						
Arum's Whistle	ART	U	•••	QH	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: 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 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	•••	QH	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.						

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						
Fyndhorn Bow 3, T: Give target creature first strike until end of turn.	ART	U	•••	RAJ	2	IA	Pit Trap 1, T: Sacrifice to bury target non-flying creature that is attacking you.	ART	U	•••	AMA	2	IA	Drift of the Dead Counts as will. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */.	SC	U	•••	BSn	B3	IA
Goblin Lyre 0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes "damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.	ART	R	•••	MGI	3	IA	Runed Arch Counts into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.	ART	R	••••	Pfo	3	IA	Fear Only block or artifact creatures may block target creature.	EC	C	••••	REm	B6, A, B, U, R, 4th, IA	IA
Hemalite Talisman 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.	ART	U	•••	LWI	2	IA	Shield of the Ages 2: Prevent 1 damage to you.	ART	U	•••••	AMA	2	IA	Flaw of Maggots CU: 1. May not be blocked by non-wall creatures. 2/2.	SC	R	••••	RSp	B2	IA
Ice Cauldron X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put a charge counter on Ice Cauldron. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.	ART	R	•••	Dfr	4	IA	Skull Catapult 1, T: Sacrifice a creature to do 2 damage to your target.	ART	U	•••	BWa	4	IA	Foul Familiar Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.	SC	C	•••	AMA	B2	IA
Icy Manipulator 1, T: Tap any land, creature, or artifact.	ART	U	•••••	AWe	4	A, B, U, IA	Snow Fortress Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.	AC	R	•••••	JMe	5	IA	Gangrenous Zombies 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.	SC	C	•••	BSn	BB1	IA
Infinite Hourglass 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.	ART	R	•••	HMc	4	IA	Soldei Golem Does not untap during your upkeep phase. 0: Untap one of opponent's creatures to untap Soldei Golem. Use this ability only at the end of your upkeep. 5/3.	AC	R	•••	AMA	4	IA	Gaze of Pain 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.	SOR	C	•••	AMA	B1	IA
Jester's Cap 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.	ART	R	•••••	Dfr	4	IA	Soldei Simulacrum CU: 1, T: +1/+4 until end of turn. 2/4.	AC	U	•••	Dfr	4	IA	Gravebind Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.	INS	R	••	Dtu	B	IA
Jester's Mask Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.	ART	R	•••	Dfr	5	IA	Staff of the Ages Creatures with walkback ability may be blocked as if they did not have that ability.	ART	R	•••	DGe	3	IA	Hecatomb Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	•••••	Nth	BB1	IA
Jeweled Amulet 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.	ART	U	•••	Dfr	0	IA	Time Bomb 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.	ART	R	•••	AWe	4	IA	Hoor Shade B: +1/+1 until end of turn. 1/2.	SC	C	•••	Rth	B3	IA
Lapis Lazuli Talisman 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.	ART	U	••	AWe	2	IA	Urza's Bauble 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.	ART	U	•	CRu	0	IA	Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	••••	MPo	BX, A, B, U, R, 4th, IA	IA
Malachite Talisman 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.	ART	U	••	CRu	2	IA	Vexing Arcanom 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.	ART	R	••••	RGa	4	IA	Hylopter's Lament 0: Gains flying and -1/0 until end of turn. 4/3.	SC	U	•••	Rth	B4	IA
Nacre Talisman 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	••	Mte	2	IA	Vibrating Sphere During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.	ART	R	••	Rth	4	IA	Icquake Destroy a land. If it is a snow-covered land, Icquake does 1 damage to the land's controller.	SOR	U	•••	Rkf	BB1	IA
Naked Singularity CU: 3. Instead of their normal mana, plains produce R, islands produce B, swamps produce W, mountains produce U, and forests produce G.	ART	R	•••	Mte	5	IA	Walking Wall Counts as wall. 3: Give Walking Wall +3/+1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.	AC	U	••••	AWe	4	IA	Infernal Denizen During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.	SC	R	••••	Dtu	B7	IA
							Wall of Shields Counts as wall. Banding. 0/4.	AC	U	••	RGa	3	IA	Kjeldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	••••	MBE	B	IA
							War Chariot 3, T: Give target creature hampal until end of turn.	ART	U	••••	DWi	3	IA	Knights of Stromgold Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.	SC	U	••••	MPo	BB	IA
							Wholebone Glider 2, T: Give one of your creatures with power no greater than 3 flying until end of turn.	ART	U	•••	AWe	2	IA	Krovan Elemental 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.	SC	U	•••	DSh	BB	IA
							Zuran Orb 0: Sacrifice a land to gain 2 life.	ART	U	••••	SEv	0	IA	Krovikan Feish Target creature gets +1/+1. Draw a card at the beginning of the next turn.	EC	C	••	HHu	B2	IA

BLACK

Abyssal Specter Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.	SC	U	•••	Rtp	BB2	IA
Ashen Ghoul 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.	SC	U	•••	RSp	B3	IA
Bring Shaman 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.	SC	C	•••	Cbr	B1	IA
Burnt Offering Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	•••	DGe	B	IA
Cloak of Confusion 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 of random from his or her hand.	EC	C	••	MoK	B1	IA
Dance of the Dead Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's upkeep phase. Its controller may pay 1B to untap it.	EC	U	••••	RGa	B1	IA
Dark Banishing Bury target creature. Cannot target black creatures.	INS	C	••••	Dtu	B2	IA
Dark Ritual Add BBB to your mana pool.	INT	C	•••••	Jho	B, A, B, U, R, 4th, IA	IA
Demonic Consultation 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.	INS	C	•••••	RAJ	B	IA
Dread Wight 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 its upkeep phase. The paralyzation counter, it does not untap to remove a paralyzation counter at any time. 3/4.	SC	R	•••	DGe	BB3	IA



Arcades Sabboth: If you can afford them, all of the Elder Dragons are pretty damn powerful. Of the five, Arcades Sabboth is probably the best. Why? Because he doesn't have to attack to have an effect on the game. On defense, he's at least 7/9 thanks to his personal Castle ability, and when attacking, he's probably the hardest to kill. Finding the mana to pay for him... now that's another story.

ARCADES SABBOTH

Onyx Talisman
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Pentagram of the Ages
4, T: Prevent all damage done to you from one source.



players guide

Name Kind Rarity Rating Artist Cost Sets Found
Description

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.

Moor Folk SC C ♦♦♦ AMa B3 IA

Swampwalk 3/3.
Necropotence EN R • MTe BB 1A
Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.

Norri! SC C ♦♦♦♦ MRa B3 IA

T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.

Oath of Lim-Dol EN R ♦♦♦ DSh B3 IA

For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.

Pestilence Rats SC C ♦♦♦ JMa B2 IA

* equals the number of other Rats in play. 7/3.

Pox SC R ♦♦♦♦ CBr BBB 1A

Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.

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 1A

Add B to your mana pool for every creature in your graveyard.

Soul Burn SC R ♦♦♦♦ 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 SC R ♦♦♦♦ PVe BX 1A

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 SC R ♦♦♦♦ MTa BB2 1A

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.

Strangled Cabal SC R ♦♦♦♦ AMa BB1 IA

T: Sacrifice 1 life to counter a white spell. 2/2.

Touch of Death SC R ♦♦♦♦ 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

Armillot's Ascent EN C ♦♦♦ DTa UU1 IA

CU: U. 1: Target creature gains flying until end of turn.

Baldavian Conjurer SC U ♦♦♦ MTe U1 IA

T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.

Baldavian 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.

Claivoyance INS C ♦♦♦♦ KMa 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,1A

Counter target spell.

Name Kind Rarity Rating Artist Cost Sets Found
Description

Deflection INT R ♦♦♦♦ MRa U3 IA

Target spell with one target now targets a legal target of your choice.

Dreams of the Dead EN U ♦♦♦ Hfu 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 CU: 2. If the creature leaves play, remove it from the game.

Enervate INS C ♦♦♦ LWI U1 IA

Top target creature, land, or artifact. Draw a card at the beginning of the next turn.

Errant Minion EC C ♦♦♦ HMt 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.

Hydroblast INT C ♦♦♦ Kfo U IA

Counter a red spell being cast or destroy a red permanent.

Ice Berg EN U ♦♦♦ JMa 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.

Name Kind Rarity Rating Artist Cost Sets Found
Description

Phantasmal Mount SC U ♦♦♦♦ MBa 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.

Polar Kraken SC R ♦♦♦♦ MTe UUU 1A

Triamble. CU: Sacrifice a land. Comes into play tapped. 11/11.

Portent SC R ♦♦♦♦ Ldo 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,1A

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 ♦♦♦♦ HMt 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 ♦♦♦ MRa 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: UUU. 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.

**NAKED SINGULARITY**

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.

Illusionary Forces SC C ♦♦♦ JHo U3 IA

Flying. CU: U. 4/4.

Illusionary Presence SC R ♦♦♦ Kfo U1 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 ♦♦♦ RfG U2 IA

Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.

Krovkin 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: 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 U IA

U. Counter any spell that targets Mistfolk. 1/2.

Musician SC R ♦♦♦ DTa UU2 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: O. Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.

Mystic Remora EN C ♦♦♦ KMa U IA

U: You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.

**URZA'S TOWER****Naked Singularity**

& Urza's Tower: Naked

Singularity can really screw

with your opponent's mana

and it's super-effective if

you're playing an artifact

deck. Too bad it's got a

cumulative upkeep of 3. Wait

a sec Urza lands? No prob.

With a set of these babies,

you'll have enough mana to

keep the Singularity for

several turns. By the time

your opponent figures out

what color mana his lands

produce, you should be able

to wrap up the game.

