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Fangthane Bloodjaw looked out over the factory grounds at the sad little pack of Garou who thought they were penetrating the security undetected. He smiled a split-gummed grin. Kills-the-Weak placed a hand on Fangthane's shoulder, careful to avoid the cancerous boils there, and burst out laughing as the factory's defense fomori burst from their shallow graves beneath the edge of the reactor and began to burn the Garou with their radioactive, acid touch. Oh, yes. This would be a glorious night for the Wyrms indeed.

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October- **Mage Tarot Deck.** The Tarot has been woven into the fabric of *Mage: The Ascension* since the game blazed into existence in 1993. Fans have been able to glimpse samples of these cards in sourcebooks, but only now is the definitive **Mage Tarot Deck** available. Based on *World of Darkness* iconography, the **Mage Tarot Deck** features the art of Joshua Gabriel Timbrook, John Cobb, Larry MacDougall, and Alex Sheikman.

December — **Mage: The Ascension, Second Edition.** The long-awaited second edition for the storytelling game of reality on the brink!

Mage: The Ascension challenges players to confront their innermost desires. As a modern-day mage with the power of magick at your fingertips, what would you do? And what would having such absolute power do to you? Breathtaking new art. Crisp organization. Expansive background information.

MAGE
The Ascension

Mage: The Ascension.
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WHITE WOLF
GAME STUDIO

c o n t e n t s

FEATURES

Deckstoppers 32

Tired of getting hammered by discard, direct damage, and weenie decks? So hammer back. By Rick Moscatello.

Middle-earth: The Wizards 38

Behind the scenes of the making of ICE's hot new CCG. By Edward Willett.

30 FAQs 52

Answering the 30 most-frequently-asked *Magic* questions, like what you're not allowed to tap. By Beth Moursund.

The Natural 58

Keith Parkinson: up close and personal, including how he paints such neat stuff. By Andrew Kardon.

The New, Improved Beast 74

The history of werewolves, and how to properly kill one. By Allen Varney.

The End of the World 78

Well, almost. Check out our *Fallen Empires* game variant for *Magic*. By Wil Chase.



YUP, YUP.
IT'S ME, THE FAMOUS
FLOATING HEAD, AND I
AM YOUR WORST
NIGHTMARE.
BWAH-HA-HA!
SEE PAGE 52 FOR
DETAILS.

Contests

WIN!

Magic: The Gathering 50

A pack of every single *Magic* set!

The Crow 72

A buttload of cool Crow stuff!

DEPARTMENTS

NEWS & NOTES 13

ON THE SHELVES 22

KILLER DECKS 24

UP YOUR SLEEVE 26

STUMPERS 28

ON DECK 44

INQUEST PROFILE 68

COLUMNS

EDITORIAL 4

INQUISITION 7

PLUGGED IN 70

CARD STOCK 82

SWAN SONG 128

PRICE GUIDE

PRICE GUIDE INTRO 84

MAGIC PRICE GUIDE 85

COLLECTIBLE CARD GAME PRICE GUIDE 94

COLLECTIBLE CARD GAME CHECKLIST 98

PLAYERS GUIDE INTRO 100

Magic: The Gathering Players Guide 102

Doomtrooper Players Guide 122

IT'S TRUE! IT'S TRUE!
DON'T TRY THE
BROWN ACID!! BUT DO
TURN TO PAGE 74.



ON THE COVER: Keith Parkinson, master of the mystic oils, conjures up this month's barbecuing necromancer. Watch for this cover to appear as a future card in an upcoming *Guardians* expansion set.



EDITOR'S LETTER

Hindsight is 20/20

It was September, and I'd just returned to school up in Rochester. At our first opportunity, a friend and I stopped by the local gaming shop. Upon entering, we were asked if we wanted to try this great game they had just gotten. Not looking to spend any money on a new game, we passed.

The year was 1993, and the game was *Magic: The Gathering's* Alpha edition.

Fortunately, it only took a few months for the *Magic* phenomenon to sweep through Rochester. Before long, my friend and I both had a few Beta starter decks.

During the drought between Beta and *Arabian Nights*, when you couldn't get *Magic* anywhere, I heard about this unbelievable card. I'd never seen one, but I knew that I absolutely had to have a Gauntlet of Might. I eagerly headed to the gaming store, but when I saw the price tag, my heart sank.

\$10 for a *Magic* card? There was no way I could spend that much on a single card. Dejected, I searched through the store's binder for other interesting cards.

I was just starting to realize the usefulness of Moxes. (We thought they were the most worthless cards—next to multilands, of course.) Anyway, having discovered that Moxes were actually useful in smaller decks (90 to 100 cards), I thought I'd pick up a few. But to my dismay, they each carried a hefty price tag of \$4.

After much deliberation, I finally settled on a Beta Forcefield for \$5. It wasn't a Gauntlet of Might, but it still seemed pretty cool.

By the time *Arabian Nights* came out, we were all hooked, and I made it a priority to collect a complete set. I never paid more than \$1.45 for a pack of *Arabian*, and I still have that set intact.

Of course, the most thrilling experience I can recall is taking my newly *Magic*-inducted girlfriend to the game store to pick up some Unlimited boosters. By then, I knew all the card rarities—so imagine my surprise when she opened a pack and saw a Timetwister! The top card was supposed to be uncommon, but in three of her packs, the uncommon slots had rares instead.

Although I'd vowed not to buy any more packs of Unlimited, I went in and bought eight more boosters. Five of them hit the jackpot, including one pack that had both a Mox Pearl and a Black Lotus. Not too bad for \$2.50.

It's now been over two years since I made the foray into the world of *Magic*, and now I'm at the point where \$150 for a Black Lotus looks like a pretty good deal.

Do I ever feel like kicking myself for not buying those Alpha cards or Moxes when I had the chance, or for not picking up the entire box of extra-rare boosters? Sure, sometimes. But I prefer to think how lucky I am for getting in on the game as early as I did.

Jeff Hannes
Assistant Price Guide Editor



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—Steve Fritz
VENTURA Magazine

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—Mike O'Connell
TUFF STUFF COLLECT! Magazine

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—GAMES Magazine

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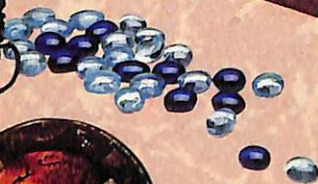
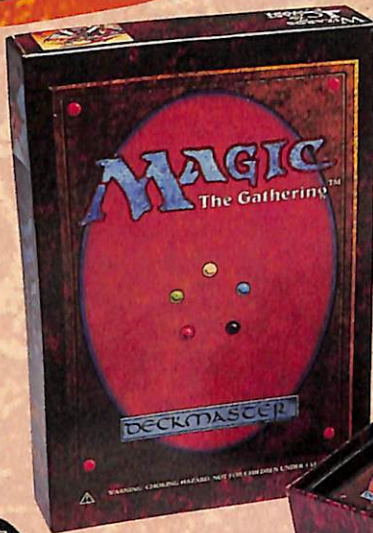


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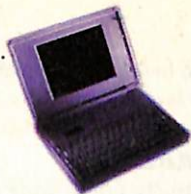
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INQUISITION

FAN MAIL ANSWERED BY THE INQUEST EDITORS

The Gang's All Here!

The response to *InQuest* has been getting better and better with every issue, and we'd like to thank those of you who gave us a chance and have been picking us up on a regular basis. You're the reason we've become as successful as we have.

The amount of mail for *Inquisition* has more than doubled, so instead of one editor handling these hallowed pages, it'll be the entire *InQuest* editorial team fielding your questions, concerns, and comments.

So, that said, we're off...

Rharghh! Curt Smash!

As a quickly aging game player, *Magic* breathed new life into my life as a gamer. I found I just didn't have 10 hours a night to spend on my roleplaying anymore—and it really sucked. Now, I play *Magic* daily with my co-workers at lunch.

Recently, though, I've been hearing something very disturbing from not one but several *Magic* players. People seem to be pissed about the release of Fourth Edition and *Chronicles* simply because it has affected the "value" of their collection. Some have even sworn off *Magic* as a reaction. But let's not lose sight of what makes *Magic* collectible in the first place: it's a great @%\$&ing game.

When *Magic* becomes more a collector's item than a game, that's when I call it quits. People who missed any of the expansions shouldn't be left out to preserve some arbitrary dollar amount. So pull the cards out of your damn binders and enjoy 'em.

Curt Covert
Danbury, CT

Riff on, Curt, my man!



DOCTORS WORK FEVERISHLY TO REATTACH FEET TO DOUG SHULER'S ARTWORK.

Foot Fetish

I have been playing *Magic* for about a year now and have accumulated a large amount of cards. One day, my gaming group and I came across a startling fact... one of our favorite artists, Douglas Shuler, only has one card with feet in it. We went through as many cards as we could find, and to our great dismay, we only found one card—Unstable Mutation—with feet in it. Many cards such as Homarid Spawning Bed and Shambling Strider have their feet conveniently hidden. Could you please shed

some light on this for us? It has our youngest member, Rob, very concerned.

Andy Farmer
Lebanon, OH

Yeah, well, the amount of free time you and your gaming group have on your hands has us concerned.

Price Hike

As if the price wasn't high enough already, Wizards of the Coast raised the price of *Magic* cards. This is not a good way to promote *Magic* sales, especially after Fourth Edition and *Ice Age* shortages. There are certainly cheaper card games, especially when you consider the cost of a box of playing cards. So why the hike in prices? The quality isn't better, and don't tell me that WotC isn't making enough money on *Magic*. Come on WotC, give us a break.

Michael Chansky
Burnsville, MN

The combination of card shortages and higher prices seem to be keeping a lot of fans from enjoying a great game to the fullest. Write Wizards of the Coast and let 'em know your feelings, good and bad—just like us, they need to hear about what they're doing right as well as what's going wrong.

Queso

Is cheese limited to cow, goat, llama, and direct damage?

A kid I know created the "perfect" ante deck for settings where the banned cards are allowed: four Darkpacts and 56 swamps. He will more than likely ante a swamp. When he gets a Darkpact, he can switch the top card of his library (probably another swamp) for his opponent's ante. Even though he won't win, he will usually lose two swamps and get a more valuable card from his opponent.

Isn't this as cheesy as a burn deck?

Joe Ibershoff

Charleston, WV

Man, that's worse than llama cheese... that's the bottom of the barrel where the curds hang out.

Cheese is a very misunderstood concept. It's not cheesy to kill someone with direct damage if that's your only option; it is if you blast the guy with a 15-pointer when he's having mana problems. It's really cheesy to play tournament-level killer decks in a friendly chaos game, but not when you've paid 20 bucks to enter the local tourney and you're playing by the same rules as everyone else. Suckering someone with an ante deck? You make the call.

The golden rule of non-cheese: everyone should have fun playing the game, no matter who wins.

Twiddling in Public

In a recent tournament, my opponent Twiddled his Bone Flute in the middle of a duel! I was very embarrassed and unsure of what to do. Please help me!

BlakAder7

Cyberspace

We don't blame you for getting upset. If someone Twiddled their Bone Flute in front of us, we'd be embarrassed, too.

Enough with the Mana

Why not list the Unlimited *Star Trek* cards and prices instead of the black-bordered Limited Edition? Everybody I know has the white-bordered edition.

I love *Magic*! Everybody loves *Magic*! But your mag gets a little carried away with it. Sure it's the biggest and most popular game in America, but there are a lot of great games that aren't getting any recognition, like *Wyvern*, *Doomtrooper*, and *Star Trek*.

David Withers

Bedford, VA

*Slowly but surely, we're getting more and more games into our mag. You're right, David, there are a lot of awesome games out there—and we'd love to cover them all—but we can only do so much. Check out our *Players Guide Spotlight* every month, our expanding CCG checklists and price guides, our game reviews,*

monthly features, and our upcoming strategy column for life beyond Magic.

Meatfire

I really enjoy your magazine and have some questions for you:

1) Are my *Spellfire* cards worth anything? I've never seen a price guide.

2) Why do hot dogs come in packages of 10, and hot dog buns come in packs of eight?

Dave Glide

Three Rivers, MI

1) Huh? Keep reading for 80 or so more pages and clue yourself in.

2) Because them no-good wiener companies think they're gods, and until we take the Constitution in hand and beat them like the dogs they are, they'll continue to force us to eat bunless dogs or buy dogless buns.

Discarded

How do you randomly discard?

S. Douglas

Tucson, AZ

First, smack your opponent between the eyes with a two-by-four. Then, while he's dazed, jam as many drunk midgets down the front of his pants as you can, slap the cards out of his hands, and make off with his Lotus. Then discard.

YA'LL MESS WITH THE
BULL, YA GIT THE
HORNS, PARDNUH!



Killer Combo

How many times have you wanted to destroy all of your opponent's land without destroying your own? There's always a land destruction deck, but who wants to build an entire cheesy deck centered totally around destroying lands one at a time when two cards will take them all out?

First, you cast an Earthlink out of *Ice Age*. Now everyone has to sacrifice a land when they lose a creature. Next, toss out a *Legends Living Plane*, which makes all lands 1/1 creatures as well as lands. Now all you need is a *Lightning Bolt* or *Essence Flare* to get things

started. Once you destroy one of their lands, the rest come tumbling after.

No Stone Rains, no Ice Storms, no Sinkholes. Land destruction nice and neat, the way it was meant to be.

Chad Kultgen

Lewisville, TX

Yikes. They grow 'em mean down there in Texas. Rough combo, man.

You Got Questions, We Got Answers

1) How come you have so many i's in your name [Inquisition, we're guessing] and not one e? You know, e is the most-used letter in the alphabet.

2) What do those signs mean on the top-right-hand corner?

3) On the *Fallen Empires* card Icatian Town, it says put four citizen tokens into play. What does that mean?

4) What do Vodalian Soldiers do?

5) What's a spore counter?

Paul Weston

Oxon Hill, MD

1) Yeah? How come you only got one e in your name, Mr. Weston... if that is your real name. We're on to you, buddy.

2) You mean the ones that only you can see? They mean it's time for you to put the glue down and get a breath of fresh air.

3) It means you gotta get out a pair of safety scissors, some paste, and some colored glitter, grab your opponent's best discontinued rare card, and make cute li'l token guys out of it. (It's in the rules.)

4) Take up space in decks.

5) A guy who counts spores.

Type II Clarified

I have heard that the only type of tournament that will allow the use of Revised cards is the Type I tournament. This is disturbing because the Type II tournament only allows cards from the Fourth Edition and other expansion sets.

David W. Richardson

Cincinnati, OH

Type IIs include Fourth Edition and the last two expansion sets to be precise. It doesn't matter what version of the cards you have—if the card exists in Fourth Edition, you can use it. So most of the Revised cards are still playable in Type II tournaments.

My question is: with Homelands coming out, doesn't that make Ice Age obsolete in Type IIs a little too quickly?

Huh?

One question for ya: do you believe in magic?

Elizabeth Smith

Cyberspace

We use to. Now we believe in special effects.

Magic Trivia

- 1) What year did *Magic: The Gathering* start?
 - 2) What was the first expansion set?
 - 3) What was the first collectible card game?
 - 4) Can you subscribe to *InQuest* for a year? If so, how much?
- Christian Lawrence**
Las Vegas, NV

- 1) August 1993.
- 2) Arabian Nights.
- 3) You guessed it... *Magic: The Gathering*.
- 4) Sure. For a year's subscription (12 issues), send a check or money order for \$29.95 (\$48 for Canada, \$70 for all other foreign countries) to: *InQuest* Subscription Department, c/o Wizard Press, P.O. Box 656, Yorktown Heights, NY 10598. Make out payments, in U.S. funds only, to *InQuest* magazine.

Nasty Card Combo

OK, here's a nasty card combo for *Magic*. If your opponent attacks you with a heavy damage dealer like the Lord of the Pit and you can't block it, use your Seasinger or other effect to bring it to your side and cast Simulacrum so the Lord of the Pit takes all seven damage!

Brad Behm
Calgary, Alberta

What???

First of all, I really hated how in your June or July issue, where there was the feature on the Mishra-Urza war, you said that the entire mag was a flip book, but over and over I flipped through it and couldn't find the flip book. Another thing I don't like was how you don't have interviews with artists on a regular basis. The last part I hate is the one I despise the most... you have no letter of the month! But other than that, I have to congratulate you on a great magazine.

David Price
Whittier, CA

Hey, can anybody guess at what point in the letter Dave's Prozac kicked in?

Date Dilemma

I noticed that you wrote #4 on your August '95 cover. Now I've just started reading your magazine, but I saw that you had an issue out in April, so unless you skipped a month August should be #5 or above. You might want to wake up

your proofreader.

Andrew Parsons
Beaverton, OR

Actually, *InQuest* #1, which came out in April, had a May cover date. That's because the cover date is the latest month a vendor is allowed to sell the magazine.

SWEET GOD IN HEAVEN, I'M GONNA DIE! I'M GONNA...HEY, WHAT A NEAT IDEA FOR A MAGIC DECK!



The Bug Deck

Here's a great theme deck: an insect deck. I thought of it while I was recovering from a bee sting (coincidence? I think not). I looked outside and saw an ant colony. I put bugs and bugs together and got Carrion Ants and Killer Bees. I rushed to my room and started to devise the following deck:

Carrion Ants
Cocoon
Emerald Dragonfly
Flow of Maggots
Giant Growth (*Ice Age* version)
Giant Spider
Hell Swarm
The Hive
Killer Bees
Pit Scorpion
Takklemaggot
Xira Arien
Yavinmaya Gnats
Carter Westlund
Londonderry, VT

Morbid

Who do I have to kill to win that *Rage* jacket contest [*InQuest* #4]?

Nathan Teske
New Orleans, LA

The winner.

Cool Land Combos

1) Rainbow Vale and Cursed Land. Put your Cursed Land on Rainbow Vale, then quickly use the Vale and give it to your opponent. Mmmuuaahahaha!

2) Mole Worms and Psychic Venom. Have the Worms tap the land with the Venom on it.

William Hauyse
Walnut Creek, CA

- 1) Or you could just cast *Cursed Land* on a land your opponent already controls.
- 2) Good one. You can use an *Icy, too*.

Grub

In a grand attempt at amassing a horde of fuzzy little Thrulls of all shapes and sizes (it seems some people have a lot of extras, and aren't very fond of them), I was wondering if you folks have any extras lying around, or if your other readers have any spare Thrulls waltzing through

their piles of Erg Raiders and Sacrifices.

Travis Kincher
North Bend, OR

You can go to any hobby shop and pick up like 20 *Fallen Empires* packs for a buck—ante up and spend the dough, buddy!

"Reality vs. Fantasy"

I found "Reality vs. Fantasy" [*InQuest* #5] extremely entertaining. I thought it was a perfect blend of comedy and information. It's not the sort of thing you find in the average history book, or a *Dungeons & Dragons* sourcebook.

Dale Gaumer
Cyberspace

Card Marks

My opinion still stands concerning something to mark cards available for Type II tournaments in the players guide. You have the Moxes listed as restricted cards, but they are unavailable in Type II tournaments. This present listing can be misleading. I still would like to see an article on the various styles and formats of tournaments.

The review section [On Deck, in *InQuest* #5] was good. The reviews seemed honest and fair.... I am particularly looking forward to reviews of *Middle-earth* and *Call of Cthulhu*.

"Reality vs. Fantasy" was informative, but long for a not-so-directly-related-to-games piece. The article on deck construction was very well done... a great intro. More!

"Tournament Survival Kit" was funny

and just the right amount of space for humor. Good show! Thanks for not doing a Casting Call.

Charles Hadden
Havertown, PA

Thanks for all the comments on InQuest. They help us grow. This month's InQuest has a behind-the-scenes look at the making of Iron Crown Enterprises' eagerly awaited Middle-earth: The Wizards collectible card game—see page 40. We'll get a review in the mag as soon as we can. And if you want to read more about Mythos, the card game Chaosium is basing on its Call of Cthulhu RPG, stay tuned!

IT TAKES A REAL MAN
TO CARRY OFF THIS
ENSEMBLE.

CHRIST, THAT
!@#%ING FOOT
PICTURE ON PAGE
7 IS GONNA MAKE
ME PUKE.



Fashion Faux Pas

In issue #5, you said how to dress ["Tournament Survival Kit"]. Well, I went to a tournament and I got kicked out for indecent exposure and a whole bunch of crap. Thanks.

GaryL99999
Cyberspace

Try some pants next time.

Ice Age Lame-o

You dare dishonor the almighty Elkin Bottle ["Freezer Burn," InQuest #4]? There is a card called Mercenaries in Ice Age—this should have been a *Fallen*

Empires card and joined the ranks of the almighty Homarids.

Chris Donati
Santa Barbara, CA

We got yer Elkin Bottle right here!

Magic Variant

I'm writing to tell you about a chaotic game variant for *Magic*. It's just like the regular game, except for the five rules listed below:

- 1) You may put down as many lands as you want. Putting down lands is considered an interrupt.
- 2) During the draw phase, you must draw your hand up to eight cards.
- 3) Because of the massive amount of lands coming out, direct damage coming toward you can be blocked by any one of your creatures. (That'll teach them cheeseheads!)
- 4) You may discard at any time.
- 5) Since four- or five-color decks are possible, landwalking abilities are valid only when an opponent's land of the appropriate type is *tapped*, not just in play.

And there you have it: the "Ultimate Chaos" *Magic* variant.

Billy Leidy
Huntington, WV

Whew, fast and furious! Strategy tip: don't play with 60-card decks.

Knows the Truth...

Have any of your editors ever been institutionalized?

WildMagic4
Cyberspace

Nope, but we have all served jail time. There we learned to get in touch with our inner child and pick up the soap with our feet, if you catch our drift.

And that, boys and girls, is that. Thanks for stopping by, and remember: if you don't write in, your parents will stop loving you.

Bye now.

Send yer letters to InQuestMag@aol.com or:

INQUISITION

151 Wells Ave.

Congers, NY 10920

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

MAGIC: The Creations

The fan who invented the best *Magic* card this month wins a mix of three different foreign-edition *Magic* packs, along with a Fourth Edition Killer Bees card signed by Phil Foglio! Huzzah!



ITHIAN MINOTAUR

Darren S. Stokes, Logan, Utah

Yeah, we're sick of the Maze of Ith, too. Hey, if the Desert Nomads can have Desertwalk (and who the hell plays with Deserts?), then the Ithian Minotaur can have Maze of Ith-walk. And minotaurs are cooler than nomads, too.



DEMONIC TAX FORM FROM HELL

Dennis Amador Cherry, Van Nuys, Calif.

We should've waited till April for this one, but it was too good. Your opponent's paperwork alone on this enchantment will kill him. If he's using dice to keep track of his life, forget it.

To enter, send an original *Magic* card no bigger than 8-by-11-and-a-quarter-inches (use an existing *Magic* card and just glue on new art and stuff if you want) to:

Magic: The Creations

c/o InQuest magazine
151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS

Congratulations to Carol and Zac Goff of Raymond, Wash., for whipping up a spectacular Were-Pez Dispenser for issue #4's *Rage* contest. For displaying such skill in the art of lycanthropic sugar highs, Carol and Zac walk off with an original *Rage* leather jacket! hand-painted by Richard Kane-Ferguson. Congrats!



QUEST FOR THE GRAIL

The Most Awaited Game of the Year
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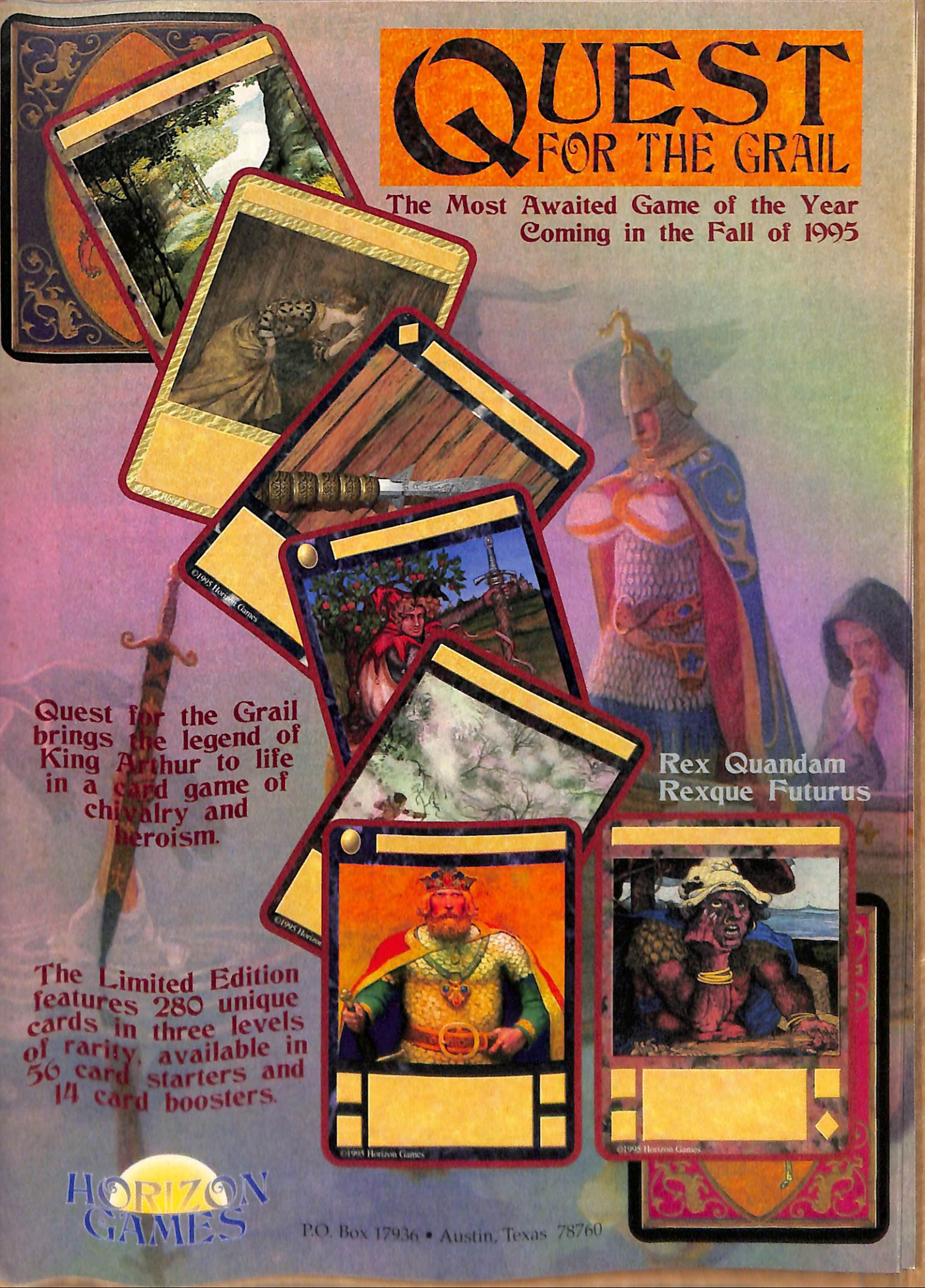
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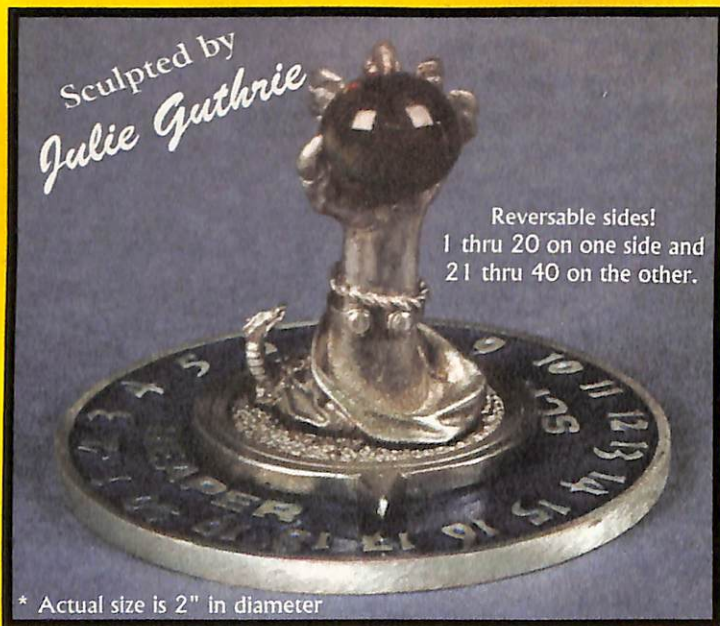


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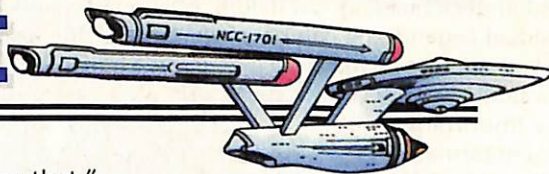
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IF IT'S NEWS,
IT'S HERE!

WHERE NO GAME HAS GONE BEFORE



SkyBox has slated a *Star Trek: The Original Series* collectible card game for release in summer 1996.

"We think that Decipher did a lot of things right with their [*Star Trek: The Next Generation*] card game," says SkyBox spokesman George White, "and we're trying to learn what the players want the same and what they want different. We do think there are some ways to improve the game, though, and it's not going to be a carbon copy.

"We're taking what we've learned from talking to fans and, starting from scratch, designing several different games. We'll then test the different games and use the one that everyone thinks works the best. The final version will be highly reflective of the property, an excellent and enjoyable game for both collectible card game players and *Star Trek* fans."

SkyBox decided on a summer '96 release date not only to give itself plenty of time to create a strong product, but also because of an upcoming anniversary. "It's the 30th anniversary of *Star Trek* in 1996," White explains, "and we'd be crazy

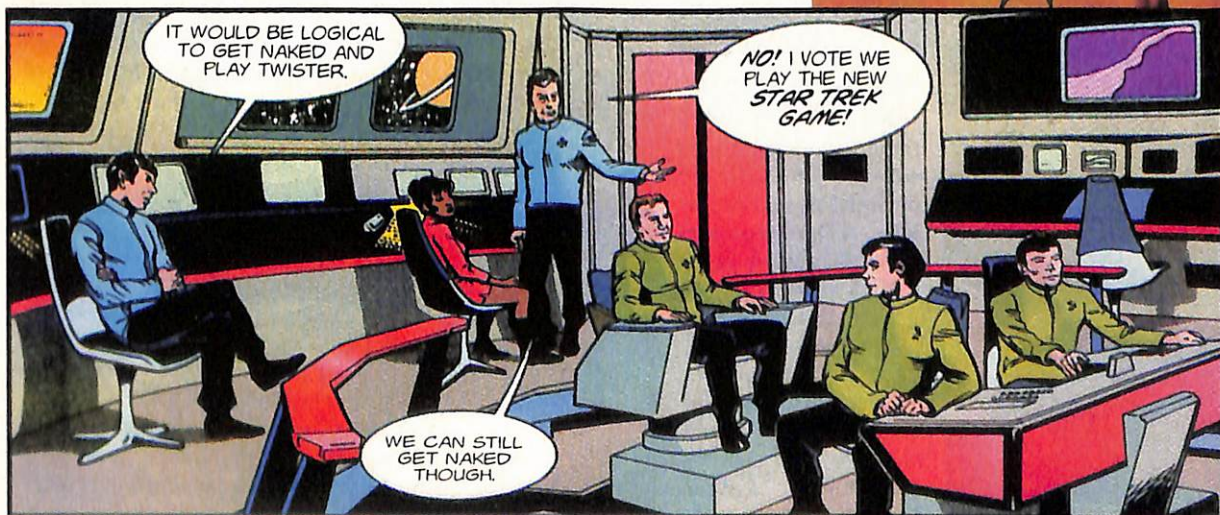
to ignore that."

SkyBox's game will be concerned strictly with the original 1960s television series. "Decipher still has the license to *Next Generation*, and we have no idea how long that contract is for. Paramount isn't offering the licenses for *Deep Space Nine* or *Voyager* yet, so we aren't making any plans to try and produce a game based on those."

The cards will initially be released in starter decks that SkyBox emphasizes will be fully playable. The cards themselves will be a mix of photo and art. "At SkyBox, we've done both types of cards," says White, "so we're planning on having a mix of the two. Once again, though, we'll be deciding on the exact mix by figuring out what the fans want to see and going from there."

—Greg McElhatton

Yes, but is it better than a Royal Fizzbin?! Beam me down Scotty—I'm going to find out for myself.



Magic Rules Change

Beginning November 1, *Magic* has a new set of rules changing Type II tournaments and the use of certain cards in tournament play.

The newly banned cards are Channel, Chaos Orb, and Falling Star, while *Ice Age's* Zuran Orb has been added to the restricted list. Also, Summon Legend cards are no longer restricted in deck building. As before, only one Legend of an individual Legend title can be in play at any one time, though you will be allowed to include up to a maximum of four of a single Legend in your deck.

More importantly, the Type II tournament format has been modified. Previously, Type IIs consisted of the basic *Magic: The Gathering* set plus the last two expansion sets.

No longer. Now the official tournament list includes the following: Fourth Edition (the basic *Magic* set), *Chronicles*, *Ice Age*, and *Fallen Empires*.

Sets will not be removed from the Type II list until they have become widely unavailable, so *Homelands* will be added to the list but will not take the place of another set on the list.

—InQuest Staff

OverPower Expansions

Fleer is planning a number of new promotions and products for *Marvel OverPower*, chief among them a possible DC Comics version of the game.

Industry insiders report that Fleer will release *DC OverPower* in spring 1996. *DC OverPower* could very well be the first card set with all of the DC characters, since the Batman license has always been held separately from the other licenses. But now that SkyBox, current holder of the Batman license, and Fleer are both owned by Marvel Entertainment Group, the caped crusader could join in the fray.

In the meantime, Fleer has also instituted a toll-free phone number for *Marvel OverPower*, (800) OPRULES (677-8537). There, fans can leave questions on specific cards, rules interpretations, tournament support, combinations of cards, and other subjects. A Fleer representative will call the player back within 72 hours with the answer to the question.

This December, Fleer will release *PowerSurge*, the first expansion set for *Marvel OverPower*. *PowerSurge's* 327 cards includes 21 new super-



DC's *OverPower* due out next spring.

MAGIC The Gathering

QUICK TAKES

Homelands Takes New York

Wizards of the Coast launched its latest *Magic* expansion set, *Homelands*, with a party in New York. *Magic: The Gathering I*, held Friday, Oct. 13, 1995, showed visitors part of the multiverse of Dominia. The following day, the public got its first chance to see and play *Homelands* cards in a sealed deck tournament. *InQuest's* *Homelands* price guide is on page 93; the players guide starts on page 120.

MARVEL OVERPOWER CARD GAME

MicroProse Magic Delayed

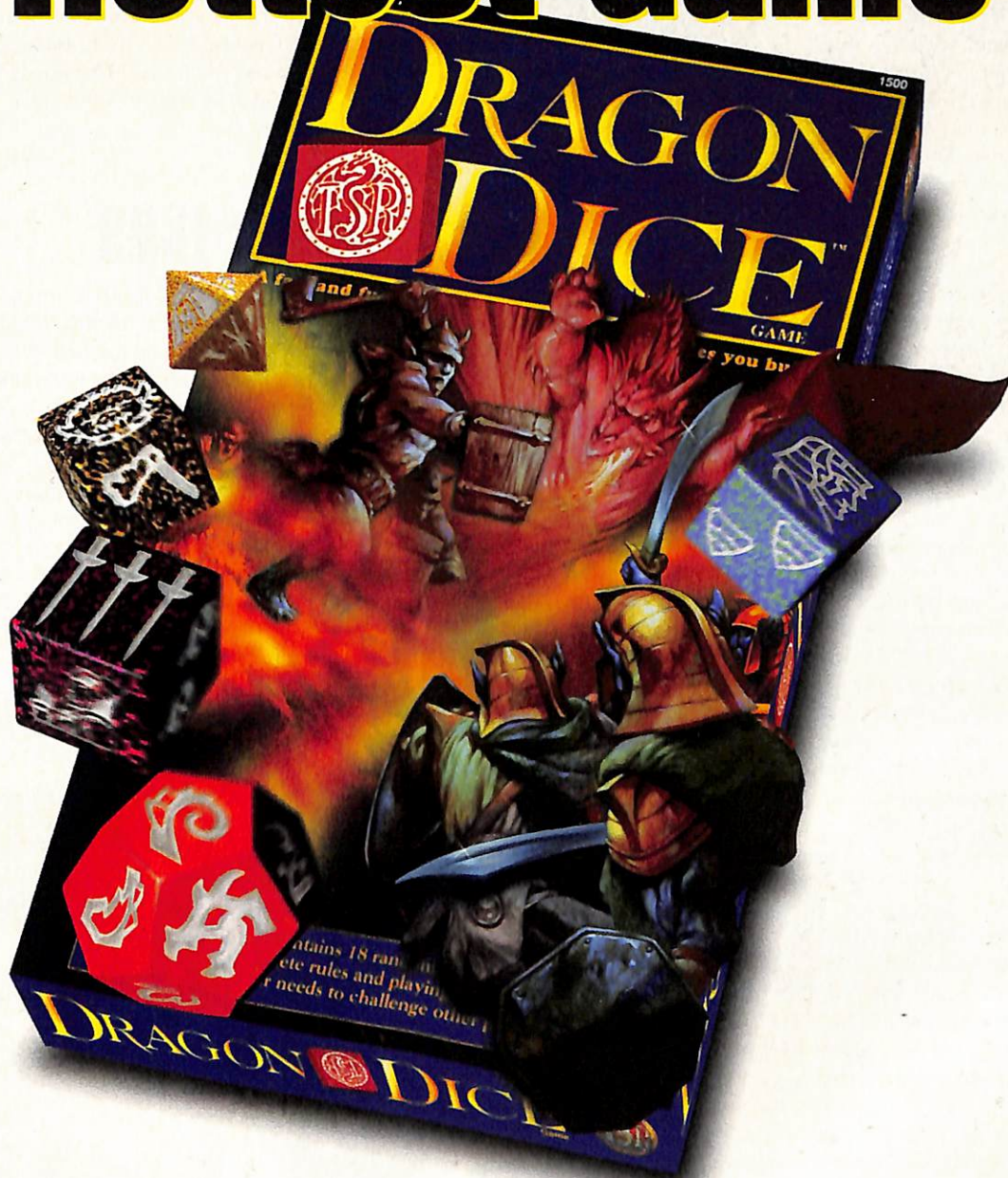
MicroProse's *Magic: The Gathering* computer adaptation, originally scheduled for release in mid-1995, could now take an additional year to finish. The entire *Magic* team, except for project head David Etheredge, was cut in company-wide layoffs. At the time of the August firings, a second team had already been assigned to work on a Windows-oriented version. All of the previous code except for the graphics is expected to be scrapped. MicroProse refused to comment on the reasons for the firings.

—Greg McElhatton

Vampire Sleeps Late

Wizards of the Coast has pushed back the re-release of *Jyhad* and the game's first expansion set to November. *Vampire: The Eternal Struggle*, as the game has been re-named, and *Dark Sovereigns* are now set to be printed by The United States Playing Card Corporation. All previous WotC card games, including *Magic: The Gathering*, had been printed in Belgium by Carta Mundi. The release of *Darkness Unveiled*, the *Vampire* players guide, originally to be in September, has been delayed to December.

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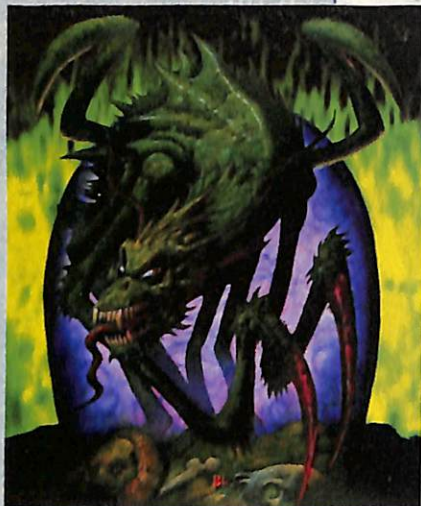


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The Wyrms Turn

The Wyrms, the second booster set for White Wolf's *Rage* card game, is set for December release. This expansion will allow players to control packs of the villainous Wyrms creatures. Wyrms packs will have their own targets in the Hunting Grounds (victims) and their own version of moots (board meetings). Each booster will have a fold-out rule book explaining the new cards and rules wrinkles in *Wyrms*. *Wyrms* booster packs will feature 15 of over 180 cards and more than 30 new characters; each will retail for \$2.50.

—Richard Anderson



"Everybody do the Wyrms!"
A new *Rage* monster.

Redemption Works

Cactus Game Design is developing the first expansion set for its collectible card game. *The Prophets*, a set of 100 new cards, will feature good and evil prophets, and places and things related to prophesy. It will be available sometime in the first quarter of 1996. Also, a CD-ROM version of *Redemption*, T-shirts, posters, art boxes, carrying cases, and a roleplaying game for a new 64-bit entertainment system based on the *Redemption* CCG will also be available soon. Polyglots can look for future editions of the game in German, Korean, and Spanish.

An updated rule book, based on questions and comments from players, will be included in all future unlimited edition sets and can be obtained for free by sending one's mailing address to Cactus Game Design, P.O. Box 1711, Chesapeake, VA 23327. If you have any questions about the game, e-mail CactusRob@aol.com or gosselin@molar.enet.dec.com.

—Richard Anderson

Free Legend Cards

Alderac Entertainment is giving away *Legend of the Five Rings* cards while supplies last. Send a self-addressed, stamped envelope to LSR Card Giveaway, Alderac Entertainment Group, 4045 Guasti #212, Ontario, CA 91761 and it's yours.

—Richard Anderson

heroes and villains, among them Daredevil, Juggernaut, and Ghost Rider. New specials and mission cards help liven up the game.

To differentiate *PowerSurge* cards from the original cards, the diamond in the game's logo on the card back will be colored purple instead of red. Each future expansion set will have a different-colored diamond to set it apart from the other releases.

Marvel OverPower is also expanding into breakfast cereals. Through December, specially marked boxes of General Mills' Berry Berry Kix will come with three sample *Marvel OverPower* cards. They'll also come with a mail-in offer for a *Marvel OverPower* starter deck.

—Greg McElhatton

Space: 1889

Space: 1889, the popular Games Design Workshop roleplaying game mixing Victorian attitudes and technology with space galleons and Martian colonies, may soon be a movie. Anders International, an independent film company based in Reston, Va., is currently working on the preproduction aspects. A draft script was completed earlier this year, and the current focus is on conceptual visualization of live action, along with set and prop design.

The script revolves around a Red Captain who joins a team of human and Martian archaeologists as they excavate ancient ruins. Their discovery sets in motion a series of events that could lead to the growth, development, and self-determination of the Martian people. Air battles, romance, daring escapes, and amazing discoveries are all present in the best tradition of action and adventure.

If the script's three writers—producer Matthew Grove, business director Ellen Bartok, and military historian Christopher Johnson—have their way, the sky galleons of Mars will be sailing into movie theaters in the near future.

—Jeff Franzmann



"Never fear m'lady! My pith helmet will shield us both!"

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Mayfair Goes CCG With Fantasy Adventures

Mayfair Games' next collectible card game will be called *Fantasy Adventures*. Based on the epic fantasy genre, this game simulates a party of adventuring heroes as they encounter monsters and stumble upon deadly traps. To increase the high-fantasy feel, Mayfair uses artwork from book covers and magazines.

Organizationally, the game has five card types, divided into two decks. The first deck contains hero cards, used to generate the adventuring party. The second contains monsters, traps, spells, and items.

During each turn, you play monster and trap cards to attack your opponents' heroes. Spell and item cards go on your own heroes, aiding them against their foes. Combat is resolved by comparing the various abilities, bonuses, and a die roll.

After four turns, the game ends. The player with the highest gold point total wins. While all cards have a gold point value (used for creating balanced decks), only surviving heroes and their items are considered for victory. Since cards never change hands, defeated monsters do not add to your gold point value. Instead, each victory allows the heroes to acquire more item cards—rewarding both success and survival.

Fantasy Adventures will come in a prepackaged, play-tested starter deck, each containing the same cards. For \$15, you'll get 100 cards, two dice, and two separate rule books. Fifty of these cards will be commons; the other 50 will only be available in the starter deck. Booster packs will expand this basic set to 450 cards. Each pack contains 16 cards and costs \$2.50.

Mayfair also plans to release expansion sets and promotional cards based on book and computer game tie-ins. They are working with a variety of companies and publishers, including Tor, HarperCollins, Del Rey, Baen, New Worlds, and SSI.

Coupons for promotional cards will appear in upcoming *Wheel of Time* books by Robert Jordan, including his boxed collectors' set.

Cards or card coupons will also appear in New World Computing's *Might & Magic* games and novels, the *Thunderscape* novel published by HarperCollins and based on SSI's *World of Aden* game, Baen's new *Card Master* novels, SSI's *Fantasy General* games, and *Fantasy Adventures*' own novels.

Future expansion sets include *Wheel of Time*, *Might & Magic*, *World of Aden*, and *Fantasy General*.

Mayfair has no firm date for the game's release, but it plans to have the basic cards out in early January.

—Richard Warren



Sarah's sister from *Fantasy Adventures*.

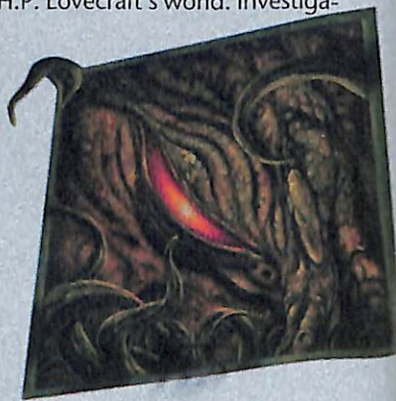
Cthulhu Boogaloo

Slated for release in March 1996, *Mythos: The Call of Cthulhu* collectible card game promises a journey through the twisted images of H.P. Lovecraft's world. Investiga-

tors, represented by a special Investigator Card in the 60-card starter decks, travel through the locations described in Lovecraft's tales, gathering allies, spells, tomes, and artifacts while trying to avoid insanity. The initial starter decks will focus on Lovecraft Country, while the boosters will further expand on the world.

Will Cthulhu be mad we disturbed his sleep? Chaosium encourages people to send their suggestions for the game to MythosCCG@aol.com.

—Jeff Franzmann



Gangsters on the Lam

The gangster wars of the '20s and '30s, as played in Corglenburg's *Gangland* card game, will be delayed for a few months. Due to production problems, the scheduled November release has been pushed to February. For a retail price of \$19.95, the *Gangland* core game system will include 120 action/event cards, 50 characters, a six-sided die, two limited-edition cards, and a fully illustrated rule book.

Distributors Sue Games Workshop

A group of regional gaming distributors have sued Games Workshop for breach of contract and trade interference, among other charges. Wargames West, The Armory, and Greenfield Hobby Distributors claim that when the manufacturer of *Warhammer*, *Warhammer 40,000*, and other games decided to distribute its products directly to retailers, it contacted some retailers it had agreed not to contact. The distributors claim that Games Workshop's self-distribution could unfairly drive up the prices of its products. A recent federal court ruling upheld a restraining order placed on the game manufacturer, which declined to discuss the ongoing litigation.

—Patrick Daniel O'Neill



Several miles west of the Fetid Swamps, near the mouth of the Blood River, lies an island of infinite renown in the Mid-Realms; Dagger Isle. Few brave souls have returned from

expeditions to this region, and of those that have, few will reveal any details of their journey. DAGGER ISLE is the all-new first GUARDIANS™

expansion with 120 fantastic cards in different rarities (common, uncommon and rare) painted by fantasy greats: Chris Achilleos, Den Beauvais, Brom, Keith Parkinson and Rowena.

Go West, Young Man..





PC HITS HIT PLAYSTATION



- Spectrum HoloByte is releasing the top PC titles *X-COM: UFO Defense* and *Gunship 2000* for Sony Computer Entertainment's PlayStation system. Both games will have better graphics and sound that take advantage of the PlayStation's capabilities. *X-COM*, the already-classic science fiction strategy game of alien invasion, is expected out this December, while *Gunship 2000*, the popular helicopter combat simulation, is due sometime next year. *X-COM* and *Gunship 2000* are under development in the United Kingdom studios of Spectrum subsidiary MicroProse. Spectrum HoloByte also plans to develop a game based on the hit movie *Top Gun* for the PlayStation, to be released in spring 1996.



- New World Computing has released *Heroes of Might & Magic* (\$34, for the PC), and unlike other games bearing the *Might & Magic* name, this is not a role-playing slugfest. It is, however, a fantasy war game based on the *Might & Magic* "world," where you recruit heroes to lead armies of monsters, so lovers of the RPGs will still be interested. While players of New World's old *King's Bounty* will recognize the engine used in *Heroes*, one big difference is that this is something network-capable—players tiring of the endless action of *DOOM* might want to check this out!



That's one hairy, ugly troll. New World Computing's *Heroes of Might and Magic*.

- There are also twists in New World's other new IBM game, *Metal Lords* (\$34; expect to see it on shelves well before Christmas). Not content with yet another science fiction strategy/diplomacy game where you have to maneuver, research, and fight to mount the Galactic Empire's throne, the designers of this epic also have you fighting other galactic empires! Combat is armored-unit-based, from tanks up to newly developed big robots. Once you're done capturing all the empires, there's a whole new alien race that you must crush or be crushed by. Beating this game should slake the thirst of the most avid conqueror in the PC universe.



Metal Lords comes to IBM gamers just in time for Christmas.

- What? You still want *DOOM* combat? Then you'll be pleased to hear Bethesda Softworks released a demo of *Daggerfall*. The basic *DOOM* idea is improved upon some more, as your fantasy character in this game can look up, down, left, and right, in addition to being able to duck, jump, and move in the more standard ways. Further improvements to the graphics include "true" winding passages, rope bridges, and circular stairways. The first fantasy action game with a *DOOM* engine was *Heretic* (by id Software, the makers of *DOOM*), which never achieved great popularity (probably because the crossbow weapon functioned suspiciously like a shotgun). *Heretic* lovers can take some comfort—it looks like *Heretic* will still be the only *DOOM*-like action/fantasy game around where you can turn things into a chicken on a regular basis.

- Windows 95 is out, and many gamers are having a bit of trouble playing their favorite PC games with this new operating system. The CompuServe representative for Bethesda Softworks has compiled a list of various ways to get its cult favorite *Arena* to operate. Most of these tips will work for any game, so if you're having trouble, Go: GamAPub on CompuServe, then enter the Bethesda section and ask the representative to re-post the list.

- Gamers looking to head out to sea should be on the lookout for *Wooden Ships & Iron Men*, due out from Avalon Hill for PCs in November. Players can command an American, British, French, or Spanish warship in historical ship-to-ship or fleet combat, or in self-designed scenarios. You can play against the computer, against another player on the same computer, or via e-mail.

- If you're wary of paying \$44 for the whole game, there's a sound-free demo available on most on-line services of Electronic Arts' newest PC creation, *Magic Carpet II*. While, for the most part, you still spend much of your time flying around on a rug blasting things, this sequel features battles in places with ceilings and at night, in addition to the proverbial "new monsters and spells."

—Rick Moscatello

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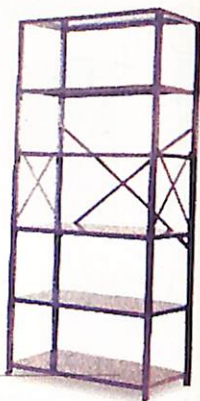
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ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES



NAME: **Advanced Technologies**
PUBLISHER: Companion Games
SET SIZE: Approximately 152 cards
RELEASE: November 1995
PACKAGING: 12-card booster packs

SUGGESTED RETAIL: \$2.45 per booster pack

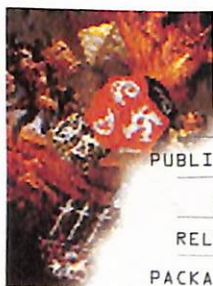
Here's the Deal: This technology-oriented expansion for *Galactic Empires* is damn sure advanced. The new Patrol Ships are small and fragile, but they come out of your hand fighting. The new Spy ships add a twist by allowing you to see your opponents' cards. Yowch! Look for new empire-specific technologies to round out this expansion set.