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.

Sibillat Spirit SC R ♦♦♦♦ RSp U5 IA

Flying. When Sibillat Spirit attacks, defending player may draw a card. 5/6.

Silver Erne SC U ♦♦♦♦ MBa U3 IA

Flying, trample. 2/2.

Sleight of Mind INT U ♦♦♦♦ NLe U A,B,U,R,4th,1A

Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C ♦♦♦♦ KMa U1 IA

Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EC U ♦♦♦♦ Pfo U2 IA

CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.

Soldavir Machinist SC U ♦♦♦ JMt U1 IA

T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.

Soul Barrier EN U ♦♦♦ HMt U2 IA

Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.

Thunder Wall SC U ♦♦♦ Rth UU1 IA

Flying. U: +1/+1 until end of turn. 0/2.

Uproft INT S ♦♦♦ LWI U1 IA

Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

Wind Spirit SC U ♦♦♦ Kfo U4 IA

Flying. Wind Spirit cannot be blocked by less than two creatures.

Winter's Chill INS R ♦♦♦ EBe UU IA

Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creature's controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.

Word of Undoing INS C ♦♦♦♦ CRu U IA

Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.

Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found	Name	Kind	Rarity	Rating	Artist	Cost	Sets	Found			
Wrath of Marit Lage	EN	R	♦♦♦♦	MRe	U03	IA		• Merieke Ri Berit	SC	R	♦♦♦	HhU	BUW	IA		Freyalise Suppliant	SC	U	♦♦	Multi	G1	IA				
Top all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.								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 banished. 1/1.								T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.										
Zur's Weiriding	EN	R	♦♦♦♦	Lda	U3	IA		Mansoon	EN	R	♦♦♦	Nih	GR2	IA		Freyalise's Charm	EN	U	♦♦♦	MOK	GG	IA				
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.								If an island is untapped at the end of its controller's turn, Mansoon deals 1 damage to that player and the island becomes tapped.							GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.											
Zuran Enchanter	SC	C	♦♦♦	DSH	U1	IA		Mountain Titan	SC	R	♦♦♦	MBe	BR2	IA		Freyalise's Winds	EN	R	♦♦♦	MTe	GG2	IA				
B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.								RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.							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.											
Zuran Spellcaster	SC	C	♦♦♦♦	EBe	U2	IA		Reclamation	EN	R	♦♦♦	DWt	GW2	IA		Fyndhorn Brownie	SC	C	♦♦♦	Rth	G2	IA				
T: Do 1 damage to any target. 1/1.								No block creature may attack unless its controller sacrifices a land when that creature attacks.							G2, T: Untap a creature. 1/1.											

MULTICOLORED

Afilar of Bone	SOR	R	♦♦♦	MBe	GW	IA	
Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterward.							
Centaur Archer	SC	U	♦♦♦	MBe	GR1	IA	
T: Deal 1 damage to target flying creature. 3/2.							
Chromatic Armor	EC	R	♦♦♦	MPo	UW1	IA	
Put a slight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a slight counter on Chromatic Armor and change the color that it protects against. X equals the number of slight counters on Chromatic Armor.							
Diabolic Vision	SOR	U	♦♦♦	AWa	BU	IA	
Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.							
Earthlink	EN	R	♦♦	RKF	BGR3	IA	
Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.							
Elemental Augury	EN	R	♦♦♦	AWa	BUR	IA	
3: Look at the top three cards of any player's library and put them back in any order.							
Essence Vortex	INS	U	♦♦♦	MOK	U1	IA	
Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.							
Fiery Justice	SOR	R	♦♦*	MBe	GRW	IA	
Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.							

GREEN

Aurochs	SC	C	♦♦♦	KMe	G3	IA	
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.							
Balduran Bears	SC	C	♦♦♦	OHo	G1	IA	
2/2.							
Blizzard	EN	R	♦♦	AMa	GG	IA	
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	
G1, T: Counter an artifact object that requires an activation cost. 1/1.							
Chub Toot	SC	C	♦♦*	DGe	G2	IA	
Gains +2/+2 until end of turn when blocked or blocking. 1/1.							
Dire Wolves	SC	C	♦♦*	RSp	G2	IA	



FLASH FLOOD



ANKH OF MISHRA

Flash Flood & Ankh of Mishra: Although Flash Flood is far less powerful than its cousins Bluge Elemental Blast and Hydroblast, it's not without its charms. Several Floods can be effective with an Ankh of Mishra. Of course, this only works if your opponent is playing with mountains, but hey, we never said it was a great card.

Fire Covenant	INS	U	♦♦*	Dfr	BR1	IA	
Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.							
Flooded Woodlands	EN	R	♦♦*	KFo	BU2	IA	
No green creature can attack unless its controller sacrifices a land when that creature attacks.							
Fumorole	SOR	U	♦♦♦	Dtu	BR3	IA	
Sacrifice 3 life to destroy a land and a creature.							
Ghastly Flame	EN	R	♦♦♦♦	RGa	BR	IA	
Black and red permanents and spells are considered colorless sources of damage.							
Giant Trap Door Spider	SC	U	♦♦♦	HhU	GR1	IA	
G1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.							
Glaciers	EN	R	♦♦♦	MTe	UW2	IA	
All mountains become plains.							
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.							

Earthrore	EN	♦♦*	Dtu	G	IA		
G: Tap target land to give target blocking creature +1/+2 until end of turn.							
Elder Druid	SC	R	♦♦♦♦	RKF	G3	IA	
G3, T: Tap or untap one creature, land, or artifact. 2/2.							
Essence Filter	SOR	C	♦♦♦	Rem	GG1	IA	
Destroy all enchantments or destroy all enchantments that are not white.							
Fanatical Fever	INS	U	♦♦*	JBa	GG2	IA	
Give a creature +3/+0 and trample until end of turn.							
Folk of the Pines	SC	C	♦♦♦	Multi	G4	IA	
G1: +1/+0 until end of turn. 2/5. Artists: Nth & Cbu							
Forbidden Lore	EL	R	♦♦*	Kru	G2	IA	
0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.							
Forgotten Lore	SOR	U	♦♦♦	HMc	G	IA	
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	♦♦*	MDK	G2	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.							

Islandwalk. 2/2.	SC	R	♦♦*	AWa	G2	IA	
Pygmy Allosaurus	SC	R	♦♦*	AMa	G2	IA	
Swampwalk. 2/2.							
Pyknite	SC	C	♦*	EBe	G2	IA	
Draw a card at the beginning of the next turn. 1/1.							
Regeneration	EC	C	♦♦*	Jha	G1	A,B,U,R,4th,IA	
G: Target creature regenerates.							
Rime Dryad	SC	C	♦♦*	HhU	G	IA	
Snow-covered forestwalk. 1/2.							
Ritual of Subduel	EN	R	♦♦*	Jha	GG4	IA	
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.							
Scaled Wurm	SC	C	♦♦*	DGe	G7	IA	
7/6.							
Shambling Strider	SC	C	♦♦*	DSH	GG4	IA	
GR: +1/-1 until end of turn. 5/5.							
Snowblind	EC	R	♦*	DSH	G3	IA	
Target creature gets -1/-. * 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	
All attacking creatures get trample and +1/+0 until end of turn.							
Stunted Growth	SOR	R	♦♦*	Nth	GG3	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	
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.							
Theremorkat	SOR	U	♦♦*	KMe	GG1	IA	
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	
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.							
Touch of Vitae	INS	U	♦♦*	LWi	G2	IA	
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.							
Trailblazer	INS	R	♦♦*	JBa	GG2	IA	
Target creature may not be blocked this turn.							
Venomous Breath	INS	U	♦♦*	LWi	G3	IA	
All creatures blocking or being blocked by target creature are destroyed after combat.							

R	R	ART	EC	EL	EW	INT	SC	CU
Restricted/Banned Artifact Creature	Artifact Creature	Artifact	Enchant Creature	Enchant Land	Enchant World	Interrupt	Summon Creature	Continuous Upkeep
A	A	EA	EE	EN	INS	LAN	SOR	Socary
Artifact Creature	Artifact Creature	Enchant Artifact	Enchant Enchantment	Enchantment	Instant	Land	Sorcery	

IQ

players guide

Name	Kind	Rarity	Rating	Artist	Cost	Sets Found
Wall of Pine Needles	SC	U	●●●	B5n	G3	IA
G: Regenerate, 3/3.						
Whiteout	INS	U	●●●●	Nth	G1	IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.						
Wintigo	SC	R	●●●	MBe	GG3	IA
Put six +1/+1 counters on Wintigo when it comes into play. During your upkeep, put a +1/+1 counter on Wintigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wintigo, 0/0.						
Wild Growth	EL	C	●●●	MRa	G	A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Woolly Mammoths	SC	C	●●●	Dfr	GG1	IA
Gains trample if you control any snow-covered lands, 3/2.						
Woolly Spider	SC	C	●●●●	DGe	GG1	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.						
Yavimaya Gnats	SC	U	●●●	Dfr	G2	IA
Flying, G: Regenerate, 0/1.						

RED

Aggression	EC	U	●●●●	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Anarchy	SOR	U	●●●●●	Pfo	RR2	IA
Destroy all white permanents.						
Avalanche	SOR	U	●●●	BSn	RR2X	IA
Destroy X snow-covered lands.						
Baldovian Barbarians	SC	C	●●	MPo	R1	IA
3/2.						
Baldurvan Hydra	SC	R	●●●	MBe	ERX	IA
Put X +1/+0 counters on Baldurvan Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Baldurvan Hydra. RRR: Put a +1/+0 counter on Baldurvan Hydra during your upkeep, 0/1.						
Barbarian Guides	SC	C	●●●	RTh	R2	IA
R2: 1: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn, 1/2.						
Battle Frenzy	INS	C	●●●	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Bone Shaman	SC	C	●●●	AMA	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate, 3/3.						
Brand of Ill Omen	EC	R	●●●	RAI	R3	IA
(U: R: Target creature's controller may not cast summon spells.						
Chaos Lord	SC	R	●●●	BSn	RR4	IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord, 7/7.						
Chaos Moon	EN	R	●●●	DTu	R3	IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.						
Conquer	EL	U	●●●●●	RGa	RR3	IA
Take control of target land.						
Curse of Marit Lage	EN	R	●●●●	AWe	RR3	IA
Top all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.						
Dwarven Armory	EN	R	●●●●	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Errantry	EC	C	●●●	LWl	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Flame Spirit	SC	U	●●	JHs	R4	IA
R: +1/+0 until end of turn, 2/3.						
Flare	INS	C	●●●	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
Game of Chao	SOR	R	●●●	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						

Name	Description	Kind	Rarity	Rating	Artist	Cost	Sets Found
Glacial Craves	0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.	EN	R	●●	MRa	R2	IA
Goblin Mutant	Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2, 5/3.	SC	U	●●	DGe	RR2	IA
Goblin Sappers	RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat, 1/1.	SC	C	●●●	JMa	R1	IA
Goblin Ski Patrol	R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used, 1/1.	SC	C	●	MPo	R1	IA
Goblin Snowman	Block. Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks, 1/1.	SC	U	●●●	DGe	R3	IA
Orcish Healer	RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature, 1/1.	SC	U	●●●	QHo	RR	IA
Orcish Librarian	R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library, 1/1.	SC	R	●●●●	Pfo	R1	IA
Orcish Lumberjack	T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana, 1/1.	SC	C	●●●	Dfr	R	IA
Orcish Squatters	Target creature is blocked and is not blocked. You may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn, 2/3.	SC	R	●●●●	RKf	R4	IA
Panic	Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	●●●	Mki	R	IA
Pyroblast	Counter target blue spell or destroy target blue permanent.	INT	C	●●●●	KFo	R	IA



WALL OF OPPOSITION



ANIMATE WALL

Wall of Opposition & Animate Wall: This combo is so enticing, we couldn't resist it. Get these two cards together and you'll have one of the most potent attacking forces mana can buy.

Grizzled Wolverine	SC	C	●●	CBt	RR1	IA
R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn, 2/2.						
Imposing Visage	EC	C	●●●	Pfo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Incinerate	INS	C	●●●●	MPo	R1	IA
Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.						
Jokulhups	SOR	R	●●●●●	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Karplusan Giant	SC	U	●●●●	DGe	R6	IA
0: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn, 3/3.						
Karplusan Yeti	SC	R	●●●	QHo	RR3	IA
T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti, 3/3.						
Lava Burst	SOR	C	●●●●	TWl	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Martin Stragglod	SC	R	●●●●	MPo	RR2	IA
If Martin Stragglod attacks, all other attacking creatures gain +/+* until end of turn, where * equals the number of other attacking creatures. If Martin blocks, all other blocking creatures gain +/+* until end of turn, 1/1.						
Melee	INS	U	●●●●	DWI	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blocks, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						
Melting	EN	U	●●●	RGa	R3	IA
All snow-covered lands turn into snow-covered lands of the same type.						
Meteor Shower	SOR	C	●●●●	REm	RXX	IA
Meteor Shower does X+1 damage divided any way you choose to any number of targets.						
Mountain Goat	SC	C	●●●	CBt	R	IA
Mountainwalk, 1/1.						
Mudsicle	EN	R	●●●	BSn	R2	IA
Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.						
Orcish Cannoners	SC	U	●●●	DFr	RR1	IA
T: Does 2 damage to any target and 3 damage to you, 1/3.						
Orcish Conscripts	SC	C	●	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block, 2/2.						
Orcish Farmer	SC	C	●●●	DFr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase, 2/2.						
Pyroclasm	SOR	U	●●●●	PMo	R1	IA
Do 2 damage to each creature.						
Sabretooth Tiger	SC	C	●●●	MBe	R2	IA
First strike, 2/1.						
Shatter	INS	C	●●●●	BWl	R1	A,B,U,R,4th,IA
Destroy target artifact.						
Stone Rain	SOR	C	●●●	KFo	R2	A,B,U,R,4th,IA
Destroy any one land.						
Stone Spirit	SC	U	●●●	JMa	R4	IA
Stone Spirit cannot be blocked by flying creatures, 4/3.						
Stonehands	EC	C	●●●	DFr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Tor Giant	SC	C	●●●	DSh	R3	IA
3/3.						
Total War	EN	R	●●●	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non-wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Vertigo	INS	U	●●●	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Lava	SC	U	●●●	PVe	RR1	IA
R: +1/+1 until end of turn, 1/3.						
Word of Blasting	INS	U	●●●	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						

WHITE

Adarkar Unicorn	SC	C	●●●	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep, 2/2.						
Arctic Foxes	SC	C	●●●	MPo	W1	IA
If a defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1, 1/1.						
Arenson's Aura	EN	C	●●●	Nle	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Armor of Faith	EC	C	●●●	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Battle Cry	INS	U	●●●	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Black Scargab	EC	U	●●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Blessed Wine	INS	C	●●●	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						

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						
Blinking Spirit SC R ●●●● LWi W3 IA 0: Blinking Spirit returns to its owner's hand. 2/2.	SC	R	●●●●	LWi	W3	IA	Kjeldoran Skycaptain SC U ●●●● MPO W4 IA Flying, banding, first strike. 2/2.	SC	U	●●●●	MPO	W4	IA	Ice Floe LAN U ●●● JMa 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.	LAN	U	●●●	JMa	IA	
Blue Scarab EC U ●●● AWe W IA Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	●●●	AWe	W	IA	Kjeldoran Skyknight SC C ●●●● MPO W2 IA Flying, banding, first strike. 1/1.	SC	C	●●●●	MPO	W2	IA	Island LAN C — AMa A,B,U,R,4th,IA T: Add U to your mana pool.	LAN	C	—	AMa	A,B,U,R,4th,IA	
Call to Arms EN R ●●● RGA W1 IA Choose a color. As long as target opponent controls more cards of that color than 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.	EN	R	●●●	RGA	W1	IA	Kjeldoran Warrior SC C ●●● MPO W IA Banding. 1/1.	SC	C	●●●	MPO	W	IA	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.	LAN	R	●●●	NLe	IA	
Caribou Range EL R ●●● RfP WW2 IA WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.	EL	R	●●●	RfP	WW2	IA	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.	INS	R	●●●	HmC	W1	IA	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 W 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.	LAN	R	●●●	LWi	IA	
Circle of Protection: Black EN C ●●●● SÉv W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one black source.	EN	C	●●●●	SÉv	W1	A,B,U,R,4th,IA	Last Order of Jarkeld SC R ●●● ARu WW2 IA * equals the number of creatures controlled by target opponent. 1+*/1+*	SC	R	●●●	ARu	WW2	IA	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.	LAN	R	●●●●	BWA	IA	
Circle of Protection: Blue EN C ●●●● PVe W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one blue source.	EN	C	●●●●	PVe	W1	A,B,U,R,4th,IA	Mercenaries SC R ● CBr W3 IA If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	●	CBr	W3	IA	Order of the Sacred Torch SR ●●●● RfP WW1 IA T: Sacrifice 1 life to counter a black spell. 2/2.	SR	●●●●	RfP	WW1	IA	
Circle of Protection: Green EN C ●●●● SÉv W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one green source.	EN	C	●●●●	SÉv	W1	A,B,U,R,4th,IA	Order of the White Shield SC U ●●● RfP WW IA Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.	SC	U	●●●	RfP	WW	IA							
Circle of Protection: Red EN C ●●●● PVe W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one red source.	EN	C	●●●●	PVe	W1	A,B,U,R,4th,IA														
Circle of Protection: White EN C ●●●● SÉv W1 A,B,U,R,4th,IA 1: Prevent all damage to you from one white source.	EN	C	●●●●	SÉv	W1	A,B,U,R,4th,IA														
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.	EN	U	●●	RGA	W2	IA														
Cooperation EC C ●●● Pfo W2 IA Target creature gains banding.	EC	C	●●●	Pfo	W2	IA														
Death Ward INS C ●●● HmC W A,B,U,R,4th,IA Regenerates target creature.	INS	C	●●●	HmC	W	A,B,U,R,4th,IA														
Disenchant INS C ●●●● BSn W1 A,B,U,R,4th,IA Destroy target enchantment or artifact.	INS	C	●●●●	BSn	W1	A,B,U,R,4th,IA														
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.	EN	U	●●●●	Nth	WW2	IA														
Elvish Healer SC C ●● RfM W2 IA T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.	SC	C	●●	RfM	W2	IA														
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.	EN	R	●●●●	HmC	WW2	IA														
Energy Storm EN R ●●●● SÉv 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.	EN	R	●●●●	SÉv	W1	IA														
Formation INS R ●● KMe W1 IA Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	●●	KMe	W1	IA														
Fylya EC C ●●●● EBa W IA Put four healing counters on Fylya when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylya enchants. 2W: Put a healing counter on Fylya.	EC	C	●●●●	EBa	W	IA														
• General Jarkeld SC R ●●● RfH W3 IA T: Exchange two blocking creatures without creating an illegal block. 1/2.	SC	R	●●●	RfH	W3	IA														
Green Scarab EC U ●●● NLa 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.	EC	U	●●●	NLa	W	IA														
Hallowed Ground EN U ●● DSh W1 IA WW: Return a non-snow-covered land you control to its owner's hand.	EN	U	●●	DSh	W1	IA														
Heal INS C ●● MfE W IA Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	●●	MfE	W	IA														
Hipporain SC U ●●● DWi W1 IA Hipporain cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3.	SC	U	●●●	DWi	W1	IA														
Justice EN U ●●●● RfP WW2 IA Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.	EN	U	●●●●	RfP	WW2	IA														
Kelsinko Ranger SC C ●● MPO W IA W1: One green creature gains first strike until end of turn. 1/1.	SC	C	●●	MPO	W	IA														
Kjeldoran Elite Guard SC U ●●● MBa 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.	SC	U	●●●	MBa	W3	IA														
Kjeldoran Guard SC C ●● Aa 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.	SC	C	●●	Aa	W1	IA														
Kjeldoran Knight SC R ●●●● RSp WW IA Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	●●●●	RSp	WW	IA														
Kjeldoran Phalanx SC R ●●● RfK W5 IA First strike, banding. 2/5.	SC	R	●●●	RfK	W5	IA														
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.	SC	R	●●●	LWi	WW3	IA														