NAME: **Dagger Isle**
PUBLISHER: FPG
SET SIZE: 120 cards
RELEASE: November 1995
PACKAGING: 14-card booster packs

SUGGESTED RETAIL: \$2.79 per pack

Here's the Deal: This first expansion for *Guardians*, set in the Western Isles, will feature pirates as well as new monsters, opponents, and other cards. Hannibal Hawkes, an impressive pirate personality, is a featured card, along with Farmer Brown, who'll give you something new to do with your Flying Pig. Three veteran artists, Brom, Keith Parkinson, and Mike Ploog, are back to turn out more dazzling artwork, while three newcomers, fantasy artists Chris Achilleos, Rowena, and Den Beauvais, join the team.



NAME: **Kicker Pack #1: Amazons**
PUBLISHER: TSR
SIZE: 95 dice
RELEASE: November 1995
PACKAGING: Eight-dice kicker pack

SUGGESTED RETAIL: \$5.95 per kicker pack

Here's the Deal: The four races in *Dragon Dice* have just met a new enemy—Amazons! In this kicker pack, you get eight dice randomly chosen from an assortment of 60 six-siders from the original *Dragon Dice* and 35 new dice. These new dice include 15 six-sided, ivory-with-purple-writing, chariot-riding, spear-wielding Amazons. These humans aren't tied to any specific element, and so can cast the magic spells of whatever land they occupy. Their best ability: Amazons treat movement as missile fire in flat lands. There are also 20 10-sided monsters, four for each race.



NAME: **Feng Shui**
PUBLISHER: Daedalus Entertainment
SET SIZE: Over 200 pages
RELEASE: Spring 1996

SUGGESTED RETAIL: \$25.95

Here's the Deal: *Feng Shui*, Daedalus' hard-hitting roleplaying game, shares the same wacky martial-arts setting as its predecessor, *Shadowfist*. *Feng Shui* offers "shticks" like guns that never need reloading, impossible ninja moves, melodramatic soliloquies, and lots of things blowing up. Later expansions will include more shticks, kicks, and adventures, as well as favorite characters from the card game.



NAME: **Highlander: The Movie Expansion**
PUBLISHER: Thunder Castle Games
SET SIZE: 300 cards
RELEASE: November 1995
PACKAGING: 52-card starter decks; 15-card booster packs

SUGGESTED RETAIL: \$9.95 per starter deck; \$2.95 per booster pack

Here's the Deal: Expanding the CCG based on the popular film and TV series, this set will feature scenes from all three movies, including more Connor cards, Kurgan, and possibly Ramirez as well. Three other Immortals from the movies will also be introduced, and new combat cards will be included for even more intense swordplay.



NAME: **Galactic Empires Universe Edition**
PUBLISHER: Companion Games
SIZE: Over 600 cards
RELEASE: November 1995
PACKAGING: 100-card starter decks; 14-card booster packs

SUGGESTED RETAIL: \$12.95 per starter deck; \$2.45 per booster pack

Here's the Deal: This new core set replaces both the Primary Edition and New Empires, and includes 10 new entities and about 30 other new cards. Each starter deck is empire-specific, making it ready to play and especially useful for sealed-deck tournaments. Each starter deck also contains a hologram special effect card.

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Illustration © 1995 Barclay Shaw, appears as "Going Ape" Kiltrathi Maneuver Card.

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The WASTE LAND

By Jeff Hannes

About two years ago, one of my friends came up with a *Magic: The Gathering* deck design that was completely foreign to our play environment. He figured the best way to keep other players from getting ahead was to keep them from having lands. So he loaded up with Sinkholes and Stone Rains—there were no four-card limits for us back then—and threw in a few creatures.

The result? The first land destruction deck we'd ever seen. And we hated it.

Still, it didn't take us (and thousands of other people, for that matter) long to realize that in tournament play, land destruction decks could be dominant.

Sinkholes, Ice Storms, Chaos Orbs! The possibilities were endless.

Then came the Revised Edition, and Type II tournaments, and away went land destruction. There just weren't enough options to make a viable Type II land-kill deck.

But now, with the releases of Fourth Edition and *Ice Age*, land destruction has made its way back into the tournament spotlight.

The key to a good land destruction deck? Simple. Lots of spells that crush your opponent's lands. Between Pox, Jokulhaups, two Conquers, and four each of Blight, Icequake, Stone Rain, and Strip Mine, that's 20 land killers. Having a third of your deck dedicated toward your goal is a good start, but there's more to a good land destruction deck than just crunching lands.

Once you've devastated all of your opponent's terrain, you'll need a way to do some actual damage. The most effective damage dealers in this deck are the Black Vises. If you successfully destroy all or most of your opponent's lands, he'll be stuck with a bunch of cards in his hand and no way to use them. And although it's deep in the Realm of Cheese, a first-turn Vise is a nice way to get things started if you're going for the jugular.

If your opponent somehow manages to empty his hand, you'll need some other way to deal damage.

Sengir Vampires are hard to kill without the mana to power a Fireball or Disintegrate, and you can get the bloodsuckers out early with Dark Rituals. However, if you have a choice between destroying a land and playing a Vampire, you should almost always concentrate on taking out lands. You'll have the opportunity to play the Vampire later, but if you let your opponent get too many lands into play, your land-kill cards won't do you any good.

Pox can also deal some stiff damage, although you've got to be careful that you don't burn yourself too much in the process. Finally, Fireballs and Lightning Bolts serve the dual purpose of dealing with any creatures your opponent plays and serving up some direct damage.

Two other key cards in this deck are the Icy Manipulators. Their multifunctional uses in this deck make them



■ This mana-killing deck gives you a choice: steal your opponent's mana or just destroy everything.

Mana Drought

SPELLS

BLACK

- 4 Blights
- 4 Dark Rituals
- 4 Icequakes
- 1 Pox

RED

- 2 Conquers
- 3 Fireballs
- 1 Jokulhaups
- 3 Lightning Bolts
- 4 Stone Rains

CREATURES

BLACK

- 4 Sengir Vampires

RED

- 1 Orcish Squatters

ARTIFACTS

- 4 Black Vises

- 2 Icy Manipulators

LANDS

- 7 Mountains
- 4 Strip Mines
- 2 Sulfurous Springs
- 12 Swamps

SIDEBOARD

- 2 Anarchies
- 3 Glooms
- 1 Nevinyrral's Disk
- 4 Pyroblasts
- 2 Shatters
- 3 Stenches of Evil

Golgothian Gridiron

valuable tools. If your opponent refuses to tap a Blight-enchanted land, you can do the dirty work with your Icy. They can also be used to neutralize creatures and continuous artifacts. If you have nothing better to do with your Icies, don't hesitate to tap your opponent's lands during his upkeep. This is almost as good as killing the land outright, as it deprives your opponent of the land's resources during his main phase.

There are two key cards in the deck that can flat-out crush your opponent if you play them at the right time. The first is Orcish Squatters. If you've got your opponent low on land, the Squatters could keep things in your favor. If your opponent doesn't have a Swords to Plowshares or Lightning Bolt handy, you may be able to permanently keep him from having more than one land.

The second game breaker in this deck is Jokulhaups. Wait until you've got more than six mana available and a Vise or Vampire in your hand. Play Jokulhaups, and before it resolves, tap your remaining lands for mana. Once the smoke has cleared, lay down one of your damage dealers, and the game should accelerate to a quick end.

In tournaments, the sideboard can put this deck over the top. White weenie players beware! Between Gloom, Anarchy, and Stench of Evil, even the toughest white deck will have its hands full. Pyroblasts should help keep blue mages at bay. (Of course, a permission or countering deck without land doesn't have much say in what gets played and what doesn't!)

If your opponent is relying on many artifacts, or even worse, artifact mana, Shatters and Nevinyrral's Disk will be necessary additions. The Disk may take out your Vises as well, but Fellwar Stones can be the bane of a good land destruction deck.

All in all, when it works, land destruction is not a pretty thing. This is a, well, unsporting (*Downright damn cheesy is what it is!!!* —MJS, Ed.) deck for casual play—but when it comes to tournaments, it's every man for himself. So if you've been itching to find out what it's like to be on the serving end of a land destruction deck but haven't had the necessary tools, give this Type II library a try.

Unbeknownst to his family and friends, Jeff Hannes wears his athletic supporter and cup to bed every night.

Well, it's November, and that means two things: Turkey and Football.

While many football fans across the country have already drafted their fantasy league teams, we thought we'd share *InQuest's* top picks with you.

Of course, our system is less than scientific. We threw out statistics. Heck, we even threw out the players (except for one not-so-honorable mention)! However, we did make sure each National Football League team was represented.

So whether you're a fan of the 49ers, the Cowboys, the Chargers, or just the referees, grab yourself a drumstick and check out *InQuest's* Magic Rotisserie Team—now playing in a deck near you!

Pigskin Power

AFC EAST

Woolly Mammoth (Buffalo Bills)
Nightmare (Indianapolis Colts)
Giant Shark (Miami Dolphins)
Ication Infantry (New England Patriots)
Ornithopter (New York Jets)

AFC CENTRAL

Sabretooth Tiger (Cincinnati Bengals)
Fyndhorn Brownie (Cleveland Browns)
Orcish Farmer (Houston Oilers)
Basal Thrull (Jacksonville Jaguars—the leftovers and scrubs of the NFL)
Brothers of Fire (Pittsburgh Steelers)

AFC WEST

Headless Horsemen (Denver Broncos)
Goblin King (Kansas City Chiefs)
Erg Raiders (Oakland Raiders)
Ball Lightning (San Diego Chargers)
Silver Erne (Seattle Seahawks)

NFC EAST

Firestorm Phoenix (Arizona Cardinals)
Whirling Dervish (Dallas Cowboys)
Stone Giant (New York Giants)
Roc of Kher Ridges (Philadelphia Eagles)
Durkwood Boars (Washington Redskins)

NFC CENTRAL

Balduvian Bears (Chicago Bears)
Savannah Lions (Detroit Lions)
Mishra's Factory (Green Bay Packers)
Adun Oakenshield (Minnesota Vikings)
Pirate Ship (Tampa Bay Buccaneers)

NFC WEST

Zephyr Falcon (Atlanta Falcons)
Armor Thrull (Carolina Panthers—more leftovers and scrubs)

Serra Angel (New Orleans Saints)
Juggernaut (San Francisco 49ers)
Mountain Goat (St. Louis Rams)

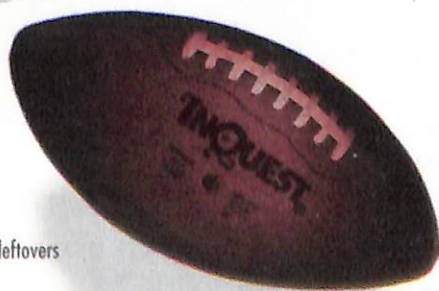
FOOTBALL FIXINGS

Amulet of Quoz (Every game needs a coin toss)
Arcum's Whistle (Watch those holding calls)
Arena of the Ancients (Stadium)
Bad Moon (Sorry, Viking fans... it's too hard to resist)
Coral Helm (A little protection for your players)
Demonic Consultation (Sometimes you can't help but wonder who's calling those ridiculous plays!)
Hand of Justice (Leading the pack of zebras...)
Tawnos' Coffin (Injured reserve)
Winter's Chill (Forget the Super Bowl. If it ain't cold, it ain't football.)

PLAYING FIELDS

4 Badlands (Oakland Coliseum)
4 Bayous (New Orleans Superdome)
3 Plateaus (Arrowhead Stadium)
4 Taigas (Rich Stadium)
1 Tropical Island (The Pro Bowl)
1 Tundra (Lambeau Field)
3 Volcanic Islands (uh... Candlestick Park? No? OK, the Pro Bowl)

Jeff Hannes
Monday Morning Quarterback





Blood of the Martyr?

By David Joyce

Blood of the Martyr: an uncommon out of *The Dark*, it's almost never used. This three-white-mana-casting-cost instant allows you to transfer the damage that any number of your creatures receive to yourself for the rest of the turn. Most players look at the description once, ask themselves "Why bother?," and go on.

Actually, Blood of the Martyr is a really under-

rated card. It's cheap, for one thing. Nobody has a use for it, so they'll generally include one or two for free in a trade, just to make the deal go well. Also, it works for *all* your creatures, unlike Jade Monolith, and since it's selective, you choose how much damage to take. Fact is, if your deck's built right, you can use Blood of the Martyr for a dramatic, game-turning effect.

First, build yourself a weenie deck, one that uses lots of little creatures that're cheap and easy to produce. You'll want a swarm of them—the more, the merrier. Kobolds, Goblins, and Thallids are all good options. But you'll need to include white in the deck.

A Farrelite Priest should help insure you have all the white mana you need.

Once the game's under way, play an even more unpopular card out of *The Dark*: Sorrow's Path, the blocking rearranger that hurts you. This land is so useless, not even the game experts at WotC know a use for it! Your opponent will ignore this, if he doesn't outright laugh at you.

Attack with everything you can reasonably throw at the fellow. You want to force your rival to block with at least two creatures. He shrugs, expecting your weak forces to take the vigorous thrashing he foolishly thinks they deserve.

Now you've got him! Play Blood of the Mar-

tyr. It doesn't work retroactively, like Simulacrum, so you need to use it before you start the cycle.

Next, use Sorrow's Path to rearrange two of his blockers. (Which two doesn't really matter, but if you can make the change to your benefit, so much the better.) Take all the damage that Sorrow's Path does to you and your minions onto yourself, and Reverse Damage it! *Voilà!* You have major life, and your opponent is left dumbfounded that you actually used either Sorrow's Path or Blood of the Martyr to your benefit—let alone both at once.

The nice thing about this maneuver is that, even after your rival knows about it, it's difficult to prevent. As long as you play Blood of the Martyr before you rearrange the blockers, you're set.

That makes it the ideal combo card for Reverse Damage when you throw in certain other cards. For instance, Inferno not only destroys most or all of your enemy's critters and takes a substantial bite out of his pride, it can suddenly put you so far ahead in life that your opponent might just go ahead and concede! He'll be left singed, with no creatures, while you'll have your whole force intact, ready to visit his house and play.

Other cards to consider with this combo are Pestilence, Earthquake, and, to a lesser extent, Hurricane. The key is that Reverse Damage only works on one source, so you need a single cause of damage to all those creatures for maximum benefit. (Remember, Blood of the Martyr just redirects damage—it never causes it.)

Another good use for Blood is in tandem with Simulacrum. Facing a deadly assault? Try some suicide blocks that will kill enemy creatures; then, using Blood and Simulacrum, aim all the damage at one hapless victim. Maximum damage for minimum loss—that's a good deal.

And, of course, Blood works perfectly well in combination with appropriately colored Circles of Protection. Sure, it's mundane, but it gives your pets a damage-free attack or block, especially if your foe was silly enough to play only one color.

David Joyce is rather proud that he once ate a poisonous sea creature that was still moving, but didn't throw up.



- Use Sorrow's Path for something other than a divider? This better be good...

RAGE



The time draws near when the Apocalypse must surely come. The Wyrms and their armies grow bolder each day. Brave Garou fall in battle and their loss is sorely felt. Evil spirits, Banes, infect the Umbra, the spirit world, and make even the sacred profane. What hope is there for the 13 tribes of Garou, Gaia's fists and claws? Only glory in battle and the honor of slaying the Wyrms. Join the battle to save the earth realm and cleanse it of the scourge that is corruption: the Wyrms.

The Unlimited edition of RAGE is available now, and features over 300 cards of full-tilt action. Fight head to head against other Garou packs, enemies, and creatures of the Wyrms.



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MAYROON AKONG
BLACK LOTUS SA
PANTALON KO!

Stumpers

By Beth Moursund

Stumper of the Month

Q: My opponent has Zur's Weiriding in play. I draw a Psychic Purge. Can I pay two life to force myself to discard the Purge, making my opponent lose five life since he controls the Weiriding?

—J. Leffert, Edina, MN

A: No. Zur's Weiriding says "any other player," not "any player," so you can't force yourself to discard. Although it doesn't work, it's a neat idea, so you get the Stumper of the Month award.

This month's winner walks off with three different foreign edition magic packs and pack of Legends?



All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or reduce damage cannot be used to counter this loss of life.

■ "Whoa... that's good Pat!"

Q: What happens if you Clone a Mishra's Factory? Does the Clone revert to a land at the end of the turn?

—Jairandom, Boston MA

A: You can't. Clone and Doppelganger can only copy natural creatures—cards that say "Summon" or "Artifact Creature" beneath the picture's bottom-left corner. See this month's *Magic Rulings* sidebar to clear up all your questions on the infamous Clone, Doppelganger, and Copy Artifact.

Q: I have a Mana Flare in play along with a Tropical Island. Can I tap the Tropical Island for one green and one blue, or does it have to be two of the same color?

—E. Yahil, Berlin, Germany

A: Two of the same color.

Q: What happens when you tap a storage land like Hollow Trees and there's a Mana Flare in play?

—Anonymous, Bangor, ME

A: You get one extra mana, even if you remove zero counters.

Q: Can you Unsummon Breeding Pit, Saproling, or Hive tokens? If so, where do they go?

—B. Treggs, Palo Alto, CA

A: Yes. They're removed from the game entirely as soon as they leave play.

Q: If I cast Consecrate Land on a Strip Mine, can I use it multiple times? What about Horror of Horrors and a Consecrated Swamp?

—P. Mahler, Denver, CO

A: No. Sacrifice is a cost that cannot be prevented. If you sacrifice a land, that land goes to the graveyard, no matter how many Consecrates it has on it.

Q: When I tap a land enchanted with Earthlore, do I get mana? If my opponent conquers that land, can either of us use Earthlore?

—G. Kramer, Redmond, WA

A: You can tap a land enchanted with Earthlore for mana or for the Earthlore effect, but not both at the same time. If the controller of the land changes, the Earthlore is buried because its target is no longer legal.

Q: When I use an Amulet of Quoz, can my opponent wait until after the coin toss to decide whether to ante an additional card?

—G. Kramer, Redmond, WA

A: No. Your opponent must decide whether to counter it or not before the Amulet's effect resolves. The game ends as soon as you toss the coin.

Q: If I want to get rid of excess mana, can I pay to have a creature like Drudge Skeletons regenerate even if it's not dying?

—O. Appelt, Hamburg, Germany

A: You can only regenerate a creature that's on the way to the graveyard. If the Skeletons are on the way to the graveyard, you can pump that card's regenerate effect multiple times, just like any fast effect. All but one will fizzle.

Q: If Manabarbs is in play, can you tap 10 lands for mana during the course of your turn, and then Reverse Damage all 10 points at the end?

—T. Martin, Elkhart, IN

A: Yes. The source of the damage is Manabarbs, not the land. (But if you wanted to use a COP: Red, you'd have to pay 10 times, because each point of damage comes in a separate packet.)

Q: If my opponent plays Word of Command on me during my main phase, can I cast a sorcery before it goes off by saying it's my turn and I want to go first?

—R. Ludloff, Baltimore, MD

A: It depends. Technically, your opponent needs to ask you whether you want to do anything before casting any spells during your turn. If he didn't ask first, you can make him back up and cast your sorcery first. If your opponent did ask first, or if he cast the Word of Command in reaction to another spell, you can still cast fast effects in reaction to his spell, but you can't cast a sorcery until the Word resolves.

Q: Player A casts Ancestral Recall. Player B taps an Island, uses a Candelabra of Tawnos to untap the Island, taps it again, and uses the two mana to Counterspell the Ancestral Recall. Is this legal?

—A. Kobb, West Paterson, NJ

A: No. Using the Candelabra is a normal fast effect, not an interrupt. B can't use the Candelabra until everyone says they're done with interrupts, and the land won't untap until the stack, including Ancestral Recall resolves.

Q: I have a Circle of Protection: Black. My opponent plays Underworld Dreams, then casts Timetwister. How much mana do I need to spend to prevent the damage—seven or one?

—A. Yeung, Los Angeles, CA

A: Seven. Each card draw triggers Underworld Dreams, so the damage comes in seven separate packets.

Q: Can I play Goblins via the Goblin Wizard on my opponent's turn?

—L. Medwin, Acton, Ma.

A: Yes. The Goblin Wizard's ability is a fast effect; it's legal any time that fast



■ Geez, there ain't enough Clearasil in the world to clear this guy up.

effects are legal.

Q: Can walls block more than one creature? If not, why not?

—L. Medwin, Acton, Ma.

A: Not unless you cast *Blaze of Glory*, or the attacking creatures are banded. Walls are creatures, and follow the same rules as any other creature.

Q: Can I counter an artifact creature with *Remove Soul*?

—D. Chess, Mohegan Lake, NY

A: No. *Remove Soul* only works on summon spells.

Q: Can an Orgg and a Goblin block a Wolverine Pack (2/4, Rampage: 2)?

—J. Hoffman-Andrews, Acton, MA

A: Yes. The Rampage bonus isn't calculated until after all of the blockers are declared. The Orgg isn't smart enough to figure out that the Wolverines are going to get big.

Q: Is *Spirit Link* on a *Blazing Effigy* any good?

—J. Quinn, San Francisco, CA

A: Not really. The Effigy's special ability doesn't deal damage until after the Effigy goes to the graveyard, so the Spirit Link is out of play at that point and won't give you any life for it.

Q: What happens if I use my Preacher and my

opponent responds by *Terroring the Preacher*?

—J. Quinn, San Francisco, CA

A: The effects resolve last-to-first, but destroying the source of an effect does not counter that effect. So the Preacher is buried, and then the Preacher's target comes under your control for one brief moment and goes back again before you can do anything about it. This can't kill a Nightmare, because you don't check the toughness until the end of the stack of effects, but it can bury a Sea Serpent or trigger "if you lose control" effects.

Q: My opponent has three life left. I'm attacking with two 1/1 creatures, and I have an untapped Zelyon Sword. My opponent cannot block either creature, but has a *Maze of Ith*. We're at a stand-off. What do we do?

—S. Grant, Indianapolis, IN

A: There is no "go last" option—you can only say "done" or use an effect. "Done" always means "I'm done unless you do something." If you use the Sword, your opponent can *Maze* whichever creature you use it on. If you just say "done," you can't use the Sword unless your opponent uses a fast effect (canceling your "done"). If your opponent is careless and uses the *Maze* when you haven't used the Sword, you can use the Sword on the un-Mazed creature. But if your opponent is careful, you won't be able to do more than two points in this situation.

Q: My opponent attacks with *Folk of the Pines*. I don't block. He pays eight mana to pump it up, but I immediately untap it with *Twiddle*. What happens?

—J. Beachard, Raymond, NH

A: You take a bunch of damage. Untapping an attacking creature doesn't remove it from the attack or stop it from dealing damage, unless the card specifically says so.

Q: If a *White Knight* blocks an *Abomination*, what happens? How does one creature's ability override the other?

—P. McCallum, Editor-in-Chief

A: Gotta answer this one, it's the Head Honcho! The Knight bites it. The Knight's protection ability reduces the damage to zero, but doesn't help against the Abomination's "destroy" effect because it's not damage and not targeted.

Q: I tap two plains and my Northern Paladin to destroy my opponent's Royal Assassin. My opponent taps his Royal Assassin to destroy my Northern Paladin. Who dies, the Paladin, the Assassin, or both?

—E. Garcia, Tuscaloosa, AL

A: Both. The Paladin's effect is already safely on its way when the Assassin stabs him through the heart.

Q: I have a *Reverse Polarity*, three *Bottles of Suleiman*, and five life. I activate all the bottles. Do

MAGIC RULINGS

The main reason *Clone*, *Doppelganger*, and *Copy Artifact* were removed from Fourth Edition is that they have enough unprinted rulings and errata to choke a horse. To fit all of them on the card, it would take microtype... printed on both sides! But many players still like using these cards, so here's a handy *InQuest* reference guide to the main copy card rulings.

All three copy cards are targeted. You must pick the target when casting the spell (or any time a copy card comes into play, even if it's not being cast), and it can't have protection from blue. If the target disappears or becomes illegal before the copy resolves, the spell fizzles and goes to the graveyard. The spell never became a creature, so this won't trigger graveyard effects like *Soul Net*.

A *Doppelganger* can attempt to shift forms only once per turn; this is a targeted fast effect. If the target of the shift becomes illegal, the Doppel doesn't change and can't try again until its next upkeep.

A copy card sitting in the graveyard doesn't "remember" what it was. For example, a *Clone* of a *Nether Shadow* that gets killed won't return when three other creatures are on top of it in the graveyard. However, any effects that trigger when the creature/artifact goes to the graveyard will work for a copy. For example, a cloned *Firestorm Phoenix* returns to your hand when killed.

Clone and *Doppelganger* can only copy a "natural" creature—that is, a "Summon" or "Artifact Creature" card, or a token creature. They can't copy something that's only a creature due to a spell or effect, such as a

living land, an animated artifact, or an *Assembly Worker*. Similarly, *Copy Artifact* can only copy a "natural" artifact, and cannot copy an *Assembly Worker*. None of these can copy a creature with *Animate Dead* or any other "Enchant Dead Creature" on it.

Copy Artifact can be tapped, and follows all Artifact rules about tapping, even though it's an enchantment.

Copies of creatures inherit the original's name, type, power, toughness, casting cost, special abilities, and changes from interrupt spells (*Magical Hack* and so on); a *Clone* also mimics its target's color. They don't duplicate the expansion symbol; a copy of an *Arabian Nights* card is immune to *City in a Bottle*. A copy of an artifact creature can be *Shattered*. Copy cards are cards, even when copying tokens; they don't leave the game when killed or unsummoned.

Copies don't inherit any effects (like *Giant Growth*), enchantments, or counters from their target. They come into play just as their target would; for example, a copied *Leviathan* or *Nevinyrral's Disk* comes into play tapped. If the target normally gets free counters when summoned, then a newly cast copy gets that number of free counters, no matter how many the target has.

A *Doppelganger* switching form doesn't get any counters, and loses any counters on itself due to untargeted abilities of its old form. It also loses any effects from its own untargeted abilities; for example, if you pump up a *Doppel* *Frozen Shade* to +3/+3, then shift its form, it loses the +3/+3. It keeps all damage, targeted counters, and targeted effects, as well as untargeted effects from other cards such as *Holy Light*. Treat the old form as leaving play.

If you copy a *Legend*, the copy is a second *Legend* with the same name as one that's already in play, so it's immediately buried. This triggers graveyard effects.

If you *Clone* or *Doppel* a *Doppelganger*, you have a second *Doppelganger* copying the same creature as the first one. It can switch forms during your next upkeep. You can *Copy Artifact* a *Clone* of an artifact creature, but not a *Doppel* of one.

A *Doppelganger* can switch before paying upkeep. If it switches to a creature with an upkeep cost, you must pay the upkeep for the new form, whether or not you paid for the old form. If it switches to a creature with cumulative upkeep, it starts at the lowest cost, no matter what the target's upkeep is. A *Doppelganger* cannot "switch" to the same creature it is already copying, but if there are two of that creature in play, it can switch to the other one.

—Beth Moursund

YOU'RE ANNOYING. NO YOU'RE ANNOYING!



■ Even the *Clone* can get confused by copy card rules sometimes.

I have to use the Reverse Polarity the first time I take five damage, or can I do it after all of the three flips?

—R. Crayton, Tampa, FL

A: You can wait to cast it. You don't check whether your life is below zero until the end of the phase or the beginning or end of an attack.

Q: I have a Thicket Basilisk with Lure and Instill Energy on it and a Force of Nature. I attack with both. My friend says he taps my Basilisk before the attack with an Icy Manipulator. Can I untap it with the Instill Energy and attack with it anyway?

—J. Yang, Sheboygan, WI
(in a cool envelope!)

A: Yes. If your friend uses any fast effects in reaction to your declaring the attack, it cancels the attack. You can use as many spells and effects as you want, and then declare the attack again.

Q: I have a Norritt, Xenic Poltergeist, and Merieke Ri Berit out. I use the Poltergeist to turn my opponent's Sol Ring into a creature and then use Merieke to control it. On the next turn, the Sol Ring turns back to a normal artifact, and I use the Norritt to untap Merieke. Since the Sol Ring is no longer a creature, do I still have to bury it?

—W. Jung, Chicago, IL

A: Yes. You only check whether the target is a creature twice: when announcing and resolving the effect. Once Merieke's got something, she doesn't care whether it stays a creature or not.

Whoops!

The September Stumpers had a few boo-boos.

The bonus for Marton Stromgold is calculated at the time the attack is declared. The Stumper answer said, "The bonus will decrease for each creature the Sandstorm kills." That's wrong. Destroying attacking creatures later does not decrease the bonus, any more than destroying Marton himself does.

Nature's Lore can retrieve a Taiga, Bayou, or other dual land from your library.

Hecatomb has errata: it should begin "When Hecatomb comes into play, sacrifice four creatures or bury Hecatomb." If you have fewer than four creatures when it comes into play, you don't have to sacrifice the ones you have—you just dump Hecatomb.

And the WotC rules group eventually made up its minds about what happens when you Hack a Reality Twist or Naked Singularity: it makes the lands behave like multilands, so you can tap them for either color of mana.

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 InQuest-Mag@aol.com or write to:

STUMPERS c/o InQuest

151 Wells Ave.

Congers, NY 10920

Stumpers

Include your full name, address, and phone number.



Stumpers

Q: If I have the original version of a card that was changed in a later printing, does mine still play as written?

A: No. All cards should be played as the latest version. Treat the changes as errata.

Q: Is there a minimum or maximum number of groups allowed in a starting deck?

A: No, you can have as many or as few as you want. We doubt you can win with no groups or all groups, though.

Q: Can you skip your automatic takeover if you want to? What if you don't want to, but just accidentally forget?

A: Yes, and "tough luck." (But if you whine real well, the other players might let you go back and do it anyway.)

Q: Can I declare an attack on (or with) Bill Clinton, flip a coin to determine his alignment, and then call off the attack if I'm hosed by the result?

A: No. You don't flip the coin until after you roll the dice.

Q: What happens if two players playing the same Illuminati (but not Shangri-La) meet their Goals at the same time?

A: Since they can't share a share a win (unless they're both playing Shangri-La), neither wins. The game continues until some other player reaches her goal, or until one of the two would-be winners no longer meets his goal. You may be able to stop a player who's about to win by helping another player with the same Illuminati.

Q: What is the cost to give relief to a place with power 0?

A: Relief costs three times the printed power of the place, no matter what its current power is. No place has a printed power of zero. Fnord.

Q: How do you determine the sex of a Media Sensation card?

A: The card has to represent a real person in the news. If you can't figure it out, well, flip a coin or something.

Q: Who's that guy on the Trading Card Games card?

A: Peter Adkison, the president/janitor of Wizards of the Coast.

Q: What's the dirtiest, most illuminated INWO trick you've ever heard of?

A: Offering an opponent cash to throw the game, then playing the I Lied plot card to avoid paying. This was done in a tournament, and was ruled legal. When your goal is world domination, trust no one.

For answers to additional INWO Stumpers, try the Usenet newsgroup rec.games.trading-cards.misc, or the Steve Jackson Games representatives on AOL, GEnie, and CompuServe. Or send a self-addressed, stamped envelope to: INWO Questions, Steve Jackson Games, P.O. Box 18957, Austin, TX 78760-8957.

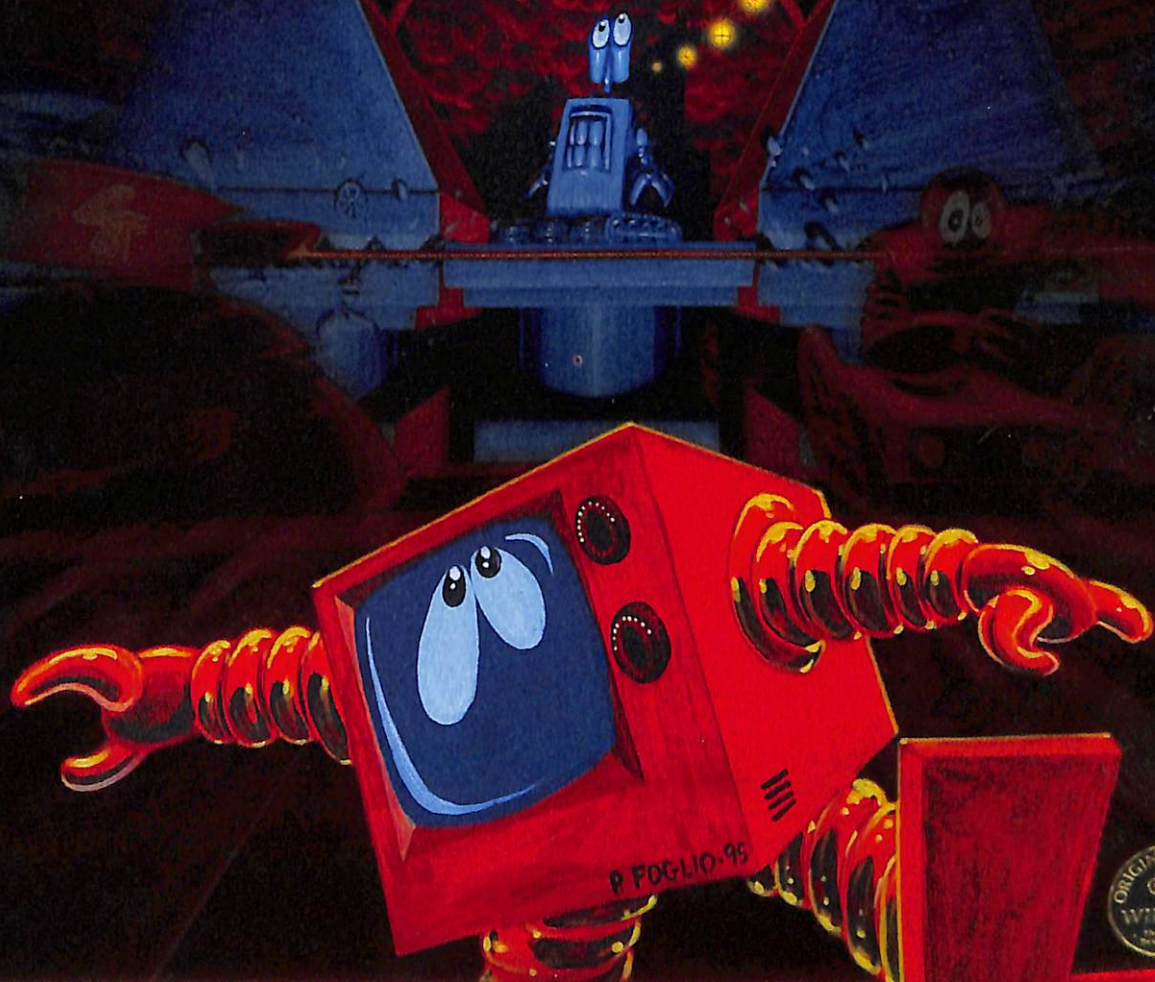


■ Flip flop, waffle, it's all the same to me. I know.



■ Pssst! hey kid want some candy?

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Deckstoppers

Thwarting killer Magic decks.

"Oh great, another article telling me how to build a killer deck."

Nope, this article gives you recently printed cards that can help you not get beaten by the most popular killer decks.



By Rick Moscatello

Direct Damage, or Magic for the Unimaginative

Direct Damage decks (DDds) rely on red, but Stormbind (and, until recently, Channel) make green a common addition. A direct damage deck relies on speed. Once a DDder empties out his hand, he'll be hard-pressed to deal more than three points of damage or so to you with any given card; by then, your creatures can start hitting him. Let's see what's out there to stall the game:

Black: There isn't much black can do to prevent damage, but there's Simulacrum to shunt it. El-Hajjaj plus Howl From Beyond can get you extra life points. Be wary of using a Dark Ritual to bring out a creature; it might well get toasted before it can attack. Drain Life is easily your best bet, especially if you have spare Dark Rituals lying around, as hurting him while healing yourself is a big step toward victory.

Blue: Blue Elemental Blast and Hydroblast are the obvious choices here. Lifetap will also help if he's using green, especially if you

have four Power Sinks. Deflection will put the fear of the almighty into a DDd lover. Spectral Shield (which requires white) is great for keeping a creature alive.

Green: Stream of Life can be very helpful, especially if you can keep your mana-producing creatures. A six-point Stream effectively counters two Lightning Bolts; it's almost always a good deal if you can stop two of his cards with one of yours. Consider using a Giant Growth when a creature gets fatally damaged: stalling for time is what stopping a DDd is all about. Try not to play your best creatures right off. The first one out may as well have a bull's eye carved on its forehead.

Red: If you only have red in your deck, this will be a test of who can do 20 points of damage first. Keep a Bolt and a Mountain in reserve, in case he Blood-Lusts his Ball Lightning.

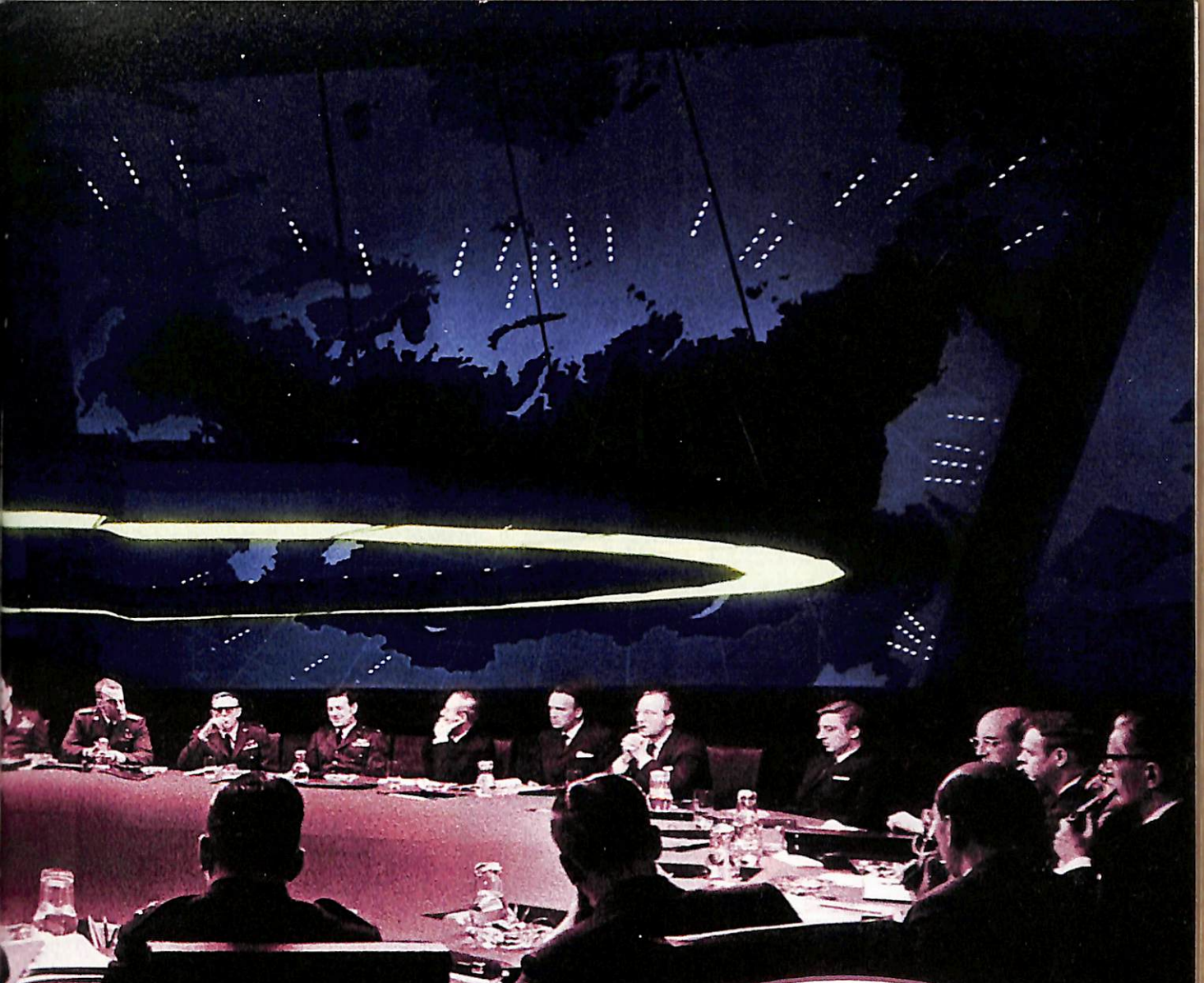
White: No doubt about it, Justice puts a hurtin' on red. But Flashfires and Anarchy can both cause you some grief. Use Ruins of Trokair (from *Fallen Empires*) so the Flashfires are less effective, and try not to have more than

one or two white permanents in play, so Anarchy doesn't triple the size of your graveyard and halve your chances of winning. Of course, there's the obvious Circle of Protection: Red. To protect your creatures, Prismatic Ward sure helps. Finally, Reverse Damage is great—he'll have to hit you again just to break even!

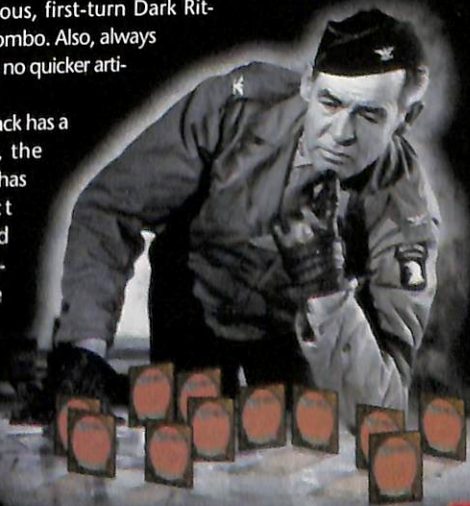
Artifacts: The Ivory Tower is a fine defensive artifact, and a good way to offset those first few turns while the DDder is slapping you around. Shield of the Ages and Pentagram of the Ages can, if you have the mana, keep you alive indefinitely. Zuran Orb really shines; every three lands effectively counter two Lightning Bolts—it won't guarantee a win, but it'll buy you time.

The Discard Deck, or Magic for the Deeply Irritating

Another popular deck design is the Discard deck (Dd), designed to rip cards out of your hand and sentence you to death on The Rack, which takes life from cardless players. Every Dd features Hypnotic Specters, Mind



PERFECT,
JUST PERFECT! ALL I HAVE
TO DO IS TAP MY MANA AND
FRANCE IS MINE!



Twist, Hymns to Tourach, and, of course, The Rack. These decks just aren't popular nowadays due to all the black hosers out there, but if you have a few potential victims in your sights, here're some tips:

Black: Black is very vulnerable to a Dd—going first is a big deal in this case. Since you have no way to get rid of artifacts, and you can't Terror or Dark Banish black creatures, you pretty much need to kill him before he kills you (there's an original strategy, eh?). Bog Wraith and Moor Fiend are pretty good creatures, and their swampwalking means they'll deal damage every turn—and they hit every bit as hard as The Rack!

Blue: Blue has the perfect cards to use on a discard deck: Counterspells. As soon as you're hit with a Hymn, counter if you can. Another nice spell for blue is Control Magic. Nothing is more painful to a Dder than to have his own Specter hit him and make him discard cards. Same with Deflection. Unfortunately, blue has a tough time dealing with The Rack; Energy Flux is an often-overlooked enchantment that makes The Rack expensive to have around, and the Disrupting Scepter exorbitant—but you'll need four of them.

Green: Life-force is an awesome spell; if you get it out early enough, the discard deck can do very little to you. However, keep Hurricane or Winter Blast around—green doesn't have many ways to deal with the ubiquitous, first-turn Dark Ritual/Hypnotic Specter combo. Also, always carry Crumbles—there's no quicker artifact basher around.

Red: Although black has a tough time with red, the reverse is not true. Red has two cheap artifact destroyers: Shatter and Detonate. It's worth playing four of each, in case they're Mind-Twisted. Of course, red has googobs of ways to smash creatures: Pyroclasm deals the perfect

Items: courtesy of Everett Collection. Magic: The Gathering is a trademark of Wizards of the Coast. Wizards of the Coast is a registered trademark. Some art protected by additional copyrights.

amount of damage to Mindstab Thrulls and Specters, and is very cheap. Try to hold your instants in hand, to cast when he Hymns you. Nothing's more discouraging to a would-be Lichmaster than to cast Hymn and watch her Rack get Shattered, see her Specter get Lightnined, and discover that you no longer have any cards in hand.

White: Between Karma and Drought, there isn't much reason to bother with Circle of Protection: Black. Heck, bring out the superb Order of the White Shield or White Knight and you have a creature she probably can't hurt. Land Tax will render The Rack nearly inert, as you'll be able to take up to three lands in hand every turn, as long as you have less land out than she does. Finally, the versatile Disenchant will stop The Rack; it's a shame you can only use four!

Artifacts: Nevinyrral's Disk will certainly help, but much, much more devastating is Jester's Cap. Use it, take out three of his Racks, and snicker a little just to rub it in. The Jayemdae Tome and Ring of Renewal can put extra cards in your hand—they cost mucho mana, but if you're being stung by The Rack, it can be worthwhile. A cheaper alternative is Icy Manipulator: for one mana, you can tap and deactivate The Rack. Keep a few artifact creatures in your deck, especially flying ones, as you'll need them to stop Specters.

Land Destruction, or Magic for the Annoying

A Land Destruction deck (LDD) doesn't have to be any particular color. White has the all-encompassing Armageddon, red has Stone Rain and Fissure, green now has Thermokarst, and black has Blight. Four Strip Mines fill out every LDD. Most land destroyers rely on the Black Vise, The Rack's meaner big brother, to finish off helpless adversaries.

Black: If you're not using Dark Ritual in your regular deck, put 'em in now—even if you only get one swamp out, you'll still be able to cast something dangerous. Demonic Consultation is effective: just ask for basic land. Greed is a slightly more dangerous way of getting cards, as it risks Black Vise damage. Pox is the black Balance—if he's winning, this should hurt him a lot more than it does you.

Blue: Blue can't do anything about the hyperuseful Strip Mines, but Counterspell is cheap enough to slow down a LDD. Not many

people put extra basic lands in their sideboard, but blue needs mana more than any other color, so taking out the Leviathans and adding land is a good idea. Apprentice Wizard is a so-so source of fast mana.

Green: Green's various elves and the oft-seen Birds of Paradise make land destruction less effective. Although the elves only provide green mana, Untamed Wilds will let you bring another basic land into play when you need it.

Red: Luckily, many key red spells are very cheap to cast, and the Vise is just as vulnerable as The Rack. Conquer is

a glorious way to get extra land, but if you have five mana lying around, his LDD isn't doing so hot anyway. The Sisters of the Flame can generate red mana, but are a little expensive to be uniformly useful.

White: The previously mentioned Land Tax pretty much eliminates any threat from a LDD. Not only should one Tax be in your deck at all times, you should keep more in your sideboard. Hallowed Ground is a bit expensive, but is a nice way to protect your Mishra's Factories, or other land that you don't want to see blasted. And, of course, Balance is a great way to make your opponent regret his ways.

Artifacts and

Lands: Every time a land is destroyed, sacrifice it to Zuran Orb and get a little stronger. Pay for Urza's Baubles in advance and use it when the extra card won't hurt you. Mana Batteries greatly reduce the usefulness of Armageddon-type cards. Fellwar Stones are even more useful. If you use a multicolor deck, a canny opponent will try to destroy all lands of one type first, so use Mana Batteries of your "weakest" color. Finally, the *Fallen Empires* mana-supplying lands are clutch.

The Weenie Deck, or Magic for the Lonely

While creatures can be the most efficient way to kill your opponent, they are also the most fragile. A Weenie deck (Wd) generally features 20 or more creatures, none of any

great power. *Fallen Empires* did wonders for weenies, giving every color a way to bring 'em in quickly. These decks often have some "universal" enchantment to help weenies, such as Bad Moon, Crusade, Sunken City, or Orcish Oriflamme. Even if you have a big creature out, Wd players don't care if you pulverize a few of their faithful servants should the rest get to you.

Black: Pestilence can stop anything but a White Knight/Order of Leitbur weenie deck. Unfortunately, Pestilence also hurts you, so use Drain Life on your weenie-lovin' buddies to stay healthy. Add a few artifacts to handle protected-from-black creatures.

Blue: Control Magic will take your enemy's best weenie, or at least let one lame weenie kill another of his. Ray of Command, played after he attacks, can also take out two creatures via a mutually lethal block. Sleight of Mind plus Breath of Dreams or Wrath of Marit Lage will bury weenies beneath an avalanche of upkeep or prevent them from untapping. Prodigious Sorcerer-type pingers are also useful.

Green: Green is weak against weenies, being partial to them itself. Sandstorm will certainly help, but you might want two or three for pumped-up weenies. Tranquility is a great way to kill creature enchantments. Your most powerful ploy: Lure a Basilisk (or Venomed creature), destroying all his weenies in one vile attack.

Red: Pyroclasm is a dirt-cheap spell that

blasts most weenies out of existence. A flying weenie deck is hard to come by, so Earthquake can be helpful as well. Fireball can take out quite a few of them if you have lots of mana. Pyrotechnics often is a better deal, and Inferno (six damage to all creatures and players!) is good to have when the weenies have been pumped up by enchantments. Anarchy, of course, will obliterate a white weenie deck in record time, and doesn't have excruciating drawbacks if a Justice is in play.

White: White again makes its case as the best stand-alone color, as Balance will snuff many weenies cheaply. Wrath of God likewise gives weenies a hard time. The attack-without-tapping Serra Angel can kill weenies on defense and attack. Or if you want your own weenies, white has the best around.

Artifacts and Lands: Rod of Ruin is a useful toy, although a bit expensive. Time Bomb is also a nice artifact, crushing weenies while leaving your big creatures in play. Glacial



■ Lifeforce, green's main weapon against black, can completely shut down a discard deck.

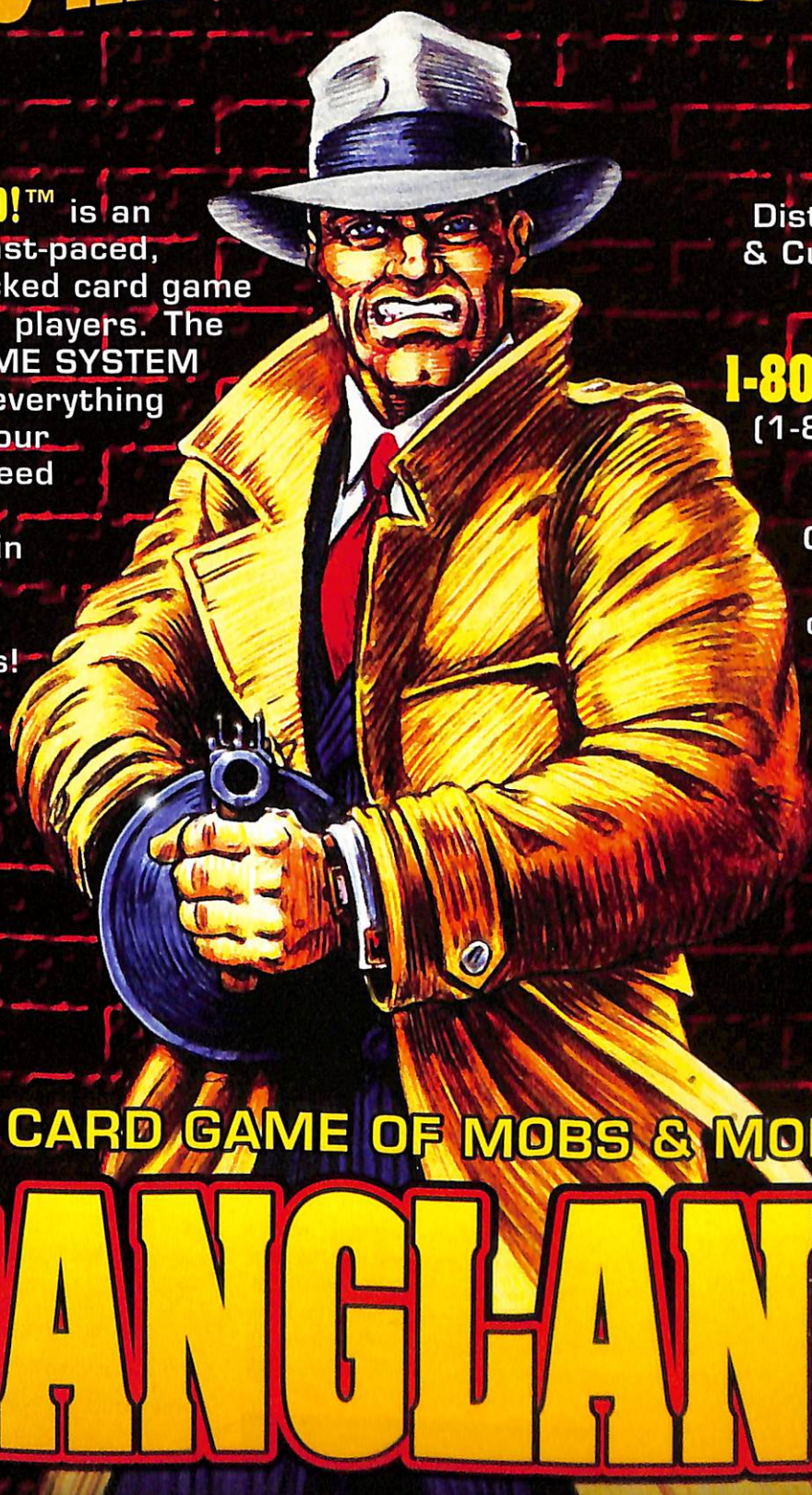


■ A good card to have in your deck anyway, Land Tax is especially useful against a land-destroying foe.

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The Permission Deck, or Magic for the "Simon Says" Lover

Permission decks (Pds) always rely on blue. Naturally, it's difficult to win relying solely on countering everything your opponent tries to do, so Pds usually have a backup strategy or some critical card combination that, when successful, is near certain to end the game (can you say "Stasis"?). While Counterspell is cheap and effective, most solid Permission decks also include Power Sink and Spell Blast, which are most useful when he has more mana available than you.

Black: Once you summon a Hypnotic Specter, there's no counterspell in the world that can kill it. Sit back, wait for him to tap out killing the Specter, and cast another spell. Don't spend lots of mana on "important" spells—if he doesn't counter them, you'll know he at most has a Power Sink in hand, so cast your future spells accordingly. Save your Dark Rituals to "counter" Power Sink.

Blue: Power Sink is a great reply to an enemy Power Sink—when he blows all his mana trying to stop you, hit him with a one-mana Sink. Permission decks are often vulnerable to enchantments, so Iceberg is a good way to get more mana than your opponent. Deflection again comes to the rescue, as you can use it to re-target a Counterspell to itself! Mystic Remora is also good—you'll get a new card every time he counters something!

Green: Green has the most devastating spell next to Monsoon: Tsunami. While it too is vulnerable to Magical Hack, if you can get two of these off in the same turn (in case he crushes the first), you generally should go for it. Once you've nuked a good deal of his islands, he'll never catch up with you in mana, especially if you're using elves.

Red: Red Elemental Blast and Pyroblast are really the only things red can use to stop a counterspell. Monsoon (which requires green) will devastate a blue deck (as long he doesn't pack the Hack), since he won't be able to keep spare mana around to counter whatever you're doing. Stone

Rain and Conquer both help make sure you have more mana than he does. Manabarbs robs counterspells of cost-effectiveness.

White: Again, the Land Tax will help you get more mana than your Pd foe, but you'll want a few mana-producing artifacts to make things truly unpleasant—and keep a few spare mana for your COPs. Try to save up your spells, and cast them in a flurry—make the spell you really want to cast the last one on your list (this goes for the other colors, but

white tends to have a lot more cheap spells). Armageddon and Balance are great ways to make sure he never gets too much mana.

Artifacts and Lands: Mishra's Factories and Strip Mines are just beautiful cards: they can't be countered, are immune from hostile sorceries and enchantments, have no

casting cost, and can be tapped for mana too. Try to hold Strip Mine in hand, and play it when you see exactly two untapped islands. Strip an island, attack (to empty his mana pool), and go on a spell-casting frenzy! Late in the game, keep "useless" basic lands in your hand. If you can bluff him into thinking you have a handful of spells, he might hold his counters for the supposedly more important cards you're keeping in hand.

Defeating your opponent is not merely a matter of knowing his strengths and weaknesses; you must avoid the former, and exploit the latter, at every opportunity. By noting the above words of advice, your opportunities to win can only increase.

Rick Moscattello, a strange visitor from another planet, can change the course of mighty rivers and bend steel in his bare hands. Honest.



■ Get the buns ready, cause you and Pyroclasm are goin' are on a weenie roast! Seconds, anyone?



■ Black's bread and butter creature, the Hypnotic Specter, can be used to whittle away at a blue permission deck.

Killer Deck Vulnerabilities

Direct Damage: White is the best color to stop DDs. Reverse Damage is now better than COP: Red, as the latter is vulnerable to Anarchy. Justice is a nice enchantment, as he'll have to get rid of it if he wants to kill any of your creatures without hurting himself. Healing Salve and Alabaster Potion counter direct damage spells, and can save your creatures in a pinch.

Discard: Green narrowly beats out white for best color against a Discard deck, as Lifeforce completely shuts it down (and black has nothing like Tranquility, giving you the edge in a Lifeforce/Deathgrip contest). You'll still need Hurricane or Winter Blast to kill any Hypnotic Specters that come out early, and Crumble for when you get in trouble.

Land Destruction: White is tops here, as Land Tax is a cheap enchantment that nullifies land destruction. Balance is likewise an easy-to-cast spell that is often detrimental to land destroyers. Hallowed Ground can help you save your important lands, and Disenchant will quickly destroy a Black Vise, among other things.

Weenie: Many of red's best spells can be used on your opponent if there aren't any creatures around, making red the best against Weenie decks. Pyroclasm is an important exception, but precious due to its low casting cost. Earthquake can take out hordes of weenies at once and hurt your opponent, if you don't mind a bit of pain yourself. Inferno is also painful, and expensive to cast, but it can take out big or flying weenies. Lightning Bolt and Fireball are both general-purpose spells that will slow down any creature-based deck.

Permission: Permission decks are the hardest to nullify, as their whole design is to stop anything in general that you want to do. This is offset, of course, by the fact that Permission decks need some other strategy to win. Black may do the best here, as Dark Ritual allows it to get creatures, especially the important Hypnotic Specter, out before a Pd player has accumulated enough mana to be truly effective. Hymn to Tourach and Mind Twist are also useful, since even if he counters them, you've at least forced him to "discard" one card.

—Rick Moscattello

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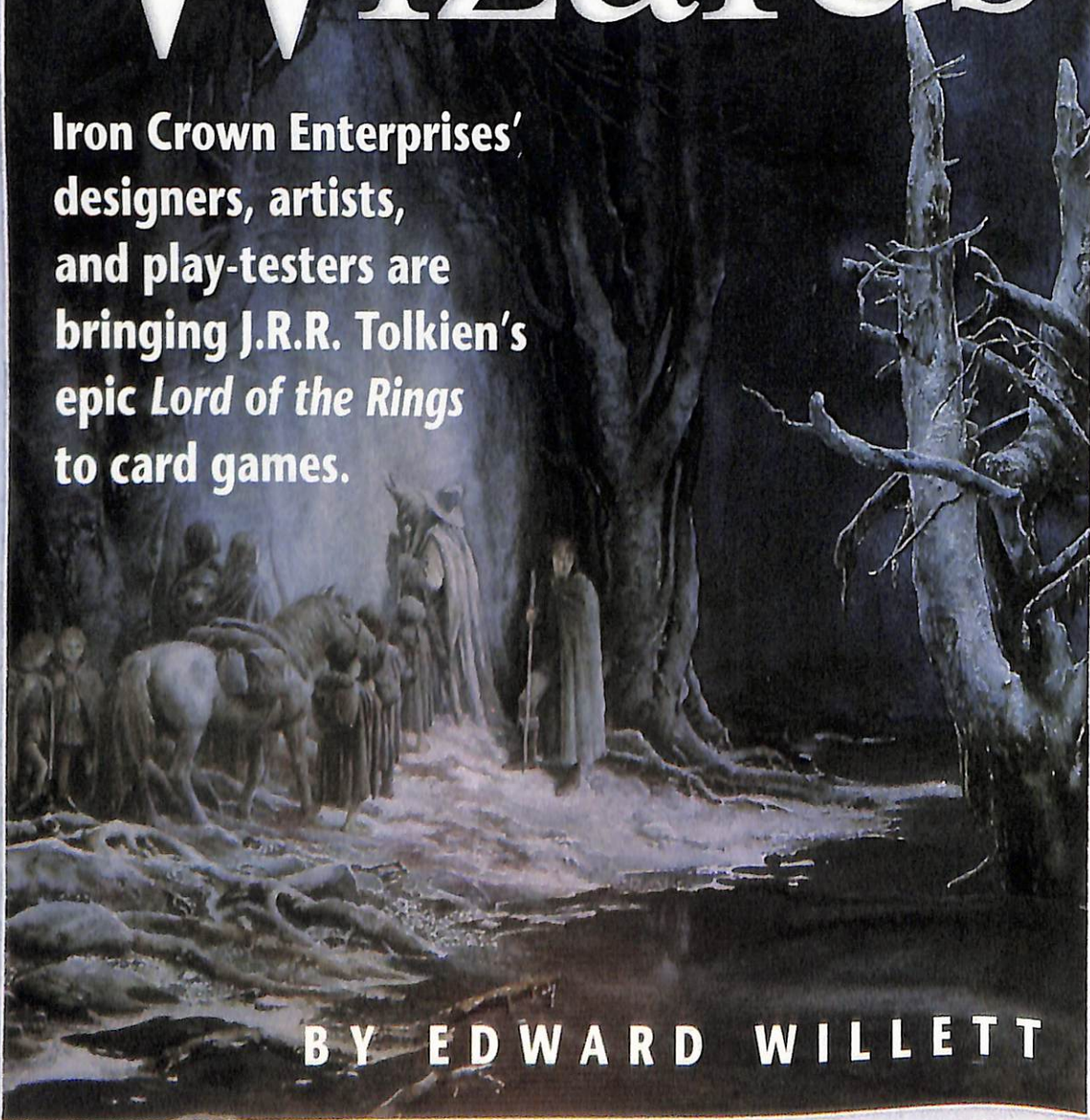
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BEHIND THE SCENES:

MIDDLE-EARTH: The Wizards

Iron Crown Enterprises' designers, artists, and play-testers are bringing J.R.R. Tolkien's epic *Lord of the Rings* to card games.



BY EDWARD WILLETT

sp
py

Without fantasy fiction, there would be no fantasy gaming, and without *The Lord of the Rings*, there might be no fantasy fiction. J.R.R. Tolkien's 1950s masterwork trilogy effectively created the entire field of adult fantasy, thanks to the surprising success and rabid following it enjoyed in the '60s. From the ensuing worlds of fantasy writers sprang the original *Dungeons & Dragons*, in the mid-1970s, and thence came everything we enjoy as gamers today.

It's not too surprising, then, that this autumn's release of *Middle-earth: The Wizards* by Iron Crown Enterprises is one of the most eagerly anticipated events in the admittedly short history of collectible card games.

When ICE decided to do a card game set in the same world as Tolkien's *Lord of the Rings* and its prequel, *The Hobbit*, the first step was to look at all the other card games already on the market. (For the

story of how ICE got the Tolkien license, and why Wizards of the Coast dropped out of the card game, see "The Licensing" sidebar.)

"We weren't operating in a vacuum," ICE Editing and Development Manager Coleman Charlton notes. "A lot of good creative work had already been done on this type of game—a lot of the mistakes had already been made, and corrected."

Keeping in mind what they knew about other games, and their own understanding of how a game set in Middle-earth could capture the flavor of Tolkien, ICE came up with two requirements:

1. The game had to be character-based. The memorable characters are an integral part of Tolkien's appeal.

2. The game needed a sense of movement. Tolkien's books are classic tales of quests, of journeys through Middle-earth and its many, memorable parts.

With this in mind, ICE next came up with the idea of making the principle characters the Istari, or Wizards.

"That worked out perfectly," Charlton says, "because in Tolkien's works, the gods, the Valar, sent five Istari to the world to help combat the threat of Sauron, so we immediately had five key players we could flesh out."



■ Legolas: Tolkien's most famous elf.

Charlton next sat down for "a month or a month and a half" and drew up a basic design. Then came "alpha phase": an in-house development team and out-of-house play-testers sat down with laser-printed, business-card-sized prototype decks.

Simultaneously, ICE President Peter Fenlon began getting artwork. Even before the game was designed, he knew at least some of the art that would be required.

"Because of the nature of the setting,



■ Tolkien's world, Middle-earth: Your playground in ICE's new game.

All artwork © Tolkien Enterprises

THE LICENSING

Iron Crown Enterprises has published more than 100 Middle-earth-based products, including several board games (most recently *The Hobbit Adventure Board Game*) and two roleplaying lines: the *Lord of the Rings Adventure Game*, an introductory roleplaying game with a strong story-telling element, and the *Middle-earth Roleplaying Game*, probably the second-best-selling RPG of all time.

The company was founded by Peter Fenlon, now ICE's president, and Coleman Charlton, the chief designer, on the *Rolemaster* game rule set—a rule set that came out of an ongoing roleplaying campaign involving both Fenlon and Charlton, set in—where else?—Middle-earth.

"We attempted from the very get-go to talk to the Tolkien estate, simply because we felt we had a grip on Middle-earth and nobody was doing roleplaying games based in Middle-earth," Fenlon reports. Although their bid was originally rejected, a few years later, in 1982, they went back with "serious graphics" and other game elements and a deal was struck.

The board game rights were still held by another company, SPI. But it went out of business and was bought by TSR, which had already had legal run-ins with the Tolkien estate over certain elements of *Dungeons & Dragons*. The board game rights went to ICE just a few months after the RPG rights. "We were lucky to be in the right place at the right time," Charlton says.

Magic: The Gathering, of course, started the whole collectible card-game craze, and ICE's designers ran across it in 1993 at various shows and conventions. The company approached *Magic's* publisher, Wizards of the Coast, with the idea of jointly producing a Middle-earth card game.

An arrangement was worked out, but nothing ever came of it. *Magic* exploded, and WotC had to focus on managing its own growth. Thus ICE began work on *Middle-earth: The Wizards*. —Ed Willett

we had certain expectations we knew we were going to have to meet," he says. "Anybody who's read *The Hobbit* or *Lord of the Rings* is going to expect to be able to do certain things and see certain things." There would have to be cards for major characters such as Aragorn and Frodo, and for places such as Rivendell and Gondor.

Selection of art was doubly important because, given the glut of collectible card games, *Middle-earth* "had to be as pretty as anything on the market," Fenlon says. "So we wanted to start the art early—a lot earlier than, say, Wizards of the Coast might have started the art, relative to the design process."

ICE looked at all the other cards on the market, looked at all the artists' portfolios they had in-house, and made a list of the best artists around, plus a list of alternates. "Once we had a core of good artists and started working with them,

word of mouth sort of spread around, and people started to come to us," Fenlon says.

Drawing on the expertise of overseas play-testing groups, ICE latched on to remarkable artists like Jo Hartwig, well-known in the German fashion industry, who, Fenlon says, could do "phenomenal maps." He created a giant 3-foot-by-2-foot map of Middle-earth that Fenlon considers "the prettiest one ever done," and, based on that map, illustrated 52 region cards, each of which is basically a miniature map.

A man in Milan, Italy, suggested two Italian gaming artists. Stefano Baldo and Piero Montanini turned out to be "knock-outs," Fenlon says. "In fact, Montanini ended up contributing 50 pieces. So the two artists with the largest portfolios in this card set turned out to be foreign artists."

One of the American artists involved was Donato Giancola, who lives in Brooklyn, and who was contacted on the basis of an old portfolio "which I'd never send out again," he says. Once ICE saw his new portfolio ("they were quite shocked by my improvement," he notes), he became part of the team, eventually contributing 15 pieces.



■ The nine Nazgûl can lay waste to your company at any time.

Working in oil, he painted all of the major characters, including Gandalf and Frodo. But what he really enjoyed were the "domestic scenes," the ones not



■ Radagast the Brown, one of the Five Wizards sent to free Middle-earth from Sauron's evil tyranny.

overtly heroic or battle-oriented, because it allowed him "to portray the humanness of the characters a little more."

His interest in the softer side of Middle-earth worked out well, since he came into the project a little late and "some of the stuff no one else wanted to touch is the stuff I'm interested in."

Giancola has worked mostly as an illustrator of science fiction and fantasy book covers for Ballantine, Bantam, and Tor, but he says despite their smaller size, cards actually give him a chance to be a little more creative: he doesn't have to leave room for type.

"It's a nice thing to be able to design a picture edge to edge," he said.

Phoenix artist Liz Danforth is no stranger to gaming: she's been professionally illustrating games for 18 years. She's also a longtime gamer and Tolkien fan. "One of my earliest recollections was having *The Hobbit* read to me," she says. When she heard of *Middle-earth*, she made sure she was considered for it. It helped that she'd done black-and-white interior illustrations for other ICE Middle-earth products.

Danforth, too, ended up doing 15 cards, including all nine Nazgûl, three trolls, the Lindon Elves (who inhabit the Grey Havens), and the Elves of the Mirkwood.

The whole project took on a poignant, personal air because of the recent death of personal friend and noted science fiction and fantasy author Roger Zelazny ("Loss of a Legend," *News & Notes, InQuest #5*). "The blow was harder to me than when my own father died," she said. "I couldn't stop painting."

Using her painting as a way to deal with her grief, Danforth altered the Elves of Lindon artwork. One of the elves now holds a silver rose, a symbol with great meaning to lovers of Zelazny's work. And ICE, Danforth says, has promised to include, somewhere on the card, "To the Memory of Roger Zelazny."

Danforth, who paints mostly in acrylic, got into the card-illustration business early with *Magic: The Gathering*. Like Giancola, she appreciates the creative opportunities cards give her. Working on Middle-earth cards is just icing on the cake. "Tolkien is so much the foundation of fantasy that all of us are trying to stretch, to give our absolute best to Tolkien," she reveals.

With a total of 484 cards in the complete game set, the task of coordinating artwork for *Middle-earth: The Wizards* was huge. Looking after it was art director Jessica Ney-Grimm.

The longer lead time for the art helped the process of getting good art and making sure it all worked within the context of the game, Fenlon says. "We actually rejected pieces by a lot of good artists, having them redo them, or even shifting the pieces to another artists."

He notes that even the artists who were a little upset at having been rejected for perhaps the first or second time in their lives seem to have eventually come to appreciate the approach, having gone off and done even better work the second time around.

Most of the pieces were rejected because the artist got the details wrong. Paintings had to be absolutely faithful to the text of the book, something Ney-Grimm tried to ensure by sending out explicit text descriptions of the scenes or characters to be painted, accompanied by, in some cases, representative art. Having done so many Middle-earth products, Fenlon notes, ICE has had a lot of Middle-earth artwork pass through its doors already.

Of course, paintings are only one part of a card's design. It has a border, a back, and a certain amount of text.

In *Middle-earth: The Wizards*, there are five general categories of cards: Characters, Hazards (which can be creatures, events, or environmental situations), Resources (allies, objects, and so on), Sites,

and Regions.

The border of each type of card was given a distinctive texture by graphic designers Derek Carbonneau and Nick Morawitz: copper for resources, iron for hazards, paper for sites and regions (reminiscent of the parchment of a map), stone for characters. Thanks to the distinctive textures of the borders, Fenlon says, "even if you're color-blind, you can see the differences, and if you're not color-blind, it's vibrant. But there aren't so many colors and textures that it becomes distracting, which is a problem with a lot of games."

There are two distinct card backs, reflecting the play deck and the site, or "land," deck. The site deck cards consist of a miniaturization of Jo Hartwig's giant Middle-earth map, surrounded by a beautiful stone border; the play deck has the



■ Minas Morgul, the Tower of Sorcery, where evil breeds.

same border surrounding a black-water pool, out of which rises the burning, lidless eye of Sauron. "There's no writing on the back so we could have an international flavor, and because we found it distracting," Fenlon states. "And of course we could get away with it because with a graphic image like the burning lidless eye, there really wasn't much way to mistake what you were dealing with."

Text on the card face is similar in amount to what is on the *Magic* deck, Charlton says, although the numbers mean different things: the *Middle-earth* cards have two numbers called Prowess and Body. Prowess is how tough the card is for attacks, and the Body number allows characters to be wounded but carry on,

THE PLAY-TESTING

No matter how good your designer is, you can't really know how your new game will play until you get it into the hands of some actual players. The play-testing of *Middle-earth: The Wizards* began in-house but soon involved people all over the world.

"Even before we went into the out-of-house play-testing, we knew we had a pacing problem," ICE Editing and Development Manager Coleman Charlton remembers. In the initial rules, each "company"—a collection of characters—would play a region to move through. After playing a sequence of regions, the company would arrive at a site, like Lonely Mountain.

That took a lot of time and cards. Now a destination is simply played with the company; the regions have been abstracted into a "site-path" that indicates the types of terrain the company had to move through to get to that site.

The biggest change made in play-testing, however, was in the makeup of the deck itself. "The main thing in play-testing is balance," Charlton says. "A card will seem right when you haven't played a whole lot, but once you play-test it, you start to notice it can be overwhelming or out of balance with various other things."

One thing that makes *Middle-earth: The Wizards* different is a random element. Originally, random numbers were included on the cards, and they're still there, but play-testers, many of whom brandished fistfuls of dice, found them superfluous. The finished game can still be played without dice, but two six-sided dice are recommended.

Those random numbers on the card caused an entirely unforeseen problem, Fenlon adds. Some groups "literally found a way to build decks around the random element on the card, ignoring to some degree the intrinsic value or the nature of the card, just putting cards in the deck to generate certain random results—which is very bizarre. We didn't expect it, but when you're deck building, assuming your game has a pretty rich variety of opportunities, almost any kind of approach is possible. We actually had guys building decks just to kill or have a high probability of killing other guys, even though that meant they probably wouldn't win!"

Play-testing also allowed ICE to fine-tune the victory requirements, making it possible for one version of the game to be played in under an hour.

Some groups were better than others at providing feedback. The foreign groups created their own subnetwork of groups, providing ICE with "more bang for the buck," Fenlon says. Their feedback offered a view of the game from various cultural perspectives—French, German, Italian, and Spanish—that was particularly useful when it came time to put text on the cards.

"They have to do a literal translation, so they're very picky about the wording, which is a big help," Charlton says.

—Ed Willett

THE PLAYING

So how does a hand of *Middle-earth: The Wizards* play? Like this...

Both players start with a group of characters, and one or two minor items, at the safe haven of Rivendell.

(One of the unusual things about *Middle-earth: The Wizards* is that the wizards are all supposedly on the same side: they're all trying to destroy the Dark Lord, Sauron. The battle is more for leadership of the fight against Sauron than it is just to destroy the other wizards. That's why everyone starts in the same location, which in the books serves as a kind of headquarters and staging area for the fight against evil.)

Each player draws a hand of eight cards and rolls a die to see who goes first. Whichever player wins the roll starts the turn with an organization phase. First, he divides his characters into "companies," which can range from a duo like Frodo and Sam to a group of as many as seven. He can shift characters between companies if they're at the same location, or bring in a new character if he has one in his hand and certain characters already deployed in the proper place.

Next comes a movement phase. The player places a face-down site card on each company, then reveals one of them: say, the Old Forest. The Old Forest card includes a site path, showing the regions the company has to travel through to get there.

The movement phase is followed by a hazard phase. The opposing player can play hazard cards on the moving company, based on the regions they've moved through. (There's a limit to how many hazard cards can be played on a company: the larger it is, the more haz-

ards can be played on it.)

After combat (if there is any; some hazards, such as The Doors of Night, which casts a shadow over the land, simply make other hazards more dangerous), the players refill their hands, and the first player turns over the movement card on top of his next company, if he has one. Another hazard phase follows, and the process is repeated until the first player has moved all his companies.

"You fill your hand out to eight frequently during play, so you're going through the cards and seeing lots of cards," Charlton says. "That's a key element of the play in our game. It's easier to obtain combinations and get the cards together that you need at a particular place or to face a particular foe."

Once all the companies have moved and dealt with their hazards, there's a site phase for each company, assuming they survived (they usually do, Fenlon says, although if the opposing player has "pounded them properly" they may arrive at a site unable to do anything). During the site phase, the company can take actions appropriate to the site they've reached, everything from playing items to releasing prisoners to bringing factions into play on their side. There may also be an automatic attack if the site is dangerous: if you travel to Lonely Mountain, for instance, you must face Smaug.

The final phase is the end-of-turn phase, during which events that lasted only to the end of the turn are replaced, and the players fill their hands out to eight cards again.

The second player now takes her organization, movement, hazard, and site phases.

Repeat as necessary until somebody wins!

advanced to the printing stage. Several sheets were printed, each bearing multiple cards. These sheets were composed according to the rarity of the cards.

The next step is getting the cards into stores. "Our guess is that, with the level of care we've taken with the packaging and with the art, it will be visually stunning," Fenlon says.

Even with the product finished, there's still more to do. "We have a set of five skills: a warrior skill, diplomat, scout, ranger, and sage," Charlton notes. "Because of our limitation on the number of cards we had and the commissioning of art early on, we have a half-dozen of each one, but we have room to flesh that out dramatically. Same thing with the hazards and the creatures. There's just a wealth of danger in Middle-earth that didn't make it into the first set of cards. There's at least three dozen dragons described we'd love to be able to get the cards and the art for."

In fact, Fenlon says, look for *Middle-earth: Dragons* in 1996, and *Middle-earth: War Hosts* in 1997.

But even that won't exhaust Middle-earth for the company that's been mining its riches for the past 13 years.

"There's a ton of stuff to do," says Fenlon. "We're still doing roleplaying products. We literally could go another 50 or 100 products and still have something to offer. There's just so much there: places to go, people to meet, things to do. And those things, for the most part, have yet to be published."

Despite being immersed in Tolkien for so long, both Fenlon and Charlton remain fans. "I'm less giddy about it, but maybe more respectful now than when we started," Fenlon says. "I was a big fan of the story and the depth of the setting that was suggested, but it's only really been over the years, studying and restudying secondary text and papers and really getting into the languages, that I realized how really cool his conceptions are, and as a world, as an alternate reality, how uniquely rich it is."

"I've always been a gamer first and a settings guy afterwards," Charlton says, "but my favorite fantasy setting has always been Middle-earth. I'm not the expert Pete is, but I've read the books a number of times. I couldn't imagine doing a different fantasy setting in the detail that we have available to us in Middle-earth. So as a game designer, I guess it's a perfect situation."

Edward Willett is a freelance writer in Regina, Saskatchewan. Cross him and he'll crush your head like a grape.

which happens frequently in the books. In the game, if a character is wounded, he rolls against his Body number to see if he survives. Those two numbers are on a

shield in the lower left corner of the card.

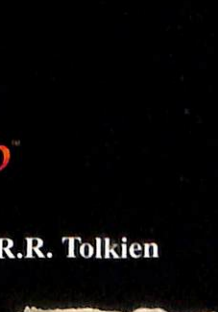
The most important numbers, representing the value of the card, how much influence it takes to control a character, and how much control a given character has over his followers, are located in the upper-left-hand corner of the card. That allows players to hold their hand as they would a hand of ordinary playing cards and still see all the pertinent information.

The only information in the lower-right-hand corner of the card relates to corruptibility. A unique aspect of *Middle-earth: The Wizards* is that characters must deal not only with fighting and killing and magic, but with the temptations of greed, selfishness, and the allure of Middle-earth itself. Certain objects, such as the One Ring, are very powerful, but carry great risk of corruption. Wizards are particularly vulnerable. Some play-testers, Fenlon noted, even constructed decks specifically designed to corrupt their opponent out of the game.

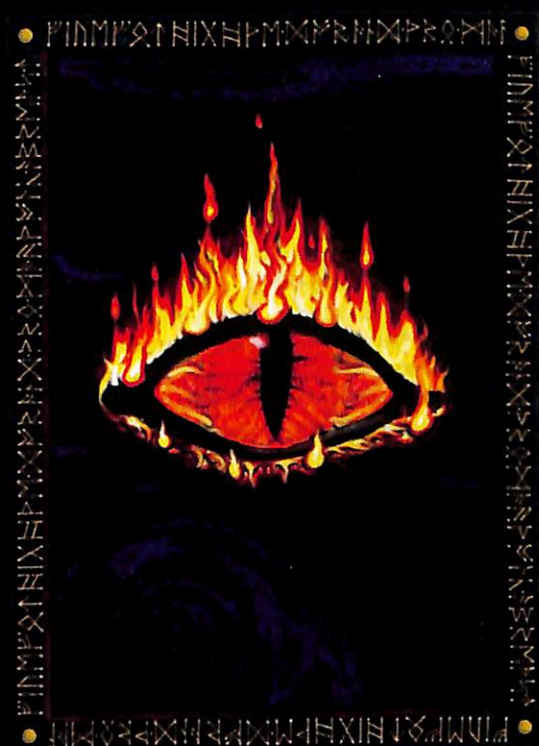
With its look and text set, the game



■ Arthedain, northwestern Middle-earth, contains the Hobbit's famous Shire.



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On Deck

Reviewing the latest releases in collectible card games.

RATINGS

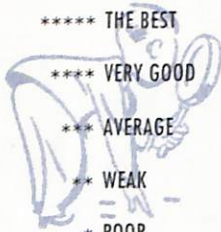
***** THE BEST

**** VERY GOOD

*** AVERAGE

** WEAK

* POOR



Battlelords

Optimus Design Systems' *Battlelords of the 23rd Century* roleplaying game is a talented amateur effort, but the *Battlelords* card game from New Millennium Entertainment is handsome, polished, fast-playing, and fun. You needn't know the RPG to play the card game, but without foreknowledge, the novice gets a trippy experience plunging into the weird Fornax Galaxy, home to a dozen alien races, ruthless mercenaries, Python Lizards with Thwack'em Sticks, and homicidal grannies.

In this colorful, screwy milieu, two or more players (the game works best with four to six) become commanders of mercenary companies. By completing missions in the Hotspots of four galactic subsectors (Industrial Province, Denderon Hemisphere, Plains of Desolation, Voidlands), you earn fame and fortune. You play to a preset level of Reputation points: 35 for a short game, 60 for a long campaign.

Along the way, you hire Battlelords and PUDs (Personnel Under Development, dull-witted cannon fodder), buy weapons and cybernetic equipment, fight rival companies, talk trash about your enemies, and carry out almost any mission—for a price. You also have terrific fun.

For all its merits, the first thing you notice about *Battlelords* is also the worst it has to offer: the rule book. It's dull and ugly. Also, imagine the absolute smallest type size any sane company would ever use to print game rules. Well, the *Battlelords* type is half that size. It's just silly. Your local retailer may have a large-print version that New Millennium distributed with press releases, or maybe you can borrow a microscope from a high school science lab.

The rules themselves are well-written, and the cards look sensational. Printed at Upper Deck on good, slick stock—slippery, actually—they are highly colorful, well-designed, and beautifully illustrated by Quinton Hoover, Anson Maddocks, Phil and Kaja Foglio, Doug Shuler, Heather Hudson (some of her best work), and other popular *Magic: The Gathering* artists. These cards are state of the art.

There are two types of decks in *Battlelords*: Fame decks and Fortune decks. There are seven card types in your Fame deck, including Hotspots, which represent a battleground and provide income (different kinds for each subsector), Missions (Legit, Criminal, or Neutral), Battle cards that grant bonuses in combat (Surprise, Dodge, Crouch, Trick Shot), and Wild Events (Defections, Bar Room Brawls, and the ever-popular Plas-moid Devourer).

Your Fortune deck holds the assets you hire with Credits: Battlelords (unique characters like Cyrion Zakka, Cole Creeg, and Granny), PUDs (generic wannabe scouts, spies, thieves, hackers, and Mutazchen Proton Controllers), Operations that enhance your Hotspot incomes (Black Market, Slave License), Equipment (Energy Mace, Frag Grenade, Power Arm), and the magical powers called Matrices, which you cast using psychic troops called Controllers. Use the Mind Strangle, Luke!

Keeping 12 different card types straight gets tricky in your first game or two. And all those alien races—Chatilians, Cizeracks, Eridani, Gen-Human, Mazian, and Mutachan (and that's just the first half of the

THE BOX

BATTLELORDS

Limited Edition

Publisher: New Millennium Entertainment

Designers: Bernard Trombley,
Alex Jurkat and Eric Leslie

Genre: Science Fiction

Set Size: 331 cards; four chase cards

Release: August 1995

Packaging: 60-card Commander's Starter
Decks; 15-card Reinforcement Boosters

Suggested Retail: \$7.95 per starter; \$2.50
per booster

Rating: ****

Battlelords Card Description

- A. Name:** Zen Mystic, Gizerack Heroine, Food Broker, this is where you'll find 'em.
- B. Cost to Hire:** You don't get nothing for nothing, and this tells you how much you pay to get this card out.
- C. Type:** What kind of card you're playing. This card, for example, is a PUD card. Other cards generate mundane and Mystic effects.
- D. Description:** Bold print describes a special ability. The italicized text denotes flavor text.
- E. Melee:** How well you fight up close, one-on-one.
- F. Ranged:** Long distance attacks. Important if you want to fight over your lines of defense.
- G. Defense:** As the name states. PUDs are gonna be shot at and assaulted. The better they can defend, the longer they will live.
- H. Racial Type:** This is, after all, a game that spans the limits of space. Each race is represented by a symbol. Each race has its own unique characteristics.



alphabet)—forget it! Fortunately, the rule book includes basic rules that leave out some card types, and the races seldom affect play.

You start with 10 Fame Points, which let you recruit Battlelords, and an affiliation, Legit or Criminal, based on how you build your deck.

In the unusual and interesting turn sequence, all players complete each step simultaneously. First, everyone fills his Fame hand to five cards, and can spend Fame points to buy extra cards. (Fame points are earned by winning battles, and fluctuate throughout the game.) Then everyone collects Credits based on the Hotspots in his Command Display (playing area); you can collect Legit or Criminal income, depending on your affiliation. Then a draw from the Fortune deck determines who goes first in the next four phases.

Purchase: Draw five Fortune cards. Buy any or all of them with Credits or Fame points. Any leftover Credits can be converted to Fame points. Discard unbought Fortune cards. Your best bet is to spend your first 10 Fame to buy Hotspots, which provide more Fame and Credits. Otherwise, your game might stall before it really starts.

Organization: Set up your squads. One Battlelord can lead a number of PUDs equal to his Command score. Battlelords are face-up, PUDs face-down.

Assignment: Each squad gets a mission, either Defense (protecting your Hotspots and Operations), Face (picking a fight with an opposing Battlelord to gain prestige), or a Mission card. Mission cards give this game lots of flavor and some strategic depth. Each Mission can be either Legit or Criminal, includes two different payoffs, and requires certain skills to complete (*à la Star Trek: The Next Generation Customizable Card Game*).

A completed Mission not only pays Fame points but increases ability. For instance, if you complete the Anti-Insurgent Mission and insert a Rebel Sympathizer on a hostile planet, you gain five Fame, and the successful Battlelord gets +1 in melee combat and the Concealment skill. This means

TIME OUT!
WHERE THE *%#\$!'S
MY GUN?!?



that a commander who gets ahead can get further ahead faster. However, only two Mission cards can improve a given Battlelord. And Battlelords don't last too long anyway...

Mission: The combat phase of *Battlelords* shows that life is cheap in the Fornax Galaxy, but also that combat can be slow. In the Skirmish subphase, you target a squad, Operation, or Hotspot, attacking either melee or at range. You and your opponent stack your face-down PUDs and turn them up one at a time. As in *Magic*, each PUD deals its damage to the other simultaneously, trying to overcome the opposing defense total. Hordes of modifiers can make your life, and the battle, complicated. Battlelords, supporting Battle cards, weapons, armor, cybernetics, equipment, magical Matrices: it all comes down to attack vs. defense, but only after a lot of figuring.

After one exchange, Battle cards get discarded, the losing PUD goes to the big galaxy in the sky, the winner goes to the bottom of the active PUD stack, and it all repeats until one side wins. The attacker can retreat from a bad spot by spending two Fame points.

Aftermath: A winning attacker who still holds the necessary skills gets the Mission card payoff or (for Face missions) Fame points equal to the Hotspot's income.

Victory: The first two Missions completed by any one Battlelord count for 10 Reputation points. After that, a mission completed by that Battlelord will only count for one. This nice touch keeps your Battlelords cycling through the Command Display.

One Fame point counts as one Reputation point. If any player has exceeded the required Reputation points, he wins. Otherwise, each player may pay Fame points to put Hotspots into play or re-activate face-down Hotspots. Then everyone may discard any or all cards, and a new turn begins. (When you've used all of your Fame and Fortune cards, you re-shuffle and re-use them.)

Battlelords presents many interesting options for deck design, its beautiful cards are inventive and mostly balanced, and it works well against one or many opponents. Game play is smooth and quick, except when combat modifiers start piling up. The learning curve is steeper than that of *Magic*, but once you get all the cards straight, play is only about as complex as TSR's *Blood Wars*. However, the game does play very awkwardly without a tuned deck. New Millennium might have distinguished Fame card backs from Fortune backs, and the rule book desperately needs **larger print**. If your eyesight survives, *Battlelords* will make you wonder why you waited so long to heed the call to arms and strive for galactic fame.

—Allen Varney

Highlander

THE BOX

HIGHLANDER

Publisher: Thunder Castle Games

Designers: Mike Sager, Bob Iliff,
Terry Eldred, and Troy Kreissler

Genre: Fantasy Swordplay

Set Size: 165 cards

Release: August 1995

Packaging: 52-card starter decks;
15-card booster packs

Suggested Retail: \$8.95 per starter;
\$2.45 per boosters

Rating: ** 1/2

In *Highlander*, Thunder Castle Games' newest CCG, you play an Immortal, a powerful, nomadic humanoid who can only be killed by beheading. You can play a Persona deck in which you gain the abilities of one of the Immortals from the *Highlander* films or television series, such as Connor and Duncan MacLeod, Amanda, Nefertiri, Slan Quince, and others, or you can play a Generic Immortal deck, which allows limited use of the skills of all Immortals.

Your near-eternal life is an ongoing journey toward the Gathering, where the Immortals will battle to the death. The last Immortal will receive the Prize, an unusual goal in that, while each Immortal greatly desires it, none seem to know exactly what it is. Could be total mastery of time and space; could be a nifty Kurgan Decoder Ring.

That's the premise of the game. In simpler terms, you and your opponent whack at each other with long, sharp pieces of metal until one of you bites it. In between whacking and whack-blocking, various other activities and intrigue occur, just like in the TV series. In fact, if you end up with a Quality Blade card, you even get a commercial:

"Now you can wield the Official *Highlander* katana forged by the master craftsmen at Noble Collection. Include this card with your order to receive a 10 percent discount off this exquisite blade, created just for *Highlander*."

When you think about it, sword fighting isn't really all that complicated. You attack, you block, you run away, maybe you die. Aside from struggling to pull out your cellular phone to order another Quality Blade, that's basically it.

Most of the cards in *Highlander* are Attacks or Defenses, easily identified by a Combat Grid in the upper-left corner. The grid indicates the target area of the attack or the coverage area of a defense.

HIGHLANDER

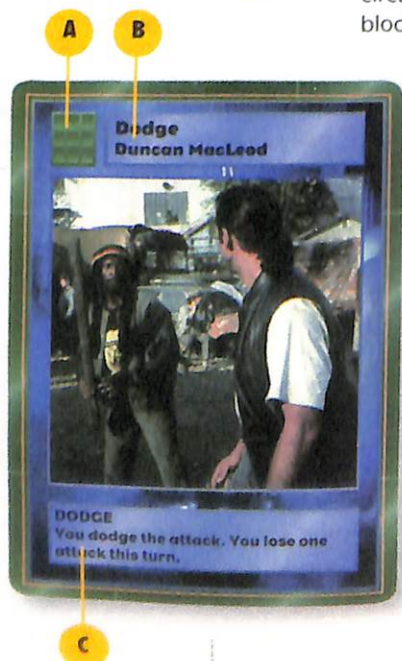
An Upper Right Block, for example, will defend against an Upper Right Attack; however, since you can't launch an attack into the same area where you just blocked, your choice for an attack would then be limited to, say, a Middle Left Attack. Unless special

circumstances allow, you can only play one defense per turn, although a single block can defend against multiple attacks to the same area.

There are nine basic attacks and six basic defenses, which appear to be the most common cards in the mix, as well as non-basic defenses such as Guards. As opposed to basic defenses, which are discarded as soon as they are played, guards are "standing defenses," which remain in play until a new defense is chosen. A guard will protect an entire side of your combat grid but also prevents you from attacking that area.

Each Immortal has a variety of special attacks and defenses, such as stalking and dodging; personalized defenses can be used in Generic decks, but personalized attacks can only be used by the appropriate Immortal.

The most sought-after cards are sure to be the Personas, of which there are eight in the basic set. On one side of the Persona card is the name and image of the Immortal; on the other, a brief character history and



Highlander Card Description

- A. Type:** This symbol will tell you in what way an immortal can attack or dodge an attack. They also point out special abilities like events, situations, and objects.
- B. Name:** This is the name of the card. Some

- cards will indicate whether they are usable only by certain Immortals.
- C. Description:** Simple enough. This describes what the card can do.

a list of special abilities. Nefertiri, for example, can draw cards at any time during her turn, while Xavier St. Cloud gets to make an additional attack.

If you use a Persona, you must build your deck around that character. However, the Persona itself is not actually part of the deck; it's set down before the game to let your opponent know the nature of your deck.

Along with Personas, there are three other classes of Special cards: Events, Situations, and Objects. Events are discarded as soon as they're played, whereas Situations and Objects remain in play. As with attacks and defenses, most Special cards are generic, while some of the more powerful ones apply to specific Immortals.

The Special cards add much-needed variety to the game. A Disarm could take away your weapon, but a Watcher could toss you an extra one. A Gypsy might help you glimpse your opponent's hand, while the Scorn of your mortal peers could reduce the number of cards in yours. A Head Shot could end the game in one blow, unless you escape to Holy Ground. Special cards can be used individually or in combination with attacks, defenses, or other Special cards already in play.

Plots, drawn from the television series, are ready-made combinations of two Situations and one Event. They add particularly powerful effects to the game. Each card in a particular Plot must be played in sequence over at least three turns. Luckily, other Special cards can disrupt plots as they thicken.

Despite the complexities and combinations produced by the Special cards, *Highlander* is fairly simple to play. Unlike *Magic*, which has a turn sequence that could double as launch prep for the space shuttle, *Highlander* features a straightforward three-phase turn:

1. Defense Phase: You may play a Defense, a Special card, or both in any order, though only one Special card can be played per turn.

2. Attack Phase: You may play an Attack, a Special card, or both in any order; normally, only one Attack may be played per turn, although some Special cards change this.

3. Draw Phase: You may draw back up to your Ability or you must discard down to your Ability, whichever applies. You may not play cards during your Draw Phase.

"Ability" is *Highlander*-ese for life points. Cleverly, it's also the number of cards you're allowed to have in your hand at the end of your turn. You start out with an Ability of 15 and a 15-card hand. If you gain or lose points during a round, you adjust your hand accordingly at the end of your turn, so "draw phase" is kind of a misnomer. This phase ends your turn. Repeat this sequence until—you guessed it—there is only one.

Your play deck represents your Endurance: how long you can last in a duel without growing tired. Decks are a minimum of 50 cards and a maximum of whatever you like. Once you draw your last card, you lose five Ability. Then you get your "second wind," shuffle your discard pile, and start over. If you begin your Attack Phase with an Ability of zero or lose your head to a special attack, you're out of the game, and, assuming you're playing a two-

player game, your opponent wins.

Oddly, the rules never explicitly state the number of players for which the game was designed. Anyone who's seen a *Three Musketeers* movie knows that sword fights can include thousands. Is this supposed to be a two-Immortal duel?

The rules should clear this up, but the rules are the biggest problem. Instead of a detailed rule book, the "essen-

tial" rules are provided on four cards. But once you start building a deck and playing, complications arise.

Who goes first? (According to a Thunder Castle Games representative, flip a coin to decide.) How do you lay out your cards? (TCG suggests you leave Defenses, Attacks, and Events in play until your opponent has a chance to respond to them.) Is the discard pile face-up? (That's how TCG plays, but it doesn't matter.) Can your opponent look through it? (Sure.) Do you take separate turns or play attacks and defenses simultaneously? (Separate turns.) Where's Ramirez when you need

him? (See *On the Shelves* on page 22.) Thunder Castle's Web page (www.cnj.digex.net/~eljay/tcgames.html) offers further rules clarification.

Granted, *Highlander* play relies as much on individual card text as on the rules.

However, understanding a particular card sometimes requires having another card, as with the Plot combos.

The video stills used to illustrate the cards are too dark, and the scenes featuring Connor MacLeod are very grainy. The slick coating on the cards makes it frustrating to handle the large hand the game requires. And that tacky pink wrapping on the boosters has got to go.

Collation is a minor problem. It's unlikely that one starter will contain a legal deck (or a complete Plot), although two starters should yield two playable decks.

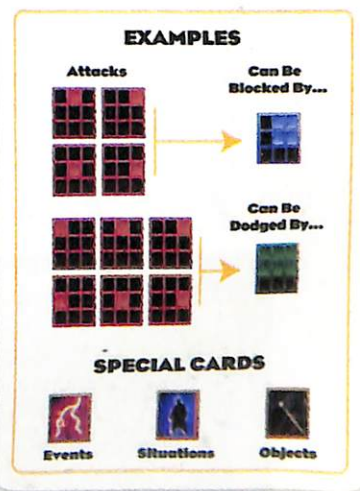
Highlander's fan base could produce a ready-made audience for the game. However, the rarity of the Persona cards may lessen the game's appeal to Immortal wannabes. So will the rules' ambiguity.

This game does have potential, but it won't be realized unless the improved rules are widely circulated. (We're not all on-line!) And given the rapid movement of the current CCG market, by the time this happens, it may be too late.

—Jack Skrip



Look out! Connor's eyes are following you.



How complicated can a game about decapitation be?

THE BOX

LEGEND OF THE FIVE RINGS

Imperial Edition

Publisher: Alderac Entertainment Group

Designers: Dave Williams, Matt Wilson,
and Ryan Dancey

Genre: Historical Fantasy

Set Size: Over 300 cards

Release: September 1995

Packaging: 60-card semi-sorted starter decks;
15-card booster packs

Suggested Retail: \$7.95 per starter deck;
\$2.45 per booster pack

Rating: ****

Legend of the Five Rings

For five millennia, Rokugan grew under the wisdom of the Hantei Emperors and the philosophy of the Five Rings. Five clans rose to the fore, supporting the empire, and keeping the mysterious races of Goblins, Barbarians, and worse at bay in the Shadowlands.

The Emperor nears death, and his last act will be to name a successor, a warlord from one of the five clans, to begin a new Dynasty. The leader the Emperor seeks will have to be warlike enough to earn the respect of the other clans, cunning enough to avoid assassins and revolt, and honorable enough to gain allies from among the mighty warriors and mysterious wizards who populate Rokugan.

Legend of the Five Rings, Alderac Entertainment Group's entry into the collectible card game market, places you at the head of one of the five Clans. Through warfare, guile, sorcery, and diplomacy, you must earn the position of successor to the Emperor. One of the strongest points of *Legend of the Five Rings* is that a player can win by eliminating all other contenders for the throne, by gaining 40 "honor" points, or by having all five Elemental Ring cards in play at the same time.

Each player begins the game with two decks, one made up of a minimum of 25 Dynasty cards and the other made up of a minimum of 25 Fate cards, face-down in front of him. Also face-down are four Dynasty cards, representing the four provinces your Clan controls. The only other "card" in play is your Stronghold (printed on the back of each starter deck), which contains your Starting Honor, Gold Production, and Province Strength. Five Fate cards make



up your playing hand. Game play has six turn phases:

Phase One: Straighten (untap) any Bowed (tapped) cards. Most cards bow when you use them. For example, attacking units bow, as do spellcasting Shugenja (sorcerers) and gold-producing Holdings like mines and farms.

Phase Two: Turn all Dynasty cards in your Provinces face-up. Any Events revealed must be resolved, and immediately replaced. If you turn up the Event



Legend of the Five Rings Card Description

- A. Name:** Loads of difficult-to-pronounce Oriental names, along with other novel headings.
- B. Force:** This is your attack potential. For all you Crab and Lion clan people, this score matters a lot. Objects will record force bonus here.
- C. Chi:** The inner strength of a character. High Chi's are a must for personal duels, and for a shugenja to cast spells. Objects will like wise record bonuses here.
- D. Honor:** This number indicates how much honor is needed to put this card into play. It differs from the honor inherent to a personality or family.

- E. Honor (Personal):** This is the honor a card starts out with. Needless to say, in a Japanese-style game, honor is everything. Don't let it go below zero.
- F. Gold Cost:** Everything has a price. Some cards provide gold—but just about everything in this game costs gold to put into play.
- G. Description:** Usually prefaced with important info about clan alignments or race. The smaller text fleshes out the purpose of the card.
- H. Focus Value:** Used for personal duels, you draw these cards to add bonuses to your strike, drawing on inner strength to defeat your opponent.

card Evil Feeds on Itself, which causes the player with the lowest honor to lose a Province, the effect would take place immediately. You'd then take the top card from your Dynasty deck and place it face-down in the vacant Province spot.

Phase Three: Play Limited or Open Action cards from your hand or from cards in play, at no cost. Other players may either play open actions or pass. This Action phase allows you to augment the power of any Personality (warrior or wizard) in play with cards like Medium Infantry or a +1/+2 Naganata weapon.

You can also hurt an opponent. Try playing Marries a Barbarian to penalize a Samurai and his owner.

The third option is to lobby for Imperial Favor. If gained, the player may draw a card, restore honor, send units back to players' hand, or prevent the loss of family honor. When all players pass, the phase is over.

Phase Four: Send your units against an opponent's Provinces. Each unit may make one attack against any Province. Both the attacker and defender may ask other players to join in either the attack or defense. Allies can gain two Family Honor Points by participating on either side of the combat, but risk their troops in the process.


Each battle for a Province is handled separately. All players involved, beginning with the defender, may play a battle action or pass. When all players have passed, no more cards may be played, and each side's Force points are added. Damage is assessed, Honor Points are earned for each card destroyed in combat, and, if enough damage is done, the attacked Province might be destroyed, too.

There's much more to combat than this. Battle in *Five Rings* requires both strategy and tactics. Ranged weapons can take out a force before it attacks. Battle Actions can cancel an attack and save a Province, or lead to exciting one-on-one duels between Personalities, the results of which help the winner's side.

Phase Five: Dynasty cards resting in your Provinces can now be brought into play. You may also discard unwanted Dynasty cards. Fill any empty Province with a face-down Dynasty card to conclude this Phase.

Phase Six: Draw a Fate card, and end your turn.

One of the concepts that tests players' resource-management skills is Holdings. These produce gold, one of two prime ingredients needed to bring a card into play. Gold is limited early in the game, and judicious spending can often be the difference



OW! THAT'S IT! I DON'T CARE HOW COOL WE LOOK, I'M NOT HOLDING THIS SWORD LIKE THIS ANYMORE. GO GET ME AN OUCHLESS!

between winning or losing. While it's tempting to get a Personality out right away or hire supporting troops, it might be wiser to develop Ports, Mines, and Temples to insure a constant source of funds.

Honor is another multifaceted concept that is every bit as important as warfare in *Five Rings*. Personalities won't pledge themselves to your Clan unless you meet their minimum Family Honor requirement. Likewise, Troops won't serve a Personality unless his Personal Honor is high enough.

The impressive depth of *Legend of the Five Rings* surpasses these cursory descriptions. Decks can be built to reflect the strengths and weaknesses of each Clan: the militant Crab Clan lives for battle but lacks diplomatic skills, for example, while the Crane Clan prides itself on its diplomacy. Couple deck-building options with the multiple paths to victory and it's easy to see why *Legend of the Five Rings* will challenge a player's skills and sustain his interest.

What's amazing is that this preview was done using only 70 unique cards. Yet our group was able to win both by fighting and by amassing Honor points. We came up with great killer combinations, and we rapidly learned both the value of diplomacy and the sickening frustration of treachery.

The cards themselves are high-quality. The stock is thick, and the same plastic coating used on a good deck of regular cards guarantees long life and easy shuffling. The artwork varies from fair to outstanding, but all of it is interesting because of the unique theme of *Legend of the Five Rings*. The flavor of the Japanese influence mixed with fantasy elements make the cards a pleasure to look at, while the simplicity and clarity of the layout make them easy to learn and play.

The initial set of rules needed to clarify certain procedures. When contacted about rules interpretations or omissions, Alderac had all the answers, and promised that the final rules would erase the problems found in the preliminary set.

Legend of the Five Rings will use an unprecedented format for its starter decks. Termed "semi-sorted," each starter deck will be geared to the Clan whose Stronghold statistics are on the back of the box. It will contain all the common cards necessary to play that Clan immediately, with the remainder of the deck made up of random cards. The 15-card booster packs will contain the standard mix of one rare, three uncommons, and 11 commons.