Mountain Yeti & Blood Moon: With protection from white and mountainwalk, this guy's stacked! Problem is, not everyone plays with mountains. On the other hand, just about everybody plays with some kind of special lands. That's where Blood Moon comes in. Make those annoying lands mountains, and then send in Big Foot for an unblockable attack

MOUNTAIN YETI

BLOOD MOON

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 ●● HfU WW IA
All blocking creatures gain +1/+1 until end of turn.

Red Scarab EC U ●●● SÉv 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 ●●● MfR 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 ●●● PMa W2 IA
T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.

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

Warning INS C ●● PMa W IA
Target attacking creature does no damage in combat this turn.

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

LANDS

Adarker Wastes LAN R ●●● MfR 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 ●●● BfW 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 — PMa 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 ●●● MfPo IA
CU: 1. No creature may attack if it attacked during its controller's last turn.

on Lava Tubes.

Mountain LAN C — TWi 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 ●●●● SÉv 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 — PMa 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 — TWb 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 ●●● BfW 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.

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

INQUEST

players guide

SHADOWFIST

CHARACTERS

Name	Rarity	Artist	Cost	Resource	Body
Subtitle, Description					
\$10,000 Man	U	Dfr	h4	Jh	6
Jury-Rigged Cyborg. Toughness: 1. Cannot turn to heal.					
Abysmal Daughter	R	Kfo	E4	E	1
Vampiric Demon. Unique. Do 1 damage to any site whenever a character is smoked.					
Abysmal Horror	C	RAI	Em3	E	4
Demon. Regenerates.					
Abysmal Spirit	U	SVC	E3	Em	2
Ghost Assassin. Assassinate.					
Adrienne Hart	R	KMa	AAAA	A	8
Pledged Martial Artist. Unique. States cannot be played on Adrienne.					
Alpha Beast	V	MTe	2	F	2
Early Model Abomination.					
Arcanotechnician	U	AMa	A2	Amh	1
Buro Scientist. Turn Arcanotechnician and toast a character in your smoked pile to return any card in your smoked pile to your hand.					
Arcanowave Researcher	U	DGe	F1	Fmh	1
Scientist. Turn to force-target player to discard a card at random from his or her hand.					
Average Joe	V	DSh	3	D	2
Blue-Clollar Hero. Toughness: 1.					
Battlechump Polemkin	R	RKF	J4	Jh	5
Subversive Leader. Unique. Turn to untum any number of Jammer characters whose combined play cost does not exceed 4.					
Big Brother Tsien	R	EBe	2	E	2
Demon Hood. Unique. Pay 1 Power to give Big Brother Tsien +3 Fighting until end of turn. You may only use this ability once per turn.					
Big Bruiser	U	RKF	DD5	D	6
Kicker of Butts. Guts. Toughness: 1.					
Brain Eater	U	DGe	FF4	F	3
Abomination. Ambush.					
Buro Assassin	C	HHu	F3	F	2
Covert Operator. Ambush.					
Buro Official	U	DSh	A2	A	1
Vile Bureaucrat. Turn to give a character with a play cost of no greater than 3 Ambush until end of turn.					
Cabinet Minister	C	ARu	A1	A	1
Pledged Politician. Turn and maintain to control or cancel Target Edge. If target Edge leaves play while under your control, Cabinet Minister is smoked.					
Capoeira Master	R	MPo	DDD4	D	5
Martial Artist. Does +3 damage when intercepting.					
Chin Ken	R	DSh	GGGG4	Gcc	7
Kung Fu Master. Unique. Gains the abilities of each character he is in combat with until combat with that character is resolved.					
Chinese Doctor	C	ARu	D1	D	1
Wise Physician. Turn to heal target character.					
Chromosome Screamer	U	AWa	h4	J	4
Escaped Abomination. Guts. +2 damage against Architects of the Flesh characters and sites.					
Church Official	U	HHu	AA2	A	1
Pledged Operative. Turn and pay 1 Power to cancel and smoke any Magic card in play.					
Confucius Sage	U	MBe	G2	Gc	1
Font of Wisdom. Turn to look at target player's hand.					
Desdemona Deathangel	R	AWa	AA5	A	5
Abomination. Unique. Ambush.					
DNA Mage	C	SVC	1	Fhm	1
Occult Scientist. Cannot turn to attack.					
Dr. April Mucosa	R	Dfr	F3	Fhm	1
Mad Scientist. Unique. Turn to reduce the damage target character inflicts by 3 until end of turn.					
Draco	R	MPo	AAAA6	A	12
Lodge Enforcer. Unique.					
Dragon Adept	U	HBr	DD4	D	5
Versatile Combatant. Independent.					
Dragon Fighter	C	RKF	4	D	4
Streetfighter. Guts.					
Dump Warrior	C	Dfr	2	Jh	2
Scavenger/Scrapper. Ignore resource symbols when playing weapons or vehicles on Dump Warrior.					
Edge Warrior	C	JBo	1	J	1
Subversive Op. Cannot be intercepted by Buro, PubOrd, or Cop characters.					
Elderly Monk	R	DDe	G2	Gc	1
Sage. Whenever you draw cards, draw an additional card.					
Eunuch Underling	V	Kfo	2	Em	2
Sarcous Bureaucrat.					

Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body
Everday Hero	Brave Scrapper. Guts.	V	LDa	2	D	2
Evil Twin	Gains Fight Score and all Special Abilities of another character in play.	R	KFo	E3	E	*
Fist of the Bear	Lodge Enforcer.	U	MPo	AA4	A	6
Fong Sai Yuk	Martial Artist. Unique. Superleap.	R	MBe	GGG6	Gc	9
Friends of the Dragon	Dragon Supporters.	V	DSh	1	D	1
Gadgets	Resourceful Techie. Gains +1 Fighting for each High Tech card placed on her.	C	DSh	D2	Dh	2
Gao Zhang	Center of the Lotus. Unique. Turn Gao Zhang to change the target of an Event card.	R	MBe	EEEEE6	Emmm	10
Gardener	Devoted Follower. Turn to remove two damage counters from a feng shui site.	C	NLe	G1	Gc	1
General, The	Military Mastermind. Tactics. All characters that attack with the General gain Tactics for the duration of the attack.	U	RTh	GG4	G	3
Ghostly Seducer	Demon Sorceress. Turn to send any turned character back to its owner's hand.	R	SAJ	Em4	Em	1
Gnarled Horror	Demon. Any character damaged by Gnarled Horror is smoked. Does not affect characters with vehicles.	U	MTe	Em2	E	1
Gnarled Marauder	Demon. Any damage Gnarled Marauder does to a site in an attack is also inflicted on the back-row site behind that site.	U	QHo	Em3	E	3
Golden Candle Society	Secret Society.	V	MOX	1	Gc	1
Green Monk	Martial Artist. Toughness: 1.	U	DGe	G4	Gc	4

Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body
Johann Bonengel	Unique. Turn to Two Power. While Johan is untuned, opponents cannot play states on your cards.	R	DDe	FFFF3	FF	5
Johnny Tso	Heroic Gunman. Unique. Assassinate against Eaters of the Lotus characters. Weapons played on Johnny Tso have no cost.	R	EBa	DDD3	D	4
Jueding Shelun	Eunuch Sorcerer. Unique. You may turn any card in play when Jueding Shelun smokes a character in combat.	R	MPo	EEES	Em	8
Kan Li	Martial Artist. Unique. You may smoke any States on characters in combat with Kan Li before combat is resolved.	R	DGe	EEE4	E	7
Kar Fai	Kung Fu Master. Unique. Guts. All other Dragon characters you control gain Guts and +1 Fighting while Kar Fai is in play.	R	DSH	DDDDD7	DDc	11
King of the Thunder Pagoda	Netherworld Warlord. Unique. Any player may take control of King of the Thunder Pagoda at any time by paying 8 power. All Thunder characters you control gain +1 Fighting.	R	MBe	6	Mmm	12
Kun Kan	Earth Demon. Regenerates.	U	EBa	Em4	E	5
Liquidators	Pledged Enforcers. +1 damage if you also control a Lodge character.	V	RTh	3	A	3
Luis Camacho	Vengeful Hood. Unique. Gains +1 Fighting for each Hood card in your smoked pile.	R	LWI	4	—	2
Mad Dog McCrown	Big Bruiser. Unique. Toughness: 1. Guts.	R	MPo	DDD4	D	6
Masked Avenger	Vigilante Hero. Takes no damage from characters with a Fighting score of 1.	U	NTh	D3	D	4
Maverick Cop	Gun-Toting Hero. Takes no damage from Hood characters.	U	NTh	D3	D	4
Midnight Whisperer	Abomination. Ambush.	C	SVC	F1	F	1
Might of the Elephant	Lodge Enforcer. X is the number of Ascended resources in your resource pool.	U	MPo	4	A	X
Military Commandant	Pledged Mastermind. Turn and maintain to give target character +2 Fighting.	U	MKI	AA2	A	1
Monster Hunter	Time-walker. Turn and maintain to control a demon or spirit.	U	AWa	F3	F	3
Mooks	Mercenary Hoods.	V	RRo	1	—	1
Mother of Corruption	Demon Queen. Unique. Cannot be targeted. Cannot heal.	R	DGe	EEEE5	—	13
Mr. X	Lodge Mastermind. Unique. Turn and maintain to control a character with a play cost of no greater than 3.	R	FFo	AA3	A	1



CHARMED LIFE



NEUTRON BOMB

Charmed Life & Neutron Bomb- Sometimes it's just one of those days. A nice nuclear bomb hits the sky, and you miss all the pretty colors. With Charmed Life, you can make one of your characters completely immune to the wipe-out effect of a Neutron Bomb. With all the other characters eliminated, you can go in for the kill. Hello? Is anybody out there?

Gruff Lieutenant	C	DSh	A1	A	1
Pledged Cop. Stealth.					
Homo Omega	R	MTe	AAAA6	Amrmm	10
Buro Cyborg. Unique. Toughness: 2.					
Hopping Vampire	C	LWI	4	E	4
Ancient Monster.					
Iala Mané	R	MPo	DDDD5	D	8
Martial Artist. Unique. Independent. Can attack during an opponent's turn.					
Ice Warriors	C	HHu	2	M	2
Netherworld Soldier.					
Imperial Guard	U	MPo	E2	E	1
Ancient Cop. Imperial Guard gains +X Fighting, where X is the number of Eunuchs you control.					
Instrument of the Hand	V	QHo	2	Gc	2
Martial Artist.					
Jack Donovan	R	LDa	DDDS	D	8
Maverick Cop. Unique. Guts. If one of your sites is burned while Jack Donovan is in your smoked pile, he returns to your hand.					

Muckraking Journalist	U	SVC	A2	A	1
Pledged Operative. Turn and maintain to prevent target character from untuning normally.					
Mutoid	U	QHo	AA4	A	4
Abomination. Guts. Mutoid's damage is increased by the number of damage counters on it.					
Mysterious Stranger	U	RKF	3	—	2
Netherworld Outcast. The controller of a character who intercepts Mysterious Stranger loses all power.					
Nine Cuts	R	RTh	4	—	2
Mercenary Assassin. Unique. Assassinate.					
Nirmal Yadav	R	Dfr	FFF4	Fh	7
Supersoldier. Unique. Toughness: 1 when attacking.					
Old Hermit	U	MBe	D3	Dcm	1
Wily Sorcerer. Turn and pay 1 Power to untum any non-character card.					
Old Master	R	RKF	GG5	Gc	5
Kung Fu Master. Turn and maintain to give all your Chi characters +1 Fighting.					

Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body	Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body	Name	Subtitle, Description	Rarity	Artist	Cost	Resource	Body	
One Hundred Names	U RKF Legion of Followers. Cannot attack.	GG3	6	G			Silver Fist	R KFo Cosmopolitan Hero. Independent.	DDD4	D	6			Vladimir Kovalov	R MBe Lodge Mastermind. Unique. You may discard an additional card at the beginning of your turn.	AAA4	A	7			
Orange Monk	U MBe Martial Artist. Superleap. Orange Monk gains +1 Fighting for each State card on him.	G5	Gc	3			Sinister Priest	V PFo Macabre Sorcerer.	1	Em	1			Walker of the Purple Twilight	U AWa Eunuch Sorcerer. Whenever Walker does damage to a feng shui site in an attack, you may do 2 points of damage to any target in play.	EE5	Em	6			
Oscar Balbuena	R JSn Karate Cop. Unique. Oscar Balbuena untuns whenever you are attacked.	DDDS	D	7			Snake Man	R LWi Demon. Snake Man heals at the end of each turn.	EE4	E	4			Walking Corpses	C DGe Undead Servitors. Cannot turn to change location and cannot be healed.	E2	E	4			
Phillipe Benoit	R DSh Pledged Assassin. Unique. Stealth.	AA4	A	5			Soul of the Shark	U MBe Lodge Mastermind. Turn to change the subject of a State card as it is played to a different subject with the same controller as the original subject.	A3	A	2			Web of the Spider	R MPo Lodge Mastermind. Turn to change the position of target character to any location on its controller's side. This ability cannot be used during an attack.	AAA3	A	3			
Prototype X	U RBSn Abomination. Unique. Prototype X's Fighting score is reduced by the number of Chi characters in play.	AAA4	A	8			Strike Force	R MOK Pledged Commanders. Tactics. Stealth.	AAA6	A	7			White Disciple	C LWi Eunuch Sorcerer. Turn to do 2 points of damage to any target. This does 1 damage to White Disciple as well.	E2	Em	2			
PubOrd Officer	V LWi Security Cop.	1	F	1			Student of the Bear	V QHo Pledged Martial Artist.	1	A	1			White Ninja	R KFo Assassin. Unique. Stealth. Ambush.	5		3			
PubOrd Sniper	C MTe Cop. Turn to do 1 point of damage to an attacking character.	F2	F	1			Sun Chen	R MBe Unique. Superleap. You may not play states on Sun Chen.	GGG5	G	8			Wong Fei Hung	R CRu Kung Fu Master. Unique.	GGGG6	Gc	11			
PubOrd Squad	V BWa BurCops.	3	F	3			Super Soldier	U MPo Fanatic Cop. Guts.	AA4	A	5			Zheng Yi Quan	R MBe Kung Fu Master. Unique.	DDDD6	Dc	11			
Quai Li	R KFo Spy. Unique. Turn to inflict 2 points of damage on any unrevealed site.	GG2	G	1			Swat Team	V MKi Cop Pawns.	2	A	2										
Quan Lo	R RKF The Perfect Master. Unique. All Guiding Hand characters you control gain Superleap.	GGGG6	GGccc	6			Swiss Banker	C LWi Pledged Financier. Turn for 1 Power. Swiss Banker is smoked if you have no Power in your pool.	A2	A	1										
Queen of the Ice Pagoda	R NTh Netherworld Mastermind. Unique. Do one damage to Queen of the Ice Pagoda to smoke a State on any character you control. All of your Ice characters gain +1 Fighting.	6	Mmm	10			Swordsmen	V KFo Foot Soldier.	1	G	1										
Reconstructed, The	U AWa Standard Abominations.	AAA3	A	5			Tactical Team	R DSh Bruo Cops. Can be played during an opponent's turn.	AAA4	A	6										
Redeemed Assassin	R DDe Heroic Killer. You can play Redeemed Assassin during an opponent's turn. Redeemed Assassin has Toughness: 1 for the turn he comes into play.	DDDS	D	8			Tatsuya Yanai	R AMA Lodge Mastermind. Unique. Turn to switch the locations of any two sites belonging to a single controller. This ability cannot be used during an attack.	A3	A	1										
Righteous One	C DGe Loyal Defender. Any character intercepted by Righteous One while Righteous One is untuned is smoked.	D2	D	1			Test Subjects	V QHo Abominations.	1	Fh	1										
Ring Fighter	V RKF Martial Artist.	3	D	3			Thing with a 1,000 Tongues	R JMy Disgusting Demon. Unique. Sacrifice a character to give Thing With a 1000 Tongues Toughness: 3 until end of turn.	Emm6	E	9										
Shadow Creeper	C QHo Eunuch Assassin. Assassinste.	E1	E	1			Thorns of the Lotus	V RAI Fanatical Archers.	2	E	2										
Shadowy Horror	R JMy Demon. Regenerates.	3	E	3			Thunder Knights	C HHu Netherworld Soldiers. There is no limit to the number of Thunder Knights you can put in your deck.	2	M	2										
							Tomb Spirit	R RSp Supernatural Creature. Toast one of the characters in your smoked pile to give Tomb Spirit +2 Fighting until end of turn.	EE3	E	3										