If given a chance by the card-playing public, *Legend of the Five Rings* will not only survive the card-game glut, it should be one of the more popular games. It easily immerses you in its storyline, something that even *Magic: The Gathering* failed to do initially. The fact that the game challenged me on more than one level solidified my positive reaction toward *Five Rings*. Also, you can frequently do things during other player's turns, not just sit there and watch your cards get pounded.

Legend of the Five Rings deserves the attention of collectible card game players as well as traditional board game players. It packages the best elements of both in a format that is easily learned and enjoyable to play. I can't wait to see the rest of the cards. Until then, may your clan grow strong and your honor remain unstained.

—Jim Trunzo



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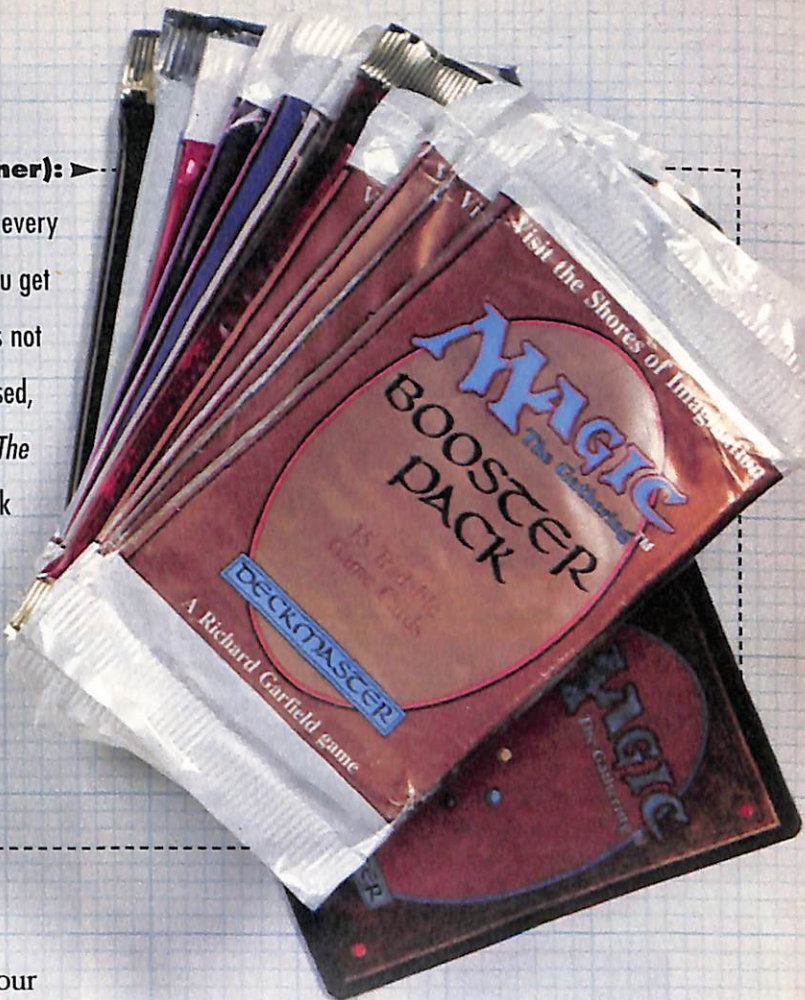
- The title of your expansion.
- The premise behind it (like the world in the bottle of *Homelands* or the *Mishra-Urza War of Antiquities*). Keep it brief, no more than 100 words.
- Your rendition of one of the cards from this expansion set. It must contain everything

a real *Magic* card contains (casting cost, card type, your expansion set symbol, and so on), must have original artwork or photography, must be on unlined paper or posterboard no larger than 8 inches by 11 1/4 inches, and can be in any medium (oils, crayons, offal) *except* neon inks or glitter! Heck, use a real *Magic* card and do up a new front if you want.

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No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and that guy on the Internet who wanted to charge us \$300 for his pack of *Arabian Nights*. How about we kick your ass instead, jerkweed? 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 to your entry. Enter as many times as you like. Mail each entry separately to: The *InQuest* Expansion Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be 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. Who the hell would pay \$300 for a pack of *Arabians*? For that kind of money that pack'd better do windows, clean up the house, and be good in bed. \$300 indeed. All entries must be received at contest headquarters by December 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press based on quality and creativity from among all properly completed entries. Judging will take place on January 16, 1996. All decisions are final and won't be changed, like the announced release date of a *Magic* expansion set. For a list of winners, available after January 16, 1996, send a self-addressed stamped envelope to: The *InQuest* Expansion Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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Official InQuest Expansion

30 FAQS

Answering the 30 most-frequently-asked questions for
Magic: The Gathering.

By Beth Moursund

One of the more complex card games around— one of the most complex games of any kind—

**Magic: The Gathering can't help but make some
first-time gamers scratch their heads in confusion.**

**What follows are the answers to the 30 most-frequently-
asked questions by beginner players.**

1. Can I Counterspell a Prodigal Sorcerer's poke?

A: No. A "spell" means playing any non-land card from your hand. Using an ability from a card that's already in play isn't a spell.

2. Can I sacrifice my opponent's creatures?

A: No. That would be just as silly as tapping your opponent's lands for mana. (You can't do that either!)

3. How much damage does a "destroy" count as?

A: Zilch. You can't use damage prevention on a "destroy" effect. Regenerate the creature, or toss it in the graveyard.

4. Is it legal to commit suicide?

A: In real life, no. In *Magic*, it's perfectly legal. Some opponents will get really ticked off if you do, though.

5. What's the difference between "Artifact" and "Mono Artifact"?

A: Mono Artifact is an old-fashioned term from before *Wizards of the Coast* invented the tap symbol. Treat it as if it has a tap symbol added to the activation cost. You can only use a Mono Artifact once per turn, unless you have some way to untap it.

6. Does Instill Energy let a creature attack twice?

A: No. You can only declare one attack per

turn. There aren't any cards that change this rule (at least, not yet).

7. Does a Mountain count as a red card?

A: No. All lands are colorless, unless you use some other card, like *Chaoslace*, to color them. Lands that get turned into creatures are still colorless. The Fourth Edition version of *Kormus Bell* has errata: cross out the word "black."

8. Is "colorless" a color?

A: No. Neither are brown, artifact, land, gold; or even puce. The only colors in *Magic* are red, green, black, white, and blue (or the equivalents in other languages, if you're using translated versions of the cards). *Sleight of Mind* only works on those five words. By the way, an English *Sleight of Mind* still works on German-edition cards, and so on.

9. Can I spend colorless mana in the place of any color?

A: No. Colorless mana isn't a "wild card." It can only be used for the number-in-a-circle part of a cost. Any type of mana can be used for those; nothing requires special colorless mana. If something costs C , you need to spend one red mana; you can't use colorless. If something costs 1 , you can spend one red mana or one colorless mana or one of any type of mana you happen to have.

10. What color is the damage from Firebreathing?

A: There's no such thing as damage from Firebreathing. Firebreathing increases the creature's power; all of the damage comes from the creature, so it's whatever color the creature is. For example, if I attack you with a Firebreathing Scryb Sprite, you can stop the damage with a *Circle of Protection: Green*, but not with a *COP: Red*.

11. Are newly summoned creatures tapped?

A: No. They have "summoning sickness," which means they can't attack and can't use abilities with C in the cost. They can still block, and they can still be tapped by other things. For example, any time you regenerate a creature, it becomes tapped if it wasn't already, and *Hand of Justice* lets you tap three white creatures to destroy a creature. Since these tap requirements aren't costs for the new creature's ability, they're legal. Note that only creatures get sick. If you cast an artifact or play a land, you can tap it right away.

12. Does summoning sickness affect creatures that aren't summoned?

A: Yep. Summoning sickness is a misleading term. Any time a creature enters play or



changes control, it gets sick, and stays sick until its new controller's next untap phase. If I cast Control Magic on your Serra, or cast Animate Dead to bring her out of the graveyard, I still can't attack with her until my next turn. If a card is already in play and changes to a creature, then you check how long that card has been under that player's control to figure out whether the creature is sick or not. For example, if I cast Living Lands, turning all forests into creatures, all of my forests except the one I just played this turn can attack right away. The one I just played can't attack or even tap for mana, since it's now a creature and can't use a tap-to-activate ability while it's sick.

13. Do I have to pay the casting cost again each time I use a creature?

A: No. Once you've summoned a creature, it's there until something kills or removes it. Even if all your other cards get destroyed, the creature will still be there. You don't have to pay anything to attack or block. If the creature has a special ability, then you just have to pay the activation cost listed next to that ability to use the ability, not the casting cost.

14. When do creatures go to the graveyard?

A: As soon as whatever killed them resolves. They don't wait until the end of the phase or turn. For example, if you Terror a creature, it's buried as soon as the Terror resolves. Remember, though, that you don't resolve damage or check a creature's toughness until the end of a "batch" of effects. If I pump mana into a Frozen Shade to make it bigger and you respond by blasting it with a Lightning Bolt, we don't assign the damage until after both the Bolt and the pump have

resolved. If the Shade has more than three toughness by then, it lives; otherwise, toss it in the graveyard.

15. Can a player have negative life?

A: Sure can. Unlike creatures, players only check life points at the end of each phase and the beginning and end of the attack. You can go below zero and come back up again, and still survive. Note, though, that you can't spend life that you

don't have. You can't Channel below zero, or pay life in excess of what you have for Soul Kiss, or anything like that.

16. Can Pestilence kill a White Knight? What about Wrath of God and a Black Knight?

A: Protection has three separate effects. First, it prevents that color from targeting the creature. Neither Pestilence nor Wrath of God are targeted, so that doesn't help. Next, it reduces all damage from that color to zero. That gets rid of the Pestilence damage, so the White Knight lives, but still doesn't help against Wrath of God. Finally, it keeps creatures of that color from blocking. No help there, either. So the Black Knight bites it.

17. Is the +2/+2 for sacrificing an artifact to the Atog permanent?

A: No. All fast effects from cards first printed before *Fallen Empires* wear off at the end of the turn unless the card specifically says something different. Some versions of the Atog say "until end of turn" and some don't, but they all work exactly the same.

18. What is the mana pool?

A: When you tap a land for mana, the mana goes into an invisible holding area called your mana pool. You can spend it immediately, or you can leave it there and spend it later. At the end of every phase and the beginning and end of each attack, any mana left in your pool drains away and damages you. That's called "mana burn." If you just tap land when you need to cast a spell, you usually don't have to worry about mana burn. But if you have cards that give more than one mana per tap, or if Mana Flare is in play, you might end up with extra mana and nothing to spend it on, and get burned.

19. Can I use a Circle of Protection to stop mana burn? How about Reverse Damage?

A: The source of mana burn damage is your mana pool, which is colorless. Since there's no COP: Colorless, you can't COP it. Reverse Damage works just fine, though. You can't pay for the Reverse Damage with the mana that's draining away, but if you left a few lands untapped, you can tap them and cast it. It's not quite as cheap a way to gain life as Alabaster Potion, but it's still a fun trick.

20. Can a COP stop damage to my creatures? Can it stop a Mind Twist?

A: No, and no. COPs can only stop damage to you. They can't protect your creatures, and they can't stop spells and effects that torture you in ways other than dealing damage.

21. Can I use a COP: Black to stop the damage from Lord of the Pit?

A: Yes and no. If you have any other creatures, you have to sacrifice one—since the card uses the word "must," Mr. Pitlord won't take "no" for an answer. Even protection from black won't stop him; he'll happily chow down on a White



RAGE

The world is dying, smothered in the coils of the Wurm. Only the Garou can stop it. But who will lead them? The war is on, werewolf vs. werewolf, pack vs. pack. And all the while the evil minions of the Wurm wait, lurking in shadows and boardrooms, subtly steering the world toward the final days, the Apocalypse. Join the battle to save Gaia. Only the strongest can conquer - only the greatest can survive.

RAGE, the trading card game based on Werewolf: The Apocalypse, is available now. If you've missed it, go get it, shorty. If you think you're too cool for RAGE, then guess again, fanboy - pull up your pants. Oh yeah, RAGE has chase cards, foil ones - that's right, shiny-shinys, collect all 13 or else. Thank you.



WEREWOLF

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Knight. If you don't have anything to feed him, he clobbers you for seven points of damage. That damage is just plain ordinary damage, and you can use your COP or Reverse Damage or whatever you want on it.

22. What happens when an artifact is tapped?

A: Any non-creature artifact that becomes tapped is "turned off" until it untaps. For example, if a Howling Mine is tapped, you don't get to draw an extra card; if a Winter Orb is tapped, all the lands untap normally; and if a Rocket Launcher is tapped, you can't shoot anything with it. Remember, though, that you can't tap anything "just because." Since artifacts like Howling Mine and Winter Orb don't have tap symbols, you can only tap them by using some other card, like Twiddle or Icy Manipulator.

The "turning off" rule doesn't apply to lands or creatures—a tapped Goblin King still gives bonuses to all Goblins, a tapped Drudge Skeletons can still regenerate, and a tapped Safe Haven can still be sacrificed. If your opponent taps one of your artifacts to turn it off, a sneaky trick is to cast Animate Artifact or use a Xenic Poltergeist on it. That makes it a creature, so it turns back on again.

23. What happens if a blocking creature regenerates or becomes tapped for some other reason?

A: Two entirely different things, which a lot of players mix up. An attacker or blocker that regenerates before the damage-dealing step in the attack goes into a weird state: it's still part of the attack, but it deals no combat damage, and can't have any combat damage assigned to it. Even if you untap it somehow, it's still phased out. But since it's still part of the attack, its special abilities still work, and it's still vulnerable to non-damage effects like a Basilisk's destruction.

A blocker that becomes tapped for any other reason doesn't deal combat

damage, but can still be pounded to a pulp by the creature it blocked. If you manage to untap it again before damage-dealing, it goes back to normal.

24. Does untapping an attacker remove it from the attack?

A: Untapping an attacker just makes it like a temporary Serra. It doesn't remove the creature from the attack or stop it from dealing damage, unless the card specifically says so. For example, if you use a Twiddle to untap your opponent's attacking creature, you just did him a favor. Tapping an untapped attacker, like a Serra, doesn't stop the damage either—after all, attackers are usually tapped anyway.

25. What happens when a creature with protection from blue blocks a blue creature with trample?

A: Protection from a color reduces all damage from sources of that color to zero, so a protected blocker cancels all the attacker's damage, even if the attacker has trample. There's nothing left to spill over to the defending player.

26. Does Maze of Ith work on a Serra?

A: Yep. Maze of Ith does two things: untaps the target, and stops it from dealing or receiving combat damage. If the target isn't tapped, then the untap part is redundant (like casting Jump on a flying creature), but the "no damage" part still works just fine.

27. I block a Serra with my 4/4 Sengir Vampire. Does the Sengir become 5/5 and survive?

A: No such luck. Vampire abilities don't work until right after the victim goes to the graveyard. Sengir and Serra both go to the graveyard at the same time, so he never gets the counter.

28. I attack, and my opponent uses his Royal Assassin to kill one of my creatures. Does it still deal damage?

A: Nope. An attack is made up of several steps: announce the attack, declare attackers, fast effects, declare blockers, more fast effects, assign damage, cope with the damage. If your creature gets assassinated in one of the "fast effects" steps, then it's already in the graveyard by the time you get to the "assign damage" step. Only the creatures that manage to stick around until the "assign damage" step get to deal combat damage.

29. I attack with a Benalish Hero banded to a Cockatrice. My opponent blocks the Hero with a Fire Elemental. Does the Elemental die?

A: Yes. When something blocks one member of a band, it counts as blocking each of the other members, even if it would be illegal to block them normally. So the Elemental counts as blocking the Cockatrice, even though the Elemental can't fly. If the Hero could fly and banded with the Cockatrice, then only flying creatures could block the band.

30. Can I band my Sea Serpent to my Mesa Pegasus, block a Serra, and assign all the damage to the Serpent?

A: No. Banding works a lot differently for defenders than for attackers. There's really no such thing as "banding to block"—creatures always block as individuals, and then the banding ability kicks in automatically during damage assignment. The Sea Serpent can't block a flying attacker like the Serra.

Beth Moursund knows a thing or 30 about computers, too. The giant floating head is Press's own Marc Wilkofsky; he claims to know a little about Magic.



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The Natural

How does Keith Parkinson make his paintings so lifelike? The popular fantasy artist and game designer talks about painting, life, and nature.



Keith "The Marshall" Parkinson.

VITAL STATS

By Andrew Kardon

NAME : Keith Parkinson

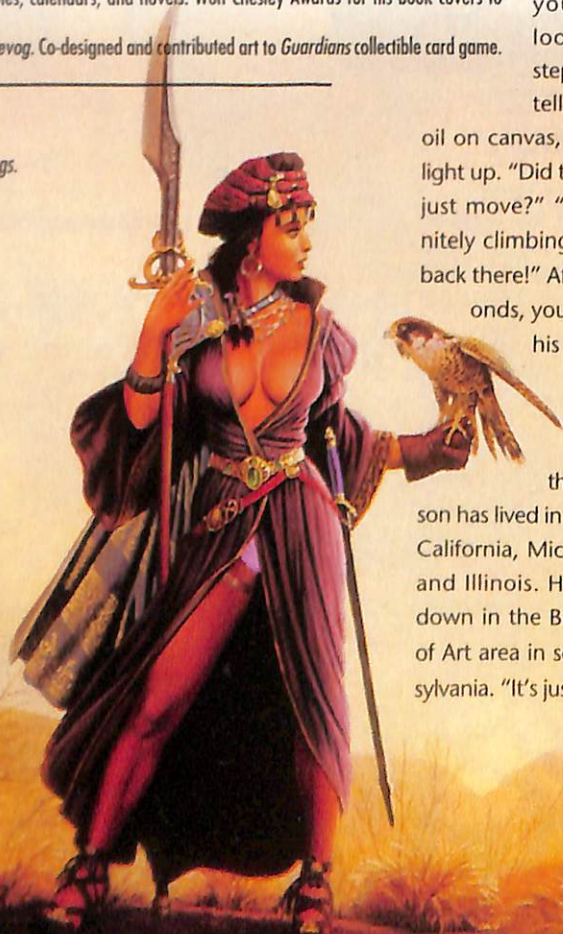
BORN : October 22, 1958, in Los Angeles

OCCUPATION : Artist and game designer

BASE OF OPERATIONS : Southeastern Pennsylvania

CAREER HIGHLIGHTS : Five years as TSR staff artist, producing art for *Dragonlance* modules, calendars, and novels. Won Chesley Awards for his book covers to *Rusalka* and *Chernevog*. Co-designed and contributed art to *Guardians* collectible card game.

Desert Wings.



When you view one of Keith Parkinson's paintings, you don't so much look at it as you do step into it. Your mind tells you that it's just oil on canvas, but still your eyes light up. "Did that dragon's wings just move?" "Something's definitely climbing those mountains back there!" After a few brief seconds, you've lost yourself in his work.

The paintings' dynamic feel may be inherited from their "father": Parkinson has lived in New York, Florida, California, Michigan, Wisconsin, and Illinois. He's finally settled down in the Brandywine School of Art area in southeastern Pennsylvania. "It's just perfect," he says.

No stranger to the gaming community, the artist spent some five years with TSR contributing to numerous books, calendars, modules, and the entire *Dragonlance* series. He has now joined forces with FPG, co-designing the *Guardians* collectible card game and coordinating all art for the company's new gaming division.

Parkinson, whose influences include N.C. Wyeth, Norman Rockwell, Rembrandt, and Claude Monet, is more interested in today's western and wildlife artists than fantasy ones. This love of nature and outdoorsiness encapsulates all that is Keith Parkinson. When not busy breathing new life onto canvas, he's out walking through woods or coaching his 10-year-old son Nick's football team. And yes, he also helps his other son Zack, 7, with his soccer game.



Parkinson's award-winning cover for *Chernevag* by C.J. Cherryh.

InQuest: When did you first start painting?

Keith Parkinson: I was probably 14 when I did my first oil painting. And boy, I'm glad I don't have that one anymore. It was a picture of an old Spanish galleon, but I think it was more of a box with a stick and a sheet. It was pretty bad. Of course my parents loved it and they framed it. Hopefully it's gone now.

So what was your childhood like?

Well, I grew up—until I was about 13—in southern California. So I did a lot of skateboarding and bike riding—y'know, outdoor-sports-type stuff. Not that much art. I'd draw when there was

no one to play with, but outside of that, forget it. But there comes a time when you have to decide what you're gonna do, and that's in college. That's basically when I decided I was going to do art.

What college did you attend?

I went to Michigan State for a year. I didn't like it much, so I transferred out to a commercial art school that was much more to my liking. That was Kendall School of Design in Grand Rapids, Mich. Kendall turned out to be a pretty good school, and I learned a lot. It was definitely geared toward the commercial illustrator. It taught me how to put a portfolio together and what a key-

line was and various things you need to know if you want to do covers.

It took about six months after I got out of school to actually get a job in the art field. I started off [working on the *Tron* arcade game and *Iron Maiden* pinball game] back when *Pac-Man* was coming out. It was an interesting experience, because the company I worked for was a silk-screen printer that did most of the artwork for the field. And so all that stuff came through the studio there. It was a kick.

One of the guys that worked there got me into a *Dungeons & Dragons* game and got me looking at the art, and I said, "I can do that."

I went [to TSR] looking for freelance work and they offered me a staff job, so I said no. And then two weeks later I thought, "Y'know, that sounds pretty good," so I called them up, and they had just offered the job to another artist. But like two days later, the art director called me up and said the guy decided he didn't want the job. Oddly enough, it turns out that was [popular fantasy artist] Dave Dorman. So it worked out, and I worked for them for about five years.

My first works were module interiors, and I think the first painting I did was a *Gamma World* cover—really bad. I didn't know how to paint. It was a great experience because there were other artists who were much more developed than I was working with me. It's good to work with people that are better than you because you learn fast.

We got to work on all kinds of great projects; we did *Dragonlance*, calendars and book covers. Just about anything you could publish, TSR was into doing. After a while, though, you get what you can get out of a situation and it's time to move on.

Looking back at your education, which teachers influenced you the most?

I had a high school teacher that really kind of pointed me into the fantasy direction.... I'd seen John Berkey's spaceships, but not a lot of sword and sorcery or Conan. He really put me in touch with that. He got me started doing fantasy vs. doing science fiction, and got me enrolled in a college credit art course while I was in high school. He went out of his way and actually did paintings himself just to motivate me.

And it worked. I can remember a lot of teachers saying, "You're never gonna make a living drawing monsters," or, "You have to put more

clothes on those women. You'll never make a living with that." I've always had the desire to go back and show them my portfolio and say, "Well, yeah, you can make a living doing this."

Your paintings convey a good deal of emotion. How do you prepare yourself to paint?

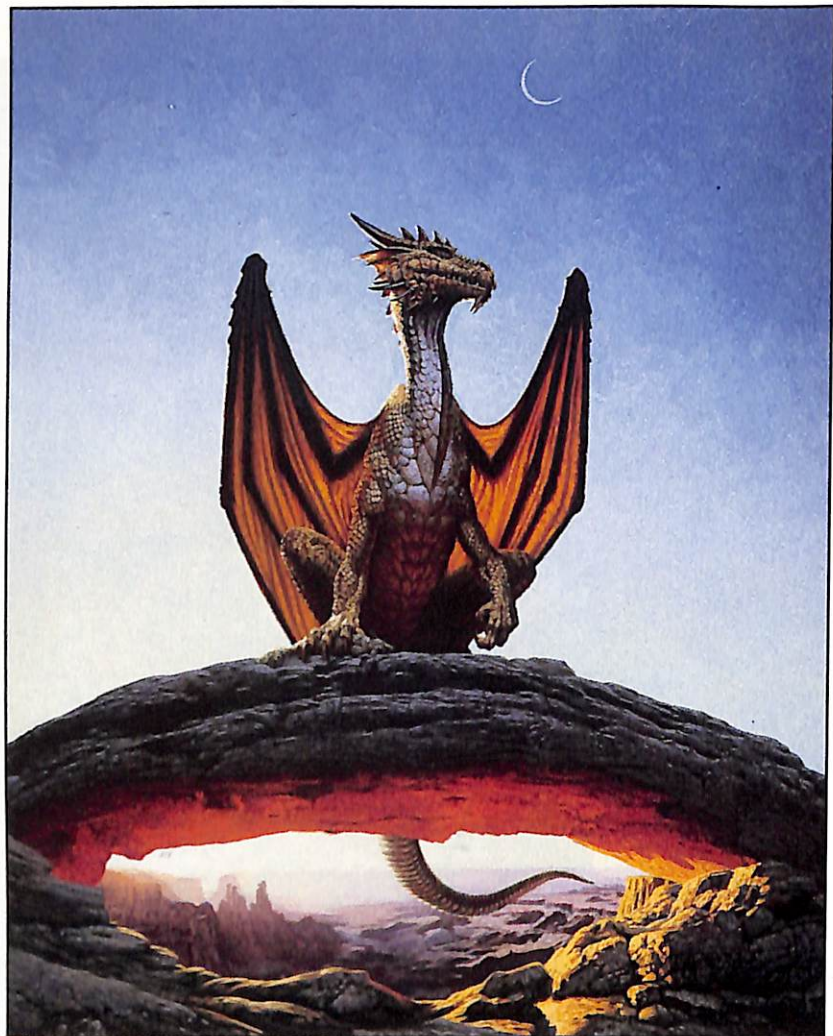
I roll out of bed, get a shower and boom. Oh, and I have to make a pot of coffee. Then I go to work. [Laughs] It really varies, though. It used to be I did artwork 18 hours a day every day. But now with the *Guardians* game, there's a lot of writing involved, and a lot of miscellaneous things that don't relate to artwork but do relate to the creative property.

I would say maybe half my time now is spent doing artwork, and the other half is other game-related activities. And that is a different mindset. I find that it takes a day or so to really slide back into the art mode once I've been out of it for a few weeks.

Just how do you get your art so realistic?

I start off with the composition. That's the most important part. I do little thumbnails of abstract shapes and really develop the painting from there a good deal of the time, especially if it's a complete painting vs. a vignette [with a partial background]. Some character paintings are more or less a character on a depthless background....

I'll start—once I have the composition down—at the very back of the painting. If it's outside, it's where things are faded out the most. You really have



Valley of the Dragon. Note the crushed coyote.

to start there and establish your sky colors. That affects everything. All your shadows are based on the color of your sky. And once I do that, I just move forward in the painting. So the last thing I paint usually is the subject, unless there's some foreground in front of that.

That does two things. Number one: your values stay more consistent. And number two: you don't have to be painting around all these little funny edges. You just paint [the character] right over them.

I paint in oil, so it's usually a step-by-step process, letting things dry overnight. Which does slow you down some, but I'm more than

willing to make that tradeoff.... A book cover painting takes about two weeks. Card art, about one or two days.

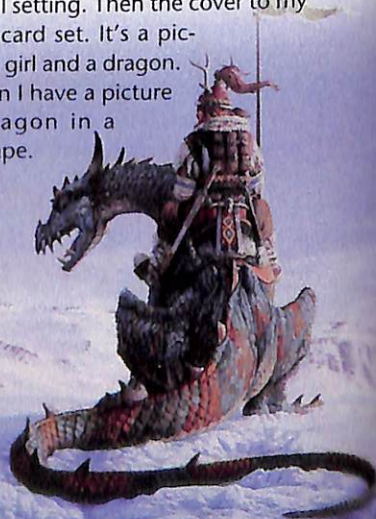
What are your favorite works of your own?

Well, that's a relatively short list.... They're hanging in my studio. I've got three of them that I like real well. Probably my favorite is for a book I did called *Chernevog*. It's a picture of a guy who looks like he's dead, but he's actually asleep laying on a rock. Kind of a melancholy fall setting. Then the cover to my trading card set. It's a picture of a girl and a dragon. And then I have a picture of a dragon in a snowscape.



Above: Ruby Knight.

Right: North Watch.



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What makes these three stand out from the rest?

I think they're the most successful ones that I've done... achieving the things that I had in mind before I put brush to canvas. Usually that's making the viewer's eye go where you want it to go and communicating a mood and a feeling. And really controlling the person who looks at the painting.

How do you go about setting up mood when you work?

I like to hike.... After the leaves have all turned and they're brown is just a super time of year to be out taking pictures and gathering up samples to bring back to the studio to look at.... Also, listening to music and sleeping is good. The occasional microbrew will do the same thing. I'm a drummer, and I used to play a lot of blues with some of my friends. It's still kind of a good release.

What are your favorite subjects to paint?

I really enjoy landscapes... with figures... Something that communicates a sense of place and a sense of mood. I always thought it'd be neat to have a gallery where you could put your paintings up, set it to music, and have smells. I thought that would be the greatest thing... the total experience.

How about your least favorites? Y'know, the things you just can't stand painting?

I don't particularly like drawing things like automobiles and present-day things.

Have you ever had a painting rejected before?

In the book trade... it happens more times than it doesn't. Usually there's some little thing that somebody doesn't like. They want a little more contrast in the sky, a little bit more emotion, or they want this moved over a little.

The big compositional problems—like moving figures or making things bigger or smaller—they'll usually do in the sketch phase. But occasionally it happens in the painting phase where the art director or the author'll see it and not like it....

I basically painted [one cover] three times on the same board. I charged them for it cause I had approved sketches. They were happy with the way it looked, they just changed their minds on what they wanted.

OK. Tell me what it's like being an art legend.

Ha! What are you asking me for? Y'know something, I have no idea. You

Continued on page 66



"It was a freak chance that it actually even happened," Keith Parkinson says of the collectible card game *Guardians*. "I had an idea for a card set—an add-on for games—that would utilize some of the photos I had been taking for a future book. At that point I had been friends with [FPG President] Mike Friedlander for a long time, and I asked him what he thought. He said it was neat, but he'd rather just have a whole game."

Parkinson viewed this as a challenge. He committed himself to two days of all-out designing and came up with a game. "It was horrible! It bears absolutely no resemblance to *Guardians*, but it was a start, and I thought, 'This is kind of fun.'"

The artist talked it over with Friedlander and set to work creating a collectible card game. Things were moving a little slowly when luck intervened.

"I had gotten it to a point where it was not too bad, but it was still pretty clunky," Parkinson says. "The way combat worked was really bad. I just didn't like it."

"At that point, one of the play-testers was sick, and Luke Peterschmidt substituted. He came back two days later with three typewritten pages of suggestions for the game. They were great."

Parkinson took Peterschmidt under his wing. The two quickly became friends and worked out a great deal of the game's mechanics. With the help of Friedlander, such renowned artists as Mike Ploog, Don Maitz, Jamie Warhola, and Brom painted some of the hundreds of characters Parkinson had created.

"I wanted a place where I could really have anything fit in," he says. "There's Indians and cowboys and just all kinds of wacky creatures. We definitely have a dark side to *Guardians* too, but I think most of it's a little tongue-in-cheek. And I hope people take things like the babe hound and the idiots and stuff like that as they're meant. This is really a good-natured, fun game."

The game differs from most others on the market in that it involves actual game spaces where players can place their characters. This was something Parkinson wanted right from the start.

"I wanted to have movement in the game. I wanted to have people be able to move their creatures around a theoretical space and have strategy the way chess does, but still have some of the deep aspects of the card games. I wanted a game that I would have fun with—something that was definitely character-intensive. That's what I enjoy."

"All the characters in the game have distinct personalities. You're not gonna know that when you play the game. But when I wrote up the character

descriptions, I also included what they like to do and where they live. In the players guide, people are going to get a little glimpse

behind the scenes."

Fans of *Guardians* can look forward to plenty of new merchandise later in the year. Besides the posters, T-shirts, art books, and, most likely, comic books, there's November's *Dagger Isle*, which features tons of pirates and a whole new type of creature called the Wanderers.

"They're characters that influence the game in different ways. These affect cards that no one has been able to affect before. The strongholds have been pretty untouched. And the Wanderers can affect strongholds. They definitely are going to add some huge wrinkles to the game strategically." (See *On the Shelves* on page 22 for more *Dagger Isle* information.)

The next expansion is tentatively titled *Drifter's Nexus*. It deals with the intersection of mortal, elemental, and eternal worlds—a dimensional nexus that helps explain the different time streams in the game.

With so many personalities in *Guardians*, you'd think Parkinson would have difficulty picking out his favorite cards. Not so. "Brom did the Black Lung. That's definitely my favorite because there's a story behind that one."

"In my neighborhood, we have camp-outs, and there's this story about a creature called the Black Lung. Any boys that don't go to sleep when they're supposed to, the Black Lung comes for them. It digs its big hooks into them, drags them off to the lake and eats them. It's this horrible, long, drawn-out ghost story. So I designed the creature in the game around that."

Parkinson also enjoyed Mike Ploog's renditions of barnyard animals. "The pig's another big favorite of mine. It's wacky. Just the thought of having barnyard animals fighting undead in a game appeals to me to no end."

—Andrew Kardon



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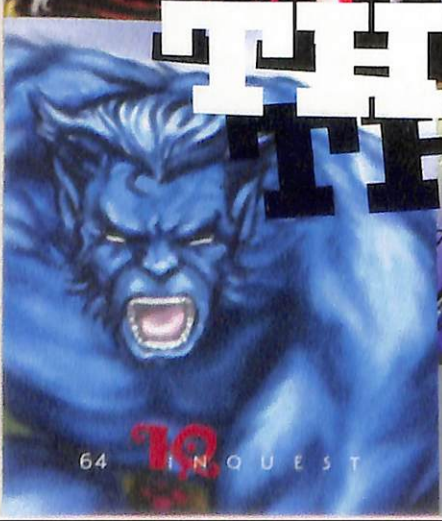
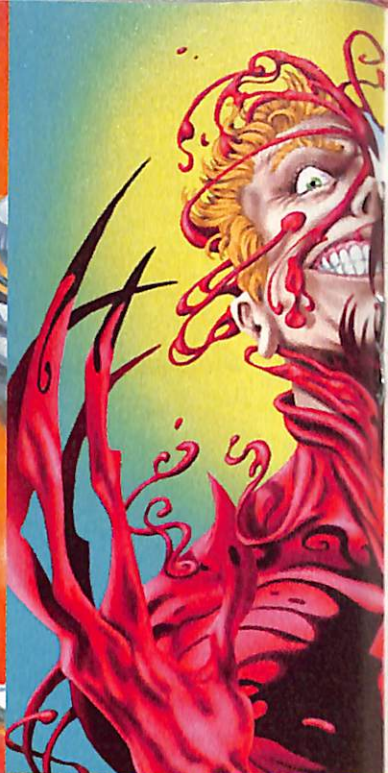
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live your life. What's it feel like to be anybody? I sit up in the studio, Luke [Peterschmidt, FPG Games director and *Guardians*' other designer] and I work here every day. I go out once in a blue moon and actually see people on the outside. Occasionally, like when you go to Gen Con, you realize that there's people out there who know who you are. I guess that's nice.

What are conventions like for you?

Hectic. You sign a lot. It's pretty much just meeting people, talking, trying to answer questions, and making people feel like they're more than just a number. I've always tried to make it a point to carry on a little bit of a conversation with people who take the time to stop by. A lot of the time, it's pretty interesting.

I'm sure you get plenty of fans coming up to show you their artwork as well.

Oh yeah. That happens all the time. I always try and look for positive things. Before I look, I always ask if they want constructive criticism. Because if they don't, I have to take a different approach than if they do. I'll look at a portfolio that's just plain bad, and I'll look for things that I can encourage.

Other times, people'll come up with portfolios that are surprisingly good and they're not getting work.... Nine times out of 10, if they've got a good portfolio and don't have any work, they sent it to one person. You've got to be persistent.

Which of your paintings have inspired the biggest reactions from fans?

The book trade liked the paintings that I did for the C.J. Cherryh series... I got Chesley Awards [from the Association of Science Fiction and Fantasy Artists] for best illustration for hardback books [for Cherryh's *Rusalka* in 1990 and *Chernevog* in 1991]. It's work that I really enjoyed doing.

As far as gaming, I'd have to say the *Lord Soth's Charge* that I did for TSR was probably one of the most popular ones.... It started off as a center spread for a *Dragonlance* calendar. It was the undead guy Lord Soth and his minions all charging at you...

There's a painting I did of a bunch of Draconians tracking through the snow for TSR called "*What Do You Mean We're Lost?*" It's kind of a little poke.... You never see pictures of monsters going, "Where are we? Where are the humans we're supposed to eat?" So I thought they *must* do that.



The cover of C.J. Cherryh's *Rusalka*, another award-winner.

What do you like to do when you're not painting?

I guess photography would be a hobby. But it's so related to what I do that I almost don't look at it like that. And I'm such a bad photographer. I have one of those cameras that does everything but breathe for you. I do enjoy taking pictures of nature, especially capturing those rare moments that happen and are gone... if you're outside walking in the woods and you see a big eagle land on a branch....

I love to play volleyball. And generally causing havoc. Oh, and beer tasting's a hobby isn't it! I haven't done nearly as much of that as I'd like to, though. [Laughs]

Do you have any long-term goals besides painting?

Yeah. I'd like to do a little bit of work in animation or film. It's not like my end-all dream, it's just something else I'd like to try. I'd like to do some set designs and costume designs and creature designs.... It certainly would be fun to see your drawings move. That's the big appeal: tell a story with them.

And maybe do some CD covers. There's a whole world of stuff out there

I'd like to do. There's CD-ROM games, and that's another way to tell a story.

What are your current projects?

Guardians is first and foremost at this point [see sidebar]. I've kind of stopped doing book covers for a while. There's a number of them that I've done that will be out soon, but they're already finished: the new Terry Brooks called *The First King of Shannara* [to be released in March 1996].... *Stone of Tears* by Terry Goodkind [already out], the sequel to *Wizards First Rule*....

I'm really concentrating on the game. Even as it is, the amount of time spent painting is not overwhelming....

There's another game that I'm gonna be involved in that I can't talk about yet.... It's a little bit darker and a little bit more sinister [than *Guardians*]. A whole different group of artists are gonna be working on that one. It should be pretty hot. I'm taking a little bit more of a back seat [in designing]. [FPG Games staff artist] Brom is actually working on this one pretty hard. We brainstormed together on it, along with Luke Peterschmidt. Brom has some great ideas. I can't say any more! It's gonna come out next year, probably toward the middle part of the year.

Also, I will be doing an illustrated book that goes into dragons and the Crusades. Currently Random House has it. It's a book on dragons that Margaret Weis and Tracy Hickman are also involved in. It's gonna be a coffee table art book. It's a real neat story, and the chance to paint medieval Europe is something I've been wanting to do for a long time, but with a fantasy twist. I'm interested in portraying the peasant side of Europe, not the nobles. It's gonna be real gritty. Lots of mud, dirt, and hay stuck in peoples hair.

I actually went over to where the book takes place for three weeks last year and took pictures and did research. The characters in the book actually travel on a route through England and Wales. I did that; in England, we put 2,000 miles on the car in three weeks. It was great. I loved the pubs! [Laughs] I never knew how good English beer was until I came home.

Do you feel you're a success?

Yeah, I think so. And I'll quantify that. I have a comfortable lifestyle. Work pays the bills just fine. And at this point, I'm doing pretty much what I want to do.

Andrew Kardon, copy editor for *Wizard: The Guide to Comics*, never met a dragon he didn't like. Except for that Smaug character. He's just bad news.

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Meet fantasy artist Mark Tedin

By Aldyth Beltane



VITAL STATS

Name: Mark Tedin

Birth: January 25, 1968, in Sitka, Alaska

Occupation: Painter

Base of Operations: Seattle, Wash.

Career Highlights: Whole mess of cards

for *Magic: The Gathering*, *Vampire: The Eternal Struggle*,
and *Legend of the Five Rings*.

as *Alien* designer H.R. Giger, Max Ernst, Syd Mead, and especially Wayne Barlow, who are "involved in the process" of creativity.

It was his fellow artist and longtime pal, Anson Maddocks, who truly initiated Tedin into the world of professional fantasy illustration. After submitting audition pieces for Daedalus Games' RPG *Talisanta*, Tedin's work was selected for *Thys-tram's Collectanea*, a guide to the creatures of *Talisanta*. Shortly after he moved to Seattle, Tedin was contacted by Wizards of the Coast, who wanted him to work on a new game they were developing called *Magic: The Gathering*. Since then, Tedin has illustrated over 70 cards.

Tedin's earlier works, in mediums like charcoal and oil, are quite large compared to the cards he's well-known for painting. "Very large, in fact, no less than four feet at the minimum.... But after I started doing one, I had to focus on something smaller, and use a medium that was easier to manipulate at that size. So I started dabbling in watercolors, which I had never used before." Now Tedin utilizes a method that begins with a watercolor base, fortified with an acrylic wash and Prismacolor pencils.

Recently, Tedin finished working on a series of cards for a new game, *Legend of the Five Rings* from Alderac Entertainment. Even more exciting are Tedin's plans for the future: "Anson and I are going to be collaborating on a non-game graphic novel in the near future. We're probably going to be publishing it ourselves."

Tedin wants to continue in that vein, doing more self-directed work that would give him control over the subject matter and content. "You get the best charge from that!"



Top of page: Desert Stormers

Above: Lord of the Pit from *Magic: The Gathering*.

Right: Original Lord of the Pit sketch.





Above left: Mindstab Thrull

Above Right: Dark Sphere

Below: Necropotence

Below Right: Chaos Orb

Bottom: Naked Singularity

All cards shown from *Magic: The Gathering*.

Favorite work of your own...

Leviathan, Nosferatu Justicar [from *Vampire*], Mindstab Thrull: cards where the execution matched the idea.

Favorite work by another artist...

Two paintings at the London National Gallery of Art, by a painter named John Martin, that were huge, apocalyptic, dark visions of the end of the world. It affected my easel paintings for a couple of years afterwards.



Favorite pastime or hobby...

Riding my new mountain bike. Going to coffee shops and sketching. I try to read as much as I can, but sketching seems to be my main outlet.

Favorite television show...

Star Trek: Voyager.

Costume you wore the last time you went trick-or-treating...

My Darth Vader costume in sixth grade.

Last good book you read...

Art and Illusion by E.H. Gombrich.

Favorite roleplaying or card game...

Magic. Talislanta.

Favorite fantasy character...

The Alien.

Person who would play you in a movie about yourself...

Judge Reinhold.

Your favorite cartoon...

Calvin and Hobbes, definitely!



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

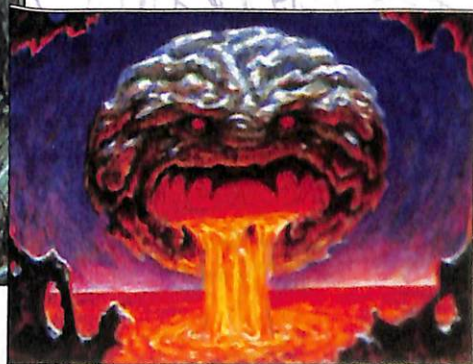
Jim Cameron [director of *Terminator*], so I could ask him if I could do design work for his next science fiction or fantasy movie.

Favorite munchie at 2 a.m....

A Boboli pizza shell with sauce.

Things you collect...

Pieces of bone from different animals, to have the odd organic shape around me when I'm drawing, or to use as reference.



Favorite musical performers...

Bjork. Milla.

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

I would sculpt something impressive to look at.



PLUGGED IN



Welcome to Gen Con

By Buddy Scalera

Gen Con means something different to everybody. For most of the attendees, it meant a solid weekend of furious gaming and trading. For *InQuest* editors Mike Searle, Mike Fasolo, and me, it was networking, play-testing, and pig racing. (*InQuest* Associate Editor Matt Milliken chose not to attend the pig races in favor of having his wallet stolen.)

Although I spent much of my time enjoying the sights of Milwaukee (unofficial motto: "America's dullest city"), there was time to do a bit of networking. Yet of all the interesting information that I learned about gaming, the most fascinating information that I learned at Gen Con was about Milwaukee.

1. People will take anything that's free, including us. We lugged about 70 pounds of fliers and promotional cards halfway across the nation just to throw it out when we got back home.

2. Milwaukee *is* a dull city, unless you happen to be in town during the Wisconsin State Fair.

3. Wisconsin has lots of overweight people because they eat all kinds of cheese and bratwurst. The beer doesn't help either. We learned this from one of our taxi drivers, who incidentally missed the entrance to the state fair by a couple of miles. We think he did this just to get a higher fare from us obviously trim out-of-towners.

4. Milwaukee taxi drivers are better than New York drivers because (a) they are relatively well-informed on politics, (b) they don't care if they hit things to get you to your destination safely, and (c) they speak English pretty well.

Whoa-whoa. I can go on forever about our trip to Gen Con, but Editor Mike Searle has asked that I actually provide *some* information in my column. Because I collected a few hundred business cards, I've decided to give you a few e-mail addresses. You can drop e-mails to the following companies at these addresses:

Alderac: Shadis 2@aol.com (*Legend of the Five Rings*)
 Cactus: CactusRob@aol.com (*Redemption*)
 Cardz: Hyborian@aol.com (*Hyborian Gates*)
 Chaosium: Chaosium@aol.com (*Call of Cthulhu*)
 Columbia: Columbiag@aol.com (*Dixie*)
 Decipher: DAnswerMan@decipher.com (*Star Trek: The Next Generation Customizable Card Game*)
 FPG: FPGQAC@aol.com telerama.-lm.com (*Guardians*)
InQuest (that's us!): InQuestMag@aol.com

Mayfair: fprice@interaccess.com or mayfair@genie.geis.com. (*Sim City—The Card Game*)

Precedence: Norman@eternity.com (*Gridiron*)

Steve Jackson Games: SJames@jo.com (*Illuminati: New World Order*)

Thunder Castle Games: TCGames@aol.com (*Highlander, Towers in Time*)

TSR: TSRInc@aol.com (*Blood Wars, Spellfire, Dragon Dice*)

WildStorm: JMariotte@aol.com (*WildStorms: The Expandable Super-Hero Collectible Card Game*)

Wizards of the Coast: questions@wizards.com (for *Magic* rules questions only) or custserv@wizards.com (for other *Magic* questions)

E-NOTES

Wizards of the Mailing Lists

Wizards of the Coast has a bunch of mailing lists to which you can subscribe if you're on-line. To subscribe to a list, send e-mail to listerv@oracle.wizards.com. Your message should look like this: Subscribe <list name> <your real name>.

Here are the mailing lists:

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Forward the Federation

The *Federation* RPG recently made its debut on America Online with some neat features. Use Keyword: Federation to play. One of the coolest parts is a map of the solar system that opens at the click of a button. (If you're reading this, you're probably on Earth.)

Jyhad Rules

If you're drooling over the chance to sink your fangs into *Vampire: The Eternal Struggle*, check out the *Jyhad* Rules page on the Web at http://marvin.macc.wisc.edu:80/deckmaster/jyhad/rules/jyhad_0.html. This well-organized page is a good jumping-off point for new players. It's also part of a larger page devoted to the entire game, which features a nifty customizable card list generator specific to *Jyhad*.

Buddy Scalera has a great strategy for betting on the pig races, but good taste dictates he not share it here.

ANY PIG WHO FINISHES IS A BAG OF PORK RINDS. VICTORY IS MINE!



Buddy was later arrested for fixing the race. He has since been slaughtered, and roasted to crispy perfection.

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INQUEST ISSUE #8

INQUEST

CONTEST

Heartbreaker Hobbies Presents:

THE KNOW **The Crow**™

INQUEST CONTEST

OK, all you Crow-heads out there! (And not the MST3K variety.)

Not really sure about this whole comic thing in cards? Well, you will be as soon as you see Heartbreaker's The Crow cards. The game is easy to master, looks darn fun to play, and each Master Booster Pack comes with a complete set of rules to get you going. Now there's an idea: maybe we can do a little something to get you going.



It's a Contest, Silly! So What Do You Do?

It's so easy you could do it in your sleep. Just answer three incredibly simple trivia questions about *The Crow*:

1. In what city does *The Crow* take place?
 2. What comic writer/artist created *The Crow*?
 3. What's the name of Eric Draven's murdered girlfriend?
- See? Now that wasn't hard at all, was it? Prove that you know *The Crow*, and you could shuffle off with some cool stuff.

Prizes

Grand Prize (One winner): One reader will receive the whole shebang—a complete set of all 105 *The Crow* cards, a set of all 10 prism cards, and uncut sheets of both regular and prism cards. Just think— with all the cards, you'll be able to stomp the heck out of every other death-worshipping goth-walker on the block!

Second Prize (20 winners): Twenty other readers will get their goth-walking feet wet with five *Crow* Master Booster Packs. They're big. Like 15 cards' worth of big

*This month's contest is sponsored by Heartbreaker Hobbies, and we think they're swell as hell.

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Heartbreaker Hobbies, their immediate families and alla youse who make yourselves up to look like *The Crow*. You don't look like *The Crow*, you look like a freakin' mime. You know what they do to mimes in the big house? Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your answers. Enter as many times as you like. Mail each entry separately to: The Know The Crow *InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press, and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purposes and rules hereof. Hey, ya think Sheryl Crow is an undead spirit of vengeance too? She might have an in. All entries must be received at contest headquarters by December 29, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing by Wizard Press from all properly completed entries. Drawing will take place on January 16, 1996. All decisions are final. Cross us and die. For a list of winners, available after January 16, 1996, send a self-addressed stamped envelope to: The Know The Crow *InQuest* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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

Know The Crow *InQuest* Contest

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

Contest Entry Form

Deadline is **December 29, 1995**

KNOW THE CROW

Name: _____

Date of Birth: _____

Address: _____

City: _____

State: _____

ZIP: _____

Phone: () _____

Answer #1: _____

Answer #2: _____

Answer #3: _____

Official Know The Crow *InQuest*

WATCH THIS PAGE TRANSFORM IN FRONT OF YOUR VERY EYES!

GRRRRR...

THE NEW & IMPROVED BEAST

**Werewolves in fiction, film, and folklore,
and what to do if you find a wolf skin in
your roommate's closet.**

WRITTEN BY ALLEN VARNEY EDITED BY MICHAEL FASOLO PAT MCCALLUM MATTHEW E. MILLIKEN

MICHAEL SEARLE LAYOUT & DESIGN BY JAMOS PHOTOS COURTESY OF EVERETT COLLECTION

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SOUNDTRACK: THERE'S NO SOUNDTRACK. TIE YOUR POOGH TO A TREE AND POUR COLD WATER ON HIM, THAT'S YOUR SOUNDTRACK!

You're shopping, a sales clerk mouths off to you, and you suppress a righteous urge to yell, "The customer is always right, you jerk!" Later, some idiot cuts you off in traffic, and you shout, "I should run you off the road, you idiot!" You take in an evening movie, and as Arnold blows away a dozen bad guys, you clench your fist in vicarious release. As you drive home through dark suburban streets, the moon peers out from behind a cloud bank. Your fingers gnarl like tree roots, black claws grow and bite into the steering wheel, your nose and jaw melt together like wax and sprouts a fanged muzzle, and from within your broadening chest rises a glorious and terrible hooooooooowwwwwlll....



Actually, little evidence survives that wolves ever actually attacked humans, except during hard, hungry winters. But humans certainly *believed* in wolf attacks, and in the heady realm of folklore, belief amounts to reality. Throughout the ancient world, voracious wolves inspired legends of the werewolf, a human who transforms into a wolf (*were* means "man" in Old English).

The ancient legends share only two points: the werewolf is evil, and it has a taste for human flesh.

Other than these certainties, nobody got their stories straight. A werewolf could be male or female. It might become a wolf permanently, through enchantment, or assume wolf form at will. The werewolf might or might not need a wolf skin to change. In Germany, the skin of a hanged man worked just as well. Europeans believed that sunrise forced the werewolf to resume human form by taking off the skin. If he hid it in a cold place, he shivered all day, and if anybody found and destroyed the skin, this would destroy the werewolf.

Did the werewolf need a full moon to change? No. Did he fear silver? No. These beliefs came later—*much* later. Some cultures had it that werewolves fear clear or running water, but again, no one agreed on anything.

Well then, if you couldn't scare the wolf, could you cure it? Unfortunately, werewolf cures sound about as convincing as those for hiccups. Elliott O'Donnell passed along a Belgian exorcism recipe in his 1912 book *Werwolves* (note the antiquated spelling): "[A] werewolf is sprinkled with a compound either of 1/2 ounce of sulphur, 4 drachms of asafoetida, 1/4 ounce of castoreum; or of 3/4 ounce of hypericum in 3 ounces of vinegar; or with a solution of carbolic acid further diluted with a pint of clear spring water. The sprinkling must be done over the head and shoulders, and the werewolf must at the same time be addressed in his Christian name."