EDGES

Name	Description	Rarity	Artist	Cost
Arcanowave Reinforcer	All of your characters do +1 damage and are considered Abominations.	U	RSp	Ah/2
Chains of Bone	Ascended cards do not turn during their controller's establishing shot.	U	RSp	E2
Feast of Souls	Whenever one of your characters is smoked, you gain one Power. If Feasts of Souls leaves play, the player to your left gains all of your power.	R	SVC	E4
Fire in the Lake	You gain 1 Power whenever an attack is declared against you.	U	JMe	GG3
Flood on the Mountain	Dragon characters take 1 point of damage at the beginning of each of your turns.	U	JMe	E2
Hill of the Turtle	Each player must spend 1 Power at the start of each of his or her turns, or one High Tech card that player controls is smoked.	U	NLe	G2
Hungry, The	Gain 3 Power whenever you burn a site for victory. All your characters and sites suffer 2 damage if The Hungry leaves play.	U	BWa	mm1
1 Ching	Turn to look at the top three cards of any player's deck and arrange the cards in any order you wish.	R	KMe	m1
Imperial Boon	May turn any Eunuch you control for 1 Power. You may turn Gao Zhong for 2 Power if you control him. All Eunuchs you control are smoked if Imperial Boon leaves play.	R	HHu	E4
Monkey King	Turn to return an Eaters of the Lotus card to its owner's hand.	U	PFo	A2
Paper Trail	Gain 1 Power for each card an opponent discards. You cannot gain more than 2 Power a turn this way. If Paper Trail leaves play, all of your opponents gain 1 Power.	U	MRa	AAA2
Political Lock	No characters can turn to change location.	U	MOK	A2
Probability Manipulator	Unique. Turn to increase or decrease the value of any number on target card by 1 until end of turn. You cannot reduce any digit to 0. Does not affect play costs.	R	MRa	Ah/4
Rockets, The	Head Edge. Comes into play turned. Turn to take 1 Power from target player's pool and add it to your own. Can only be used during your turn.	U	JSn	3
Reinvigoration Process	You may play Abominations from your smoked pile. Misprint: The artwork on the Limited edition is a copy of Cellular Reinvigoration, done by MTe.	U	AMa	F1
Safehouse	Turn and maintain; no attacks can be declared against target character.	R	ARu	4
Seed of the New Flesh	Each player must spend 1 Power at the start of each of his or her turns, or one Chi card that player controls is smoked.	U	DGe	A2
Shifting Tao	Whenever you are attacked, you may remove 1 damage counter from one of your cards for each character participating in the attack.	U	MOK	GG1
Soul Maze	Turn to cause two characters in combat to swap their special abilities and the special abilities of cards played on them for the duration of combat.	R	BWa	mm1
Spirit Frenzy	You may turn a Magic character to do 1 point of damage to a character that has just been damaged.	R	MRa	mm/2



Shamanistic Lieutenant & The Demon Within—There's something about this guy that's just hard to trust...could it be that glistening eye? Maybe, but if you're playing with both Dragons and Eaters of the Lotus, your opponent better not trust him. Wait until he is in combat with a beastie that you'd like to get rid of, and then play a Demon Within on it. The poor character won't have much time to revel in his power boost before your Lieutenant blows him away.

SHAMANISTIC LIEUTENANT

THE DEMON WITHIN

- Shamanistic Lieutenant** R LWi DDD3 Dm 4 Magic Cop. Any Demon or Abomination in combat with Shamanistic Lieutenant is toasted before it does damage.
- ShaoLin Master** U RKF GGG5 Gc 8 Martial Artist.
- ShaoLin Monk** V MBe 3 Gc 3 Martial Artist. +1 damage if you also control a ShaoLin Master.
- ShaoLin Warrior** C RSp G1 Gc 1 Martial Artist. You may spend 1 power to give all ShaoLin Warriors you control Superleap until end of the turn.
- Shell of the Tortoise** R DWi AA4 A 6 Loyal Defenser. Cannot attack. Turn to redirect damage done to any feng shui site from one source to Shell of the Tortoise instead.
- Shih Ho Kwei** R EBe GGG3 Gc X Martial Arts Master. Unique. X = number of Chi resources in your pool.
- Silver Band** U Ale DDD3 D 5 Legion of Supporters.

- Tooth of the Snake** U MKi A4 A 4 Lodge Assassin. Stealth.
- Tranquil Persuader** R KFo GGG3 Gc 1 Mastermind. Turn and maintain to take control of target character. Lose control of character if the Power in your pool does not exceed the character's play cost.
- Undercover Cop** U MPo A2 A X Pledged Operative. Stealth. X is the number of Cop characters you control. Can attack back row sites.
- Unspoken Name, The** R SVC AAAA3 AA 6 Lodge Chairperson. Unique. Cannot turn to attack. Turn to give Stealths to any number of characters whose combined play cost does not exceed 7. This lasts until end of turn.
- Vessels of the Lotus** V MPo 1 E 1 Ancient Heads.
- Vivisector** U AWa A2 Ah 1 Abomination Scientist. Turn Vivisector and sacrifice a character to gain Power equal to the character's play cost.

1Q

players guide

Name Rarity Artist Cost
Description



WHITE NINJA

White Ninja - Unique, Stealth, Ambush. Unstoppable. For 5 Power, she is one of the most offensive characters in the game. She can take on any character with a Fight Score of 3 or less at will. With power boosts from cards like Attack Helicopter, the White Ninja can even wreck havoc with your opponent's big guns.

Tomb of the Beast U DGe A2
Each player must spend 1 Power at the start of each of his or her turns, or one Magic card that player controls is smoked.

Wind Across Heaven U RTh D2
Eaters of the Lotus characters take 2 points of damage whenever they become turned.

EVENTS

Name	Rarity	Artist	Cost
Abominable Wave Cancel and smoke a Chi card.	C	MTe	Fh1
Arcanowave Pulse Cancel and smoke a Guiding Hand card.	U	MTe	F1
Array of Stunts You may move any or all of your characters to any locations on your side.	U	HHu	DD1
Assassins in Love All Assassins in play come under your control untimed.	R	JBa	DD0
Back for Seconds Unturn target character.	C	NTh	D1
Banish All Dragon characters in play return to their owners' hands.	R	JMa	E2
Beneficial Rejuvenation Head target character or site.	C	JBa	G1
Bite of the Jellyfish Play when a feng shui site is burned. You gain all Power in the pool of the player who burned that site, including any power gained from burning the site.	U	BSn	A0
Blade Palm Return target card to its owner's hand. Does not affect Event cards.	U	DVi	cc2
Booby Trap Play when one of your sites is attacked. Target site and all characters at its location suffer 3 points of damage.	C	BWa	D1
Bulle Market All players gain 5 Power.	R	Pfo	AAA0
Cellular Reinvigoration Until end of turn, target character gains Guts and is not smoked when damage inflicted on it equals or exceeds its Fighting score.	U	MTe	A1
Code Red Play right after you have been attacked. You may launch an attack, and characters that have attacked you this turn cannot intercept.	C	JSn	F1
Confucian Stability Cancel and smoke an Event or State as it is being played. Does not affect cards already in play.	C	RKF	G1
Covert Operation Look at target player's hand and force that player to discard one card of your choice.	C	MKi	A0
Crucible, The Toast all Demons in play. Oh Well, Bye-Bye now.	R	RKF	DD1

Name	Rarity	Artist	Cost	Name	Rarity	Artist	Cost
Cry of the Forgotten Ancestor Cancel and smoke target Magic card.	U	MPo	AA1	Roar of the Beast Cancel and smoke target card.	R	AWa	AAAA4
Curtain of Fullness Target player must discard three cards at random from his or her hand.	U	NLe	mm0	Robust Feng Shui Redirect any damage done to target feng shui site from one source to any target in play.	U	MKi	GG2
Dance of the Centipede Turn target card and cancel any effects generated by it this turn.	C	RTh	E1	Salvage Return any High Tech card in your smoked pile to your hand.	U	JMa	h1
Dangerous Experiment You gain 5 Power. The opponent to your left may toast one card that you control.	R	HHu	AAA0	Satellite Surveillance You may reveal up to X sites, where X is the number of High Tech resources in your pool.	U	MKi	h0
Down of the Righteous Remove up to six damage counters from cards which you control.	C	JMy	c1	Scroll of Incantation Search through your deck for an Event end add it to your hand. You must play this Event immediately or it is toasted.	U	NLe	mm1
Difficulty at the Beginning Play when your opponent plays a card. Your opponent must pay 1 additional Power or the card being played is toasted.	U	Kfo	G1	Shattering Fire Target character takes X damage, where X is the number of Magic resources in your pool.	C	RSp	m1
Expendable Unit Redirect all damage from one source to a character you control.	C	SVC	F0	Shattering Jade All Abominations in play are smoked.	U	RSp	G1
Faked Death Return a character from your smoked pile to your hand.	C	LWi	A0	Shifting Loyalties You become the controller of all Mercenary and Pledged characters in play.	R	Pfo	EE2
Final Brawl All characters in play take 2 points of damage.	C	RKF	DO	State of Emergency Limited. Draw a number of cards necessary to fill your hand to six cards.	U	Dfr	F1
Golden Comeback Take one character from your smoked pile and return it to play.	C	NTh	D2	Subterfuge For the rest of the turn, target player must pay an additional 1 Power to play any card. No characters or sites may be played in response to this card.	U	HHu	AA0
Healing Earth Remove X damage counters from the cards you control, where X is the number of Chi resources in your pool.	C	NLe	c0	Suicide Mission Smoke any card in play. Target card's controller may immediately smoke one of your cards of his or her choice.	U	MKi	AA1
Hostile Takeover Play during an auction. The highest bidder must give you Power equal to his or her bid and you win the auction.	U	MKi	A0	Superior Technology All your characters inflict +1 damage until end of turn.	C	LWi	F1
Imprisoned Target character is returned to its owner's hand.	C	Qho	F1	Thunder on Thunder All Edges in play are toasted.	U	NLe	D1
Inauspicious Reburial Toast up to X characters in an opponent's smoked pile, where X is the number of Eaters of Lotus resources in your pool.	C	RSp	E1	Tortured Memories Take control of target character until the end of the turn. Character comes to your side untimed.	C	SAI	E2
Infernal Plague All characters at target location take 1 point of damage.	U	DGe	E1	Victory for the Underdog Cancel and smoke any Architects of the Flesh card.	C	SVC	D1
Into the Light Take any card from your smoked pile and place it into your hand.	U	Kfo	G1	Wind on the Mountain Return X Event cards from your smoked pile to your hand. Toast Wind on the Mountain after use.	U	LDa	GGX
Iron and Silk Until the end of the turn, any damage inflicted on subject character when it intercepts is reduced to 0.	C	NTh	GO				
Killing Rain All sites in play take 2 points of damage.	C	EBe	m1				
Larcenous Mist All special abilities and States possessed by target character have no effect for the duration of this turn.	U	NTh	mm0				
Last Outpost All your character gain Toughness: 1 until end of turn.	C	LWi	D1				
Last Stand If an opponent has more feng shui sites than you, all of your characters gain +2 Fighting until end of turn.	R	AWa	DDDD1				
Mole Network Take 1 power from target player's pool and add it to your own. Can only be played during your turn.	C	MKi	A0				
Mysterious Return Play only when you have been attacked. Bring a character from your smoked pile into play for the duration of this combat. Character can only be used to intercept.	C	MBa	Gc1				
Natural Order Cancel and smoke a High Tech card.	C	LDa	Gc1				
Nerve Gas Target character is smoked. Does not affect characters with Magic or High Tech in their play costs.	C	Dfr	F1				
Neutron Bomb All characters in play are smoked.	U	Dfr	AAh3				
Now You've Made Us Mad Gain X Power, where X is the number of your characters that are damaged.	U	MPo	DD0				
Onslaught of the Turtle All High Tech cards in play are returned to their owner's hands.	U	RTh	G2				
Operation Killdeer Target character inflicts no damage this turn.	C	RRo	A0				
Orbital Laser Strike Do X damage to target site, where X is the number of High Tech resources in your pool.	C	JSn	h1				
Police State Cancel and smoke a Dragon card.	U	DDe	A1				
Positive Chi Each player may take any card, except a feng shui site, from his or her smoked pile and put it into play at no cost.	U	RTh	GG1				
Progress of the Mouse For the duration of the turn, any Power spent by target player goes into your pool. No characters or sites may be played in response to this card.	U	NLe	G1				
Pub/Droid Raid All characters at target location become turned. Can only be played during your turn.	C	BWa	F0				
Realpolitik Smoke target Edge or State.	C	MKi	A1				
Return to the Center All States and non-damage tokens on target card are smoked.	U	JBa	c1				
Rigorous Discipline Target character gains the inherent special abilities of one other character in play for the rest of the turn.	C	JMa	GO				