If you find little worth in the prospect of sprinkling water on and chatting with a frenzied man-eating beast

who's about to disembowel you, O'Donnell agrees: "[A]s to the success or non-success of these various methods of exorcism I cannot make any positive statement.... As far as I know, once a werewolf always a werewolf is the inviolable rule."

Why did you become a werewolf? In times past, the reason varied. You rubbed a witch's salve on your body, or you wore a magic belt, or you had a disease, or another werewolf bit you, or—the old standby—you made a deal with the Devil. ("If I condemn my soul to eternal torment, you'll make me big, hairy, mindless, and cannibalistic? It's a deal!")

All these reasons are obsolete. Now we know the true reason:

You became a werewolf because you're like everyone else. Within you, within everyone, lurks a savage beast that sometimes breaks free.

RHARGH! RHA...
HEY, NICE RACK!

The Ancient Werewolf

"Throughout the ages [the wolf] was known as the savage plunderer and swift pitiless marauder of the shepherd's grazing flocks, not sparing to attack child and maid or even the solitary wayfarer by the wood... the wolf has ever been the inevitable, remorseless enemy of man." So wrote the excitable Reverend Montague Summers in his massive 1933 volume *The Werewolf*, an exhaustive nonfiction study of furry people through the ages.

Summers and other scholars have shown that in ancient times wolves were a big deal all over Europe, most of Asia, and the Americas. In Greece and the Baltic region, cults worshipped the wolf as a powerful but fickle deity. Germans believed that after death, honorable ancestors became wolves. But other cultures wouldn't come near a wolf, even in the afterlife. As Summers says, "In classical authors the wolf is the eternal symbol of ferocity and inordinate evil appetite, hard by which rides cruel devouring lust."



Lon Chaney Jr., seen here in *The Wolfman*, may be Hollywood's best-known werewolf.

Furry Fury

When Christianity arrived in Europe, priests condemned pagan wolf worship and equated werewolves with Satan. Theologians, fresh from arguing the number of angels that can shimmy on a pinhead, debated long and hard whether the werewolf actually assumed actual wolf form or whether Satan merely deluded his victims with illusion. No less an authority than St. Augustine announced the consensus, "that the Devil creates no new nature, but that he is able to make something appear to be which in reality is not."

Once the Church said werewolves were satanically evil, that must have pretty much shut down the werewolf legends, right? Quite the opposite—it opened the floodgates. Werewolf scares spread across Europe like the plague. Unlike people in our own enlightened time, medieval Europeans had no communists, Islamic terrorists, or malevolent hackers to get frantic over, so they made do with witches and werewolves. In central France between 1520 and 1630, there were 30,000 reports of *loups-garoux*, often followed by lynchings or confessions under torture. Weirdest of all, many accused people confessed freely, without torture, to all kinds of horrible wolfy acts that proved they were evil, and could they please, please be punished?

Werewolf epidemics continued in the Renaissance. The biggest headliner in werewolf history is undoubtedly Peter Stubbe, whose sensational story obsessed Europe like a 16th-century version of the O.J. trial. In 1589, in the duchy of Westphalia outside Cologne (now northwestern Germany), a series of wolf attacks led hunters to a man named Peter Stubbe, who happened to be walking in the area where the wolf had supposedly vanished.

Under torture, Stubbe confessed to having made a pact with Satan, who gave him a belt that turned him into a wolf. Stubbe said that during the past 25 years he had killed his son, other children, and livestock, eating the bodies, and committed incest with his sister and daughter. The authorities broke him on the wheel, pulled off his flesh with hot pincers, and then—just to make sure—cut off his head. They burned the sister and daughter. No one ever found the belt.

The Modern View

Scholars today look for a convincing origin of the werewolf legend. Some torture victims said they became werewolves by rubbing an ointment, a witch's salve, on their body. This leads some writers to speculate that the salve was hallucinogenic, like the Devil's Weed, a paste of datura root that Carlos Castaneda discusses in *The Teachings of Don Juan* (1968). But the salve figures in only a small portion of werewolf accounts.

Medical doctors with too much time on their hands have tried to blame werewolf legends on the old standby, porphyria. This metabolic disease can cause anemia, sensitivity to light, mental disorders, and other symptoms that lead some writers to propose it as the source of vampire legends. Porphyria may also turn the victim's skin brown and physically disfigure him. In 1964, British neurologist L. Illis wrote in *Proceedings of the Royal Society of Medicine*, "These features fit well with the description, in older literature, of werewolves."

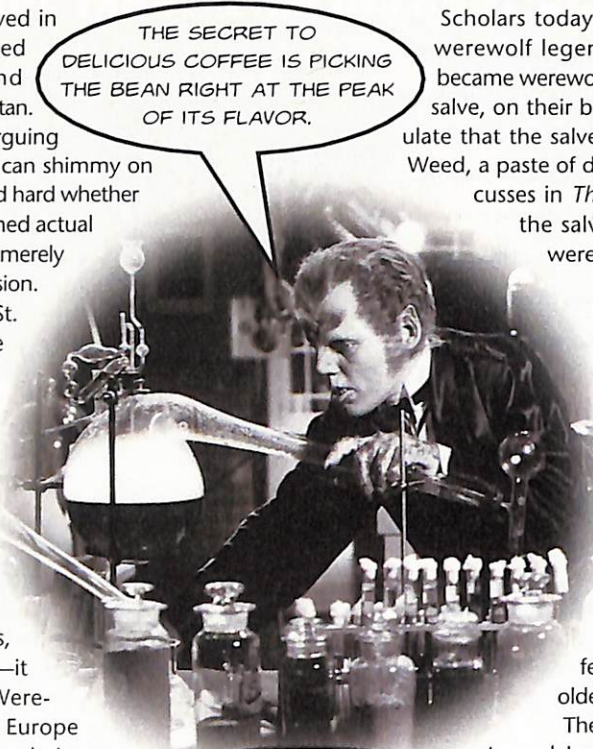
The trouble is, the man-beast is a universal legend. In regions where the wolf is unknown, the biggest predator around takes its place, so in India and western Asia they have a weretiger; in Japan, a werewolf; and in Africa, werelions, hyenas, leopards, and crocodiles. Just try to blame a were-crocodile on porphyria! The true explanation for werewolves seems obvious: wherever ancient societies lived in fear of some animal, they fantasized about becoming that animal.

Some people still fantasize. The werewolf curse was also known as "lycanthropy," and today psychiatrists use this term for a rare mental disorder, "a severe type of depersonalization" that causes the sufferer to believe he can become an animal. "The origin of 'lycanthropy' cannot be traced to a point in historic time or to particular civilizations," writes psychologist Nandor Fodor. "It is in the


human psyche, in human experience, that the 'lycanthropic' fantasy is born.... the transformation represents self-denunciation for secret deeds or desires."

Crying Wolf

Secret deeds and desires always attract storytellers. Werewolves have figured in fiction at least since the Roman writer Petronius, a friend of the Emperor Nero who included a werewolf story in his *Satyricon*. In the Middle Ages, Marie de France wrote the lay of Bisclavret, starring an intelligent werewolf whose virtuous service ends with his regaining rightful form. Thomas Malory included a tantalizing reference in *Morte d'Arthur* to "Sir Marrok the good knyghte that was betrayed



THE SECRET TO DELICIOUS COFFEE IS PICKING THE BEAN RIGHT AT THE PEAK OF ITS FLAVOR.



CONCENTRATE! CONCENTRATE, YOU HAIRY BUFFOON! THE TANGO IS 90% MENTAL, 10% PHYSICAL. NOW DANCE, DAMN YOU, DANCE!

with his wyf for she made hym seven yere a werwolf." In the centuries to come, several treatises would be written, including at least one by a monk and another by a man named Wolfeshusius (you think I'm making this up, don't you?).

Closer to modern times, the first big werewolf story was embedded in Frederick Marryat's 1839 novel *The Phantom Ship*. After Marryat, werewolf tales fell into a reliable pattern of following fast whenever a vampire story became popular. In 1848, the year after the "penny dreadful" serial *Varney the Vampyre* made a sensation in London, the enterprising hack writer G.W.M. Reynolds produced *Wagner the Wehr-Wolf* in 77 chapters for *Reynolds's Miscellany*. In chapter 1, Wagner gains eternal life in return for accepting Satan's lycanthropic curse. Satan shows up several times later in the story, trying to bargain for Wagner's soul. Why didn't he think of that in the first place?

In Victorian times, as in the old days, writers never got their stories straight about werewolves. They still hadn't twigged to the full moon or silver ideas. But they did have a common theme: the werewolf represented a human's divided nature, the conflict between virtue and vice. For this reason, Stephen King considers the quintessential werewolf story to be *The Strange Case of Dr. Jekyll and Mr. Hyde* (1886) by Robert Louis Stevenson. Even though Jekyll never actually sprouts hair and turns into a beast, he still gives way to Hyde's bestial nature.

The last excellent werewolf novel on the theme of divided nature was *The Werewolf of Paris* (1933) by Guy Endore. After World War II, many horror writers began to skip the divided part and assume that people are rotten to the bone all the time. King says that in reading Robert Bloch's *Psycho* (1960), we have the sneaking suspicion that Norman Bates is a werewolf full-time.

With human psychotics stealing the werewolf's theme, showing that anyone can conceal a beast within, the hairy guy had to move in new directions. In this century we've seen an unprecedented approach: the werewolf as a pathetic victim.

Werewolves and Silver (Screens)

"Even a man who's pure of heart and says his prayers at night can become a wolf when the wolfsbane blooms and the autumn moon is bright."

Maria Ouspenskaya, as the spooky gypsy woman Mal-eva, recited this famous couplet in the 1941 Universal film *The Wolf Man*, starring Lon Chaney Jr. as the hapless werewolf. The screenplay, by Curt Siodmak, is the first work to establish the were-

ARGHHH! HOW
COULD THEY LET
O.J. WALK?!



wolf's now-well-known vulnerability to silver weapons, and the first that links the creature's transformation to the full moon.

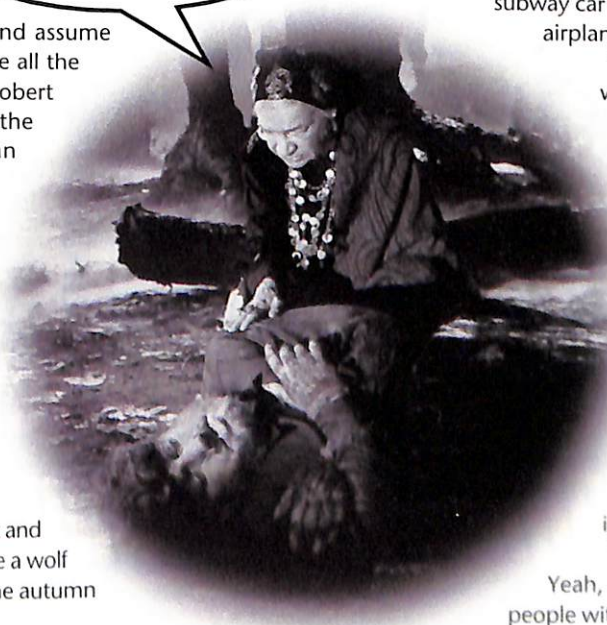
The moon still figures in modern urban legends: some people mistakenly believe that the moon determines women's menstrual cycles, or that thefts and violent crimes rise during a full moon.

Like most Universal horror flicks of the 1940s, *The Wolf Man* (and 1935's *Werewolf of London*) treated its monsters as victims worthy of pity. Intolerant humans were the true monsters. This set the pattern until 1981, when *The Howling* and *An American Werewolf in London* reinvented werewolf films as horrific spectacles laden with special effects. The *Howling* attitude mirrored that of other monster films of our time: if you're a monster, you're evil and should be punished. Parallels with the American legal system and general societal attitudes are left as an exercise for the reader.

HEY, WE'RE HEADED
OVER TO MICHAEL J. FOX'S
HOUSE TO KICK HIS "TEEN WOLF"
ASS. WANNA COME?



VAIRVOOLF,
POOCHIE, WAKE UP. NO PLAY
DEAD, VAIRVOOLF, GET UP.
LOOK: I HAVE A STICK!
FETCH, BOY, FETCH!



The Vampire's Weak Sister

Laurel and Hardy, peanut butter and jelly, vampires and werewolves. Though linked in the popular imagination to their more famous bloodsucking peers,

werewolves have always been the less popular half of the duo. People don't respond to the savage inner beast the way they do to sexy, cosmopolitan immortals.

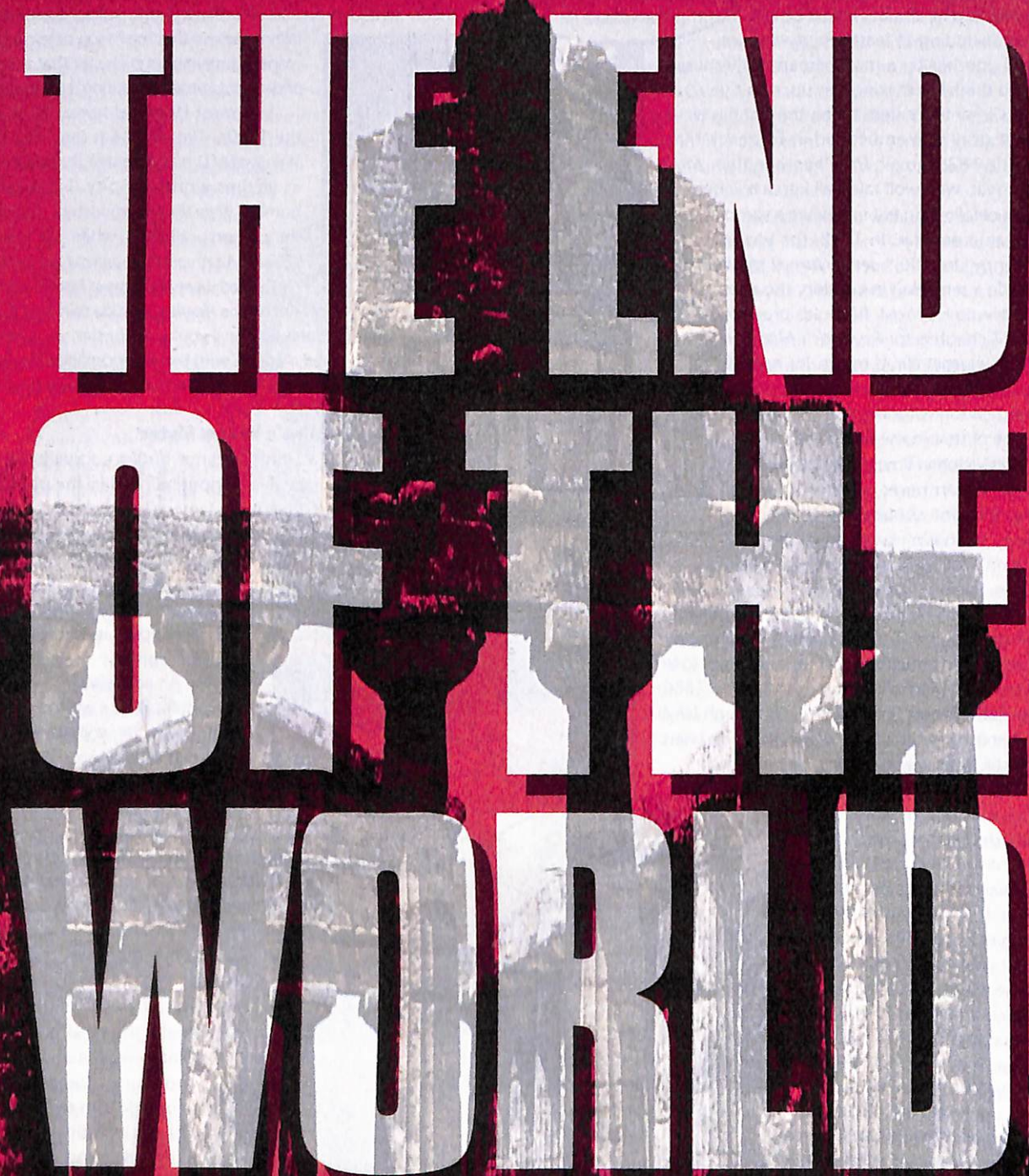
Sure, wolves have a certain sexiness. An aggressively amorous man is still called a wolf, and just imagine why the wolf wanted Little Red Riding Hood. But the werewolf's big problem is that wolves just don't scare us any

more. The modern city-dweller never hears "ar-rooooo!" unless he lives near a fraternity house. People in cities have bigger anxieties. When crazy cultists can fill your subway car with nerve gas or blow up your airplane, who worries about wolves?

Today our main worry about wolves is that there aren't enough of them. Wolves are, or were, the chief predators of many ecosystems around the world. People have hunted them to the brink of extinction in many regions, and in those places nature's system has broken down. Now scientists have begun careful programs to reintroduce wolves into some areas, such as a highly publicized and controversial effort in Yellowstone Park.

Treat wolves as monsters? Yeah, and then see if you can scare people with a spotted owl or snail darter.

Allen Varney, a freelance designer with credits for TSR, West End, FASA, and others, is so glad to be back home in Austin, Texas, that he feels like baying at the moon. More than usual, that is.



THE END OF THE WORLD

A Fallen Empires game variant for
Magic: The Gathering.

By Wil Chase



our land's harvests have become less and less plentiful. The climate is cooling rapidly, and many seers predict the coming of a terrible ice

age. As if things weren't bad enough, life and limb are threatened by all manner of feral creature. They are malodorous beings that issue forth from every dung heap, ocean trench, and breeding pit.

Welcome to The End of the World.

These are the thoughts of the average Sarpadian citizen during the twilight of their culture. The colors of magic have fallen in upon themselves. The civilizations they have built up are threatened by their own wilder side.

Two colors caused their own problems. Black's Order of the Ebon Hand must reckon with the Thrulls they created as slaves. Green's Elves must deal with the Thallids they created for food.

Red's Dwarves, however, are besieged by Gob-

lins, who are willing to blow themselves up at a moment's notice. Beneath the ocean's surface, Blue's Merfolk must deal with an encroaching Homarid menace. The townspeople of White's cities are riddled from within by zealots crying for blood.

It's not a pleasant time for anyone, considering civilization as they know it is being crushed as an ice age closes in. And, as we all know, the *Ice Age* was Dominaria's darkest era (and Wizards of the Coast's most profitable expansion).

Well, here's your chance to recreate that joyous time in Dominaria. Take the role of one of the *Fallen Empires* in its struggle for survival. Be either the civilized races, trying to preserve their way of life, or the new species on the block, trying to establish themselves as the dominant life forms. And just like in that life-and-death struggle, both sides have access to the same resources. Each and every player will not only draw from the same deck, but play from the same hand!

Deck Building

The cards in the deck must all be the same color, and must all come from *Magic: The Gathering's* Fourth Edition and *Fallen Empires* sets (if you have Revised, that's OK).

A draw deck for two should contain 100 to 130 cards. If you're going to play with three or four people (more than four is terribly complicated), add about 40 cards per person.

As you build your deck, classify cards as civilized, feral, and general. This is a matter of common sense: any card that produces any feral creature, like a Thallid or Thrull, should be earmarked for the feral player. (There are some exceptions to this rule. An Elvish player may control Thallids if she casts Elvish Farmer, for instance.) It helps to write down which cards may be cast by whom. Whatever you do, keep the feral and civilized cards in equal proportion.

Blue and green decks are the easiest to build, since the battle lines are fairly well-drawn: Merfolk vs. Homarid, Elf vs. Thallid.

Black is a little trickier. Any black summoning spell that doesn't mention Thrull anywhere should be considered civilized. Other black spells that don't directly deal with Thrulls should be considered general.

Red's Goblins have an overwhelming edge. The only direct damage spell that should be put in their grubby little hands is Goblin Grenade. All others, give to the Dwarves. That should even things out somewhat.

Playing with white is incredibly cut-throat: every spell is general! It becomes a race to see who can cast the Hand of Justice first!

Any continuous artifact that causes damage or awards life (such as Black Vise, The Rack, Ivory Tower or Armaged-

don Clock) should be left out on general principle. But cards like Rod of Ruin are acceptable: it has a fairly high activation cost for the amount of damage it does.

Don't use banned cards, and use only one of restricted cards.

A good draw deck should be 30 to 40 percent land. There should be enough land for every player to cast most spells comfortably.

Don't favor one side over another when building the draw deck. Remember, you don't know which side you're going to be!

Setup

When you're ready to play, take two basic lands of the type found in the deck and place them between you and your opponent.

Randomly decide which side each player is on. The easiest way to do this is

flip a coin: heads, you're civilized; tails, you're feral.

For three or more players, have two people each flip a coin. If they turn up the same way, the other two players are on the side that didn't come up. If the coins split, a third player should flip and take that side; the fourth player, if any, should take the side opposite the third player's result.

mally—the player can put down a land and cast spells—except for one thing: the player may not cast her opponent's spells. We'll explain...

If you're a civilized player and the communal hand is chock full of feral cards, you're flat out of luck. You can't use any of those spells, although you can attack and use your permanents' abilities!

If the hand is full of general cards, then either type of player may use them. A player may even cast an instant or interrupt during someone else's turn, although before doing so he must ask permission from the player currently taking a turn. Try not to tip your hand when doing so: if your eyes are glued to that Giant Growth while you ask permission to cast an instant, your opponent can say no and

one card during the draw phase. If the hand is below seven, the players should draw the appropriate number of cards to keep the hand at seven.

When a player places a land for that turn, he may choose to put it in the communal pool rather than in front of himself. This has advantages in a multiplayer game. Since you can't share your personal mana, adding to the communal pool helps a mana-poor ally. However, it also gives your opponents more mana to use.


Attacks may only be launched at an opponent, and you may only attack one player a turn—no splitting attacks among opponents.

Strategy

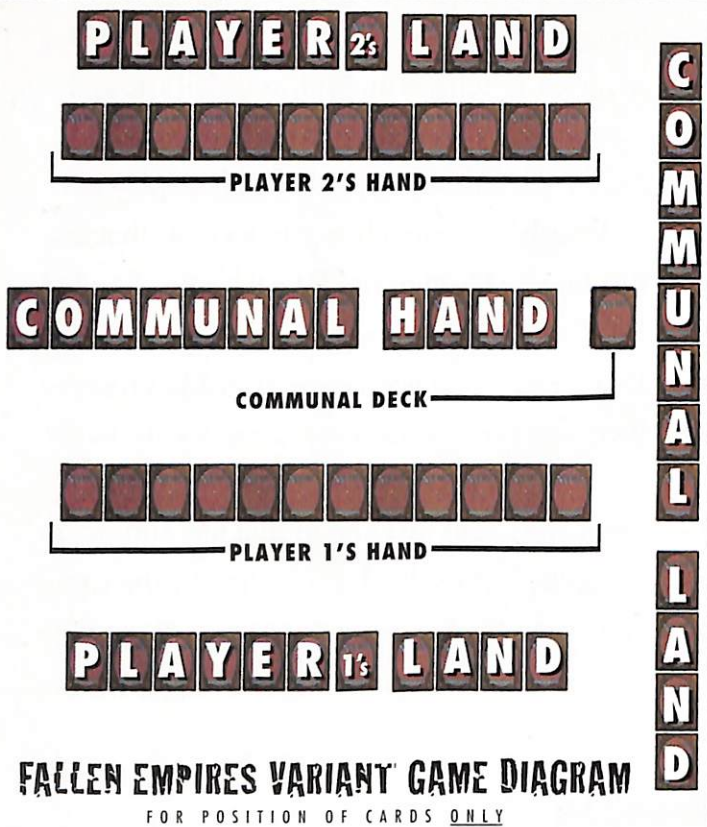
Beware the creative discard style of play. If your opponent has a full hand of seven, she might begin her turn, draw her card, do nothing, end her turn, and discard a card from the communal deck that you were planning to cast the very next turn! It's a dirty trick, but it's legal.

Play the general spells very carefully. It may not be a good idea to wait to cast that Stream of Life or Fireball on the table—your opponent might get to it first. On the other hand, it's a very good idea to field as many creatures as you can. If you can get a creature lock early, you've got the game half-won. This is the feral player's strength.

Ending the Game

The game ends when all the players on one side are defeated. If the civilized forces win, they've forestalled their doom until another day. If the feral side wins, well... it was inevitable, wasn't it? 

Wil Chase, no matter how we threaten him, refuses to disclose the location of the other L in his first name.



FALLEN EMPIRES VARIANT GAME DIAGRAM

FOR POSITION OF CARDS ONLY

Each player begins the game with 20 life. Take your seats, choose who goes first, and begin!

The Rules

When the game starts, there are two basic lands already in play. These communal lands may be used by the player whose turn it is. These lands may never be destroyed, enchanted, or otherwise monkeyed with. They're even immune from Armageddon! The communal lands untap on every player's untap phase.

The player who goes first draws seven cards from the communal deck for her opening draw and an eighth for her first turn. All of these cards go face-up in the middle, between the players. This, in all its glory, is the communal hand.

The rest of the turn proceeds nor-

use it to bolster one of her creatures.

When your turn is done, it passes to the player to your left. If the hand is at seven cards, each player should draw

Thallid vs. Elf Deck

Elf Cards

- 2 Craw Wurms
- 2 Elvish Archers
- 1 Elvish Farmer
- 2 Elvish Fortresses
- 2 Elvish Hunters
- 1 Elven Lyre
- 1 Elven Riders
- 2 Elvish Scouts
- 2 Llanowar Elves
- 1 Regrowth
- 4 Scryb Sprites
- 2 Thelonite Monks
- 2 Timberwolves
- 2 Wanderlusts

General Cards

- 2 Aspects of Wolf
- 1 Birds of Paradise
- 33 Forests
- 3 Giant Growths
- 1 Pendelhaven
- 2 Regenerations
- 2 Streams of Life
- 1 Tranquility
- 2 Walls of Brambles
- 2 Wild Growths

Thallid Cards

- 2 Carnivorous Plants
- 1 Feral Thallid
- 1 Force of Nature
- 2 Fungal Blooms
- 1 Fungusaur
- 2 Night Soils
- 2 Spore Clouds
- 1 Spore Flower
- 4 Thallids
- 3 Thallid Devourers
- 3 Thorn Thallids
- 2 Venoms
- 2 Webs

Just put in artifacts, count the total number of cards, add in half as many forests, shuffle thoroughly, and you're ready to play!

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W A T C H

HOMELANDS

LANDS ON SHELVES

Magic's first all-original set since *Fallen Empires*.



■ Clockwork Gnomes: big boosts for artifact decks everywhere, and really cute too!



■ Marjhan: could this be the best of the biggest? You decide!

By Douglas Goldstein

It seems like only yesterday we were crowding around stores clamoring to buy new Fourth Edition packs, or new *Chronicles* packs, or new *Ice Age* packs. But here we are again buying *Homelands* at \$1.75 (if we're lucky) for a pack of eight cards.

There's no way of knowing if *Homelands* will be as hard to get as *Ice Age*, but it's a pretty sure bet. With four sets in current release, Wizards of the Coast cannot meet demand, which unfortunately is keeping pack prices high in most places.

That won't stop us from racing to buy those individual killer cards, though. Check 'em out.

Black

As with *Ice Age*, the driving color behind the story of *Homelands* is black. This time, the star is definitely Baron Sengir. He and his relatives work together to make vampires a formidable force.

Alone, the Baron is a 5/5 flyer, without the massive upkeep costs of other black biggies like Lord of the Pit, Cosmic Horror, and Yawgmooth Demon. Figure in the fact that he can go up +2/+2 every time he kills a creature and you've got something comparable to the great Shivan Dragon. That he regenerates other vampires is just icing on the cake.

The sheer coolness of Baron Sengir and the expected scarcity of *Homelands* should drive the value of this card up to or past \$10. However, when the new cards become plentiful, players may realize that there are few vampires in *Magic*, and that Baron's casting cost of three black and five other mana is pretty high. His price will eventually level off. Enjoy your popularity while you can, Baron.

Blue

What would any new set be without a really big blue creature? Marjhan, our hefty *Homelands* friend, is a healthy 8/8. It's the fourth-biggest creature in *Magic*, after Polar Kraken (*Ice Age*,

11/11, \$8-\$12), Leviathan (Fourth Edition, 10/10, \$3.50-\$5), and Colossus of Sardia (Fourth Edition, 9/9, \$4-\$6). Marjhan could eventually be more sought-after than all of these cards because of what it offers.

Seven mana (two blue) is a cheap casting cost for an 8/8 creature. Marjhan comes into play untapped, so it's readily accessible, and while it costs you a creature to untap it, there're lots of ways to get crappy token creatures nowadays. Most important is its ability to ping incoming non-flying creatures for only UU. This can even be used when it's tapped! With islands on your side, Marjhan could easily become one of the best creatures in *Magic*.

Another interesting blue creature is the Giant Oyster. Its \$3-\$5 price comes from its originality and fun value—it literally eats other creatures over the course of a few turns. It probably won't go much higher in value, though, since there're much quicker ways to kill creatures.

Merchant Scroll (\$0.35-\$0.75) is interesting because it's so similar to black's discontinued Demonic Tutor (Revised, \$6-\$8), letting you get only an instant or interrupt from your library. The only comparable blue spell is Recall. If it weren't common, Merchant Scroll might have gone for big bucks.

Also notable is Mystic Decree (\$5-\$7), which is better than red's old Gravity Sphere (\$15-\$25 in *Legends*), since it both removes flying and stops islandwalk.

You might think Gravity Sphere and Demonic Tutor will go down in price and demand because of these new blue cards, but history suggests otherwise. Since so many cards in *Ice Age* let you get cards, I questioned the value of Ancestral Recall. Its price dropped slightly to \$45-\$65 in *Unlimited*, but that's consistent with a slight falling-off for all the old discontinueds; *Ice Age* had scant effect on prices.

(The old discontinueds are cooling down because so many new cards do so many powerful things that we're a little hesitant to pay

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so much for these older cards; so many cards have been re-released, sending the originals' value plummeting; and the old Alphas are illegal in some tournaments because of the difference in their corners.)

Green

Do you know how hard it is to stop a creature that can't be targeted by anything? You do if you've played Autumn Willow. Nobody can target it unless its controller allows it. While the controller can give it enchantments like Divine Transformation, nobody can use a Lightning Bolt or Maze of Ith on it! And it starts out at 4/4! This creature is arguably the biggest eye-opener of *Homelands*. Grab one at \$8 if you can, cause they'll be going fast.

Speaking of fast, Hungry Mist (\$0.35-\$0.75) is a creature green players will love to cast on the second or third turn. A 6/2 for only four mana (two green) is great, and who cares about the two-green-mana-upkeep? Hungry Mist is as cheap and deadly as Lhurgoyf. If Hungry Mist weren't common, it'd be worth something.

Primal Order will be another



■ Oh, if only there were thousands fewer of these—they're better than some of the rares...

card that everyone wants because of its strength and ease of use. It pings people for each non-basic land they have. If you don't use any, you're sure to hurt you opponent, because nobody can resist playing with all the goofy lands available. As with Autumn Willow, grab a Primal Order at \$8 and consider yourself lucky.

Red

Red has always been a color that loves to destroy artifacts, especially with Shatter and Shatterstorm, but now it's got two creatures that tap to blow them up.

Both commons, Joven and Chandler (both \$0.35-\$0.75) are basically identical, except Joven zaps non-creature artifacts and Chandler only kills artifact creatures. They're both pretty cheap, but damn useful. If you've been grinning smugly over your *Ice Age* Icy Manipulators, be careful.

Something we all need to be careful about, however, is Eron the Relentless. Let's see, a regenerating 5/2 isn't bad, but—holey moley—he can attack the turn he comes into play! *Ice Age* had a

UNTAPPED POTENTIAL

Card: **Arena of the Ancients**

Set: **Chronicles**

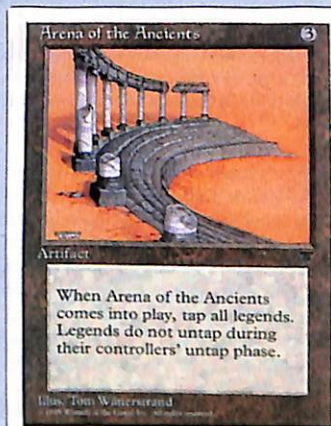
Current Value: **\$3-\$5**

Rarity: **Uncommon**

Most of us playing this game got into it after *Legends* hit the stands, and most of us didn't have any Summon Legend cards for a long time. That was before the summer of this year, of course, when *Chronicles*, *Ice Age*, and now *Homelands* started coming out.

Thanks to *Chronicles*, who among us doesn't have at least one Elder Dragon Legend and a handful of other legends like Gabriel Angelfire or Dakkon Blackblade? *Ice Age* only had two legends in it, but the entire *Homelands* set focuses on legends like Baron Sengir.

And what does this have to do with Arena of the Ancients? For only three mana, put Arena of the Ancients into play and you've effectively incapacitated your enemy's legends. That should turn the spotlight on this overlooked card.



few creatures with that ability, and *Homelands* sneaks in a few more, but none like this 5/2 monster. You'll find him now under \$7, but he could move up.

White

White has many cards with far-reaching abilities, and now there are two more. Serra Aviary gives all flying creatures +1/+1. \$5-\$7 seems like a good price for yet another killer white enchantment.

Also, keep your eyes open for an Aysen Highway (\$4-\$6). It gives all white creatures plainswalk. Combine with Jinx for mischievous mayhem.

Artifacts and Lands

Unfortunately, the special lands in *Homelands* disappoint. The first "quad" lands, cards like Wizard's School and Castle Sengir, seem cool but have expensive mana-producing abilities. Better to use a Celestial Prism, which at \$1 is cheaper than the \$5 or so being asked for quadlands.

Two important artifacts are Clockwork Gnomes (awesome in artifact decks, and you'll need them to deal with Chandler; \$0.35-\$0.75) and Digeridoo (it lets you cast Minotaurs for three mana, even as surprise blockers in combat; \$4-\$6).

Like any other set, *Homelands* has its share of exotic winners and silly losers. There're some good commons like Feast of the Unicorn and some dippy rares like Dwarven Pony. There're enough cool cards here to keep demand, and the price per pack, high: Our quest to buy *Homelands* and *Ice Age* may last until the next set is released next spring.

The right side of Doug Goldstein's head was numb when writing this column.

WHAT YOU NEED TO KNOW ABOUT THE INQUEST PRICE GUIDE

CONDITION GUIDE

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

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

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

Near Mint (Nr-Mint): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

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

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

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

Good (GD): A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Good cards sell for 10 to 15 percent of price guide listings.

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

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


About the Price Guide

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

How to use the InQuest Magic Price Guide

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

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



Dark Heart of the Wood3575
Dark Sphere3.505.00
Deep Water3575
Diabolic Machine2.253.00
Drowned3575
Dust to Dust3575
Eater of the Dead4.006.00
Electric Eel1.502.50
Elves of Deep Shadow2.503.50
Erosion3575
Eternal Flame4.006.00
Exorcist6.0010.00
Fallen, The3.254.00
Fasting1.502.50
Fellwar Stone2.503.50
Festival3575
Fire and Brimstone2.253.00
2.253.00

Order of Protection: Artifact7.0010.00
Ornamental Druid3.505.00
Ornamental Statue751.50
Ornamental Avian8.0012.00
Ornamental Work of Sardinia10.0015.00

How to use the InQuest CCG Price Guide

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

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

DOOMTROOPER		B.A.T.F.	
HEARTBREAKER-1995	1.25	
Full Set (337 cards)\$275.00350.001.50
Starter Deck (60 cards)8.009.002.50
Starter Box (10 decks)75.0090.001.50
Booster Pack (15 cards)2.252.501.50
Booster Box (36 packs)80.0090.0075
Alakhi The Cunning7.0010.003.25
Cardinal Dominic7.0010.001.50
Crenshaw The Mortificator7.0010.0075
Nimrod Autocannon5.008.0075
Personal Anti-Personnel Mines7.0010.003.2
INQUISITION EXPANSION	1.501.50
HEARTBREAKER-1995	1.501.50
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2.502.501.50

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INQUEST

price guide

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■ Flashfires	1.50	2.50
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■ Force of Nature	18.00	25.00
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■ Forest	3.50	7.50
■ Fork	35.00	45.00



TOP TEN HOTTEST CARDS

10) Marton Stromgald
 Each creature that attacks with Marton gets a +1/+1 for the total amount of attacking creatures? Geez, he sure makes other Legends look pretty crappy, especially Kasimir the Lone Wolf, who does... nothing.

■ Frozen Shade	7.50	1.50
■ Fungusaur	8.00	12.00
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■ Island	35	7.50
■ Island Sanctuary	7.00	10.00
■ Ivory Cup	7.50	1.50

■ Jade Monolith	3.50	5.00
■ Jade Statue	18.00	25.00
■ Jayemdae Tome	6.00	10.00
■ Juggernaut	10.00	15.00
■ Jump	7.50	1.50
■ Karma	1.50	2.50
■ Keldon Warlord	4.00	6.00
■ Kormus Bell	5.00	8.00
■ Kudzu	10.00	15.00
■ Lance	3.25	4.00
■ Ley Druid	1.50	2.50
■ Library of Leng	1.50	2.50
■ Lich	70.00	90.00
■ Life Force	1.50	2.50
■ Lifelace	4.00	6.00
■ Lifetop	1.50	2.50
■ Lightning Bolt	7.50	1.50
■ Living Artifact	7.00	10.00
■ Living Lands	6.00	10.00
■ Living Wall	3.25	4.00
■ Unanowr Elves	7.50	1.50
■ Lord of Atlantis	12.00	18.00
■ Lord of the Pit	15.00	20.00
■ Lure	1.50	2.50
■ Magical Hack	10.00	15.00
■ Mahamoti Djinn	12.00	15.00
■ Mana Flare	8.00	12.00
■ Mana Short	6.00	10.00
■ Mana Vault	6.00	10.00
■ Manabarb	6.00	10.00
■ Meekstone	7.00	10.00
■ Mesa Pegasus	7.50	1.50
■ Merfolk of the Pearl Trident	7.50	1.50
■ Mind Twist	8.00	12.00
■ Mons's Goblin Raiders	7.50	1.50
■ Mountain	3.50	7.50
■ Mox Emerald	150.00	225.00
■ Mox Jet	150.00	225.00
■ Mox Pearl	150.00	225.00
■ Mox Ruby	150.00	225.00
■ Mox Sapphire	150.00	225.00
■ Natural Selection	50.00	60.00
■ Nether Shadow	7.00	10.00
■ Nettling Imp	7.00	10.00
■ Nevinyrral's Disk	8.00	12.00
■ Nightmare	20.00	30.00
■ Northern Paladin	15.00	20.00
■ Obsidian Golem	1.50	2.50
■ Orkish Artillery	2.50	3.50
■ Orkish Oriflame	10.00	20.00
■ Paralyze	7.50	1.50
■ Pearled Unicorn	7.50	1.50
■ Personal Incarnation	10.00	15.00
■ Pestilence	7.50	1.50
■ Phantasmal Forces	1.50	2.50
■ Phantasmal Terrain	7.50	1.50
■ Phantom Monster	1.50	2.50
■ Pirate Ship	7.00	12.00
■ Plague Rats	7.50	1.50
■ Plains	3.50	7.50
■ Plateau	25.00	40.00
■ Power Leak	7.50	1.50
■ Power Sink	7.50	1.50
■ Power Surge	7.00	10.00
■ Prudgial Sorcerer	7.50	1.50
■ Psionic Blast	18.00	25.00
■ Psychic Venom	7.50	1.50
■ Purlace	4.00	6.00
■ Raging River	50.00	70.00
■ Raise Dead	7.50	1.50
■ Red Elemental Blast	7.50	1.50
■ Red Ward	7.50	1.50
■ Regeneration	7.50	1.50
■ Regrowth	8.00	12.00
■ Resurrection	3.50	5.00
■ Reverse Damage	10.00	15.00
■ Righteousness	8.00	12.00
■ Roc of Kher Ridges	15.00	20.00
■ Rock Hydra	25.00	35.00
■ Rod of Ruin	1.50	2.50
■ Royal Assassin	25.00	35.00
■ Sacrifice	3.25	4.00
■ Samite Healer	7.50	1.50
■ Savannah	25.00	40.00
■ Savannah Lions	7.00	10.00
■ Scatha Zombies	7.50	1.50
■ Scavenging Ghoul	1.50	2.50
■ Scrubland	25.00	40.00
■ Scryb Sprites	7.50	1.50
■ Sea Serpent	7.50	1.50
■ Sedge Troll	15.00	20.00
■ Sengir Vampire	7.00	10.00
■ Serra Angel	10.00	15.00
■ Shatter	7.50	1.50
■ Shivan Dragon	25.00	35.00

■ Simulacrum	1.50	2.00
■ Sinkhole	10.00	15.00
■ Siren's Call	2.50	3.50
■ Sleight of Mind	7.00	10.00
■ Smoke	6.00	10.00
■ Sol Ring	10.00	15.00
■ Soul Net	1.50	2.50
■ Spell Blast	7.50	1.50
■ Stasis	6.00	10.00
■ Steel Artifact	1.50	2.50
■ Stone Giant	1.50	2.50
■ Stone Rain	7.50	1.50
■ Stream of Life	7.50	1.50
■ Sunglasses of Urza	8.00	12.00
■ Swamp	3.50	7.50
■ Swords to Plowshares	2.50	3.50
■ Taiga	25.00	40.00
■ Terror	7.50	1.50
■ Thicket Basilisk	4.00	6.00
■ Thoughtlace	4.00	6.00
■ Throne of Bone	7.50	1.50
■ Timber Wolves	6.00	10.00
■ Time Vault	60.00	80.00
■ Time Walk	170.00	225.00
■ Timetwister	90.00	120.00
■ Tranquility	7.50	1.50
■ Tropical Island	25.00	40.00
■ Tsunami	1.50	2.50
■ Tundra	25.00	40.00
■ Tunnel	7.50	1.50
■ Twiddle	4.00	6.00
■ Two-Headed Giant of Foriys	70.00	80.00
■ Underground Sea	25.00	40.00
■ Unholy Strength	7.50	1.50
■ Unsummon	7.50	1.50
■ Uthden Troll	3.50	5.00
■ Verduran Enchantress	8.00	12.00
■ Vesuvan Doppelganger	35.00	50.00
■ Veteran Bodyguard	18.00	25.00
■ Volcanic Eruption	8.00	12.00
■ Wall of Air	1.50	2.50
■ Wall of Bone	1.50	2.50
■ Wall of Brambles	1.50	2.50
■ Wall of Fire	1.50	2.50
■ Wall of Ice	1.50	2.50
■ Wall of Stone	1.50	2.50
■ Wall of Swords	3.50	5.00
■ Wall of Water	7.50	1.50
■ Wall of Wood	7.50	1.50
■ Wanderlust	1.50	2.50
■ War Mammoth	7.50	1.50
■ Warp Artifact	6.00	10.00
■ Water Elemental	2.50	3.50
■ Weakness	7.50	1.50
■ Web	6.00	10.00
■ Wheel of Fortune	15.00	20.00
■ White Knight	3.50	5.00
■ White Ward	7.50	1.50
■ Wild Growth	7.50	1.50
■ Will-O'-The-Wisp	10.00	15.00
■ Winter Orb	6.00	10.00
■ Wooden Sphere	7.50	1.50
■ Word of Command	65.00	90.00
■ Wrath of God	8.00	12.00
■ Zombie Master	8.00	12.00

BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards) \$2,100.00 2,600.00
 Starter Deck (60 cards) 150.00 175.00
 Starter Box (10 decks) 1,400.00 1,750.00
 Booster Pack (15 cards) 65.00 85.00
 Booster Box (36 packs) 2,300.00 2,800.00

■ Air Elemental	2.25	3.00
■ Ancestral Recall	60.00	90.00
■ Animate Artifact	1.25	2.00
■ Animate Dead	1.25	2.00
■ Animate Wall	3.50	5.00
■ Ankh of Mishra	4.00	6.00
■ Armageddon	6.00	10.00
■ Aspect of Wolf	7.00	10.00
■ Bad Moon	7.00	10.00
■ Badlands	20.00	35.00
■ Balance	5.00	8.00
■ Basalt Monolith	2.50	3.50
■ Bayou	20.00	35.00
■ Benalish Hero	7.50	1.50
■ Berserk	30.00	40.00
■ Birds of Paradise	10.00	15.00
■ Black Knight	3.25	4.00
■ Black Lotus	200.00	250.00
■ Black Vise	2.50	3.50

WENT UP

WENT DOWN

HEAVILY TRADED



Black Ward	75	1.50
Blaze of Glory	40.00	60.00
Blessing	7.00	10.00
Blue Elemental Blast	75	1.50
Blue Ward	75	1.50
Bog Wraith	2.25	3.00
Braingeyser	15.00	20.00
Burrowing	1.25	2.00
Camouflage	12.00	18.00
Castle	3.25	4.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	95.00	100.00
Chaoslace	3.25	4.00
Circle of Protection: Black	75	1.50
Circle of Protection: Blue	75	1.50
Circle of Protection: Green	75	1.50
Circle of Protection: Red	75	1.50
Circle of Protection: White	75	1.50
Clone	10.00	15.00
Clockwork Beast	5.00	8.00
Cockatrice	10.00	15.00
Consecrate Land	8.00	12.00
Conservator	75	1.50
Contract from Below	6.00	10.00
Control Magic	3.25	4.00
Conversion	3.25	4.00
Copper Tablet	10.00	15.00
Copy Artifact	8.00	12.00
Counterspell	2.50	3.50
Craw Worm	75	1.50
Creature Bond	75	1.50
Crusade	7.00	10.00
Crystal Rod	75	1.50
Cursed Land	75	1.50
Cyclopean Tomb	70.00	110.00
Dark Ritual	75	1.50
Darkpact	5.00	8.00
Death Ward	75	1.50
Deathgrip	1.25	2.00
Deathlace	3.25	4.00
Demonic Attorney	7.00	10.00
Demonic Hordes	18.00	25.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	12.00
Disenchant	75	1.50
Disintegrate	75	1.50
Disrupting Scepter	5.00	8.00
Dragon Whelp	3.25	4.00
Drain Life	75	1.50
Drain Power	6.00	10.00
Drudge Skeletons	75	1.50
Dwarven Demolition Team	12.00	18.00
Dwarven Warriors	75	1.50
Earth Elemental	3.25	4.00
Earthbind	1.50	2.50
Earthquake	6.00	8.00
Elvish Archers	4.00	6.00
Evil Presence	1.25	2.00
False Orders	5.00	8.00
Farmstead	8.00	12.00
Fastbond	10.00	15.00
Fear	75	1.50
Feedback	75	1.50
Fire Elemental	2.25	3.00
Fireball	75	1.50
Firebreathing	75	1.50
Flashfires	1.25	2.00
Flight	75	1.50
Fog	75	1.50
Force of Nature	15.00	20.00
Forcefield	90.00	125.00
Forest	20	40
Fork	30.00	40.00
Frozen Shade	75	1.50
Fungusour	5.00	8.00
Gaea's Liege	12.00	18.00
Gauntlet of Might	80.00	125.00
Giant Growth	75	1.50
Giant Spider	75	1.50
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	12.00	18.00
Gronite Gargoyle	15.00	20.00

Gray Ogre	75	1.50
Green Ward	75	1.50
Grizzly Bears	75	1.50
Guardian Angel	1.50	2.50
Healing Salve	75	1.50
Helm of Chatzduk	5.00	8.00
Hill Giant	75	1.50
Hive, The	7.00	10.00
Holy Armor	75	1.50
Holy Strength	75	1.50
Howl from Beyond	75	1.50
Howling Mine	8.00	10.00
Hurlloon Minotaur	75	1.50
Hurricane	1.25	2.00
Hypnotic Specter	3.25	4.00
Ice Storm	15.00	20.00
Icy Manipulator	25.00	50.00
Illusionary Mask	50.00	75.00
Instill Energy	1.25	2.00
Invisibility	8.00	12.00
Iron Star	75	1.50
Ironclad Orcs	75	1.50
Ironroot Treefolk	75	1.50
Island (Dark Blue Sky)	30	60
Island	20	40
Island Sanctuary	6.00	10.00
Ivory Cup	75	1.50
Jade Monolith	3.25	4.00
Jade Statue	15.00	20.00
Jayemdae Tome	5.00	8.00
Juggernaut	8.00	12.00
Jump	75	1.50
Karma	1.50	2.50
Keldon Warlord	3.25	4.00
Kormus Bell	4.00	6.00
Kudzu	8.00	12.00
Lance	2.25	3.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	50.00	75.00
Lifelace	1.25	2.00
Lifelace	3.25	4.00
Lifetap	1.25	2.00
Lightning Bolt	75	1.50
Living Artifact	6.00	10.00
Living Lands	4.00	6.00
Living Wall	2.50	3.50
Llanowar Elves	75	1.50
Lord of Atlantis	10.00	15.00
Lord of the Pit	12.00	18.00
Lure	1.25	2.00
Magical Hack	8.00	12.00
Mahamoti Djinn	10.00	15.00
Manabars	4.00	6.00
Mana Flare	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekstone	5.00	8.00
Merfolk of the Pearl Trident	75	1.50
Mesa Pegasus	75	1.50
Mind Twist	6.00	10.00
Mons's Goblin Raiders	75	1.50
Mountain	20	40
Mox Emerald	125.00	175.00
Mox Jet	125.00	175.00
Mox Pearl	125.00	175.00
Mox Ruby	125.00	175.00
Mox Sapphire	125.00	175.00
Natural Selection	40.00	50.00
Nether Shadow	6.00	10.00
Nettling Imp	5.00	8.00
Nevinyrral's Disk	6.00	10.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orcish Artillery	75	1.50
Orcish Oniflammie	3.25	4.00
Paralyze	75	1.50
Pearled Unicorn	75	1.50
Personal Incarnation	8.00	12.00
Pestilence	75	1.50
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	75	1.50
Phantom Monster	1.25	2.00
Pirate Ship	5.00	8.00
Plague Rats	75	1.50
Plains	20	40
Plateau	20.00	35.00
Power Leak	75	1.50
Power Sink	75	1.50
Power Surge	6.00	10.00
Prodigal Sorcerer	75	1.50
Psionic Blast	15.00	20.00
Psychic Venom	75	1.50
Purelace	3.25	4.00
Raging River	45.00	60.00

Raise Dead	75	1.50
Red Elemental Blast	75	1.50
Red Ward	75	1.50
Regeneration	75	1.50
Regrowth	6.00	10.00
Resurrection	3.25	4.00
Reverse Damage	8.00	12.00
Righteousness	7.00	10.00
Roc of Kher Ridges	12.00	18.00
Rock Hydra	20.00	30.00
Rod of Ruin	1.25	2.00
Royal Assassin	20.00	30.00
Sacrifice	2.50	3.50
Samite Healer	75	1.50
Savannah	20.00	35.00
Savannah Lions	5.00	8.00
Scathe Zombies	75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	35.00
Scrib Sprites	75	1.50
Sea Serpent	75	1.50
Sedge Troll	12.00	15.00
Sengir Vampire	5.00	8.00
Serra Angel	8.00	12.00
Shanodin Dryads	75	1.50
Shatter	75	1.50

Veteran Bodyguard	12.00	20.00
Volcanic Eruption	6.00	10.00
Volcanic Island	20.00	35.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	3.25	4.00
Wall of Water	75	1.50
Wall of Wood	75	1.50
Wanderlust	1.25	2.00
War Mammoth	75	1.50
Warp Artifact	5.00	8.00
Water Elemental	2.25	3.00
Weakness	75	1.50
Web	5.00	8.00
Wheel of Fortune	12.00	18.00
White Knight	3.25	4.00
White Ward	75	1.50
Wild Growth	75	1.50
Will-O'-The-Wisp	8.00	12.00
Winter Orb	5.00	8.00
Wooden Sphere	75	1.50
Word of Command	50.00	75.00
Wrath of God	7.00	10.00
Zombie Master	6.00	10.00



TOP TEN HOTTEST CARDS
9) Juzam Djinn
 As a 5/5 creature with a casting cost of four J.D. here sure is one desirable creature. But with so many less-expensive cards in demand, a pricey morsel like Juzam is just too much dinero.

Shivan Dragon	20.00	30.00
Simulacrum	1.25	2.00
Sinkhole	8.00	12.00
Siren's Call	2.25	3.00
Sleight of Mind	5.00	8.00
Smoke	4.00	6.00
Sol Ring	8.00	10.00
Soul Net	1.25	2.00
Spell Blast	75	1.50
Stasis	5.00	8.00
Steal Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	75	1.50
Stream of Life	75	1.50
Sunglasses of Urza	5.00	8.00
Swamp	20	40
Swords to Plowshares	2.25	3.00
Taiga	20.00	35.00
Terror	75	1.50
Thicket Basilisk	3.25	4.00
Thoughtlace	3.25	4.00
Throne of Bone	75	1.50
Timber Wolves	5.00	8.00
Time Vault	55.00	65.00
Time Walk	125.00	175.00
Timetwister	80.00	110.00
Tranquility	75	1.50
Tropical Island	20.00	35.00
Tsunami	1.25	2.00
Tundra	20.00	35.00
Tunnel	75	1.50
Twiddle	3.50	5.00
Two-Headed Giant of Foriys	50.00	60.00
Underground Sea	20.00	35.00
Unholy Strength	75	1.50
Unsummon	75	1.50
Uthden Troll	3.25	4.00
Verduran Enchantress	6.00	10.00
Vesuvan Doppelganger	25.00	35.00

UNLIMITED EDITION
WIZARDS OF THE COAST: 1994

Cards are white-bordered, but otherwise identical to Beta cards.
 Full Set (302 cards) \$1,400.00 ... 1,800.00
 Starter Deck (60 cards) 125.00 ... 150.00
 Starter Box (10 decks) 1,200.00 ... 1,500.00
 Booster Pack (15 cards) 45.00 ... 60.00
 Booster Box (36 packs) 1,600.00 ... 2,000.00

Air Elemental	1.50	2.50
Ancestral Recall	45.00	65.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	3.25	4.00
Ankh of Mishra	3.50	5.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	18.00	30.00
Balance	4.00	6.00
Basalt Monolith	2.25	3.00
Bayou	18.00	30.00
Benalish Hero	1.25	2.00
Berserk	20.00	35.00
Birds of Paradise	8.00	12.00
Black Knight	2.50	3.50
Black Lotus	175.00	225.00
Black Vise	2.25	3.00
Black Ward	1.25	2.00
Blaze of Glory	30.00	45.00
Blessing	4.00	6.00
Blue Elemental Blast	1.25	2.00
Blue Ward	1.25	2.00
Bog Wraith	1.50	2.50
Braingeyser	12.00	18.00
Burrowing	1.25	2.00
Camouflage	10.00	15.00
Castle	2.50	3.50
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	50.00	70.00
Chaoslace	2.50	3.50
Circle of Protection: Black	1.25	2.00
Circle of Protection: Blue	1.25	2.00
Circle of Protection: Green	1.25	2.00
Circle of Protection: Red	1.25	2.00
Circle of Protection: White	1.25	2.00
Clockwork Beast	4.00	6.00
Clone	8.00	12.00
Cockatrice	8.00	12.00
Consecrate Land	10.00	15.00
Conservator	1.25	2.00
Contract from Below	5.00	8.00
Control Magic	2.50	3.50
Conversion	2.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	6.00	10.00
Counterspell	1.50	2.50
Craw Worm	1.25	2.00
Creature Bond	1.25	2.00
Crusade	5.00	8.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
Cyclopean Tomb	40.00	70.00
Dark Ritual	1.25	2.00

Darkpact	4.00	6.00
Death Ward	1.25	2.00
Deathgrip	1.25	2.00
Deathlace	2.50	3.50
Demonic Attorney	5.00	8.00
Demonic Hordes	15.00	20.00
Demonic Tutor	8.00	12.00
Dingus Egg	6.00	10.00
Disenchant	1.25	2.00
Disintegrate	1.25	2.00
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.50	3.50
Drain Life	1.25	2.00
Drain Power	5.00	8.00
Drudge Skeletons	1.25	2.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	1.25	2.00
Earth Elemental	2.25	3.00
Earthbind	1.25	2.00
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.25	2.00
False Orders	3.50	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	1.25	2.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	1.25	2.00
Firebreathing	1.25	2.00
Flashfires	1.25	2.00
Flight	1.25	2.00
Fog	1.25	2.00
Force of Nature	10.00	15.00
Forcefield	60.00	90.00
Forest	10	25
Fork	25.00	30.00
Frozen Shade	1.25	2.00
Fungusaur	5.00	8.00
Gaea's Liege	10.00	15.00
Gauntlet of Might	60.00	80.00
Giant Growth	1.25	2.00
Giant Spider	1.25	2.00
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	10.00	15.00
Granite Gargoyle	10.00	15.00
Gray Ogre	1.25	2.00
Green Ward	1.25	2.00
Grizzly Bears	1.25	2.00
Guardian Angel	1.25	2.00
Healing Salve	1.25	2.00
Helm of Chutzak	4.00	6.00
Hill Giant	1.25	2.00
Hive, The	5.00	8.00
Holy Armor	1.25	2.00
Holy Strength	1.25	2.00
Howl from Beyond	1.25	2.00
Howling Mine	7.00	10.00
Huuloon Minotaur	1.25	2.00
Hurricane	1.25	2.00
Hypnotic Specter	2.50	3.50
Ice Storm	12.00	18.00
Icy Manipulator	15.00	30.00
Illusionary Mask	30.00	45.00
Instill Energy	1.25	2.00
Invisibility	5.00	8.00
Iron Star	1.25	2.00
Ironclaw Orcs	35	75
Ironroot Treefolk	1.25	2.00
Island (Dark Blue Sky)	15	30
Island	10	25
Island Sanctuary	5.00	8.00
Ivory Cup	1.25	2.00
Jade Monolith	2.50	3.50
Jade Statue	10.00	15.00
Jayemdae Tome	4.00	6.00
Juggernaut	6.00	10.00
Jump	1.25	2.00
Karma	1.25	2.00
Keldon Warlord	2.50	3.50
Kormus Bell	3.50	5.00
Kudzu	6.00	10.00
Lance	1.25	2.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	40.00	60.00
Lifeforce	1.25	2.00
Lifelace	2.50	3.50
Lifetap	1.25	2.00
Lightning Bolt	1.25	2.00
Living Artifact	5.00	8.00
Living Lands	3.00	5.00
Living Wall	2.25	3.00
Llanowar Elves	1.25	2.00

Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.25	2.00
Magical Hack	7.00	10.00
Mahamoti Djinn	7.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabarb	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	1.25	2.00
Mesa Pegasus	1.25	2.00
Mind Twist	4.00	6.00
Mons's Goblin Raiders	1.25	2.00
Mountain	10	25
Max Emerald	100.00	125.00
Max Jet	100.00	125.00
Max Pearl	100.00	125.00
Max Ruby	100.00	125.00
Max Sapphire	100.00	125.00
Natural Selection	30.00	40.00
Nether Shadow	4.00	6.00
Netting Imp	3.50	5.00
Nevinryal's Disk	5.00	8.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orcish Artillery	75	150
Orcish Oriflame	2.50	3.50
Paralyze	1.25	2.00
Pearled Unicorn	1.25	2.00
Personal Incarnation	6.00	10.00
Pestilence	1.25	2.00
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	1.25	2.00
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	1.25	2.00
Plains	10	25
Plateau	18.00	30.00
Power Leak	1.25	2.00
Power Sink	1.25	2.00
Power Surge	5.00	8.00
Prodigal Sorcerer	1.25	2.00
Psionic Blast	12.00	15.00
Psychic Venom	1.25	2.00
Purelore	2.50	3.50
Raging River	30.00	45.00
Raise Dead	1.25	2.00
Red Elemental Blast	1.25	2.00
Red Ward	1.25	2.00
Regeneration	1.25	2.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	5.00	8.00
Roc of Kher Ridges	10.00	15.00
Rock Hydra	18.00	25.00
Rod of Ruin	1.25	2.00
Royal Assassin	18.00	25.00
Sacrifice	2.25	3.00
Samite Healer	1.25	2.00
Savannah	18.00	30.00
Savannah Lions	4.00	6.00
Scathe Zombies	1.25	2.00
Scavenging Ghoul	1.50	2.50
Scrubland	18.00	30.00
Scrib Sprites	1.25	2.00
Sea Serpent	1.25	2.00
Sedge Troll	10.00	15.00
Senjir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	1.25	2.00
Shatter	1.25	2.00
Shivan Dragon	18.00	25.00
Simulacrum	1.25	2.00
Sinkhole	7.00	10.00
Siren's Call	1.25	2.00
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00
Sol Ring	7.00	10.00
Soul Net	1.25	2.00
Spell Blast	1.25	2.00
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.25	2.00
Stone Rain	1.25	2.00
Stream of Life	1.25	2.00
Sunglasses of Urza	4.00	6.00
Swamp	10	25
Swords to Plowshares	1.25	2.00
Taiga	18.00	30.00
Terror	1.25	2.00
Thicket Basilisk	2.50	3.50
Thoughtface	2.50	3.50
Throne of Bone	1.25	2.00

Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	90.00	125.00
Timewister	45.00	70.00
Tranquility	1.25	2.00
Tropical Island	18.00	30.00
Tsunami	1.25	2.00
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.25	3.00
Two-Headed Giant of Forays	35.00	45.00
Underground Sea	18.00	30.00
Unholy Strength	1.25	2.00
Unsummon	1.25	2.00
Utshen Troll	2.25	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	10.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	18.00	30.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	2.25	3.00
Wall of Water	1.25	2.00
Wall of Wood	1.25	2.00
Wanderlust	1.25	2.00
War Mammoth	1.25	2.00
War Artifact	4.00	6.00
Water Elemental	1.25	2.00
Weakness	1.25	2.00
Web	4.00	6.00
Wheel of Fortune	10.00	15.00
White Knight	2.50	3.50
White Ward	1.25	2.00
Wild Growth	1.25	2.00
Will-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.25	2.00
Word of Command	35.00	55.00
Wrath of God	6.00	10.00
Zombie Master	5.00	8.00

REVISED EDITION
WIZARDS OF THE COAST-1994
 Cards are white-bordered and are nearly identical to the Unlimited cards, except that the ink on the cards is noticeably lighter.

Full Set (302 cards)	\$300.00	500.00
Starter Deck (60 cards)	10.00	15.00
Starter Box (10 decks)	100.00	150.00
Booster Pack (15 cards)	3.25	5.00
Booster Box (36 packs)	110.00	175.00
Air Elemental	1.25	2.00
Aladdin's Lamp	3.25	4.00
Aladdin's Ring	3.50	5.00
Animate Artifact	75	150
Animate Dead	75	150
Animate Wall	2.50	3.50
Ankh of Mishra	2.50	3.50
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	4.00	6.00
Ateg	1.00	2.00
Bad Moon	4.00	6.00
Badlands	10.00	18.00
Balance	3.50	5.00
Basalt Monolith	1.50	2.50
Bayou	10.00	18.00
Benalish Hero	35	75
Birds of Paradise	6.00	8.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00
Black Ward	35	75
Blessing	3.50	5.00
Blue Elemental Blast	35	75
Blue Ward	35	75
Bog Wraith	1.25	2.00
Bottle of Suleiman	3.25	4.00
Braingeyser	8.00	12.00
Brass Man	75	150
Burrowing	75	150
Castle	1.50	2.50
Celestial Prism	75	150
Channel	75	150
Chaosknot	35	75
Circle of Protection Black	35	1.00
Circle of Protection Blue	35	1.00
Circle of Protection Green	35	1.00
Circle of Protection Red	35	1.00
Circle of Protection White	35	1.00



TOP TEN HOTTEST CARDS

8) Royal Assassin
 Hmmm, just by tapping, the assassin can kill any tapped creature. Uh-huh... yeah, that's a good special ability. Come to think of it, he makes Kasimir look like a girly-man!

Elvish Archers	3.25	4.00
Energy Flux	75	150
Erg Raiders	35	75
Evil Presence	75	150
Eye for an Eye	3.50	5.00
Farmstead	5.00	8.00
Fastbond	6.00	10.00
Fear	35	75
Feedback	35	75
Fire Elemental	1.25	2.00
Fireball	35	75
Firebreathing	35	75
Flashfires	75	150
Flight	35	75
Flying Carpet	3.50	5.00
Fog	35	75
Force of Nature	8.00	12.00
Forest	05	10
Fork	15.00	25.00
Frozen Shade	35	75
Fungusaur	4.00	6.00
Gaea's Liege	8.00	12.00
Giant Growth	35	75
Giant Spider	35	75
Glasses of Urza	75	150



price guide

■ Gloom	75	1.50
■ Goblin Balloon Brigade	75	1.50
■ Goblin King	7.00	10.00
■ Granite Gargoyle	6.00	10.00
■ Gray Ogre	35	75
□ Green Ward	35	75
■ Grizzley Bears	35	75
□ Guardian Angel	75	1.50
□ Healing Salve	35	75
■ Helm of Chazkuz	3.25	4.00
■ Hill Giant	35	75
■ Hive, The	4.00	6.00
□ Holy Armor	35	75
□ Holy Strength	35	75
■ Howl from Beyond	35	75
■ Howling Mine	6.00	8.00
■ Hurky's Recall	3.50	5.00
■ Hurlion Minotaur	35	75
■ Hurricane	75	1.50
■ Hypnotic Specter	2.25	3.00
■ Instill Energy	75	1.50
■ Iron Star	35	75
■ Ironroot Treefolk	35	75
■ Island	05	10
■ Island Fish Jasconius	3.50	5.00
□ Island Sanctuary	3.50	5.00
■ Ivory Cup	35	75
■ Ivory Tower	4.00	6.00
■ Jade Monolith	1.50	2.50
■ Jandor's Ring	5.00	8.00
■ Jandor's Saddlebags	2.50	3.50
■ Jayemdae Tome	3.25	4.00
■ Juggernaut	5.00	8.00
■ Jump	35	75
□ Karma	75	1.50
■ Keldon Warlord	1.50	2.50
■ Kird Ape	1.00	2.00
■ Kormus Bell	2.50	3.50
■ Kudzu	4.00	6.00
□ Lance	1.25	2.00
■ Ley Druid	75	1.50
■ Library of Leng	75	1.50
■ Lifeorce	75	1.50
■ Lifezoo	2.25	3.00
■ Lifetop	75	1.50
■ Lightning Bolt	35	75
■ Living Artifact	3.50	5.00
■ Living Lands	3.25	4.00
■ Living Wall	1.50	2.50
■ Llanowar Elves	35	75
■ Lord of Atlantis	5.00	8.00
■ Lord of the Pit	8.00	12.00
■ Lure	75	1.50
■ Magical Hack	5.00	8.00
■ Magnetic Mountain	2.50	3.50
■ Mahomah Djinn	6.00	8.00
■ Mana Flare	4.00	6.00
■ Mana Short	3.50	5.00
■ Mana Vault	3.25	4.00
■ Manabarbs	3.25	4.00
■ Meekstone	3.50	5.00
■ Merfolk of the Pearl Trident	35	75
□ Mesa Pegasus	35	75
■ Mipee Djinn	4.00	6.00
■ Millstone	3.25	4.00
■ Mind Twist	3.50	5.00
■ Mishra's War Machine	3.25	4.00
■ Mons's Goblin Raiders	35	75
■ Mountain	05	10
■ Nether Shadow	3.50	5.00
■ Nettling Imp	2.50	3.50
■ Nevinyrral's Disk	4.00	6.00
■ Nightmare	10.00	15.00
□ Northern Paladin	8.00	12.00
■ Obsidian Golem	75	1.50
■ Onulet	1.50	2.50
■ Orcish Artillery	75	1.50
■ Orcish Oriflamme	2.25	3.00
■ Ornithopter	75	1.50
■ Paralyze	35	75
■ Pearled Unicorn	35	75
■ Personal Incarnation	5.00	8.00
■ Pestilence	35	75
■ Phantasmal Forces	75	1.50
■ Phantasmal Terrain	35	75

■ Phantom Monster	75	1.50
■ Pirate Ship	3.50	5.00
■ Plague Rats	35	75
■ Plains	05	10
■ Plateau	10.00	18.00
■ Power Leak	35	75
■ Power Sink	35	75
■ Power Surge	3.50	5.00
■ Primal Clay	2.50	3.50
■ Prodigal Sorcerer	35	75
■ Psychic Venom	35	75
□ Purelace	2.25	3.00
■ Rack, The	1.25	2.00
■ Raise Dead	35	75
■ Reconstruction	75	1.50
■ Red Elemental Blast	35	75
□ Red Ward	35	75
■ Regeneration	35	75
■ Regrowth	3.50	5.00
□ Resurrection	2.25	3.00
□ Reverse Damage	5.00	8.00
□ Reverse Polarity	75	1.50
□ Righteousness	4.00	6.00
■ Roc of Kher Ridges	8.00	12.00
■ Rock Hydra	12.00	18.00
■ Rocket Launcher	4.00	6.00
■ Rod of Ruin	75	1.50
■ Royal Assassin	12.00	18.00
■ Sacrifice	1.50	2.50
□ Samite Healer	35	75
■ Savannah	10.00	18.00
□ Savannah Lions	3.50	5.00



TOP TEN HOTTEST CARDS
7) Strip Mine
 You can't Power Sink it. You can't Force Spike it. You can't Counterspell it. And it'll destroy any land, no ifs, ands, or buts. The mighty Strip Mine is one of the few essential cards in Magic.

■ Scathe Zombies	35	75
■ Scavenging Ghoul	75	1.50
■ Scrubland	10.00	18.00
■ Seryb Sprites	35	75
■ Sea Serpent	35	75
■ Sedge Troll	8.00	12.00
■ Sengir Vampire	3.50	5.00
■ Serenidib Efreer	10.00	15.00
■ Serra Angel	5.00	8.00
■ Shanodin Dryads	35	75
■ Shatter	35	75
■ Shatterstorm	4.00	6.00
■ Shivan Dragon	12.00	18.00
■ Simulacrum	75	1.50
■ Siren's Call	1.25	2.00
■ Sleight of Mind	3.50	5.00
■ Smoke	3.25	4.00
■ Sol Ring	6.00	8.00
■ Sorceress Queen	5.00	8.00
■ Soul Nat	75	1.50
■ Spell Blast	35	75
■ Stasis	3.25	4.00
■ Steal Artifact	75	1.50
■ Stone Giant	75	1.50
■ Stone Rain	35	75
■ Stream of Life	35	75
■ Sunglasses of Urza	3.25	4.00
■ Swamp	05	10
□ Swords to Plowshares	1.25	2.00
■ Taiga	10.00	18.00
■ Terror	35	75
■ Thicket Basilisk	2.25	3.00
■ Thoughtlace	2.25	3.00

■ Throne of Bone	35	75
■ Timber Wolves	3.25	4.00
■ Titania's Song	2.50	3.50
■ Tranquility	35	75
■ Tropical Island	10.00	18.00
■ Tsunami	75	1.50
■ Tundra	10.00	18.00
■ Tunnel	35	75
■ Underground Sea	10.00	18.00
■ Unholy Strength	35	75
■ Unstable Mutation	35	75
■ Unsummon	35	75
■ Uttheden Troll	1.50	2.50
■ Verduran Enchantress	4.00	6.00
■ Vesuvan Doppelganger	12.00	20.00
■ Veteran Bodyguard	7.00	12.00
■ Volcanic Eruption	4.00	6.00
■ Volcanic Island	10.00	18.00
■ Wall of Air	75	1.50
■ Wall of Bone	75	1.50
■ Wall of Brambles	75	1.50
■ Wall of Fire	75	1.50
■ Wall of Ice	75	1.50
■ Wall of Stone	75	1.50
■ Wall of Swords	1.50	2.50
■ Wall of Water	35	75
■ Wall of Wood	35	75
■ Wanderlust	75	1.50
■ War Mammath	35	75
■ Warp Artifact	3.25	4.00
■ Water Elemental	1.25	2.00
■ Weakness	35	75
■ Web	3.25	4.00
■ Wheel of Fortune	8.00	12.00
□ White Knight	1.50	2.50
□ White Ward	35	75
■ Wild Growth	35	75
■ Will-O'-The-Wisp	5.00	8.00
■ Winter Orb	3.25	4.00
■ Wooden Sphere	35	75
■ Wrath of God	4.00	6.00
■ Zombie Master	4.00	6.00

FOURTH EDITION

WIZARDS OF THE COAST 1995

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

■ Abomination	2.25	3.00
■ Air Elemental	75	1.50
■ Alabaster Potion	35	75
■ Aladdin's Lamp	2.50	3.50
■ Aladdin's Ring	3.25	4.00
■ Ali Baba	3.25	4.00
□ Amrou Kithkin	15	35
■ Amulet of Kroog	15	35
■ Angry Mob	1.50	2.50
■ Animate Artifact	35	75
■ Animate Dead	35	75
■ Animate Wall	2.25	3.00
■ Ankh of Mishra	2.25	3.00
■ Apprentice Wizard	35	75
□ Armageddon	3.50	5.00
■ Armageddon Clock	2.50	3.50
■ Ashes to Ashes	35	75
■ Ashnod's Battle Gear	1.50	2.50
■ Aspect of Wolf	3.50	5.00
■ Backfire	1.50	2.50
■ Bad Moon	3.50	5.00
□ Balance	3.25	4.00
■ Ball Lightning	5.00	8.00
■ Battering Ram	15	35
■ Banelash Hero	35	75
■ Bird Maiden	60	1.00
■ Birds of Paradise	5.00	8.00
■ Black Knight	1.25	2.00
■ Black Mana Battery	3.50	5.00
■ Black Vise	75	1.50
□ Black Ward	35	75
■ Blessing	2.50	3.50
■ Blight	1.50	2.50
■ Blood Lust	60	1.00
■ Blue Elemental Blast	35	75
■ Blue Mana Battery	3.50	5.00
□ Blue Ward	35	75
■ Bog Imp	35	75
■ Bog Wraith	75	1.50
■ Bottle of Suleiman	2.50	3.50
■ Brainwash	15	35
■ Brass Man	60	1.00

■ Bronze Tablet	2.50	3.50
■ Brothers of Fire	60	1.00
■ Brute, The	35	75
■ Burrowing	75	1.50
■ Carnivorous Plant	15	35
■ Carrion Ants	5.00	8.00
□ Castle	1.25	2.00
■ Cave People	1.25	2.00
■ Celestial Prism	60	1.00
■ Channel	35	75
■ Chaoslace	1.50	2.50
□ Circle of Protection: Artifact	3.00	4.00
□ Circle of Protection: Black	35	1.00
□ Circle of Protection: Blue	35	1.00
□ Circle of Protection: Green	35	1.00
□ Circle of Protection: Red	35	1.00
□ Circle of Protection: White	35	1.00
■ Clay Statue	35	75
■ Clockwork Avian	4.00	6.00
■ Clockwork Beast	2.50	3.50
■ Cockatrice	4.00	6.00
■ Colossus of Sardia	4.00	6.00
■ Conservator	60	1.00
■ Control Magic	1.50	2.50
□ Conversion	1.25	2.00
■ Coral Helm	2.50	3.50
■ Cosmic Horror	3.50	5.00
■ Counterspell	75	1.50
■ Crow Wurm	35	75
■ Creature Bond	35	75
■ Crimson Mantle	3.25	4.00
■ Crumble	35	75
□ Crusade	4.00	6.00
■ Crystal Rod	60	1.00
■ Cursed Land	35	75
■ Cursed Rack	1.50	2.50
■ Cyclopean Mummy	15	35
■ Dancing Scimitar	2.50	3.50
■ Dark Ritual	35	75
■ Deathgrip	75	1.50
□ Death Ward	35	75
■ Deathlace	1.50	2.50
■ Desert Twister	1.25	2.00
■ Detonate	1.25	2.00
■ Diabolic Machine	1.25	2.00
■ Dingus Egg	3.50	5.00
□ Disenchant	35	75
■ Disintegrate	35	75
■ Disrupting Scepter	2.50	3.50
■ Divine Transformation	3.00	4.00
■ Dragon Engine	75	1.50
■ Dragon Whelp	1.50	2.50
■ Drain Life	35	75
■ Drain Power	3.50	5.00
■ Drudge Skeletons	35	75
■ Durkwood Boars	15	35
■ Dwarfen Warriors	35	75
■ Earth Elemental	75	1.50
■ Earthquake	3.25	4.00
■ Ebony Horse	2.50	3.50
■ El-Hajjaj	2.50	3.50
□ Elder Land Wurm	4.00	6.00
■ Elven Riders	3.50	5.00
■ Elvish Archers	3.25	4.00
■ Energy Flux	75	1.50
■ Energy Top	35	75
■ Erg Raiders	35	75
■ Erosion	15	35
■ Eternal Warrior	60	1.00
■ Evil Presence	75	1.50
□ Eye for an Eye	3.50	5.00
■ Fear	35	75
■ Feedback	35	75
■ Fellwar Stone	2.00	3.00
■ Fire Elemental	1.25	2.00
■ Fireball	35	75
■ Firebreathing	35	75
■ Fissure	15	35
■ Flashfires	75	1.50
■ Flight	35	75
■ Flood	35	75
■ Flying Carpet	3.25	4.00
■ Fog	35	75
■ Force of Nature	6.00	10.00
□ Fortified Area	35	75
■ Forest	05	10
■ Frozen Shade	35	75
■ Fungusaur	3.50	5.00
■ Goa's Liege	6.00	10.00
■ Gaseous Form	15	35
■ Ghost Ship	35	75
■ Ghost Growth	35	75
■ Giant Spider	35	75
■ Giant Strength	35	75
■ Giant Tortoise	35	75
■ Glasses of Urza	60	1.00

■ Gloom	75	1.50
■ Goblin Balloon Brigade	75	1.50
■ Goblin King	5.00	8.00
■ Goblin Rock Sled	15	35
■ Grapeshot Catapult	35	75
■ Gray Ogre	35	75
■ Greed	2.50	3.50
■ Green Mana Battery	3.50	5.00
□ Green Ward	35	75
■ Grizzly Bears	35	75
□ Healing Salve	35	75
■ Helm of Chaztduk	2.50	3.50
■ Hill Giant	35	75
■ Hive, The	3.50	5.00
□ Holy Armor	35	75
□ Holy Strength	35	75
■ Howl from Beyond	35	75
■ Howling Mine	5.00	7.00
■ Hurkyl's Recall	3.25	4.00
■ Hurlion Minotaur	35	75
■ Hurr Jackal	2.25	3.00
■ Hurricane	75	1.50
■ Hypnotic Specter	1.50	2.50
■ Immolation	35	75
■ Inferno	3.50	5.00
■ Instill Energy	75	1.50
■ Iron Star	60	1.00
■ Ironclaw Orcs	15	35
■ Ironroot Treefolk	35	75
■ Island	05	10
■ Island Fish Jascenius	3.25	4.00
□ Island Sanctuary	2.50	3.50
■ Ivory Cup	60	1.00
■ Ivory Tower	3.50	5.00
■ Jade Monolith	1.50	2.50
■ Jandor's Saddlebags	2.25	3.00
■ Jayemdae Tome	2.50	3.50
■ Jump	35	75
■ Junun Efreet	3.50	5.00
□ Karma	75	1.50
■ Keldon Warlord	1.50	2.50
■ Killer Bees	5.00	8.00
□ Kismet	3.50	5.00
■ Kormus Bell	2.25	3.00
■ Land Leeches	15	35
□ Land Tax	2.25	3.00
■ Leviathan	3.50	5.00
■ Ley Druid	75	1.50
■ Library of Leng	60	1.00
■ Lifeforce	75	1.50
■ Lifelace	1.50	2.50
■ Lifetop	75	1.50
■ Lightning Bolt	35	75
■ Living Artifact	2.50	3.50
■ Living Lands	2.50	3.50

■ Mana Short	3.25	4.00
■ Mana Vault	2.50	3.50
■ Manabarb	2.50	3.50
■ Marsh Gas	15	35
■ Marsh Viper	15	35
■ Meekstone	3.25	4.00
■ Merfolk of the Pearl Trident	35	75
□ Mesa Pegasus	35	75
■ Millstone	2.50	3.50
■ Mind Bomb	1.50	2.50
■ Mind Twist	3.25	4.00
■ Mishra's Factory	3.50	5.00
■ Mishra's War Machine	2.50	3.50
■ Mons's Goblin Raiders	35	75
□ Morale	15	35
■ Mountain	05	10
■ Murk Dwellers	15	35
■ Naf's Asp	35	75
■ Nether Shadow	3.25	4.00
■ Nevinyrull's Disk	3.25	4.00
■ Nightmare	7.00	12.00
□ Northern Paladin	6.00	10.00
■ Oasis	2.25	3.00
■ Obsidian Golem	75	1.50
■ Orulet	75	1.50
■ Orcish Artillery	75	1.50
■ Orcish Oniflamm	1.50	2.50
■ Omithopter	35	75
■ Osai Vultures	15	35
■ Paralyze	35	75
□ Pearled Unicorn	35	75
■ Personal Incarnation	4.00	6.00
■ Pestilence	35	75
■ Phantasmal Forces	75	1.50
■ Phantasmal Terrain	35	75
■ Phantom Monster	75	1.50
■ Pirate Ship	3.25	4.00
□ Piety	35	75
□ Pkemen	15	35
■ Pit Scorpion	15	35
■ Plague Rats	35	75
■ Plains	05	10
■ Power Leak	35	75
■ Power Sink	35	75
■ Power Surge	2.50	3.50
■ Pradash Gypsies	35	75
■ Primal Clay	2.25	3.00
■ Pradigal Sorcerer	35	75
■ Psionic Entity	3.50	5.00
■ Psychic Venom	35	75
□ Purelace	1.50	2.50
■ Pyrotechnics	1.25	2.00
■ Rack, The	75	1.50
■ Radjan Spirit	2.25	3.00
■ Rag Man	2.50	3.50
■ Raise Dead	35	75
■ Rebirth	2.50	3.50
■ Red Elemental Blast	35	75
■ Red Mana Battery	3.50	5.00
■ Red Ward	35	75
■ Regeneration	35	75
■ Relic Bind	3.25	4.00
■ Reverse Damage	4.00	6.00
□ Righteousness	3.50	5.00
■ Rod of Ruin	75	1.50
■ Royal Assassin	10.00	15.00
□ Samite Healer	35	75
■ Sandstorm	35	75
■ Savannah Lions	3.25	4.00
■ Scathe Zombies	35	75
■ Scavenging Ghoul	75	1.50
■ Scryb Sprites	35	75
■ Sea Serpent	35	75
□ Seeker	35	75
■ Segovian Leviathan	1.25	2.00
■ Senjir Vampire	3.25	4.00
■ Serra Angel	4.00	6.00
■ Shandrin Dryads	35	75
■ Shapeshifter	3.50	5.00
■ Shatter	35	75
■ Shivan Dragon	12.00	15.00
■ Simulacrum	35	75
■ Sindbad	2.50	3.50
■ Siren's Call	75	1.50
■ Sisters of the Flame	35	75
■ Sleight of Mind	3.25	4.00
■ Smoke	2.50	3.50
■ Sorceress Queen	4.00	6.00
■ Soul Net	35	75
■ Spell Blast	35	75
□ Spirit Link	3.50	5.00
■ Spirit Shackles	75	1.50
■ Stasis	2.50	3.50
■ Steal Artifact	75	1.50
■ Stone Giant	75	1.50
■ Stone Rain	35	75

■ Stream of Life	35	75
■ Strip Mine	3.25	4.00
■ Sunglasses of Urza	2.50	3.50
■ Sunken City	15	35
■ Swamp	05	10
□ Swords to Plowshares	75	1.50
■ Sylvan Library	4.00	6.00
■ Tawnos's Wand	1.25	2.00
■ Tawnos's Weaponry	1.25	2.00
■ Tempest Efreet	3.25	4.00
■ Terror	35	75
■ Tetravus	4.00	6.00
■ Thicket Basilisk	1.50	2.50
■ Thoughtflame	1.50	2.50
■ Throne of Bone	60	1.00
■ Timber Wolves	3.25	4.00
■ Time Elemental	6.00	10.00
■ Titan's Song	2.25	3.00
■ Tranquility	35	75
■ Triskelion	4.00	6.00
■ Tsunami	75	1.50
□ Tundra Wolves	35	75
■ Tunnel	35	75
■ Twiddle	75	1.50
■ Uncle Istvan	1.50	2.50
■ Unholy Strength	35	75
■ Unstable Mutation	35	75
■ Unsummon	35	75
■ Untamed Wilds	1.25	2.00
■ Urza's Avenger	4.00	6.00
■ Uthden Troll	1.25	2.00
■ Vampire Bats	15	35
■ Venom	15	35
■ Verduran Enchantress	3.50	5.00
□ Visions	1.50	2.50
■ Volcanic Eruption	3.25	4.00
■ Wall of Air	35	75
■ Wall of Bone	75	1.50
■ Wall of Brambles	75	1.50
■ Wall of Dust	1.50	2.50
■ Wall of Fire	75	1.50
■ Wall of Ice	35	75
■ Wall of Spears	60	1.00
■ Wall of Stone	75	1.50
□ Wall of Swords	1.25	2.00
■ Wall of Water	35	75
■ Wall of Wood	35	75
■ Wanderlust	75	1.50
■ War Mammoth	35	75
■ Warp Artifact	2.50	3.50
■ Water Elemental	75	1.50
■ Weakness	35	75
■ Web	2.50	3.50
■ Whirling Dervish	3.25	4.00
□ White Knight	1.25	2.00
■ White Mana Battery	3.50	5.00
□ White Ward	35	75
■ Wild Growth	35	75
■ Winds of Change	4.00	6.00
■ Will-O'-The-Wisp	4.00	6.00
■ Winter Blast	2.50	3.50
■ Winter Orb	2.50	3.50
■ Wooden Sphere	35	75
■ Word of Binding	15	35
■ Wrath of God	4.00	6.00
■ Xenic Poltergeist	1.25	2.00
■ Yotian Soldier	35	75
■ Zephyr Falcon	35	75
■ Zombie Master	3.50	5.00

■ Desert Nomads	2.50	3.50
■ Desert Twister	2.50	3.50
■ Diamond Valley	35.00	45.00
■ Drop of Honey	20.00	30.00
■ Ebony Horse	4.00	6.00
■ El-Hajjaj	6.00	10.00
■ Elephant Graveyard	20.00	35.00
■ Elk Raiders	75	1.50
■ Ernam Djinn	5.00	8.00
□ Eye for an Eye	6.00	10.00
■ Fishliver Oil	75	1.50
■ Flying Carpet	5.00	8.00
■ Flying Men	3.25	4.00
■ Ghazban Ogre	75	1.50
■ Giant Tortoise	75	1.50
■ Guardian Beast	40.00	65.00
■ Hasran Ogress	75	1.50
■ Hurr Jackal	2.25	3.00
■ Ith-biff Efreet	15.00	20.00
■ Island Fish Jascenius	6.00	10.00
■ Island of Wak-Wak	25.00	35.00
■ Jandor's Ring	5.00	8.00
■ Jandor's Saddlebags	6.00	10.00
■ Jeweled Bird	4.00	6.00
□ Jihad	25.00	40.00
■ Junon Efreet	8.00	12.00
■ Juzam Djinn	40.00	70.00
■ Khabal Ghoul	25.00	35.00
■ King Suleiman	12.00	18.00
■ Kird Ape	3.50	5.00
■ Library of Alexandria	25.00	35.00
■ Magnetic Mountain	4.00	6.00
■ Merchant Ship	7.00	10.00
■ Metamorphosis	75	1.50
■ Mijae Djinn	8.00	12.00
□ Moonshin Cavalry	4.00	6.00
■ Mountain	4.00	6.00
■ Naf's Asp	75	1.50
■ Oasis	3.50	5.00
■ Old Man of the Sea	25.00	35.00
■ Oubliette	3.50	5.00
□ Piety	75	1.50
■ Pyramids	20.00	30.00
□ Repentant Blacksmith	3.00	5.00
■ Ring of Ma'ruf	25.00	35.00
■ Rukh Egg	7.00	10.00
■ Sandals of Abdallah	8.00	12.00
■ Sandstorm	75	1.50
■ Serendib Djinn	12.00	18.00
■ Serendib Efreet	12.00	18.00
□ Shahrazad	15.00	25.00
■ Sindbad	5.00	8.00
■ Singing Tree	25.00	40.00
■ Sorceress Queen	8.00	12.00
■ Stone-Throwing Devils	4.00	6.00
■ Unstable Mutation	75	1.50
□ War Elephant	75	1.50
■ Wylulu Wolf	4.00	6.00
■ Ydwen Efreet	10.00	15.00



Mana Drain
Counters target spell. At the beginning of your next main phase, add X to your mana pool, where X is the casting cost of target spell.

TOP TEN HOTTEST CARDS

6) Mana Drain
The more a card does for you... well, the more it does for you. Mana Drain not only counters any spell for two blue mana, it gives you the mana for the spell you countered. Now if it only did windows...

■ Uanowar Elves	35	75
■ Lord of Atlantis	4.00	6.00
■ Lord of the Pit	6.00	10.00
■ Lost Soul	15	35
■ Lure	75	1.50
■ Magical Hack	4.00	6.00
■ Magnetic Mountain	2.25	3.00
■ Mahamoti Djinn	5.00	7.00
■ Mana Clash	1.50	2.50
■ Mana Flare	3.50	5.00

ARABIAN NIGHTS
WIZARDS OF THE COAST 1994

Full Set (78 cards)	\$600.00	800.00
Booster Pack (8 cards)	50.00	70.00
Booster Box (60 packs)	3,000.00	4,200.00

□ Abu Ja'far	3.50	5.00
■ Aladdin	10.00	15.00
■ Aladdin's Lamp	4.00	6.00
■ Aladdin's Ring	6.00	10.00
■ Ali Baba	5.00	8.00
■ Ali from Cairo	60.00	75.00
□ Army of Allah	3.50	5.00
■ Bazaar of Baghdad	12.00	18.00
■ Bird Maiden	75	1.50
■ Battle of Suleiman	6.00	10.00
■ Brass Man	1.25	2.00
□ Camel	2.25	3.00
■ City in a Bottle	15.00	20.00
■ City of Brass	10.00	15.00
■ Cuombajj Witches	75	1.50
■ Cyclone	5.00	8.00
■ Dancing Scimitar	5.00	8.00
■ Dandan	75	1.50
■ Desert	4.00	6.00

ANTIQUITIES
WIZARDS OF THE COAST 1994

Full Set (100 cards)	\$300.00	400.00
Booster Pack (8 cards)	12.00	18.00
Booster Box (60 packs)	700.00	900.00

■ Amulet of Kroog	35	75
□ Argivian Archaeologist	20.00	35.00
□ Argivian Blacksmith	75	1.50
■ Argothian Pixies	75	1.50
■ Argothian Treefolk	1.25	2.00
■ Armageddon Clock	3.50	5.00
■ Artifact Blast	75	1.50
□ Artifact Ward	75	1.50
■ Artifact Possession	75	1.50
■ Ashnod's Altar	1.25	2.00
■ Ashnod's Battle Gear	2.50	3.50
■ Ashnod's Transmogrator	1.25	2.00
■ Atog	1.50	2.50
■ Battering Ram	35	75
■ Bronze Tablet	4.00	6.00
■ Candelabra of Tawnos	18.00	30.00
□ Circle of Protection: Artifact	5.00	10.00
■ Citanul Druid	3.25	4.00
■ Clay Statue	75	1.50
■ Clockwork Avian	8.00	12.00
■ Colossus of Sardia	10.00	18.00
■ Coral Helm	4.00	6.00
■ Crumble	75	1.50
■ Cursed Rack	2.50	3.50
□ Dampening Field	2.00	3.50
■ Detonate	2.25	3.00
■ Drafnaf's Restoration	1.25	2.00
■ Dragon Engine	1.50	2.50
■ Dwarfven Weaponsmith	2.25	3.00



price guide

Energy Flux	1.25	2.00
Feldon's Cane	2.25	3.00
Gaea's Avenger	10.00	18.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.25	2.00
Golgothian Sylex	7.00	10.00
Grapeshot Catapult	75	1.50
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.50	3.50
Millstone	3.50	5.00
Mishra's Factory	4.00	6.00
Mishra's Fac. (Summer Pic.)	6.00	10.00
Mishra's War Machine	4.00	6.00
Mishra's Workshop	10.00	15.00
Obelisk of Undoing	7.00	10.00
Onulet	2.50	3.50
Orchish Mechanics	75	1.50
Ornithopter	75	1.50
Physixian Gremlins	1.50	2.50
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest ofYawgmoth	75	1.50
Primal Clay	3.50	5.00
Rack, The	1.25	2.00
Rakalite	2.25	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	8.00
Sage of Lat-Nam	75	1.50
Shapeshifter	8.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	75	1.50
Strip Mine	3.50	5.00
Strip Mine (Tower)	5.00	8.00
Su-Chi	3.25	4.00
Tablet of Ephyra	35	75
Tawnos's Coffin	12.00	18.00
Tawnos's Wand	2.25	3.00
Tawnos's Weaponry	2.25	3.00
Tetravus	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Chalice	35	75
Urza's Mine	75	1.50
Urza's Miter	7.00	10.00
Urza's Power Plant	75	1.50
Urza's Tower	75	1.50
Wall of Spears	75	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yotian Soldier	75	1.50

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)	\$1,100.00	1,400.00
Booster Pack (15 cards)	25.00	30.00
Booster Box (36 packs)	850.00	1,000.00

Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00
Active Volcano	75	1.50
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Aerathi Berserker	4.00	6.00
Aisling Leprechaun	75	1.50
Akron Legionnaire	5.00	8.00
All Hallow's Eve	20.00	30.00
Alcabra's Carpet	10.00	15.00
Alabaster Potion	75	1.50
Alchor's Tomb	10.00	15.00
Amrou Kithkin	35	75
Angelic Voices	7.00	10.00
Angus Mackenzie	12.00	18.00
Anti-Magic Aura	2.25	3.00
Arboria	4.00	6.00
Arcades Sabbath	9.00	12.00

Arena of the Ancients	4.00	6.00
Avoid Fate	75	1.50
Axelrod Gunnarson	8.00	10.00
Ayasha Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	1.25	2.00
Barktooth Warbeard	3.50	5.00
Bartel Runeaxe	10.00	15.00



TOP TEN HOTTEST CARDS

5) Jester's Mask
 Much more satisfying than knocking cards out of your opponent's hand with a Wheel of Fortune, the Mask allows you to replace his hand with cards you choose from his library. Wheeeee!

Beasts of Bogardan	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	75	1.50
Blight	2.50	3.50
Blood Lust	1.25	2.00
Blue Mana Battery	2.50	3.50
Boomerang	75	1.50
Boris Devilboon	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	75	1.50
Carrian Ants	12.00	18.00
Cat Warriors	75	1.50
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lightning	2.25	3.00
Chains of Mephistopheles	10.00	15.00
Chromium	12.00	18.00
Cleanse	12.00	18.00
Clergy of the Holy Nimbus	35	75
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Crow Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	35	75
Crimson Manticore	6.00	8.00
Crookshank Kobolds	35	75
Cyclopean Mummy	35	75
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.50	2.50
Darkness	75	1.50
Deadfall	3.25	4.00
Demonic Torment	4.00	6.00
Devouring Deep	75	1.50
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	1.50	2.50
Divine Transformation	7.00	10.00
Dream Coat	4.00	6.00
Durkwood Boars	35	75
Dwarven Song	3.50	5.00
Elder Land Wurm	7.00	10.00
Elder Spawn	8.00	10.00
Elven Riders	6.00	8.00
Emerald Dragonfly	75	1.50
Enchanted Being	1.25	2.00
Enchantment Alteration	1.50	2.50
Energy Tap	35	75
Equinox	2.25	3.00
Eternal Warrior	1.25	2.00
Eureka	15.00	25.00
Evil Eye Orms-By-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00

Feint	1.50	2.50
Field of Dreams	10.00	15.00
Fire Sprites	75	1.50
Firestorm Phoenix	18.00	30.00
Flash Counter	75	1.50
Flash Flood	75	1.50
Floral Spuzzem	4.00	6.00
Force Spike	75	1.50
Fortified Amulet	10.00	15.00
Fortified Area	75	1.50
Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	35	75
Gauntlets of Chaos	6.00	8.00
Ghosts of the Damned	75	1.50
Giant Slug	75	1.50
Giant Strength	75	1.50
Giant Turtle	75	1.50
Glyph of Doom	75	1.50
Glyph of Delusion	75	1.50
Glyph of Destruction	75	1.50
Glyph of Life	35	75
Glyph of Reincarnation	75	1.50
Gosta Dirk	10.00	15.00
Gravity Sphere	15.00	25.00
Great Defender	3.50	5.00
Great Wall	3.25	4.00
Greater Realm of Preservation	6.00	8.00
Greed	5.00	8.00
Hazezon Tamar	12.00	18.00
Headless Horseman	35	75
Heaven's Gate	3.50	5.00
Hell Swarm	75	1.50
Hell's Caretaker	8.00	12.00
Hellfire	15.00	20.00
Holy Day	1.25	2.00
Horn of Deafening	5.00	8.00
Hornet Cobra	75	1.50
Horror of Horrors	4.00	6.00
Hounding Gjornersen	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolation	75	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	75	1.50
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine-Borealis	4.00	6.00
Jedit Ojanen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00
Kasimir the Lone Wolf	4.00	6.00
Keepers of the Faith	75	1.50
Kei Takahashi	4.00	6.00
Killer Bees	10.00	18.00
Kismet	5.00	8.00
Knowledge Vault	8.00	10.00
Kobold Drill Sergeant	6.00	8.00
Kobold Overlord	10.00	15.00
Kobold Taskmaster	5.00	8.00
Kobolds of Kher Keep	35	75
Kry Shield	3.50	5.00
Lady Caleria	10.00	15.00
Lady Evangela	10.00	15.00
Lady of the Mountain, The	4.00	6.00
Lady Orca	3.25	4.00
Land Equilibrium	10.00	15.00
Land Tax	5.00	8.00
Land's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	10.00	15.00
Lifeblood	10.00	15.00
Living Plane	12.00	18.00
Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Last Soul	35	75
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marhaunt Eldrdragon	2.50	3.50
Master of the Hunt	18.00	25.00
Mirror Universe	45.00	70.00
Moat	20.00	30.00
Mold Demon	8.00	12.00

Moss Monster	75	1.50
Mountain Stronghold	2.25	3.00
Mountain Yeti	75	1.50
Nabuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nicol Bolas	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Osai Vultures	35	75
Palladia-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Maliki	4.00	6.00
Pendelhaven	3.50	5.00
Petra Sphinx	5.00	8.00
Pit Scorpion	35	75
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	60	1.00
Presence of the Master	4.00	6.00
Primordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	2.50	3.50
Puppet Master	2.50	3.50
Pyrotechnics	75	1.50
Quongmiire	3.50	4.50
Quorum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radjan Spirit	3.50	5.00
Raging Bull	75	1.50
Ragnar	8.00	12.00
Rapid Fire	8.00	12.00
Ramirez DePietro	4.00	6.00
Ramses Overdark	10.00	15.00
Rasputin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reincarnation	3.50	5.00
Relic Barrier	4.00	6.00
Relic Bind	3.25	4.00
Remove Enchantments	1.25	2.00
Remove Soul	75	1.50
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Tumbull	4.00	6.00
Rohagghh of Kher Keep	12.00	18.00
Rubinia Soulsinger	8.00	10.00
Rust	75	1.50
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.25	3.00
Seeker	75	1.50
Segovian Leviathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Brownie	75	1.50
Shield Wall	2.00	3.00
Shimian Night Stalker	2.50	3.50
Silhouette	3.50	5.00
Sir Shandalar of Eberynd	4.00	6.00
Siviri Scorzam	3.25	4.00
Sol'kanar Swamp King	8.00	10.00
Spectral Cloak	7.00	10.00
Spinal Villain	12.00	18.00
Spirit Link	7.00	10.00
Spirit Shackles	75	1.50
Spiritual Sanctuary	8.00	12.00
Stang	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	1.25	2.00
Sunastion Falconer	4.00	6.00
Sword of the Ages	20.00	30.00
Syphon Soul	75	1.50
Sylvan Library	4.00	6.00
Sylvan Paradise	3.50	5.00
Tabernacle of Pendrell Vale	10.00	18.00
Takklemaggot	3.00	5.00
Telekinesis	10.00	18.00
Teleport	4.00	6.00
Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	18.00
Thunder Spirit	15.00	25.00
Time Elemental	10.00	15.00
Tobias Andrian	3.00	5.00
Talaria	3.50	5.00
Tor Wauki	3.00	5.00
Torsten Von Ursus	4.00	6.00
Touch of Darkness	3.50	5.00
Transmutation	75	1.50
Triassic Egg	5.00	8.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	75	1.50

ARTIFACT	BLACK	BLUE	GOLD	GREEN	RED	WHITE	LAND
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Key:

■ Typhoon	8.00	12.00
■ Undertow	3.25	4.00
■ Underworld Dreams	12.00	18.00
■ Unholy Citadel	2.25	3.00
■ Untamed Wilds	2.25	3.00
■ Urborg	3.50	5.00
■ Ur-Drago	8.00	12.00
■ Vaeuictis Asmadi	10.00	15.00
■ Vampire Bats	.35	.75
■ Venarian Gold	.75	1.50
■ Visions	3.25	4.00
■ Voodoo Doll	6.00	10.00
■ Walking Dead	.75	1.50
■ Wall of Caltraps	.75	1.50
■ Wall of Dust	3.25	4.00
■ Wall of Earth	.75	1.50
■ Wall of Heat	.75	1.50
■ Wall of Light	3.50	5.00
■ Wall of Opposition	3.25	4.00
■ Wall of Putrid Flesh	3.50	5.00
■ Wall of Shadows	.75	1.50
■ Wall of Tombstones	3.25	4.00
■ Wall of Vapor	.75	1.50
■ Wall of Wonder	2.25	3.00
■ Whirling Dervish	5.00	8.00
■ White Mana Battery	2.50	3.50
■ Willow Satyr	10.00	15.00
■ Winds of Change	4.00	6.00
■ Winter Blast	7.00	10.00
■ Wolverine Pack	1.25	2.00
■ Wood Elemental	8.00	12.00
■ Wretched, The	10.00	15.00
■ Xira Aien	8.00	12.00
■ Zephyr Falcon	.75	1.50

THE DARK

WIZARDS OF THE COAST: 1994

Full Set (119 cards)	\$150.00	250.00
Booster Pack (8 cards)	5.00	7.00
Booster Box (60 packs)	275.00	325.00

■ Amnesia	3.50	5.00
■ Angry Mob	3.25	5.00
■ Apprentice Wizard	.75	1.50
■ Ashes to Ashes	.35	.75
■ Ball Lightning	7.00	10.00
■ Banshee	1.50	2.50
■ Baril's Cage	4.00	6.00
■ Blood Moon	6.00	8.00
■ Blood of the Martyr	2.25	3.00
■ Bog Imp	.35	.75
■ Bog Rats	.35	.75
■ Bone Flute	1.25	2.00
■ Book of Rass	2.25	3.00



TOP TEN HOTTEST CARDS

4) Deflection
Though not quite as safe and secure as a good ol' Counterspell, Deflection, which re-targets a spell, can be much more fun. "Terror my Ali? How about we zap your Personal Incarnation instead?" Ha!