SITES

Name	Rarity	Artist	Power	Body	Type	Cost
Abominable Lab Abominable Lab gives you 1 High Tech resource for each Buro or PubOrd character you control.	C	MTe	F1	5	Site	2
Alchemist's Lair Ancestral Tomb V Mki 1 5 Feng Shui	C	MOK	1cc	5	Site	2
Ancestral Tomb Ancestral Tomb's Body is increased by the number of characters in your smoked pile. While Ancestral Tomb has damage counters on it, it does not count toward fulfilling its controller's victory conditions.	V	Mki	1	5	Feng Shui	—
Ancient Grove Any character intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple this turn.	C	NTh	1cc	5	Site	2
Ancient Temple Any character intercepted while attacking Ancient Temple inflicts no damage on Ancient Temple this turn.	V	KYA	1	5	Feng Shui	—
Auspicious Termites Auspicious Termites returns to its owner's hand.	V	KMe	1	5	Feng Shui	—
Blessed Orchard Whenever a player declares an attack on Blessed Orchard, transfer 1 Power from his or her pool to yours.	V	RTh	1	7	Feng Shui	—
Cave Network If an attack is declared against Cave Network and you have no characters in play, you may turn Cave Network to play a character with a cost of 3 or less at no cost.	V	EBe	1	6	Feng Shui	—
City Square Unique. Turn to redirect damage done to target site from one source to any other site you control.	R	KMe	1	6	Feng Shui	—
Dragon Mountain Unique. Toughness: 1.	R	BWa	1	7	Feng Shui	—
Drug Lab Limited. Drug Lab is smoked if damaged by a Cop card.	R	JSn	1	6	Hood	1
Family Estate Turn to play a Pledged character at -1 cost. Family Estate takes 2 points of damage whenever a Lodge character is smoked.	C	ARu	1A	5	Site	2
Family Home Generates an additional point of Power if the player to your left has more Power than you.	V	KMe	1	5	Feng Shui	—
Family Restaurant Regenerates. Body is reduced to 0 if damaged by a Hood card.	V	MPo	1	4	Feng Shui	—
Fox Pass Limited. Turn to change the target of an attack to any character or front-row site you control.	R	HBr	1	4	Feng Shui	—
Grove of Willows If Grove of Willows is revealed due to damage inflicted in an attack, you gain Power equal to the number of characters that attacked it.	V	RAI	1	6	Feng Shui	—
Hallowed Earth If Hallowed Earth is seized or burned by a player who controls more feng shui sites than you, you gain Power equal to the number of feng shui sites he or she controls.	V	MPo	1	6	Feng Shui	—

Name	Description	Rarity	Artist	Power	Body	Type	Cost
Hanging Coffins, The	Unique. Turn to give target character Tactics until end of turn.	R	MRa	1	6	Feng Shui	—
House on the Hill	Characters at House on the Hill's location have Toughness: 1 when intercepting attackers.	C	MPa	10	5	Site	2
Illusory Bridge	May be placed in any legal position on an opponent's side.	C	MRA	0	3	Site	m0
Infernal Temple	Infernal Temple provides 1 Magic resource for each Demon you control.	V	AWa	1E	5	Site	2
Inner Sanctum	Once Inner Sanctum has been revealed, you may not place new feng shui sites into its column.	V	JMe	1	11	Feng Shui	—
Jagged Cliffs	If Jagged Cliff's Body is reduced to zero, all characters at its location suffer 3 points of damage.	V	EBe	1	8	Feng Shui	—
Kinoshite House	Unique. Turn to untarn an attacking character. Target character receives and does no damage during this attack.	R	KYa	1	4	Feng Shui	—
Lily Pond	Turn to switch the location of Lily Pond with any other feng shui site you control. This may change which site is targeted by an attack.	V	NLe	1	4	Feng Shui	—
Marsh	Takes no damage from any character that is the subject of a vehicle state.	V	MTr	1	8	Feng Shui	—
Mountain Retreat	Once revealed, Mountain Retreat cannot be damaged by more than two character in an attack. The defending player decides which two characters actually inflict damage.	V	MBe	1	6	Feng Shui	—
Mourning Tree	Unique. A player who attacks Mourning Tree may not declare any other attacks for the rest of the turn.	R	BWa	1	8	Feng Shui	—
Police Station	Turn and maintain to give target Cap +2 Fighting, or turn to do 2 points of damage to target Hood character or site.	R	MTr	0	10	Site	1
Proving Ground	Proving Ground becomes turned when it is revealed. Turn to play a character at -2 cost. This is not cumulative with other Proving Grounds.	U	JSn	0	6	Feng Shui	—
Red Lantern Tavern, The	Unique. Turn to give target character Assortative against turned characters until end of turn.	R	Ala	1	7	Feng Shui	—
Sacred Ground	Unique. Turn to heal target character.	V	NTh	1	9	Feng Shui	—
Sacred Heart Hospital	Unique. Turn to heal target character.	R	HBr	1	6	Feng Shui	—
Secret Headquarters	Limited. All sites you control take 2 points of damage if Secret Headquarters is smoked.	R	MTr	2	10	Site	3
Secret Laboratory	ShaoLin Sanctuary provides you with 1 Chi resource for each ShaoLin or Monk character you control.	C	MTr	1hh	5	Site	2
ShaoLin Sanctuary	Turn to remove 1 damage counter from target site.	C	DSh	1G	5	Site	2
Stone Garden	Feng shui sites to the immediate right and left of Trade Center generate no power.	V	NLe	1	6	Feng Shui	—
Trade Center	Unique. Turn to redirect damage done to a character from a single source to Turtle Beach instead.	C	MPa	2	9	Site	3
Turtle Beach		R	JMe	1	6	Feng Shui	—

STATES				
Name	Description	Rarity	Artist	Cost
Alabaster Javelin	Weapon. If subject character is smoked, do 3 points of damage to any target in play.	U	RAI	m1
Amulet of the Turtle	Any damage inflicted on subject is inflicted on the Amulet instead. The Amulet is smoked after receiving damage equal to your resources.	U	NLe	m1
Armored in Life	Play on any character. Subject gains Toughness: 1.	C	LWi	c1
Attack Helicopter	Vehicle. Subject gains Mobility, Tactics, and +2 Fighting.	U	JMe	3
Bag Full of Guns	Play on one of your characters. Turn to give all characters at subject's location +1 Fighting until end of turn.	U	BnS	D2
Baptism of Fire	Play on a character after that character has been damaged. Subject gains +2 Fighting. You may play Baptism of Fire during another player's turn.	R	LWi	D1
Brain Bug EQ3200	Play on any character. At the beginning of each of your turns, you may look at subject's controller's hand or reveal one of his or her sites. Subject is smoked if Brain Bug leaves play.	R	DfR	A1
Charmed Life	Play on any character. Subject is immune to any effects that smoke characters or cards. Character can still be smoked due to damage.	U	PfO	D1
Claw of the Tiger	Play on any character. Claw of the Tiger does 1 damage to all characters in combat with the subject before combat damage is dealt.	U	LWi	cc1
Combat Aircraft	Vehicle. Subject gains Mobility, Tactics, and +4 Fighting.	U	MTr	hh4

- A Ascended
- c Chi
- D Dragons
- E Enters of the Lotus
- F Architects of the Flash
- G Guiding Hand
- H High Tech
- J Jommans
- M Four Monarchs
- m Magic

Name	Description	Rarity	Artist	Power	Body	Type	Cost
Contract of the Fox	Play on any character. Turn Contract of the Fox to untarn the subject.	U	MRA	c2			
Death Touch	Play on any character. Any character in combat with subject is smoked. Does not affect characters with Magic or High Tech in their resource conditions.	R	BWa	c2			
Deathtrap	Play on any site. Characters that attack the subject take 1 point of damage right before they damage the site.	C	RTh	E1			
Demon Within, The	Play on any character. Subject becomes a demon, and the character's fighting score is increased by 2. If this is played on a subject character that is already a demon, the character is smoked.	C	HMu	Em2			
Dim Mek	Play on any character. Subject gains +1 Fighting, and its damage cannot be reduced by Toughness.	U	Ala	c1			
Disintegrator Ray	Weapon. Subject gains +1 Fighting. If subject does enough damage to smoke a character, that character is toasted instead.	U	QHw	hh1			
Explosives	Play on any untarned character. When subject does damage to a site in combat, you may sacrifice Explosives to do an additional 5 damage to the site.	U	DfR	1			
Fists of Legend	Unique. Play on any character. Subject's Fighting score is increased by X, where X is the number of Unique characters in your smoked pile.	R	Ala	D2			
Flying Fortress	Vehicle. Subject gains Mobility and +8 Fighting.	R	RRo	hhhh6			
Flying Guillotine	Weapon. If subject smokes a character in combat, you may do 2 damage to any other character at its location.	R	DDe	E0			
Fortune of the Turtle	Play on any character. Subject is not affected by Event cards played by your opponent.	U	JMa	c1			
Fusion Rifle	Weapon. Turn Fusion Rifle to do 2 damage to any target at subject's location.	U	BSn	h1			
Fusion Tank	Vehicle. Subject gains Mobility and +4 Fighting.	U	MTr	h4			
Grenade Launcher	Weapon. Controlling character does +3 damage to characters with vehicles and sites.	U	BSn	1			
Hands Without Shadow	Play on any character. In combat, subject may inflict enough damage to reduce its opponent's Fighting score to 1 instead of its regular damage. Misprint: In the Limited Edition, the artwork is attributed to LWI.	C	EBe	c0			
Havoc Suit	Weapon. Add half the number of High Tech resources in your pool, rounded down, to subject character's fighting score.	C	BSn	h2			
Helix Chewer	Play on any character. Any damage inflicted by helix character in combat is reduced by 1. If subject leaves play, Helix Chewer returns to your hand.	C	AWa	F0			
Helix Retread	Play on one of your opponent's characters. If subject character is smoked, you gain 1 power.	C	RSn	F0			
Heroic Conversion	Play on any character. If subject attacks you, you take control of it until end of turn.	U	EBe	D0			
Inexorable Corruption	Play on any character or site. The subject takes 1 point of damage at the beginning of each of your turns. Damage counters on subject cannot be removed by any means.	C	DGe	E0			
Marked for Death	Play on any character. Flip a coin at the beginning of each of your turns. If the result is heads, the subject character is smoked.	C	DVi	A1			
Motorcycle	Vehicle. Subject's controller can turn Motorcycle to change the location of controlling character.	C	JSn	0			
Netherworld Passageway	Play on any site. All character located in front of that site gain Mobility. Site is considered to be a Netherworld Site.	C	Lda	2			
Poison Needles	Play on any card. Subject's controller must pay 1 Power at the end of each of his or her turns or subject is smoked.	U	MBE	EE2			
Power of the Great	Play on a feng shui site you control. Place a counter on Power of the Great at the beginning of each of your turns. The number of feng shui sites you need for victory is reduced by 1 for every 4 counters on Power of the Great.	R	DVi	GG2			
Really Big Gun	Weapon. Controlling character inflicts +2 damage.	C	BSn	1			
Robot Arm	Play on any character. Subject gains +2 Fighting and Toughness: 1 against damage inflicted by characters.	U	BSn	hh2			
Seal of the Wheel	Play on one of your characters. Place a counter on Power of the Great at the beginning of each of your turns. The number of feng shui sites you need for victory is reduced by 1 for every 2 counters on Seal of the Wheel.	R	NLe	AA2			

Robust Feng Shui
Event
Reflect any damage done to target feng shui site from a single source to any target in play.
*Gain to target the very earth itself the Principle of Reflection.

Robust Feng Shui—The best offense is a good defense. There's no doubt that this defensive event is one of the most offensive weapons available to the Guiding Hand. The damage you shoot back will almost always be enough to smoke the character that dealt the damage. Or redirect the damage to that feng shui site your opponent's had buried in his back row.

Throwing Star	Weapon. Play on any character. When in combat, subject can do 1 point of damage to any character at its location after combat damage is dealt.	U	KYo	1
Thunder on the Mountain	Play on one of your sites. All Architects of the Flash cards come into play turned.	U	MRA	G1
Training Sequence	Play on any character. Subject gains +1 Fighting.	C	Ala	D1
Ultimate Mastery	Play on any character. Subject gains the special abilities of each character it is in combat with until combat with that character is resolved.	R	Ala	c1
Undercover	Play on any character. Subject can attack back-row sites, although it can still be blocked as normal.	U	JSn	D1
Vampiric Touch	Play on any character. Place a counter on Vampiric Touch whenever a character is smoked. Subject character gains +1 Fighting for each counter on Vampiric Touch. Subject is smoked at the end of a turn if no characters were smoked during that turn.	U	HMu	EE2
Veiling of the Light	Play on any feng shui site. Subject does not count towards a player's total for victory points.	U	RAI	Em2
Water Sword	Weapon. Unique. Subject gains +1 Fighting. If subject is smoked, Water Sword returns to your hand.	R	Ala	1
Whirlwind Strike	Play on any character. If subject smokes a character it is intercepting, it may intercept another attacking character once the combat is over.	C	MRA	c1



Sqwurm Remembered

By Rick Swan

I love my mother, but she's cost me a fortune. When I was a kid, she'd go into periodic cleaning frenzies and throw out everything in my room that looked like junk to her. Among the casualties were a beat-up but complete copy of *Fantastic Four* #12, an Aurora glow-in-the-dark model of Godzilla, and a sky-high stack of drawings featuring hundreds of my original superheroes, like Lightning Man and King Crossword. Today, the *Fantastic Four* would be worth an easy hundred bucks, the Godzilla model twice that much. And if stick-man art had ever become fashionable, my drawings would be priceless.

When I moved out of the house, I vowed this would never happen again. Everything I wanted to keep—letters, photos, toys, you name it—I packed away in cardboard boxes. I dated them, duct-taped them shut, and—to discourage snoops—labeled them “tax receipts.”

Every now and then, when I'm bored or avoiding work, I drag out one of these cardboard time capsules and spend the day oohing and aahing over the contents. Recently, I excavated a box from under the basement stairs, dated November 5, 1981. Inside were a bundle of promotional fliers from DC Comics, a rejected magazine manuscript, and a genuine treasure: a card game called *Sqwurm*.

With a name like *Sqwurm*, it has to be good!

I didn't remember ever playing *Sqwurm*, but I remembered where it came from. About 15 years ago, I bought a couple of war games at a Des Moines, Iowa, game shop. The owner threw in a copy of *Sqwurm* at no charge. They weren't selling, so he was giving them away, just to get them off the shelves and out of the store.

After retrieving *Sqwurm* from the basement, I decided to give it a try. The game consists of a deck of triangular cards, each showing a section of reptilian anatomy: tails, wings, torsos, claws. Players deploy their cards on the table one by one, competing to be the first to create an intact fire-breath-

ing dragon. Depending on the arrangement of her coils, a dragon can crush, frighten, or fry her enemies. Knight, treasure, and egg cards add bonus points and dispel curses.

It's terrific fun, easy to learn, impossible to master, and as addictive

as cotton candy.

Best of all, *Sqwurm* lends itself to a surprising number of variants. The advanced rules allow for jousting matches and damsel rescues. Preschoolers can amuse themselves by creating four-headed dragons and other goofy creatures. With the help of a biologist buddy, I developed a variant involving gene splicing and cell mutation.

The more I got into it, the more I wondered if I was the only guy in the world who'd been *Sqwurmed*. I called a dozen retailers across the country to see if they'd ever heard of it. Responses ranged from “Nope” to “I don't think so” to “You've got to be kidding.” “Doesn't sound like something we'd ever carry,” sniffed a Toys 'R' Us manager.

I also wondered about Merle Rasmussen, the designer of *Sqwurm*. I discovered that, at least for a while, he lived in Iowa, where I live now. He also spent a chunk of the 1980s designing some first-rate role-playing supplements, such as *Guns, Gadgets, and Get-away Gear* for the *Top Secret/S.I.* game and *Midnight on Dagger Alley* for *Advanced Dungeons & Dragons*.

But I never found out what happened to Rasmussen. Maybe he retired. When a store in your own home state gives your game away for free, that's gotta be discouraging.

There are two lessons in this story.

Lesson number one is for game designers: It doesn't matter if the critics hated your game, the distributors screwed you, or you only had enough cash to publish three copies. Every game has an audience. Maybe it's just the kid next door or some guy on an army base in Iceland. Or maybe it's just me, who discovered your game in my basement 15 years after the fact. Sooner or later, somebody somewhere will appreciate your masterpiece.

Lesson number two is for everyone else: Don't throw anything out. Today's junk may be tomorrow's glow-in-the-dark Godzilla.

Rick Swan eventually replaced his *Fantastic Four*, but continues to mourn the loss of *King Crossword*.





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RAJ IIIrd

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