■ Brainwash	15	35
■ Brothers of Fire	1.25	2.00
■ Carnivorous Plant	.35	.75
■ Cave People	2.25	3.00
■ City of Shadows	5.00	8.00
■ Cleansing	5.00	8.00
■ Coal Golem	2.25	3.00
■ Curse Artifact	2.25	3.00
■ Dance of Many	4.00	6.00
■ Dark Heart of the Wood	.35	.75

■ Dark Sphere	3.50	5.00
■ Deep Water	.35	.75
■ Diabolic Machine	2.25	3.00
■ Drowned	.35	.75
■ Dust to Dust	.35	.75
■ Eater of the Dead	4.00	6.00
■ Electric Eel	1.50	2.50
■ Elves of Deep Shadow	2.50	3.50
■ Erosion	.35	.75
■ Eternal Flame	4.00	6.00
■ Exorcist	7.00	10.00
■ Fallen, The	1.50	2.50
■ Fasting	1.50	2.50
■ Fellwar Stone	2.50	3.50
■ Festival	.35	.75
■ Fire and Brimstone	2.25	3.00
■ Fire Drake	1.50	2.50
■ Fissure	.35	.75
■ Flood	.75	1.50
■ Fountain of Youth	1.50	2.50
■ Frankenstein's Monster	8.00	12.00
■ Gaop's Touch	.75	1.50
■ Ghost Ship	.35	.75
■ Giant Shark	.35	.75
■ Goblin Caves	.35	.75
■ Goblin Digging Team	.35	.75
■ Goblin Hero	.35	.75
■ Goblin Rock Sled	.35	.75
■ Goblin Shrine	.35	.75
■ Goblin Wizard	5.00	8.00
■ Goblins of the Flarg	.35	.75
■ Grave Robbers	5.00	8.00
■ Hidden Path	6.00	8.00
■ Holy Light	.35	.75
■ Inferno	4.00	6.00
■ Inquisition	.35	.75
■ Knights of Thom	6.00	10.00
■ Land Leeches	.35	.75
■ Leviathan	5.00	8.00
■ Living Armor	1.50	2.50
■ Lurker	4.00	6.00
■ Mana Clash	3.25	4.00
■ Mana Vortex	5.00	8.00
■ Marsh Gas	.35	.75
■ Marsh Goblins	.35	.75
■ Marsh Viper	.35	.75
■ Martyr's Cry	4.00	6.00
■ Maze of Ith	6.00	10.00
■ Merfolk Assassin	4.00	6.00
■ Mind Bomb	3.25	4.00
■ Miracle Worker	.35	.75
■ Morale	.35	.75
■ Murk Dwellers	.35	.75
■ Nameless Race	4.00	6.00
■ Necropolis	1.50	2.50
■ Niall Silvain	4.00	6.00
■ Orc General	2.50	3.50
■ People of the Woods	3.25	4.00
■ Pikemen	.35	.75
■ Preacher	10.00	15.00
■ Psychic Allergy	4.00	6.00
■ Rag Man	4.00	6.00
■ Reflecting Mirror	3.50	5.00
■ Riptide	.35	.75
■ Runesword	1.50	2.50
■ Safe Haven	4.00	6.00
■ Seven Elves	.35	.75
■ Scarecrow	3.50	5.00
■ Scarwood Bandits	5.00	8.00
■ Scarwood Goblins	.35	.75
■ Scarwood Hag	2.50	3.50
■ Scavenger Folk	.35	.75
■ Season of the Witch	5.00	8.00
■ Sisters of the Flame	.75	1.50
■ Skull of Orm	4.00	6.00
■ Sorrow's Path	3.25	4.00
■ Spitting Slug	1.50	2.50
■ Squire	.35	.75
■ Standing Stones	2.25	3.00
■ Stone Calendar	6.00	8.00
■ Sunken City	.35	.75
■ Tangle Kelp	1.50	2.50
■ Tarn of Trokair	1.50	2.50
■ Tarn's Crusade	1.50	2.50
■ Tomard's Crypt	1.50	2.50
■ Tower of Coireall	1.50	2.50
■ Tracker	5.00	8.00
■ Uncle Istvan	1.50	2.50
■ Venom	.35	.75
■ Wand of Ith	2.50	3.50
■ War Barge	3.50	5.00
■ Water Wurm	.35	.75
■ Whippoorwill	2.50	3.50
■ Witch Hunter	4.00	6.00
■ Word of Binding	.35	.75
■ Worms of the Earth	4.00	6.00
■ Wormwood Treefolk	4.00	6.00

FALLEN EMPIRES

WIZARDS OF THE COAST: 1994

Full Set (187 cards)	\$45.00	60.00
Booster Pack (8 cards)	.75	1.25
Booster Box (60 packs)	40.00	55.00

■ Aeolipile	1.50	2.50
■ Armor Thrull	.35	.75
■ Baln of Restoration	1.50	2.50
■ Basil Thrull	.35	.75
■ Bottomless Vault	3.25	4.00
■ Brassclaw Orcs	.35	.75
■ Breeding Pit	1.50	2.50
■ Combat Medic	.35	.75
■ Conch Horn	1.25	2.00
■ Deep Spawn	.75	1.50
■ Delir's Cone	.35	.75
■ Delir's Cube	1.25	2.00
■ Delir's Duler	1.50	2.50
■ Draconian Cylax	2.50	3.50
■ Dwarven Armorer	2.50	3.50
■ Dwarven Catapult	.75	1.50
■ Dwarven Hold	2.50	3.50
■ Dwarven Lieutenant	.75	1.50
■ Dwarven Ruins	.75	1.50
■ Dwarven Soldier	.35	.75
■ Ebon Praetor	3.50	5.00
■ Ebon Stronghold	1.25	2.00
■ Ebon Fortress	.35	.75
■ Elvish Farmer	2.50	3.50
■ Elvish Hunter	.35	.75
■ Elven Lyre	1.25	2.00
■ Elvish Scout	.35	.75
■ Farrel's Mantle	.75	1.50
■ Farrel's Zealot	.35	.75
■ Farrelite Priest	.35	.75
■ Feral Thallid	1.50	2.50
■ Fungal Bloom	3.50	5.00
■ Goblin Chirurgeon	.35	.75
■ Goblin Flotilla	2.50	3.50
■ Goblin Grenade	.35	.75
■ Goblin Kites	.75	1.50
■ Goblin War Drums	.35	.75
■ Goblin Warrens	3.25	4.00
■ Hand of Justice	4.00	6.00
■ Havenwood Battleground	1.25	2.00
■ Heroism	.75	1.50
■ High Tide	.35	.75
■ Hollow Trees	3.25	4.00
■ Homarid	.35	.75
■ Homarid Shaman	2.25	3.00
■ Homarid Spawning Bed	.75	1.50
■ Homarid Warrior	.35	.75
■ Hymn to Taurach	.35	.75
■ Icatian Infantry	.35	.75
■ Icatian Javelineers	.35	.75
■ Icatian Lieutenant	2.25	3.00
■ Icatian Moneychanger	.35	.75
■ Icatian Phalanx	.75	1.50
■ Icatian Priest	.75	1.50
■ Icatian Scout	.35	.75
■ Icatian Skirmishers	3.25	4.00
■ Icatian Store	3.25	4.00
■ Icatian Town	3.50	5.00
■ Implements of Sacrifice	1.50	2.50
■ Initiates of the Ebon Hand	.35	.75
■ Merseine	.35	.75
■ Mindstab Thrull	.35	.75
■ Necrite	.35	.75
■ Night Soil	.35	.75
■ Orclish Captain	.75	1.50
■ Orclish Spy	.35	.75
■ Orclish Veteran	.35	.75
■ Order of Leitbur	.35	.75
■ Order of the Ebon Hand	.35	.75
■ Origg	2.25	3.00
■ Raiding Party	.75	1.50
■ Rainbow Vale	2.50	3.50
■ Ring of Renewal	2.25	3.00
■ River Merfolk	2.25	3.00
■ Ruins of Trokair	1.25	2.00
■ Sand Silos	2.50	3.50
■ Seasinger	2.25	3.00
■ Soul Exchange	1.25	2.00
■ Spirit Shield	2.25	3.00
■ Spore Cloud	.35	.75
■ Spore Flower	.75	1.50
■ Svyelunite Priest	.75	1.50
■ Svyelunite Temple	.75	1.50
■ Thallid	.35	.75
■ Thallid Devourer	.75	1.50
■ Thelon's Chant	1.25	2.00
■ Thelon's Curse	2.25	3.00
■ Thelonite Druid	.75	1.50

ICE AGE

WIZARDS OF THE COAST: 1995

Full Set (383 cards)	\$375.00	450.00
Starter Deck (60 cards)	10.00	18.00
Starter Box (10 decks)	90.00	170.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	90.00	125.00

■ Abyssal Specter	1.50	2.50
■ Adarkar Sentinel	2.50	3.50
■ Adarkar Unicorn	.35	.75
■ Adarkar Wastes	4.00	6.00
■ Aegis of the Meek	4.00	6.00
■ Aggression	2.25	3.00
■ Altar of Bone	5.00	8.00
■ Amulet of Quoz	3.50	5.00
■ Anarchy	3.25	4.00
■ Arctic Foxes	.35	.75
■ Arcum's Sleigh	1.50	2.50
■ Arcum's Weatherstone	2.00	3.00
■ Arcum's Whistle	2.00	3.00
■ Aronson's Aura	.35	.75
■ Armor of Faith	.35	.75
■ Arnilot's Ascent	.35	.75
■ Ashen Ghoul	1.50	2.50
■ Aurochs	.35	.75
■ Avalanche	2.25	3.00
■ Balduvian Barbarians	.35	.75
■ Balduvian Bears	.35	.75
■ Balduvian Conjuror	1.50	2.50
■ Balduvian Hydra	7.00	9.00
■ Balduvian Shaman	.35	.75
■ Barbarian Guides	.35	.75
■ Barbed Sextant	.35	.75
■ Baton of Morale	2.00	3.00
■ Battle Cry	1.50	2.50
■ Battle Frenzy	.35	.75
■ Binding Grasp	3.00	5.00
■ Black Scarab	2.00	3.00
■ Blessed Wine	.35	.75
■ Blinking Spirit	5.00	8.00
■ Blizzard	5.00	8.00
■ Blue Scarab	2.00	3.00
■ Bone Shaman	.35	.75
■ Brainstorm	.35	.75
■ Brand of Ill Omen	5.00	8.00
■ Breath of Dreams	1.50	2.50
■ Brine Shaman	.35	.75
■ Brown Ouphe	.35	.75
■ Brushland	4.00	6.00
■ Burnt Offering	.35	.75
■ Call to Arms	6.00	8.00
■ Canbar Range	6.00	8.00
■ Celestial Sword	4.00	6.00
■ Centaur Archer	2.00	3.00
■ Chaos Lord	6.00	8.00
■ Chaos Moon	6.00	8.00
■ Chromatic Armor	6.00	8.00
■ Chub Toad	.35	.75
■ Circle of Protection: Black	.35	.75
■ Circle of Protection: Blue	.35	.75
■ Circle of Protection: Green	.35	.75
■ Circle of Protection: Red	.35	.75
■ Circle of Protection: White	.35	.75
■ Clairvoyance	.35	.75
■ Cloak of Confusion	.35	.75
■ Cold Snap	2.00	3.00
■ Conquer	2.50	3.00
■ Cooperation	.35	.75
■ Counterspell	.35	.75
■ Crown of the Ages	6.00	9.00
■ Curse of Mant Laga	6.00	8.00
■ Dance of the Dead	2.25	3.00
■ Dark Banishing	.35	.75
■ Dark Ritual	.35	.75
■ Death Ward	.35	.75
■ Deflection	10.00	15.00
■ Demonic Consultation	2.25	3.00
■ Despot's Scepter	4.00	6.00
■ Diabolic Vision	2.25	3.00



price guide

■ Dire Wolves	35	75
□ Disenchant	35	75
■ Dread Wight	5.00	7.00
■ Dreams of the Dead	1.50	2.50
■ Drift of the Dead	2.00	3.00
□ Drought	2.50	3.50
■ Dwarven Armory	5.00	8.00
■ Earthlink	5.00	7.00
■ Earthlore	35	75
■ Elder Druid	7.00	10.00
■ Elemental Augury	5.00	8.00
■ Elkin Bottle	4.00	6.00
□ Elish Healer	35	75
■ Enduring Renewal	6.00	8.00
□ Energy Storm	6.00	8.00
■ Enervate	35	75
■ Erant Minion	35	75
■ Erantry	35	75
■ Essence Filter	35	75
■ Essence Flare	35	75
■ Essence Vortex	2.00	3.00
■ Fanatical Fever	3.25	4.00
■ Fear	35	75
■ Fiery Justice	4.00	6.00
■ Fire Covenant	2.00	3.00
■ Flame Spirit	2.00	3.00
■ Flare	35	75
■ Flooded Woodlands	5.00	7.00
■ Flow of Maggots	5.00	7.00
■ Folk of the Pines	35	75
■ Forbidden Lore	4.00	6.00
■ Force Void	1.50	2.50
■ Forest	.05	10
■ Forgotten Lore	2.00	3.00
□ Formation	4.00	6.00
■ Foul Familiar	35	75
■ Foxfire	35	75
■ Freyalise Suppliant	1.50	2.50
■ Freyalise's Charm	1.50	2.50
■ Freyalise's Winds	5.00	7.00
■ Fumarole	2.50	3.50
□ Fylgia	35	75
■ Fyndhorn Bow	2.25	3.00
■ Fyndhorn Brownie	35	75
■ Fyndhorn Elder	2.50	3.50
■ Fyndhorn Elves	35	75
■ Fyndhorn Pollen	4.00	6.00
■ Game of Chaos	6.00	8.00
■ Gangrenous Zombies	35	75
■ Gaze of Pain	35	75
□ General Jarkeld	6.00	8.00
■ Ghostly Flame	6.00	8.00
■ Giant Growth	35	75
■ Giant Trap Door Spider	2.00	3.00
■ Glacial Chasm	2.00	3.00
■ Glacial Crevasses	4.00	6.00
■ Glacial Wall	1.50	2.50
■ Glaciers	4.00	6.00
■ Goblin Lyre	4.00	6.00
■ Goblin Mutant	2.25	3.00
■ Goblin Sappers	35	75
■ Goblin Ski Patrol	35	75
■ Goblin Snowman	2.00	3.00
■ Gorilla Pack	35	75
■ Grovebind	4.00	6.00
□ Green Scarab	2.00	3.00
■ Grizzled Wolverine	35	75
■ Hallowed Ground	2.00	3.00
■ Halls of Mist	5.00	8.00
□ Heal	35	75
■ Hecatomb	7.00	10.00
■ Hermitic Talisman	1.50	2.50
■ Hipparian	1.50	2.50
■ Hoar Shade	35	75
■ Hot Springs	4.00	6.00
■ Howl from Beyond	35	75
■ Hurricane	1.50	2.50
■ Hypolepterus Lemure	2.00	3.00
■ Hydroblast	35	75
■ Hymn of Rebirth	2.50	3.50
■ Ice Berg	2.50	3.50
■ Ice Cauldron	5.00	8.00
■ Ice Floe	2.50	3.50
■ Icequake	2.50	3.50
■ Icy Manipulator	8.00	15.00

■ Icy Prison	5.00	7.00
■ Illusionary Forces	35	75
■ Illusionary Presence	4.00	6.00
■ Illusionary Terrain	2.25	3.00
■ Illusionary Wall	35	75
■ Illusions of Grandeur	6.00	8.00
■ Imposing Visage	35	75
■ Incerate	35	75



TOP TEN HOTTEST CARDS

3) Fork
We haven't made fun of Kasimir since No. 8. Y'know, the only other Lone Wolf we know is Lenny from *Laveme & Shirley*, and we'd rather have him in our deck. (And Fork, which duplicates spells, is really hot.)

■ Infernal Darkness	6.00	8.00
■ Infernal Denizen	6.00	8.00
■ Infinite Hourglass	5.00	7.00
■ Infuse	35	75
■ Island	.05	10
■ Jester's Cap	18.00	30.00
■ Jester's Mask	12.00	20.00
■ Jeweled Amulet	2.50	3.50
■ Johtull Wurm	2.00	3.00
■ Jokulhaupts	6.00	8.00
■ Juniper Order Druid	35	75
□ Justice	2.50	3.50
■ Karplusan Forest	4.00	6.00
■ Karplusan Giant	2.50	3.50
■ Karplusan Yeti	6.00	8.00
■ Kelsinko Ranger	35	75
■ Kjeldoran Dead	35	75
■ Kjeldoran Elite Guard	2.25	3.00
■ Kjeldoran Frostbeast	2.00	3.00
■ Kjeldoran Guard	35	75
■ Kjeldoran Knight	5.00	7.00
■ Kjeldoran Phalanx	5.00	7.00
■ Kjeldoran Royal Guard	6.00	8.00
■ Kjeldoran Skycaptain	2.25	3.00
■ Kjeldoran Skyknight	35	75
■ Kjeldoran Warrior	35	75
■ Knights of Stromgald	2.25	3.00
■ Krovikan Elementalist	2.25	3.00
■ Krovikan Fetish	35	75
■ Krovikan Sorcerer	35	75
■ Krovikan Vampire	3.50	5.00
■ Land Cap	5.00	7.00
■ Lapiz Lazuli Talisman	1.50	2.50
■ Lava Burst	35	75
■ Lava Tubes	5.00	7.00
■ Legions of Lim-Dal	35	75
■ Leshrac's Rite	1.50	2.50
■ Leshrac's Sigil	1.50	2.50
■ Lhurgoyf	8.00	12.00
■ Lim-Dal's Cohort	35	75
■ Lim-Dal's Hex	2.25	3.00
■ Lightning Blow	4.00	6.00
■ Lost Order of Jarkeld	5.00	8.00
■ Lure	1.50	2.50
■ Maddening Wind	1.50	2.50
■ Magus of the Unseen	8.00	10.00
■ Malachite Talisman	1.50	2.50
■ Marlon Stromgald	10.00	15.00
■ Melee	1.50	2.50
■ Melting	1.50	2.50
■ Mercenaries	4.00	6.00
■ Merieke Pi Benit	5.00	7.00
■ Mesmeric Trance	4.00	6.00
■ Meteor Shower	35	75
■ Mind Ravel	35	75
■ Mind Warp	2.00	3.00
■ Mind Whip	4.00	6.00

■ Minion of Leshrac	8.00	10.00
■ Minion of Tevess Szat	6.00	8.00
■ Mistfolk	35	75
■ Mole Worms	2.25	3.00
■ Monsoon	4.00	6.00
■ Moor Fiend	35	75
■ Mountain	.05	10
■ Mountain Goat	35	75



TOP TEN HOTTEST CARDS

2) Jester's Cap
The closer you get to the top of the Jester's head, the cooler his stuff. That makes his flip-flops a one-star card and his jock a two-and-a-half. His Cap, which toasts three cards, rates five stars.

■ Mountain Titan	5.00	7.00
■ Mudslide	5.00	7.00
■ Musician	5.00	8.00
■ Mystic Might	4.00	6.00
■ Mystic Remora	35	75
■ Nacre Talisman	1.50	2.50
■ Naked Singularity	5.00	7.00
■ Nature's Lore	1.50	2.50
■ Necropotence	5.00	7.00
■ Norrith	35	75
■ Oath of Lim-Dal	5.00	7.00
■ Onyx Talisman	1.50	2.50
■ Orich Cannonbeers	1.50	2.50
■ Orich Conscripts	35	75
■ Orich Farmer	35	75
■ Orich Healer	2.00	3.00
■ Orich Librarian	4.00	6.00
■ Orich Lumberjack	35	75
■ Orich Squatters	5.00	8.00
□ Order of the Sacred Torch	6.00	8.00
□ Order of the White Shield	2.00	3.00
■ Pale Beers	3.50	5.00
■ Panic	35	75
■ Pentagram of the Ages	7.00	10.00
■ Pestilence Rats	35	75
■ Phantasmal Mount	2.50	3.50
■ Pit Trap	2.25	3.00
■ Plains	.05	10
■ Polar Kraken	8.00	12.00
■ Portent	35	75
■ Power Sink	35	75
■ Pox	6.00	8.00
□ Prismatic Ward	35	75
■ Pygmy Allosaurus	4.00	6.00
■ Pykrite	35	75
■ Pyroblast	35	75
■ Pyroclasm	3.25	4.00
□ Rally	35	75
■ Ray of Command	35	75
■ Ray of Erasure	35	75
■ Reality Twist	6.00	9.00
■ Reclamation	4.00	6.00
■ Red Scarab	2.00	3.00
■ Regeneration	35	75
■ Rime Dryad	35	75
■ Ritual of Subdual	5.00	8.00
■ River Delta	4.00	6.00
■ Runed Arch	5.00	8.00
■ Sabretooth Tiger	35	75
■ Sacred Boon	2.25	3.00
■ Scaled Wurm	35	75
■ Sea Spirit	2.25	3.00
■ Seizures	35	75
■ Seraph	10.00	15.00
■ Shambling Strider	35	75
■ Shatter	35	75
□ Shield Bearer	35	75

■ Shield of the Ages	2.25	3.00
■ Shyft	6.00	8.00
■ Sibilant Spirit	6.00	8.00
■ Silver Erme	2.00	3.00
■ Skeleton Ship	6.00	8.00
■ Skull Catapult	2.00	3.00
■ Sleight of Mind	2.50	3.00
■ Snow-Covered Forest	15	35
■ Snow-Covered Island	15	35
■ Snow-Covered Mountain	15	35
■ Snow-Covered Plains	15	35
■ Snow-Covered Swamp	15	35
■ Snow Devil	35	75
■ Snow Fortress	5.00	8.00
□ Snow Hound	2.00	3.00
■ Snowblind	4.00	6.00
■ Snowfall	35	75
■ Soldevi Golem	5.00	8.00
■ Soldevi Machinist	2.00	3.00
■ Soldevi Simulacrum	2.00	3.00
■ Songs of the Damned	35	75
■ Soul Barrier	2.00	3.00
■ Soul Burn	35	75
■ Soul Kiss	35	75
■ Spectral Shield	2.50	3.50
■ Spoils of Evil	5.00	8.00
■ Spoils of War	7.00	10.00
■ Staff of the Ages	5.00	7.00
■ Stampede	6.00	8.00
■ Stench of Evil	2.50	3.50
■ Stone Rain	35	75
■ Stone Spirit	2.00	3.00
■ Stonehands	35	75
■ Storm Spirit	6.00	8.00
■ Stormbind	5.00	7.00
■ Stromgold Cabal	6.00	8.00
■ Stunted Growth	5.00	8.00
■ Sulfurous Springs	4.00	6.00
■ Sunstone	1.50	2.50
■ Swamp	.05	10
□ Swords to Plowshares	1.50	2.50
■ Tarpan	35	75
■ Thermakarst	2.25	3.00
■ Thoughtleech	2.25	3.00
■ Thunder Wall	2.50	3.50
■ Timberline Ridge	5.00	7.00
■ Time Bomb	6.00	8.00
■ Tinder Wall	35	75
■ Tor Giant	35	75
■ Total War	5.00	8.00
■ Touch of Death	35	75
■ Touch of Vitae	2.00	3.00
■ Trailblazer	5.00	7.00
■ Underground River	4.00	6.00
■ Updraft	1.50	2.50
■ Urza's Bauble	1.50	2.50
■ Veldt	5.00	7.00
■ Venomous Breath	2.00	3.00
■ Vertigo	2.00	3.00
■ Vexing Arcanix	5.00	8.00
■ Vibrating Sphere	4.00	6.00
■ Walking Wall	3.25	4.00
■ Wall of Lava	2.00	3.00
■ Wall of Pine Needles	2.00	3.00
■ Wall of Shields	2.00	3.00
■ War Chariot	2.25	3.00
□ Warning	35	75
■ Whalebone Glider	2.00	3.00
□ White Scarab	2.00	3.00
■ Whiteout	2.25	3.00
■ Wild Growth	35	75
■ Wind Spirit	2.25	3.00
■ Wings of Aesthir	2.25	3.00
■ Winter's Chill	6.00	8.00
■ Withering Wisps	1.50	2.50
■ Witigo	6.00	8.00
■ Woolly Mammoths	35	75
■ Woolly Spider	35	75
■ Word of Blasting	2.00	3.00
■ Word of Undoing	35	75
■ Wrath of Marit Lage	5.00	8.00
■ Yavimaya Gnats	2.50	3.50
■ Zur's Weiriding	6.00	8.00
■ Zuran Enchanter	35	75
■ Zuran Orb	3.25	4.00
■ Zuran Spellcaster	35	75

SEE NEXT PAGE FOR FULL HOMELANDS PRICE GUIDE!

CHRONICLES

WIZARDS OF THE COAST: 1995

Full Set (125 cards)	\$60.00	90.00
Booster Pack (12 cards)	2.00	4.00
Booster Box (45 packs)	85.00	130.00

Abu Ja'far	2.00	3.00
Active Volcano	35	75
Akron Legionnaire	3.00	5.00
Aladdin	5.00	8.00
Angelic Voices	5.00	8.00
Arcades Sabbath	6.00	10.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	35	75
Ashnod's Altar	75	1.00
Ashnod's Transmogrator	75	1.00
Axelrod Gunnarson	5.00	8.00
Ayasha Tanaka	4.00	6.00
Azure Drake	1.50	2.50
Banshee	75	1.50
Barf's Cage	2.50	3.50
Beasts of Bagan	1.50	2.50
Blood of the Martyr	75	1.00
Black Moon	4.00	6.00
Bog Rats	35	75
Book of Rass	1.50	2.50
Boomerang	35	75
Bronze Horse	4.00	6.00
Cat Warriors	35	75
Chromium	7.00	10.00
City of Brass	6.00	10.00
Cocoon	1.50	2.50
Concordant Crossroads	5.00	8.00
Crow Giant	2.00	4.00
Cuombaji Witches	35	75
Cyclone	3.50	6.00
D'Avenant Archer	75	1.50
Dakkon Blackblade	6.00	10.00
Dance of Many	3.00	5.00
Dandan	35	75
Divine Offering	75	1.50
Emerald Dragonfly	35	75
Enchantment Alteration	75	1.00
Erhnam Djinn	3.00	5.00
Fallen, The	75	1.50
Fallen Angel	2.00	4.00
Feldon's Cane	75	1.50



TOP TEN HOTTEST CARDS

1) **Dual Lands**
It was inevitable. Common, they're discontinued, they're only about 10 bucks a pop, and they give you two colors of mana without side effects. It's surprising they didn't take the No. 1 throne sooner.

Fire Drake	75	1.50
Fishliver Oil	35	75
Flash Flood	35	75
Fountain of Youth	75	1.50
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	35	75
Giant Slug	35	75
Goblin Artisans	75	1.00
Goblin Digging Team	35	75
Goblin Shrine	35	75
Goblins of the Flarg	35	75
Hasran Ogress	35	75
Hell's Caretaker	6.00	8.00
Horn of Deafening	4.00	6.00
Indestructible Aura	35	75
Ivory Guardians	1.00	2.00

Jalum Tome	2.50	3.00
Jeweled Bird	3.00	5.00
Johan	5.00	7.00
Juxtapose	3.00	5.00
Keepers of the Faith	35	75
Kei Takahashi	1.50	2.50
Land's Edge	4.00	6.00
Living Armor	75	1.50
Mahault Eldragon	1.50	2.50
Metamorphosis	35	75
Mountain Yeti	35	75
Nebuchadnezzar	5.00	8.00
Nicol Bolas	7.00	10.00
Obelisk of Undoing	5.00	8.00
Palladia-Mors	7.00	10.00
Petra Sphynx	3.50	5.00
Primordial Ooze	1.00	2.00
Puppet Master	1.00	2.00
Rabid Wombat	2.00	4.00
Rakalite	1.50	2.50
Recall	4.00	6.00
Remove Soul	35	75
Repentant Blacksmith	35	75
Revelation	4.00	6.00
Rubinia Soulsinger	5.00	8.00
Runesword	75	1.50
Safe Haven	3.35	4.00
Scavenger Folk	35	75
Sentinel	3.00	5.00
Serpent Generator	5.00	8.00
Shield Wall	1.00	2.00
Shimian Night Stalker	1.50	2.50
Sivith Scarzam	1.50	2.50
Sol Kanar the Swamp King	6.00	8.00
Stang	3.50	5.00
Storm Seeker	32.50	3.50
Takklemogot	1.00	2.00
Teleport	3.35	4.00
Tobias Andron	1.50	2.50
Tor Wauki	1.50	2.50
Tormod's Crypt	75	1.50
Transmutation	35	75
Triassic Egg	3.00	5.00
Urza's Mine (4 versions)	35	75
Urza's Power Plant (4 ver.)	35	75
Urza's Tower (4 versions)	35	75
Vaevictis Asmadi	7.00	10.00
Voodoo Doll	3.00	5.00

Wall of Heat	35	75
Wall of Opposition	2.00	3.00
Wall of Shadows	35	75
Wall of Vapor	35	75
Wall of Wonder	1.00	2.00
War Elephant	35	75
Witch Hunter	2.00	3.00
Wretched, The	7.00	10.00
Xira Arien	5.00	8.00
Ywgmooth Demon	5.00	8.00

SPECIAL OFFERS

Arena	6.00	10.00
Giant Badger	6.00	10.00
Mana Crypt	7.00	10.00
Nalathni Dragon	6.00	10.00
Sewers 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.
M:TG 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.
M:TG 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.
M:TG Revised Boxed Set \$20.00 25.00

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

HOMELANDS

WIZARDS OF THE COAST: 1995

Full Set (140 cards)	\$120.00	\$160.00
Booster Pack (8 cards)	1.75	3.00
Booster Box (60 packs)	110.00	160.00

Card Name	Rarity	Low	High
Abbey Gargoyles	U	2.50	3.50
Abbey Matron (ver. 1)	C	35	75
Abbey Matron (ver. 2)	C	35	75
Aether Storm	R	6.00	8.00
Aliban's Tower (ver. 1)	C	35	75
Aliban's Tower (ver. 2)	C	35	75
Ambush	C	35	75
Ambush Party (ver. 1)	C	35	75
Ambush Party (ver. 2)	C	35	75
An-Haava Constable	U	3.00	5.00
An-Haava Inn	R	4.00	6.00
An-Haava Township	R	5.50	7.50
An-Zerrin Ruins	R	4.00	6.00
Anaba Ancestor	R	4.00	6.00
Anaba Bodyguard (ver. 1)	C	35	75
Anaba Bodyguard (ver. 2)	C	35	75
Anaba Shaman (ver. 1)	C	35	75
Anaba Shaman (ver. 2)	C	35	75
Anaba Spirit Crafter	U	3.50	6.00
Apocalypse Chime	R	6.00	8.00
Autumn Willow	U	8.00	10.00
Aysen Abbey	U	4.00	6.00
Aysen Bureaucrats (ver. 1)	C	35	75
Aysen Bureaucrats (ver. 2)	C	35	75
Aysen Crusader	R	5.00	7.00
Aysen Highway	R	4.00	6.00
Baki's Curse	R	4.50	6.50
Baron Sengir	R	8.00	10.00
Beast Walkers	R	4.00	6.00
Black Carriage	R	4.00	6.00
Broken Visage	R	5.00	7.00
Carapace (ver. 1)	C	35	75
Carapace (ver. 2)	C	35	75

Castle Sengir	U	4.00	6.00
Cemetery Gate (ver. 1)	C	35	75
Cemetery Gate (ver. 2)	C	35	75
Chain Stasis	R	6.00	8.00
Chandler	C	35	75
Clockwork Gnomes	C	35	75
Clockwork Steed	C	35	75
Clockwork Swarm	C	35	75
Coral Reef	C	35	75
Dark Maze (ver. 1)	C	35	75
Dark Maze (ver. 2)	C	35	75
Daughter of Autumn	R	5.00	7.00
Death Speakers	U	3.00	5.00
Didgendo	R	4.00	6.00
Drudge Spell	U	3.00	5.00
Dry Spell (ver. 1)	C	35	75
Dry Spell (ver. 2)	C	35	75
Dwarven Pony	R	4.00	6.00
Dwarven Sea Clan	R	5.00	7.00
Dwarven Trader (ver. 1)	C	35	75
Dwarven Trader (ver. 2)	C	35	75
Ebony Rhino	C	35	75
Eron the Relentless	U	5.00	7.00
Evaporate	U	2.50	3.50
Faerie Noble	R	4.00	6.00
Feast of the Unicorn (ver. 1)	C	35	75
Feast of the Unicorn (ver. 2)	C	35	75
Feroz's Ban	U	5.00	7.00
Folk of An-Haava (ver. 1)	C	35	75
Folk of An-Haava (ver. 2)	C	35	75
Forget	R	4.00	6.00
Funeral March	C	35	75
Ghost Hounds	U	3.50	5.00
Giant Albatross (ver. 1)	C	35	75
Giant Albatross (ver. 2)	C	35	75
Giant Oyster	U	3.00	5.00
Grandmother Sengir	R	4.00	6.00
Greater Werewolf	C	35	75
Hazduthr the Abbot	R	4.00	6.00



An-Zerrin Ruins

Headstone	C	35	75
Heart Wolf	R	4.00	6.00
Hungry Mist (ver. 1)	C	35	75
Hungry Mist (ver. 2)	C	35	75
Ihsan's Shade	R	5.00	7.00
Iviri Sengir	U	3.50	5.00
Ironclaw Curse	R	4.00	6.00
Jinx	C	35	75
Joven	C	35	75
Joven's Ferrets	C	35	75
Joven's Tools	R	5.00	7.00
Kaskun Falls	R	4.00	6.00
Kaskun Keep	U	4.00	6.00
Labyrinth Minotaur (ver. 1)	C	35	75
Labyrinth Minotaur (ver. 2)	C	35	75
Leaping Lizard	C	35	75
Leeches	R	4.00	6.00
Mammoth Harness	R	4.00	6.00
Marjhan	R	4.00	6.00
Memory Lapse (ver. 1)	C	35	75
Memory Lapse (ver. 2)	C	35	75
Merchant Scroll	C	35	75
Mesa Falcon (ver. 1)	C	35	75
Mesa Falcon (ver. 2)	C	35	75

Mystic Decree	R	5.00	7.00
Narwhal	R	5.00	7.00
Orcish Mine	U	2.00	4.00
Primal Order	R	7.00	9.00
Prophecy	C	35	75
Rashka the Slayer	U	3.50	6.00
Reef Pirates (ver. 1)	C	35	75
Reef Pirates (ver. 2)	C	35	75
Renewal	C	35	75
Retribution	U	3.00	5.00
Reveko, Wizard Savant	R	4.00	6.00
Root Spider	U	2.50	4.00
Roots	U	2.00	4.00
Roterathopter	C	35	75
Rysonian Badger	R	5.00	7.00
Samite Alchemist (ver. 1)	C	35	75
Samite Alchemist (ver. 2)	C	35	75
Sea Sprite	U	3.00	5.00
Sea Troll	U	2.00	3.50
Sengir Autocrat	R	5.00	7.00
Sengir Bats (ver. 1)	C	35	75
Sengir Bats (ver. 2)	C	35	75
Serra Aviary	R	5.00	7.00
Serra Beshary	C	35	75
Serra Inquisitors	U	2.00	3.50
Serra Paladin	C	35	75
Serrated Arrows	C	35	75
Shrink (ver. 1)	C	35	75
Shrink (ver. 2)	C	35	75
Soraya the Falconer	R	4.00	6.00
Spectral Bears	U	3.50	5.50
Tammenian Fiends	R	4.00	6.00
Torture (ver. 1)	C	35	75
Torture (ver. 2)	C	35	75
Trade Caravan (ver. 1)	C	35	75
Trade Caravan (ver. 2)	C	35	75
Truce	R	6.00	7.00
Veldrane of Sengir	R	5.00	7.00
Wall of Kelp	R	5.00	7.00
Willow Faerie (ver. 1)	C	35	75
Willow Faerie (ver. 2)	C	35	75
Willow Priestress	R	6.00	8.00
Winter Sky	R	4.00	6.00
Wizards' School	U	4.00	6.00

WENT UP WENT DOWN HEAVILY TRADED

INQUEST

price guide

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 (400 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)	\$90.00	\$105.00
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)	7.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.00	1.50
Booster Box (36 packs)	75.00	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)	\$175.00	225.00
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)	\$25.00	50.00
Starter Deck		NONE
Booster Pack (10 cards)	2.00	2.50
Booster Box (36 packs)	60.00	80.00

GALACTIC EMPIRES

COMPANION GAMES-1995

Full Set (440)	\$175.00	200.00
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 Hatching	4.00	6.00
Dragon Lair	4.00	6.00
Moon Dragoness	5.00	8.00
Monster 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	70.00	90.00
Ancient Spacerarer	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



GUARDIANS—WIND SPIRIT

GUARDIANS

FPG-1995

Full Set (287 cards)	\$200.00	300.00
Starter Deck (60 cards)	\$9.00	12.00
Starter Deck Box (10 decks)	90.00	110.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00



HIGHLANDER—EXTRA SHOT

HIGHLANDER

THUNDER CASTLE GAMES-1995

Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00



HYBORIAN GATES—TRANSPORT BOT

HYBORIAN GATES

CARDZ-1995

Full Set (450 cards)	\$300.00	400.00
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

Murphy's Law



ILLUMINATI—MURPHY'S LAW

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
Starter Deck 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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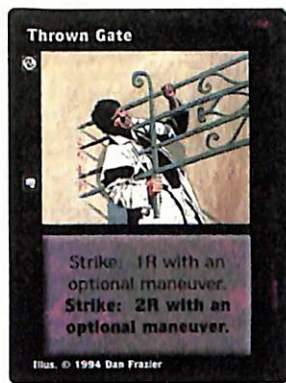
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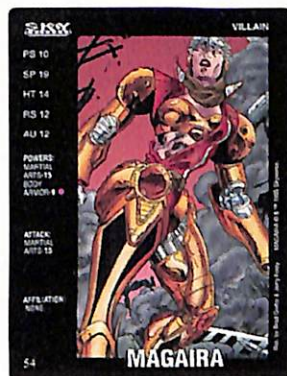
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RAGE

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Yuni Tvarivich	25.00	35.00
Zachary Ellison	2.50	3.50



REDEMPTION—GOLIATH'S SPEAR

REDEMPTION
CACTUS GAME DESIGN-1995

Full Set (300 cards)	\$ 200.00	250.00
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—CLAW OF THE TIGER

SHADOWFIST
DAEDALUS GAMES-1995

Full Set (325 cards)	\$200.00	275.00
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)	\$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

SPELLFIRE

TSR-1994

Full 1st Edition Set (445 cards)	\$150.00	225.00
(Set price includes 25 booster exclusive cards)		
1st Edition Starter Deck (110 cards)	10.00	12.00
1st Edition Starter Box (6 dual decks)	60.00	70.00
1st Edition Booster Pack (15 cards)	1.25	1.50
1st Edition Booster Box (36 packs)	40.00	50.00
Full No Edition Set (400-Cons Only)		
No Edition Starter Deck (55 cards)		
No Edition Starter Box (10 decks)		
No Edition Booster Pack		NONE
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Edition Starter Deck (110 cards)	12.00	15.00
2nd Edition Starter Box (6 duals)	75.00	90.00
2nd Edition Booster Pack (15 cards)	1.50	1.75
2nd Edition Booster Box (36 packs)	50.00	60.00
Invisibility	1.50	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Firebreathing	1.50	2.50
Siege!	1.50	2.50
Sout	1.50	2.50

RAVENLOFT EXPANSION

TSR-1994

Full Set (100 cards)	\$80.00	120.00
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
Krynn Minotaur	1.50	2.50
Tasselhoff Burrfoot	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

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)	2.00	2.50
Booster Box (36 packs)	70.00	90.00
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: THE REGENCY WARS

CDMG IMAGES-1995

Full Set (325 cards)	\$250.00	375.00
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: THE NEXT GENERATION LIMITED

DELPIPER 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	I.K.C. Pagh	7.00	10.00	Pegasus Search	3.50	5.00
Alidar Jarok	5.00	8.00	I.K.C. Qu'Vat	7.00	10.00	Phased Matter	75	1.50
Alien Abduction	75	1.50	I.K.C. Vor'Cha	75	1.50	Pi	5.00	8.00
Alien Groupie	3.50	5.00	I.K.C. Vorn	75	1.50	Plunder Site	1.50	2.50
Alien Parasites	1.50	2.50	Iconia Investigation	3.50	5.00	Portal Guard	1.25	2.00
Alien Probe	1.50	2.50	Iconian Computer Weapon	75	1.50	Q	10.00	15.00
Alyanna Nchayev	4.00	6.00	Impossible Door	75	1.50	Q2	3.50	5.00
Alyssa Ogawa	1.25	2.00	Incoming Message-Federation	3.25	4.00	Radioactive Garbage Scow	1.50	2.50
Amanda Rogers	1.50	2.50	Incoming Message-Klingon	2.25	3.00	Raise the Stakes	1.25	2.00
Amarie	1.25	2.00	Incoming Message-Romulan	2.25	3.00	Rebel Encounter	1.50	2.50
Anaphasic Organism	75	1.50	Interphase Generator	8.00	12.00	Reginald Barclay	8.00	12.00
Ancient Computer	8.00	12.00	Investigate Alien Probe	4.00	6.00	Relief Mission	1.25	2.00
Anti-Time Anomaly	6.00	10.00	Investigate Disappearance	4.00	6.00	REM Fatigue Hallucinations	2.25	3.00
Armus-Skin of Evil	8.00	12.00	Investigate Disturbance	4.00	6.00	RES-Q	75	1.50
Asteroid Sanctuary	75	1.50	Investigate Massacre	4.00	6.00	Restore Errant Moon	2.25	3.00
Auto-Destruct Sequence	1.50	2.50	Investigate Raid	3.50	5.00	Richard Galen	5.00	8.00
Avert Disaster	4.00	6.00	Investigate Rogue Comet	3.25	4.00	Riva	1.50	2.50
B'Etor	10.00	15.00	Investigate "Shattered Space"	3.50	5.00	Ro Laren	8.00	12.00
B'Jik	75	1.50	Investigate Sighting	2.50	3.50	Roga Danar	10.00	15.00
Ba'el	2.25	3.00	Investigate Time Continuum	3.50	5.00	Runabout	75	1.50
Baran	75	1.50	Ishara Yar	2.25	3.00	Sarek	10.00	15.00
Barclay's Protoplasmic Disease	6.00	10.00	Jaglan Shrek-Information Broker	5.00	8.00	Sarjenka	4.00	6.00
Benjamin Maxwell	75	1.50	Jean-Luc Picard	40.00	50.00	Sarhng Plunder	3.25	4.00
Betazoid Gift Box	8.00	12.00	Jenna O'Sora	1.50	2.50	Satek	7.00	10.00
Beverly Crusher	18.00	25.00	Jo'Bril	1.25	2.00	Science Vessel	75	1.50
Bochra	2.25	3.00	Juggler, The	75	1.50	Secret Salvage	1.50	2.50
Bok	1.25	2.00	K'Ehleyr	7.00	10.00	Seek Life-form	3.50	5.00
Borg Ship	12.00	18.00	K'Impex	75	1.50	Sela	10.00	15.00
Bynars Weapon Enhancement	7.00	10.00	K'Tal	75	1.50	Shaka, When the Walls Fell	1.50	2.50
Chalnoth	75	1.50	K'Vada	1.25	2.00	Shelby	7.00	10.00
Cloaked Mission	1.50	2.50	Kahless	6.00	10.00	Sir Isaac Newton	8.00	12.00
Cosmic String Fragment	1.25	2.00	Kareel Odan	75	1.50	Sirma Kolrami	1.50	2.50
Covert Installation	75	1.50	Kargan	5.00	8.00	Soren	1.50	2.50
Covert Rescue	75	1.50	Kell	1.50	2.50	Spacedock	75	1.50
Crisis	8.00	12.00	Kevin Uxbridge	1.50	2.50	Static Warp Bubble	75	1.50
Crystalline Entity	6.00	8.00	Khazara	8.00	12.00	Strategic Diversion	1.25	2.00
Cultural Observation	3.50	5.00	Khitomer Research	3.50	5.00	Study "Hole in Space"	3.25	4.00
Cytherians	4.00	6.00	Kivas Fajo-Collector	2.25	3.00	Study Lonka Pulsar	3.50	5.00
Darian Wallace	75	1.50	Klag	75	1.50	Study Nebula	3.50	5.00
Data	30.00	40.00	Kle'eg	75	1.50	Study Plasma Streamer	75	1.50
Deanna Troi	20.00	30.00	Klingon Death Yell	6.00	10.00	Study Stellar Collision	75	1.50
Devil, The	7.00	10.00	Klingon Right of Vengeance	75	1.50	Subspace Schism	75	1.50
Devlini Ral	1.50	2.50	Konmel	75	1.50	Supernova	7.00	10.00
Devoras	8.00	12.00	Korel	75	1.50	Survey Mission	4.00	6.00
Diplomacy Mission	75	1.50	Koroth	1.50	2.50	T'Pan	1.50	2.50
Distortion Field	1.50	2.50	Korris	1.50	2.50	Taibak	1.25	2.00
Distortion of...Continuum	2.25	3.00	Krios Suppression	75	1.50	Tam Elbrun	6.00	10.00
Djvok	1.50	2.50	Kromm	75	1.50	Tarellian Plague Ship	1.50	2.50
Dr. La Forge	5.00	7.00	Klarian Game	4.00	6.00	Tasha Yar	10.00	15.00
Dr. Leah Brahms	5.00	7.00	Kurak	5.00	8.00	Tebok	1.25	2.00
Dr. Reygo	75	1.50	Kurlan Naikos	8.00	12.00	Telepathic Alien Kidnappers	2.25	3.00
Dr. Selar	1.50	2.50	Kurn	7.00	10.00	Temporal Causality Loop	4.00	6.00
DuKath	1.50	2.50	L'Kor	1.25	2.00	Temporal Rift	1.50	2.50
Duras	8.00	12.00	Leah Brahms	5.00	8.00	Test Mission	1.25	2.00
El-Adrel Creature	1.50	2.50	Life-Farm Scan	1.50	2.50	Thei	75	1.50
Energy Vortex	75	1.50	Long-Range Scan	75	1.50	Thomas Riker	12.00	18.00
Engineering Kit	1.50	2.50	Lore Returns	8.00	12.00	Thought Maker	10.00	15.00
Eric Pressman	75	1.50	Lore's Fingernail	7.00	10.00	Time Travel Pod	5.00	8.00
Etana Jol	1.50	2.50	Lursa	10.00	15.00	Toby Russell	75	1.50
Evacuation	1.50	2.50	Lwaxanna Troi	8.00	12.00	Tokath	1.50	2.50
Evaluate Terraforming	4.00	6.00	Matriarchal Society	75	1.50	Tomalak	7.00	10.00
Exocomp	1.25	2.00	McKnight	1.50	2.50	Toq	1.25	2.00
Explore Black Cluster	2.50	3.50	Medical Relief	3.50	5.00	Torak	1.50	2.50
Explore Dyson Sphere	3.50	5.00	Medical Tricorder	1.25	2.00	Toral	1.25	2.00
Explore Typhoon Expanse	3.25	4.00	Mendak	6.00	10.00	Toreth	6.00	10.00
Expose Covert Supply	1.50	2.50	Mendon	75	1.50	Tarin	75	1.50
Extraction	5.00	8.00	Menthar Booby Trap	75	1.50	Tox Uthar	8.00	12.00
Federation Outpost	1.25	2.00	Mercenary Ship	2.25	3.00	Transwarp Conduit	1.25	2.00
Fek'Ihr	1.50	2.50	Metaphasic Shields	75	1.50	Traveler, The: Transcendence	2.25	3.00
Female's Love Interest	75	1.50	Microvirus	75	1.50	Treaty: Federation/Klingon	75	1.50
Firestorm	75	1.50	Mirok	1.50	2.50	Treaty: Federation/Romulan	75	1.50
First Contact	1.50	2.50	Marag	75	1.50	Treaty: Romulan/Klingon	75	1.50
Fleet Admiral Shanthi	1.50	2.50	Morgan Batson	5.00	8.00	Tsiolkovsky Infection	4.00	6.00
Full Planet Scan	2.25	3.00	Mat the Barber	1.50	2.50	Two-Dimensional Creatures	2.25	3.00
Gaps in Normal Space	1.25	2.00	Movar	1.50	2.50	U.S.S. Brittain	8.00	12.00
Genetic Replicator	2.25	3.00	N'Vek	1.25	2.00	U.S.S. Enterprise	30.00	40.00
Geordi La Forge	18.00	25.00	Nagilum	6.00	8.00	U.S.S. Excelsior	1.50	2.50
Giusli	75	1.50	Nanites	75	1.50	U.S.S. Galaxy	1.50	2.50
Goddess of Empathy	5.00	8.00	Narik	2.25	3.00	U.S.S. Hood	8.00	12.00
Gorta	75	1.50	Nausicaans	75	1.50	U.S.S. Phoenix	8.00	12.00
Gowran	12.00	18.00	Near-Warp Transport	1.25	2.00	U.S.S. Sutherland	2.50	3.50
Gravitic Mine	1.50	2.50	Neela Daren	8.00	12.00	U.S.S. Yamato	8.00	12.00
Haakona	8.00	12.00	Neral	75	1.50	Vagh	1.50	2.50
Hannah Bates	1.25	2.00	Neural Servo Device	1.50	2.50	Varon-T Disruption	8.00	12.00
Halo-Projectors	1.25	2.00	New Contact	3.50	5.00	Vash	8.00	10.00
Hologram Ruse	1.50	2.50	Nikolai Rozhenko	1.50	2.50	Vulcan Mindmeld	1.25	2.00
Honor Challenge	5.00	8.00	Nitrium Metal Parasites	2.25	3.00	Vulcan Stone of Gol	12.00	18.00
Horga'hn	12.00	18.00	Norah Satie	1.50	2.50	Warp Core Breach	3.50	5.00
Hugh	12.00	18.00	Nu'Daq	1.50	2.50	Wesley Crusher	18.00	25.00
Hunt for DNA Program	3.50	5.00	Null Space	1.50	2.50	Where No One Has Gone Before	75	1.50
Husnock Ship	2.25	3.00	Nutational Shields	1.25	2.00	William T. Riker	20.00	30.00
Hyper-Aging	1.50	2.50	Orett	2.25	3.00	Wind Dancer	4.00	6.00
I.K.C. Bortas	8.00	10.00	Palor Toff-Alien Trader	75	1.50	Worf	20.00	30.00
I.K.C. Buruk	7.00	10.00	Pardek	2.25	3.00	Wormhole	75	1.50
I.K.C. Hegg'ta	7.00	10.00	Parem	1.50	2.50	Wormhole Negotiations	4.00	6.00
I.K.C. K'Vort	1.50	2.50	Particle Fountain	75	1.50	Ziballan Transport	75	1.50

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER-1995

Full Set (363 cards)	\$225.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00
Single Cards	0.25-0.35x	Limited Prices

SUPER DECK!

CARD SHARKS-1994

Full Set (160 cards)	\$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack		NONE

TOWERS IN TIME

THUNDER CASTLE GAMES-1995

Full Set (210 cards)	\$90.00	150.00
Starter Deck (55 cards)	7.00	8.00
Starter Box (12 decks)	65.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	75.00	100.00

ULTIMATE COMBAT!

ULTIMATE GAMES-1995

Full Set (150 cards)	\$75.00	125.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	70.00	90.00

Beijing Blitz	1.50	2.50
Boken	3.50	5.00
Inferno Round Kick	4.00	6.00
Mask of Genghis Kahn	3.50	5.00
Psychic Nova	2.50	3.50

WYVERN

U.S. GAME SYSTEMS-1994

Full Premiere Set (135 cards)	\$300.00	400.00
Full Limited Set (239 cards)	350.00	450.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	75.00	125.00
Booster Pack (15 cards)	2.25	3.25
Booster Box (36 packs)	80.00	125.00

Gold Card	75.00	150.00
Pick a Treasure	75	1.50
Silver Card	40.00	60.00
Wyvern	75	1.50



WYVERN-BLINDING LIGHT

PHOENIX EXPANSION

U.S. GAME SYSTEMS-1995

Full Set (90 cards)		
Booster Pack (8 cards)	\$1.25	1.75
Booster Box (60 packs)	85.00	95.00

INQUEST

checklists



ON THE EDGE ARCANA EXPANSION

Full Set (153 cards)
* Indicates a card has multiple backgrounds

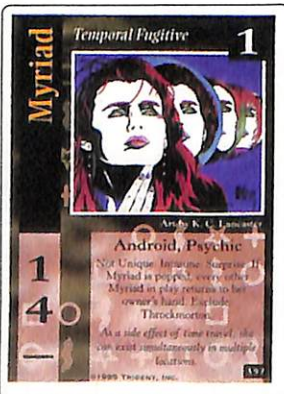
#	Card Name	Rarity	Artist
A1	Atlanteans' Secret	U1	Ferguson
A2	The Cabal's Story	U1	Ferguson
A3	The Magic Circle's Secret	U1	Ferguson
A4	The Purpose of the Neutralizers	U1	Ferguson
A5	The Secret of the Saou U1	Ferguson	
A6	Tablets of Kish	U1	Ferguson
A7	The Theory Behind Astral Powers	U1	Ferguson
A8	The Theory Behind Psychic Powers	U1	Ferguson
A9	The Truth About Necromancy	U1	Ferguson
A10	Vera Afanasyevna*	U1	Snyder
A11	Alter-Edge	U1	Warren
A12	Melinda Amduat*	U1	Moyer
A13	Ruth Anati	U2	McKinney



PEACH ANGELIC

A14	Peach Angelic	C2	Hogan
A15	Anubis Scrolls	U1	Shuler
A16	Astral Egg	U2	Bolt
A17	Astral Refractor	C2	Carpenter
A18	Atavism: Necromancer	U1	Mandus
A19	Atavism: Priestess of Thoth	U1	Hondru
A20	Bad Vibes	U1	Hondru
A21	Bruce Barret	C2	Bell
A22	Bast	U1	Shuler
A23	Belakarkov	C2	Houston
A24	Stas Bendick	C1	Moyer
A25	Tomek Berezowski	C1	Thornberry
A26	Big Mitts	U2	Kollin
A27	Blind Spot	C2	Houston
A28	Book of Malahel	U2	Hull
A29	Book of Putrescences	U2	Ferguson
A30	Broadcast	U1	Houston
A31	Bubbles	U1	Lancaster
A32	Canopic Jar	U2	Ferguson
A33	Carcinogenia	U2	Thornberry
A34	Cat's Feet	C2	Houston
A35	Charismatic Reservoir	C2	Ferguson
A36	Chateau Melmoth	C1	Daggar
A37	CPC Crackdown	U1	Houston
A38	CPC Headquarters	U2	Houston
A39	Anastasia Crowley*	U1	Bell
A40	Anastasia Crowley*	U1	Bell

A41	Monique D'Aubaine*	U1	Mandus
A42	Dark Secrets of Arthur	Compton	C2
A43	Delicatessen	U2	Hull
A44	Devourer	U2	Moyer
A45	Tanja Dijas	U1	Ferguson
A46	Doubling Thomas	C1	Raupp
A47	Ross Dowden	C1	Houston
A48	Mesut Economou	C2	Lancaster
A49	Sani Enahoro	C2	Thornberry
A50	Sanitation	C2	McKinney
A51	Exorcism	U2	Snyder
A52	Exorcism	U2	Ferguson
A53	Lou Farazi	C2	Thornberry
A54	Adrian Fig	U1	Haddad
A55	Ingred Fjersen	U1	Haddad
A56	Nicolas Flamel	U1	Haddad
A57	Flooding Nile	U2	Moyer
A58	Forked Tongue	U2	Ferguson
A59	Friends in Science Barrio	U2	Ferguson
A60	Gherwalbus	C2	Houston
A61	Rosa Ghitoni	C2	Houston
A62	Gnaoul	U1	Mandus
A63	Suvadra GoldStone	U1	Dannheiser
A64	Notiffy Grout	C2	Bell
A65	Notiffy Grout	C1	Ferguson
A66	Saab Hanoun	C2	Snyder
A67	The Harayelicon	U2	Warren
A68	Harem Conspiracy	U2	Hondru
A69	Harmattan	U1	Dannheiser
A70	Naval Al-Haz	C1	Haddad
A71	Head on the Door	C1	Dannheiser
A72	Healing Statue	U1	Raupp
A73	Triple Henderson	C2	Hogan
A74	Bulk Hertzog	U2	Kirkbride
A75	Athena Iakatos	U2	Kirkbride
A76	Athena Iakatos	U2	Mandus
A77	Iron Skin	C2	Houston
A78	Kamikaze	U1	Ferguson
A79	Andrej Kawierna	U2	Houston
A80	Donna Khalifah	C2	Hondru
A81	Kiyotaru Wakai	C2	Ferguson
A82	Eugene Krebbs	C2	Bell
A83	Kunimatsu Kozo	C1	Ferguson
A84	Billy Kwei	U2	Stone
A85	Fava Lahkdar	C2	Snyder
A86	Lightning Strike	C2	Thornberry
A87	Love Philtre	C2	Houston
A88	Ma'at	U1	Roundtree
A89	Magical Mural	C2	Ferguson
A90	Michael Malafi	C2	Moyer
A91	Mammon	U2	Daggar
A92	Djibril Maougal	C2	Moyer
A93	Marlowe Reading Room	U2	Ferguson
A94	Ricardo Martinez	U1	Ferguson
A95	Sister Mary Evangeline	C1	Lancaster
A96	Media Skepticism	U1	Lancaster
A97	Cheb Mehenni	C1	Dannheiser
A98	Misdirection	C1	Ferguson
A99	Marilyn Munyaradzi*	C1	Lancaster



MYRIAD

A97	Myriad	C2	Lancaster
A98	Damayanti Narasimhaiah	C1	Stone

A99	Anima Nee-Owoo	C2	Houston
A100	Farah Nekhbet	U1	Hondru
A101	Necromuzzle	C1	Daggar
A102	Nicolai Nemeth	C1	Moyer
A103	Nickels	C2	Houston
A104	Dumiso Nkomo*	U1	Houston
A105	Bjorn Nkweru	C1	Hondru
A106	Leila Noureddin	U2	Moyer
A107	Yvonne Pacheco	C2	Thornberry
A108	Umberto Palladino*	U1	Ferguson
A109	Umberto Palladino*	U1	Ferguson
A110	Umberto Palladino*	U1	Ferguson
A111	Dr. Jamaranathy Panil	C2	Raupp
A112	Paranormal Unit Theory	U1	Angstrom
A113	Islam Petri	U2	Moyer
A114	Eileen Pitchford	C2	Daggar
A115	Nicolae Plesu	C1	Casper
A116	Poltergeist	C2	Daggar
A117	Gilbert Portwine	C1	Lancaster



PSI CAT

A118	Psi Cat	C1	Calero
A119	Psi Cat	C1	Thornberry
A120	Psychic Anomaly	U1	Houston
A121	Psychic Time Bomb	C2	Roundtree



BLUSH QUAY

A121	Blush Quay	C2	Ferguson
A122	Horus Redwell	U2	Hondru
A123	Ring of Gyges	U2	Daggar
A124	Fob Saline	C2	Houston
A125	Scarab	C2	Jabar
A126	Secret Temple of Thoth	U1	Calero
A127	Sephira	U1	Ferguson
A128	Seven Oils	C1	Calero
A129	Shadrach*	U1	Casper
A130	Hanni Shahal	C2	Houston
A131	Josephina Shoukry	C1	Ferguson
A132	Slipper	U2	Ferguson
A133	Pressure Sly*	C1	Dannheiser
A134	Jersey Smith	U1	Houston
A135	Isabel Soyinka	C1	McKinney
A136	Spackle	C1	Thornberry
A137	Spaulding Manuscript	U2	Calero
A138	Madeline Svora*	C1	Lancaster
A139	Judy Swelter	U1	Moyer
A140	Kate Taylor	C2	Houston
A141	Telekinetic Punch	C2	Houston
A142	Throttle	U1	Ferguson
A143	Topaz Tidore	U1	Moyer
A144	Steno Topic	C1	Shuler

A145	Raul Trevino	C2	Calero
A146	Ur-Master	U2	Lancaster
A147	Alisher Ushman	U1	Moyer
A148	Dr. Maria Valdez	U2	Ferguson
A149	Ellen Wu*	U1	Stone
A150	Ginger Yang	C2	Houston
A151	Yoshiga	C2	Hondru
A152	Isis Zaman	U2	Moyer
A153	Qubilah Zeroual	U2	Snyder



WING COMMANDER

Full Set (312 cards)

Abbreviations

Squadrons - Terran

Ar	Arrow
HV	Hellcat V
Lb	Longbow
Th	Thunderbolt VII
AE	Arrow Elite
Ex	Excalibur
HE	Hellcat Elite
LE	Longbow Elite
TE	Thunderbolt Elite

Squadrons - Kilrathi

Dr	Darket
DI	Dralthi IV
Pk	Paktahn
Vt	Vaktah
Dd	Drakhai Darket
DD	Drakhai Dralthis
DP	Drakhai Paktahn
DV	Drakhai Vaktah
Sk	Sorkhah
St	Strakha

Other

Cr	Crew
Lu	Luck
Mv	Maneuver
PA	Pilot Award
WS	Weapon System
BD	Battle Damage
Mo	Modifier
SO	Secret Orders
NV	Nav Point
Ca	Carrier

Personalities

Db	Deadbolt
MG	McGoo
Ru	Rusty
Sn	Snapshot
CO	Cobra
Fl	Flash
HL	Hard Luck
Pa	Paladin
Va	Vagabond
Vq	Vaquero
Ag	Angel
Ho	Hobbas
Ma	Maniac
WC	Wing Commander
As	Apeshredder
DS	Deathstroke
FC	Firewalk
LS	Longshot
Mt	Motley
Ro	Rogue
Sz	Skitz
WH	Wise Hunter
BF	Bloodfang
BM	Bloodmist
DF	Deathfang
PT	Prince Tharkhath
ST	Stalker

TERRAN

Card Name	Rarity	Type
Blue Devil Squadron	C	Ar
Golden Cheeth Squadron	C	Ar
Hell's Archers Squadron	C	Ar
Jade Dragonfly Squadron	C	Ar
Northern Lights Squadron	C	Ar
Scarlet Speeder Squadron	C	Ar
Sparrowhawk Squadron	C	Ar
Dynamo Hum Squadron	C	HV
Five Birds Squadron	C	HV
Gray Hornet Squadron	C	HV
Killer Bee Squadron	C	HV
Osprey Squadron	C	HV
William Tell Squadron	C	Lb
Hurricane Squadron	C	TV
Sky Giant Squadron	C	TV



CREW-RADIO ROLLINS

Radio Rollins	C	Cr
Lt. Amanda Carruthers	C	Db
Capture Pilot	C	Lu
Recover Pilot	C	Lu
Academy Training	C	Mv
Attack My Target	C	Mv
Break and Attack	C	Mv
Break-off	C	Mv
Hard Break	C	Mv
Kickstop	C	Mv
Roll	C	Mv
Shake	C	Mv
Sit-'n-Kick	C	Mv
Tail	C	Mv
Taunt	C	Mv
Tight Loop	C	Mv
Lt. Simon LeDuke	C	MG
Bronze Star	C	PA
Lt. Russ Wilbury	C	Ru
Lt. Regina Ortwin	C	Sn
Improved Comms	C	WS
Improved Shields	C	WS
Improved Tac Computers	C	WS
Plum Friend-or-Foe Missile	C	WS
Spiculum Image Recognition Missiles	C	WS
Torpedo	C	WS
Torpedo Mount	C	WS
Lt. John Heffer	C	Wz
Lt. Michael Williamson	C	Zy
Crimson Knight Squadron	U	Ar
Fireball Squadron	U	Ar
Blue Menagerie Squadron	U	HV
Burma Tiger Squadron	U	HV
Crazy Diamond Squadron	U	HV
Red Ranger Squadron	U	HV
Throat Wolves Squadron	U	Lb
Air Mogul Squadron	U	Lb
Angelheart Squadron	U	Lb
Monarch Squadron	U	Lb
Sky Demon Squadron	U	Lb
Tiger Killer Squadron	U	TV
Dragon Master Squadron	U	TV
Earth Shaker Squadron	U	TV
Hadian's Hammers Squadron	U	TV
Mad Shark Squadron	U	TV
Storm Lord Squadron	U	BD
Communications Link Down	U	BD
Main Guns Damaged	U	BD
Maneuvering Thrusters Destroyed	U	BD
Shield Failure Imminent!	U	BD
Smashed Windscreen	U	CO
Lieutenant Laurel Buckley	U	Fs
Major Joe Dillon	U	FI
Lt. Robin Peters	U	HL
Lt. Anthony Yee	U	HL



LUCK-INTEL INSIDE

Intel Inside	U	Lu
Mal!	U	Lu
Mr. Kat	U	Lu
Skillful Use of Missile Decoys	U	Lu
THE LOVE ANIMALS	U	Lu
Well-Placed Hit	U	Lu
Burn Out	U	Mv
Eject!	U	Mv
Fish-Hook	U	Mv
Furball Fever	U	Mv
Heck Outa Dodge	U	Mv
Shake, Rattle and Roll	U	Mv
Shelton Slide	U	Mv
Turn-'n-Spin	U	Mv
Assault on Carrier!	U	Mv
Transport	U	Mo
Maj. James Taggart	U	PI
Silver Star	U	PA
Capture Transport	U	SO
Defend Listening Post	U	SO
Fighter Recon	U	SO
Spaceborne Warning & Control Mission	U	SO
Lt. Winston Chang	U	Va
Lt. Mitchell Lopez	U	Vg
Seaking Squadron	R	AE
Speed Demon Squadron	R	AE
Gallahad Squadron	R	Ex
Gawain Squadron	R	Ex
Lancelot Squadron	R	Ex
Merlin Squadron	R	HE
Alphonzo's Raiders Squadron	R	HE
Black Lion Squadron	R	HE
Valkyrie Squadron	R	HE
Zombie Wolf Squadron	R	HE
Black Widow Squadron	R	LE
Fire Dagger Squadron	R	LE
Death Merchant Squadron	R	TE
Tsunami Squadron	R	TE
Col. Jeanette Devereaux	R	Ag
Accidentally Shoot Wingman	R	BD
Fuel Rupture	R	BD
Hit by Own Heat-Seeker	R	BD
Stabilizer Destroyed	R	BD
Tail Shot Off	R	BD
Adm. Geoff Tolwyn	R	Cr
Captain William Eisen	R	Cr
Chief Tech Rachel Coriolis	R	Cr
Col. Ralgha nar Hhallas	R	Cr
Magnum Launch	R	Lu
Media Blitz	R	Lu
Shift in Battle	R	Lu
Show Trial	R	Lu
Summons from Kilrath	R	Lu
Too Much Vak'qu.	R	Lu
Traitor!	R	Lu
Maniac Solution	R	Lu
Rock & Roll	R	Mv
Rom!	R	Mv
Major Todd Marshall	R	Mc
Asteroid Field	R	Mo
Minefield	R	Mo
Nebula	R	Mo
Pulsar Snarl's Communications	R	Mo
TCS Agincourt	R	Mo
TCS Coventry	R	Mo
TCS Sheffield	R	Mo
Gold Star	R	PA
Pewter Planet	R	PA
Capture Fighter	R	SO
Reaper Cannon	R	SO
Stealth Technology	R	WS
Tachyon Gun	R	WS
Col. Christopher Blair	R	WS
TCS Victory	R	WC

Alpha	N	NP
Beta	N	NP
Gamma	N	NP
Delta	N	NP
Epsilon	N	NP
Zeta	N	NP
Eta	N	NP
Theta	N	NP
Iota	N	NP
Kappa	N	NP

KILRATHI

Crimson Birha Squadron	C	Dr
Fangs of Death Squadron	C	Dr
Kilra'k Demons Squadron	C	Dr
Monkey Hunter Squadron	C	Dr
Sabak Liegemem Squadron	C	Dr
Steel Death Squadron	C	Dr
Blooded Claw Squadron	C	DI
Blood Rain Squadron	C	DI
Deathstroke's Pride Squadron	C	DI
Furfighter Squadron	C	DI
Honor Bearer Squadron	C	DI
Laser Fangs Squadron	C	DI
Mandibles of Doom Squadron	C	DI
Night Prowler Squadron	C	DI
Smiting Pride Squadron	C	DI
Death from Beyond Squadron	C	PK
Heartbreaker Squadron	C	PK
Hero of the H'rai Squadron	C	PK
Unchained Thunder Squadron	C	PK
Blazing Death Squadron	C	Vt
Darkpride Squadron	C	Vt
Ghostwalker Squadron	C	Vt
Winterblast Squadron	C	Vt
Braxne "Minx" nar Caxki	C	Cr
Capture Pilot	C	Lu
Recover Pilot	C	Lu
Attack My Target	C	Mv
Break and Attack	C	Mv
Break-off	C	Mv
Hard Break	C	Mv
Kickstop	C	Mv
Lie in Wait	C	Mv
Roll	C	Mv
Shake	C	Mv
Tail	C	Mv
Taunt	C	Mv
Tight Loop	C	Mv
Warrior Code	C	Mv
Claw Image Recognition Missile	C	WS
Fang Friend-or-Foe Missile	C	WS
Improved Comms	C	WS
Improved Shields	C	WS
Improved Tac Computers	C	WS
Torpedo	C	WS
Torpedo Mount	C	WS
Fireclaw's Avenger Squadron	U	Dr
Lightning Strike Squadron	U	Dr
Vengeful Pursuit Squadron	U	Dr
Khantahr's Snarl Squadron	U	DI
Leatherhide Squadron	U	DI
Rage of Sivar Squadron	U	DI
Space Terror Squadron	U	DI
Star Pouncer Squadron	U	DI
Battle Brothers Squadron	U	PK
Blazing Draptil Squadron	U	PK
Bloodmist's Loyal Squadron	U	PK
Lair Master Squadron	U	PK
Storm Bringer Squadron	U	PK
Fearful Symmetry Squadron	U	Vt
Fire-Eater Squadron	U	Vt
Forever Loyal Squadron	U	Vt
Lusterful Squadron	U	Vt
Savage Fury Squadron	U	Vt
Thundering Anger Squadron	U	Vt
Canth nar Kur'u'tak	U	As
Accidentally Shoot Wingman	U	BD
Communications Link Down	U	BD
Main Guns Damaged	U	BD
Maneuvering Thrusters Destroyed	U	BD
Shield Failure Imminent!	U	BD
Smashed Windscreen	U	BD
Stabilizer Destroyed	U	BD
Tail Shot Off	U	BD
Alpha	U	DS
Dakhath nar Caxki	U	FC
Naji Ragitagha	U	LS
Zrank nar Sihkg	U	LS
Blooms of the Birha Tree	U	Lu
Imperial Security	U	Lu
Mal!	U	Lu
Show Trial	U	Lu
Sivar's Blessing	U	Lu
Well-Placed Hit	U	Lu
Dewclaw	U	Mv
Pounce on the Prey	U	Mv
The Savage Feast	U	Mv
Assault the Carrier!	U	Mv

Transport	U	Mv
Kuklext Ragitagha	U	Mt



ROGUE-VRUSKT NAR SIHKG

Vruskt nar Sihkg	U	Ro
Capture Transport	U	SO
Defend Listening Post	U	SO
Fighter Recon	U	SO
Spaceborne Warning & Control Mission	U	SO
Khitz nar Ki'ra	U	Sz
Kukubno nar Hhallas	U	WH
Blood Most Noble Squadron	R	BF
Favored by Sivar Squadron	R	Dd
Atomic Claw Squadron	R	DD
Death Reaper Squadron	R	DD
Kabaka Warrior Squadron	R	DD
Righteous Vengeance Squadron	R	DP
Throat Ripper Squadron	R	DP
Deathfang's Warmates Squadron	R	DV
Sivar's Honored H'rai Squadron	R	DV
Unrepentant Rage Squadron	R	Sr
Dark Inquisitor Squadron	R	Sk
Enslaver of Races Squadron	R	Sk
Hidden Dagger Squadron	R	Sk
Silent Doom Squadron	R	Sk
Unrelenting War Squadron	R	Sk
Fuel Rupture	R	BD
Hit by Own Heat-Seeker	R	BD
Bhuk nar Hhallas	R	BM
Baron Melek	R	Cr
Xileerks "Nikodaemus" Ki'ra	R	Cr
Kramm nar Caxki	R	DF
Court Martial	R	Lu
Power of the Emperor	R	Lu
Shift in Battle	R	Lu
The Emperor Speaks!	R	Lu
TNS Publicity Tour	R	Lu
Too Much Fire Liquor	R	Lu
Traitor!	R	Lu
Change Hunting Ground	R	Mv
Changing Prey	R	Mv
Eject!	R	Mv
Going Ape	R	Mv
The Glorious Hunt	R	Mv
Ram!	R	Mv
Asteroid Field	R	Mo
Cruiser Shal'kuz Mang	R	Mo
Destroyer Bardav	R	Mo
Destroyer Trak'hmar	R	Mo
Dreadnought Vengeance of Vukar Tog	R	Mo
Minefield	R	Mo
Nebula	R	Mo
Pulsar Snarl's Communication	R	Mo
Icon of Glory	R	PA
Icon of Sivar	R	PA
Heir to the Kilrathi Throne	R	PT
Capture Fighter	R	SO
Marjak nar Kur'u'tak	R	ST
Reaper Cannon	R	WS
Skipper Missile	R	WS
Stealth Technology	R	WS
Sivar's Glory	R	CA
Alpha	N	NP
Beta	N	NP
Gamma	N	NP
Delta	N	NP
Epsilon	N	NP
Zeta	N	NP
Eta	N	NP
Theta	N	NP
Iota	N	NP
Kappa	N	NP

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 depend largely on what your deck concept is, and whether or not they complement the four- and five-star cards your deck contains.

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

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

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

SAMPLE LISTING

Book of Rass	ART	U	Sev	6	DK
2: Sacrifice 2 life to draw 1 card.					
Bottle of Suleiman	ART	R	My	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	TW	6	AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.					
Candelabra of Tawnos	ART	R	DSh	1	AQ
X: Untap X separate lands.					
Celestial Prism	ART	U	AWe	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).					
Chaos Orb	ART	R	MTe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any					

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."

74

INQUEST

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's from the *Legends* set.
- H** — Power/Toughness. Only present for creatures.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

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

DOOM TROOPER

ARTISTS

DKo:	Danne Kochanski
JJo:	Jans Jonsson
LEd:	Les Edwards
NGu:	Nils Gulliksson
PAJ:	Peter Andrew Jones
Pbe:	Peter Berting
Pbo:	Paul Bonner
SKo:	Studio Korkeken
SPa:	Studio Parente
TBa:	Tony Bagge

This month we bring you a game out from the dark depths of the Mutant Chronicles—*Doom Trooper*. In this dystopic world of mysticism and mayhem, you play a member of the Veil, a powerful cartel dedicated to preserving a balance of power through out the Solar System. You, in truth, are struggling for ultimate power and control of humanity's destiny. You will use Warriors, high powered Equipment and the Brotherhood's Magical Arts, as well as the Dark Legions minions and Gifts (though grudgingly, or perhaps not so grudgingly) to gain prestige and sway over you opponents and rule supreme!

DOOMTROOPER CARD DESCRIPTION

- A. Card Name:** Front and center, can't miss it.
- B. Subtitle:** Where applicable. Generally tells you when or how a card can be played, but it also lists if the card is a personality or from which aspects a gift or symmetry comes.
- C. Card Description:** This is where your cool, cheesy, or cruel abilities are listed.
- D. Card Type:** Missions, Equipment, Warriors, Arts—this symbol tells all. Warriors differ from other cards.
- E. Affiliation:** So you know whether it's linked to one of the five Megacorporations, the Brotherhood, or the dreaded Dark Legion. Have little affect on any cards except the warrior cards.
- F. Fight:** These next four apply to warriors only. Fight indicates how good a close fighter your warrior is. Twelve makes him a titan—and some warriors don't have any close combat at all.
- G. Shoot:** Bang, bang. This is your warriors firearm fighting ability. If he's sporting a Twelve Shoot, adios Dark Legion. . .
- H. Armor:** The defensive ability of the warrior. The higher his armor, the more likely he, and you will survive.
- I. Value:** This is how many destiny points you have to spend in order to get this warrior into play.
- J. Artist:** The name of the artist. Nuff said.



TINQUEST

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
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ARTIFACTS

Adarkar Sentinel	AC	U	•••	MBe	5	IA
1: +0/+1 until end of turn. 3/3.						
Aegis of the Meek	ART	R	•••	LWi	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
Aeolipile	ART	R	••	HHu	1	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.						
Al-abara's Carpet	ART	R	•••	KFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						

Ashnod's Transmogrator	ART	C	•••	MTe	1	AO, 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, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
Barbed Sextant	ART	C	•••	AWe	1	IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.						



Remove Enchantments and Verduran Enchantress: You haven't experienced the ultimate in card drawing until you've successfully pulled off the combo of Remove Enchantments and Verduran Enchantress. Wait till you've got a bunch of enchantments out, then Remove them back to your hand. Don't forget to draw a card for each one you put back down. This combo works best with multiple Enchantresses and low-cost, easily recyclable enchantments like Wild Growth.

REMOVE ENCHANTMENTS

VERDURAN ENCHANTRESS

Aladdin's Lamp	ART	U	•••	MTe	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	•••	Dfr	8	AN,R,4TH
8, T: Do 4 damage to any target.						
Alchor's Tomb	ART	R	•••	HMc	4	LG
2, T: Change the color of target permanent you control.						
Amulet of Kroog	ART	C	•••	MOK	2	AO,4TH
2, T: Prevent 1 damage to any target.						
Amulet of Quoz	ART	R	••	Dfr	6	IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						
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.						
Arcum's Sleight	ART	U	•••	TWü	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
Arcum's Weatherane	ART	U	•••	TWü	2	IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.						
Arcum's Whistle	ART	U	•••	QHo	3	IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.						
Arena of the Ancients	ART	R	•	TWü	3	LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
Armageddon Clock	ART	U	••	AWe	6	AO,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	C	••	AMa	3	AO, 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	AO, 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.						

Bar's Cage	ART	R	••••	TWü	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.						
Baton of Morale	ART	U	•••	DSh	2	IA
2: Give target creature banding until end of turn.						
Battering Ram	AC	C	•••	JMe	2	AO,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
Black Lotus	ART	R	•••••	CRu	0	A,B,U
T: Discard to add 3 mana of any single color to your mana pool.						
Black Mana Battery	ART	R	•••	AMa	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
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 U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
Bone Flute	ART	U	••	CRu	2	DK
T: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	R	••	SEv	6	DK, CH
2: Sacrifice 2 life to draw 1 card.						
Bottle of Suleiman	ART	R	••••	JMy	4	AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	•••	CRu	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3.						
Bronze Horse	AC	R	••	MPo	7	LG, CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4						
Bronze Tablet	ART	R	•	TWü	6	AO,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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Candelabra of Tawnos	ART	R	•••••	DSh	1	AO
X: Untap X separate lands.						
Celestial Prism	ART	U	••••	AWe	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
Celestial Sword	ART	R	•••	AWe	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
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	AO,4TH
2: Regenerates. 3/1.						
Clockwork Avian	AC	R	••••	RAF	5	AO,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.						
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	AO,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	AO,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.						
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.						
Crystal Rod	ART	U	••	AWe	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cursed Rack	ART	U	••	RTh	4	AO,4TH
Opponent must discard to 4 cards during discard phase.						
Cyclopean Tomb	ART	R	•••	AMa	4	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
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
Delif's Cone	ART	U	•••	MTe	0	FE
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
Delif's Cube	ART	R	••••	MTe	1	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.						
Despotic Scepter	ART	R	••••	RTh	1	IA
T: Bury target permanent you own.						
Diabolic Machine	AC	U	•••	AMa	7	DK,4TH
3: Regenerates. 4/4.						
Dingus Egg	ART	R	••	Dfr	4	A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land.						
Disrupting Scepter	ART	R	••••	Dfr	3	A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.						
Elkin Bottle	ART	R	•	QHo	3	IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.						
Draconian Cylx	ART	R	••	EBe	2	FE
2, T: Randomly discard a card from your hand to regenerate target creature.						
Dragon Engine	AC	C	••	AMa	3	AN,R,4TH
2: +1/+0 until end of turn. 1/3.						
Ebony Horse	ART	R	•	DWi	3	AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Elven Lyre	ART	R	••	KFo	2	FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Feldon's Cane	ART	C	••••	MTe	1	AQ, CH	Jalum Tome	ART	R	•••	TW	3	AQ, CH	Marble Priest	AC	U	•	MB	5	LG	
0: Shuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.							2, T: Draw a card from your library and discard a card of your choosing to your graveyard.							All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.							
Fellwar Stone	ART	U	••••	QH	2	DK, 4TH	Jandar's Ring	ART	R	••	Dfr	6	AN, R	Meekstone	ART	R	••••	QHo	1	A, B, U, R, 4TH	
1: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).							2, T: Discard a card you just drew, and draw another to replace it.							Any creature with power greater than 2 may not be untapped as normal during the untap phase.							
Flying Carpet	ART	R	••••	MTe	4	AN, R, 4TH	Jandar's Saddlebags	ART	R	••••	DWi	2	AN, R, 4TH	Mightstone	ART	U	••	PVe	4	AQ	
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.							3, T: Untap a creature.							All attacking creatures gain +1/+0.							
Forcefield	ART	R	•••••	Dfr	3	A, B, U	Jayemdae Tome	ART	R	••••	MTe	4	A, B, U, R, 4TH	Millstone	ART	U	••••	KFo	2	AQ, R, 4TH	
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.							4, T: Draw 1 extra card.							2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.							
Forethought Amulet	ART	R	•••	MB	5	LG	Jester's Cap	ART	R	•••••	Dfr	4	IA	Mirror Universe	ART	R	••••	PFo	6	LG	
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.							2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.							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.							
Fountain of Youth	ART	C	••••	DGe	0	DK, CH	Jester's Mask	ART	R	••••	Dfr	5	IA	Mishra's War Machine	AC	R	•	AW	7	A, B, U, R, 4TH	
2, T: Gain 1 life.							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.							Machines taps to do 3 damage to you. 5/5.							
Fyndhorn Bow	ART	U	•••	RAJ	2	IA	Jeweled Amulet	ART	U	••••	Dfr	0	IA	Max Emerald	ART	R	•••••	Dfr	0	A, B, U	
3, T: Give target creature first strike until end of turn.							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.							T: Add G to your mana pool.							
Gauntlet of Might	ART	R	•••••	CRu	4	A, B, U	Jeweled Bird	ART	R	•	AW	1	AN, CH	Max Jet	ART	R	•••••	Dfr	0	A, B, U	
All mountains produce an extra mana. Give all red creatures +1/+1.							T: Exchange Bird for your ante, then draw a new card.							T: Add B to your mana pool.							
Gauntlets of Chaos	ART	R	••••	Dfr	5	LG, CH	Juggernaut	AC	U	••••	Dfr	4	A, B, U, R	Max Pearl	ART	R	•••••	Dfr	0	A, B, U	
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.							Must attack each turn if possible. Can't be blocked by walls. 5/3.							T: Add W to your mana pool.							
Glasses of Urza	ART	U	•••	DSh	1	A, B, U, R, 4TH	Knowledge Vault	ART	R	•••	AW	4	LG	Max Ruby	ART	R	•••••	Dfr	0	A, B, U	
T: Look at opponent's hand. No, his cards!							2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.							T: Add R to your mana pool.							
Goblin Lyre	ART	R	•••	MK	3	IA	Kormus Bell	ART	R	•••	CRu	4	A, B, U, R, 4TH	Max Sapphire	ART	R	•••••	Dfr	0	A, B, U	
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.							Treat all swamps in play as 1/1 creatures that can be tapped for B.							T: Add U to your mana pool.							
Golgathian Sylex	ART	R	•	KA	4	AQ							Nacre Talisman	ART	U	••	MTe	2			
1: Discard all Antiquities cards, including Gologathian Sylex, from play.																					
Grapeshot Catapult	AC	C	•••	Dfr	4	AQ, 4TH								3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.							
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 Chazruk	ART	R	•••	MTe	1	A, B, U, R, 4TH															
1, T: Give one creature banding ability until end of turn.																					
Hematite Talisman	ART	U	••	LW	2	IA															
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.																					
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.																					
Ice Cauldron	ART	R	••••	Dfr	4	IA															
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.																					
Icy Manipulator	ART	U	•••••	AW	4	A, B, U, IA															
1, T: Tap any land, creature, or artifact.																					
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	•••	AW	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.																					
Infinite Hourglass	ART	R	•••	HMc	4	IA															
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.																					
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.																					
Ivory Cup	ART	U	•••	Am	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	•••••	MOK	1	AQ, R, 4TH															
Take 1 life for each card over four you have in hand during upkeep.																					
Jade Monolith	ART	R	•••	Am	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.																					



Mind Bomb and Balance: Black and white have always been the traditional colors of discard decks, but Mind Bomb brings blue into the picture. When used with a Balance, the Bomb can be especially devastating. Say you've got five cards in your hand, including Mind Bomb and Balance. Just cast Mind Bomb, discard three cards, wait for your opponent to decide if he wants to take some damage, and then cast Balance. For a little bit of seasoning, add a Rack or two.

MIND BOMB

BALANCE

Kry Shield	ART	U	••	RTh	2	LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.						
Lapis Lazuli Talisman	ART	U	•••	AW	2	IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.						
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	R	••••	AW	4	LG
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.						
Life Matrix	ART	R	••••	AW	4	LG
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.						
Living Armor	ART	C	•••	Am	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	•••	Am	4	A, B, U, R
Counts as a wall. 1: Regenerates. 0/6.						
Malachite Talisman	ART	U	••	CRu	2	IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.						
Mana Matrix	ART	R	••	MTe	6	LG
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.						
Mana Crypt	ART	R	•••	MTe	0	BOOK
T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.						
Mana Vault	ART	R	••••	MTe	1	A, B, U, R, 4TH
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.						

Naked Singularity	ART	R	••	MTe	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
Necropolis	AC	U	••	Nth	5	DK
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Nevinyrral's Disk	ART	R	••••	MTe	4	A, B, U, R, 4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral'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	••	TW	1	AQ, CH
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Obsidian Golem	AC	U	•••	JMy	6	



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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	•••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Rack, the Stone Calendar	ART	U	•••	RTh	1	AQ,R,4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	R	••	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	••	MPo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic 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 Ma'ruf	ART	R	••••	Dfr	5	AN
5: Sacrifice Ring of Ma'ruf 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	•••	PVe	4	AQ,R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.						
Rod of Ruin	ART	U	•••	CRu	4	A,B,U,R,4TH
3, T: Do 1 damage to any target.						
Runed Arch	ART	R	••••	Pfo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						
Runesword	ART	C	•••	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.						
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.						
Scarecrow	AC	U	•••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
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/*.						
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-*)						
Shield of the Ages	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
Skull Catapult	ART	U	•••	BWa	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	TWa	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	••••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.						
Soldevi Golem	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. Q: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.						
Soldevi Simulacrum	AC	U	•••	Dfr	4	IA
CU: 1, 1: +1/+0 until end of turn. 2/4.						
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.						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Spirit Shield	ART R ••• SKI 3 FE	2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.					
Staff of Zegon	ART C • MPo 4 AQ	3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.					
Standing Stones	ART U • SEV 3 DK	1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.					
Stone Calendar	ART R •• AWe 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 mana. 4/4.					
Sunglasses of Urza	ART R ••• Dfr 3 A,B,U,R,4th	Your plains may generate either a white or red mana.					
Staff of the Ages	ART R •• DGe 3 IA	Creatures with landwalk ability may be blocked as if they did not have that ability.					
Sunstone	ART U •• Pfo 3 IA	2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.					
Sword of the Ages	ART R •••• CRu 6 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.					
Tablet of Epitaph	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: Block a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.					

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Triskelion	AC R •••• DSh 6 AQ,4TH	Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.					
Urza's Avenger	AC R •••• AWe 6 AQ,4TH	0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.					
Urza's Bauble	ART U • CRu 0 IA	T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.					
Urza's Chalice	ART C •• JMe 1 AQ	1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.					
Urza's Miter	ART R ••• RAF 3 AQ	3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.					
Vexing Arcanix	ART R •••• RGo 4 IA	3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.					
Vibrating Sphere	ART R •• RTh 4 IA	During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.					
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.					
Walking Wall	AC U •••• Awa 4 IA	Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.					
Wall of Shields	AC U •• RGo 3 IA	Counts as wall. Banding. 0/4.					



CANDELABRA OF TAWNOS



POWER SURGE

Candelabra of Tawnos and Power Surge: Here's a combo that's a real double-edged sword. Not only does the Candelabra give you something to do with that untapped mana, it conveniently untaps your opponent's lands. One less damage for me, one more damage for you. One less damage for me...

Tawnos's Weaponry	ART U ••• Dfr 2 AQ,4TH	2T: 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.				
Time Bomb	ART R ••• AWe 4 IA	Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.				
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 C •••• 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.				

Wall of Spears	AC C •• SEV 3 AQ,4TH	First strike, counts as a wall. 2/3.				
Wand of Ith	ART U •••• QHo 4 DK	3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.				
War Barge	ART U •••• TWa 4 DK	3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.				
War Chariot	ART U •••• DWi 3 IA	3, T: Give target creature trample until end of turn.				
Weakstone	ART U •• JHo 4 AQ	All attacking creatures lose -1/0. Those creatures with power less than 1 deal no damage.				
Whalebone Glider	ART U ••• AWe 2 IA	2, T: Give one of your creatures with power no greater than 3 flying until end of turn.				
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	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Zelyon Sword	ART	R	•••	SKI	3	FE	Burnt Offering	INT	C	••	DGe	B	IA	Drain Life	SOR	C	•••	DSh	B1X	A,B,U,R,4TH	
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.							Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.							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.							
Zuran Orb	ART	U	••••	Sev	0	IA	Carion Ants	SC	U	••••	Rth	BB2	LG,4TH	Dread Wight	SC	R	•••	DGe	BB3	IA	
0: Sacrifice a land to gain 2 life.							1: +1/+1 until end of turn. 0/1.							At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.							

BLACK

Abomination	SC	U	•••	MTe	BB3	LG,4TH
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
Abyss, The	EW	R	•••	PvE	B3	LG
Each player must bury a target non-artifact creature he or she controls during upkeep.						
Abyssal Specter	SC	U	•••	Rtp	BB2	IA
Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.						
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.						

Chains of Mephistopheles	EN	R	•	HHu	B1	LG
Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.						
Cloak of Confusion	EC	C	•••	MOK	B1	IA
If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.						
Cosmic Horror	SC	R	•••	JMy	BBB3	LG,4TH
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.						
Cuombaji Witches	SC	C	•••	Kfo	BB	AN,CH
T: Each player does 1 damage to any target. 1/3.						
Curse Artifact	EA	U	•••	MTe	BB2	DK
Controller of target artifact must bury target during upkeep or lose 2 life.						

Eater of the Dead	SC	U	•••	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	•••	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
E-Hajjaj	SC	R	•••	DWt	BB1	AN,R,4TH
Gain 1 life for every point of damage E-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	•••	DWt	B1	AN,R,4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Evil Eye Orms-By-Gore	SC	U	•••	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Evil Presence	EL	U	•••	Sev	B	A,B,U,R,4TH
Target land is now a basic swamp.						
Fallen, The	SC	U	••	JMy	BBB1	DK,CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	••••	AMa	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 black or artifact creatures may block target creature.						
Fear	EC	C	••••	REm	BB	A,B,U,R,4th,IA
Only black or artifact creatures may block target creature.						
Flow of Maggots	SC	R	••••	RSp	B2	IA
CU: 1. May not be blocked by non-wall creatures. 2/2.						
Foul Familiar	SC	C	•••	AMa	B2	IA
Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.						



Marton Stromgald and Maze of Ith: Marton Stromgald's special ability is out of this world. The only problem is that he's pretty easy to kill in combat. Want to keep your field leader around a little longer? Put him in the Maze if he's blocked. Your other creatures will still get their bonuses, and Marton will come out unscathed.

MARTON STROMGALD

MAZE OF ITH

Animate Dead	EC	U	••••	AMa	B1	A,B,U,R,4TH
Bring a creature from any graveyard into play on your side with -1 power.						
Armor Thrull	SC	C	••••	Multi	B2	FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKI, JMe, RSp, PvE. 1/3.						
Artifact Possession	EA	C	••	CRu	B2	AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.						
Ashen Ghoul	SC	U	•••	RSp	B3	IA
Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.						
Ashes to Ashes	SOR	U	•••	Dtu	BB1	DK,4TH
Remove two non-artifact creatures from the game and lose 5 life.						
Bad Moon	EN	R	••••	JMy	B1	A,B,U,R,4TH
All black creatures in play get +1/+1.						
Banshee	X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.					
Basal Thrull	SC	C	•	Multi	BB	FE
T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: Kfo, Pfo, RKF, CRu. 1/2.						
Black Knight	SC	U	••••	JMe	BB	A,B,U,R,4TH
Protection from white, first strike. 2/2.						
Blight	EL	U	•••	PvE	BB	LG,4TH
If target land is tapped, destroy it at end of turn.						
Bog Imp	SC	C	••	RSp	B1	DK, 4TH
Flying. 1/1.						
Bog Rats	SC	C	•••	RSp	B	DK, CH
Cannot be blocked by walls. 1/1.						
Bog Wraith	SC	U	•••	JMe	B3	A,B,U,R,4TH
Swampwalk. 3/3.						
Breeding Pit	EN	U	••••	AMa	B3	FE
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.						
Brine Shaman	SC	C	•••	Cbr	B1	IA
T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summon spell. 1/1.						

Cursed Land	EL	U	•••	JMy	BB2	ABUR,4TH
Do 1 damage to controller of target land during upkeep.						
Cyclopean Mummy	SC	C	•••	Ebe	B1	LG,4TH
Remove Mummy from game if it goes to graveyard. 2/1.						
Dance of the Dead	EC	U	••••	RGo	B1	IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.						
Dark Banishing	INS	C	••••	Dtu	B2	IA
Bury target creature. Cannot target black creatures.						
Dark Ritual	INT	C	•••••	Jho	B	A,B,U,R,4th,IA
Add BBB to your mana pool.						
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.						
Darkpact	SOR	R	••••	QHo	BBB	A,B,U,R
Swap your topmost undrawn card with either ante card.						
Deathgrip	EN	U	•••	AMa	BB	A,B,U,R,4TH
BB: Counter a green spell (play as an interrupt).						
Deathlace	INT	R	•••	Sev	B	A,B,U,R,4TH
Change the color of one card being played or in play to black.						
Demonic Attorney	SOR	R	•••	DGe	B	A,B,U,R
Unless opponent concedes game, both players must draw an extra ante card.						
Demonic Consultation	INS	U	•••	RAI	B	IA
Name a card and remove the top six cards of your library from the game. If the next card is the one you named, add it to your hand. If not, remove it from the game and continue doing this until the named card appears.						
Demonic Hordes	SC	R	••••	JMy	BBB3	A,B,U,R
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.						
Demonic Torment	EC	U	•••	AMa	B2	LG
Target creature deals no damage during combat and may not attack.						
Demonic Tutor	SOR	U	•••••	DSh	B1	A,B,U,R
Choose one card from your library, then reshuffle your library.						
Derelor	SC	R	••	AMa	B3	FE
Your black spells cost an additional B. 4/4.						

Frankenstein's Monster	SC	R	••	AMa	BBX	DK
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.						
Frozen Shade	SC	C	•••	DSh	B2	A,B,U,R,4TH
B: +1/+1 until end of turn. 0/1.						
Gangrenous Zombies	SC	C	•••	BSn	BB1	IA
T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						
Gate to Phyrexia	EN	U	•••	Sev	BB	AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact.						
Gaze of Pain	SOR	C	•••	AMa	B1	IA
For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.						
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	B1	LG, CH
S: Give Slug landwalk ability of your choice on your next turn. 1/1.						
Gloom	EN	U	••••	Dfr	B2	A,B,U,R,4TH
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.						
Gravebind	INS	R	•••	Dtu	B	IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.						
Grave Robbers	SC	R	•••	QHo	BB1	DK
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
Greed	EN	R	•••	Pfo	B3	LG, 4TH
B: Draw an extra card and sacrifice 2 life.						
Guardian Beast	SC	R	••••	KMa	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	••	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						

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



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Headless Horseman 2/2.	SC	C	••	QHo	B2	LG
Hecatomb Sacrifice four creatures when Hecatomb comes into play. O: Tap a swamp you control to have Hecatomb deal 1 damage to any target.	EN	R	••••	Nth	BB1	IA
Hell Swarm Make all creatures -1/0 until end of turn.	INS	C	•	CRu	B	LG
Hell's Caretaker T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.	SC	R	••••	SEv	B3	LG, CH
Hellfire Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.	SOR	R	••••	PVe	BBB2	LG
Hoor Shade B: +1/+1 until end of turn. 1/2.	SC	C	•••	Rth	B3	IA
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EN	U	•••	MTe	BB3	LG
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	••••	MPo	BX	A,B,U,R,4th,IA
Hymn to Touroach Target player randomly discards two cards in hand. Artists: LDA, QHo, SKi, SVC.	SOR	C	••••	Multi	BB	FE
Hyalopterous Lemure O: Gains flying and -1/-0 until end of turn. 4/3.	SC	U	•••	Rth	B4	IA
Hypnotic Specter Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2	SC	U	••••	DSh	BB1	A,B,U,R,4TH
Icequake Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.	SOR	U	•••	RKF	BB1	IA
Imprison 1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	••••	CRu	B	LG
Infernal Darkness CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.	EN	R	••	PfO	BB2	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
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	•••	AMa	BB3	LG
Initiates of the Ebon Hand 1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDA, KfO, HHu. 1/1.	SC	C	••••	Multi	B	FE
Inquisition Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	•	AMa	B2	DK

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Khabal Ghoul Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	••••	DSh	B2	AN
Kjeldoran Dead You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.	SC	C	••••	MBe	B	IA
Knights of Stromgald Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.	SC	U	••••	MPo	BB	IA
Krovikan Elementalist 2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.	SC	U	•••	DSh	BB	IA
Krovikan Fetish Target creature gets +1/+1. Draw a card at the beginning of the next turn.	EC	C	••	HHu	B2	IA
Krovikan Vampire If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.	SC	U	•••	QHo	BB3	IA
Legions of Lim-Dal Snow-covered swampwalk. 2/3.	SC	C	••	AMa	BB1	IA
Leshrac's Rite Give target creature swampwalk.	EC	U	•••	Rth	B	IA
Leshrac's Sigil BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.	EN	U	••••	DTu	BB	IA
Lesser Werewolf 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.	SC	U	•••	QHo	B3	LG
Lich Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.	EN	R	••	DGe	BBBB	A,B,U
Lim-Dal's Cohort Creatures blocking or blocked by Lim-Dal's Cohort cannot regenerate this turn. 2/3.	SC	C	••	DSh	BB1	IA
Lim-Dal's Hex During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.	EN	U	•••	LDA	B1	IA
Lord of the Pit Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.	SC	R	••••	MTe	BBB4	A,B,U,R,4TH
Lost Soul Swampwalk. 2/1.	SC	C	••	RAF	BB1	LG,4TH
Marsh Gas Make all creatures -2/-0 until end of turn.	INS	C	••	DSh	B	DK,4TH
Mindstab Thrull If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.	SC	C	••	Multi	BB1	FE
Mind Ravel Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.	SOR	C	••	MTe	B2	IA
Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	•••••	JBa	BX	A,B,U,R,4TH

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Minion of Leshrac Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.	SC	R	••••	LWi	BBB4	IA
Minion of Tevesh Szat Pay BB during upkeep or take 2 damage. T: Give target creature +3/+2 until end of turn. 4/4.	SC	R	••••	JBa	BBB4	IA
Mold Demon Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JMy	BB5	LG
Mole Worms T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.	SC	U	••••	DGe	B2	IA
Moor Fiend Swampwalk. 3/3.	SC	C	•••	AMa	B3	IA
Murk Dwellers If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	•••	DTu	B3	DK,4TH
Nameless Race 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. */*.	SC	R	•••	QHo	B3	DK
Necrite If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.	SC	C	••	MuH	BB1	FE
Necropotence 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.	EN	R	•••	MTe	BBB	IA
Nether Shadow 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.	SC	R	•••	CRu	BB	A,B,U,R,4TH
Nether Void Counter all spells unless their casters pay an extra 3.	EW	R	•••	HMt	B3	LG
Nettling Imp T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	•••	QHo	B2	A,B,U,R
Nightmare Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	••••	MBe	B5	A,B,U,R,4TH
Norrin 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.	SC	C	••••	MRa	B3	IA
Oath of Lim-Dal 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.	EN	R	•••	DSh	B3	IA
Order of the Ebon Hand Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.	SC	C	••••	Multi	BB	FE
Oubliette Place target creature out of play.	EN	C	••••	DSh	BB1	AN
Paralyze Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	•••	AMa	B	A,B,U,R,4TH
Pestilence 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.	EN	C	•••••	JMy	B2	A,B,U,R,4TH
Pestilence Rats * equals the number of other Rats in play. */3.	SC	C	••	JMe	B2	IA
Phyrexian Gremlins T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	••••	AWe	B2	AQ
Pit Scorpion 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.	SC	C	••	SKi	B2	LG,4TH
Plague Rats Power and toughness equal number of Plague Rats in play. */*.	SC	C	••	AMa	B2	A,B,U,R,4TH
Pox 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.	SOR	R	••••	CRu	BBB	IA
Priest ofYawgmoth T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	MTe	B1	AQ
Quagmire Creatures with swampwalk may be blocked.	EN	U	••	Dfr	B2	LG
Rag Man BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	•••	DGe	BB2	DK,4TH
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	•••	JMe	B	A,B,U,R,4TH
Royal Assassin T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.	SC	R	•••••	TWa	BB1	A,B,U,R,4TH
Sacrifice Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.	INT	U	•	Dfr	B	A,B,U,R



CITY IN A BOTTLE



JUZAM DJINN

City in a Bottle and Juzam Djinn

If you've ever played in a Type I tournament, you've probably seen some pretty fierce decks. A lot of those decks rely on speedy creatures like the Juzam and Efinam Djinns. No card is better at shutting these bad boys down than City in a Bottle, which destroys them, and prevents your opponent from playing any more. For two mana, City in a Bottle is one of the premiere sidebar cards

Jovial Evil Do 2 damage to opponent for each white creature opponent controls.	SOR	R	••	CRu	B2	LG
Junun Efreet Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.	SC	U	•••	CRu	BB1	AN,4TH
Juzam Djinn Lose 1 life during upkeep. 5/5.	SC	R	•••••	MTe	BB2	AN

Mind Warp Look at a player's hand and discard X cards of your choice from that hand.	SOR	U	•••	LDA	B3X	IA
Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.	EC	R	•••	DTu	BB2	IA

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found		
Scahe Zombies	SC	C	••	JMy	B2	A,B,U,R,4TH	Syphon Soul	SOR	C	•••	MBe	B2	LG	Weakness	EC	C	••••	DSh	BO	A,B,U,R,4TH		
2/2.							Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.							Target creature loses -2/-1.								
Scavenging Ghoul	SC	U	•••	JMe	B3	A,B,U,R,4TH	Taklemogot	EC	U	••	DGe	BB2	LG, CH	Withering Wisps	EN	U	••••	Nth	BB1	IA		
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.							Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Taklemogot. If no new targets exist, Taklemogot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Taklemogot enchanted.							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.								
Season of the Witch	EN	R	••	JMy	BBB	DK	Terror	INS	C	••••	RSP	B1	A,B,U,R,4TH	Will-O'-The-Wisp	SC	R	•••••	JMy	B	A,B,U,R,4TH		
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.							Bury target creature. Cannot target black or artifact creatures.							Flying, B: Regenerates. 0/1.								
Seizures	EC	-C	•••	JBa	B1	IA	Thrull Champion	SC	R	••••	DGe	B4	FE	Word of Binding	SOR	C	•••	RSp	BBX	DK, 4TH		
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.							All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.							Tap X creatures.								
Sengir Vampire	SC	U	••••	AMa	BB3	A,B,U,R,4TH							Word of Command	INS	R	•	JMy	BB	A,B,U			
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.													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.									



Mana Vault and Shivan Dragon: Who says there's no speed in Fourth Edition? With a Mana Vault, you can get a three mana boost to cast beasts like the Shivan Dragon and Mahamoti Djinn. In a white deck, getting Serra Angels out on the second turn is a breeze. Just pop down the Mana Vault on the first turn, then suck it dry on the second turn.

MANA VAULT

SHIVAN DRAGON

Sewars of Estark	INS	R	•••	MBe	BB2	BOOK
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.						
Shimian Night Stalker	SC	U	•••	JMy	BB3	LG, CH
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.						
Simulacrum	INS	U	••••	MPo	B1	A,B,U,R,4TH
Retrospectively divert all damage done to you this turn to one of your creatures.						
Sinkhole	SOR	C	•••	SEv	BB	A,B,U
Destroy a land.						
Songs of the Damned	INT	C	••	PVe	B	IA
Add B to your mana pool for every creature in your graveyard.						
Sorceress Queen	SC	R	•••••	KFo	BB1	AN,R,4TH
T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Soul Burn	SOR	C	•••	RAI	B2	IA
Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.						
Soul Exchange	SOR	U	••••	AWa	BB	FE
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
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.						
Spirit Shackles	EC	U	••	EBe	BB	LG, 4TH
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
Spells 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.						
Spells of War	SOR	R	••••	PVe	BX	IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Stench of Evil	SOR	U	••••	MTe	BB2	IA
Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.						
Stone-Throwing Devils	SC	C	•••	KMe	B	AN
First strike. 1/1.						
Stromgal Cabal	SC	R	•••••	AMa	BB1	IA
T: Sacrifice 1 life to counter a white spell. 2/2.						

Thrull Retainer	EC	U	••••	RSp	B	FE
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
Thrull Wizard	SC	U	••	AMa	B2	FE
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.						
Touch of Darkness	INS	U	•••	PVe	BO	LG
Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Touch of Death	SOR	C	••	MBe	B2	IA
Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.						
Tourach's Chant	EN	U	•••	RKF	BB1	FE
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
Tourach's Gate	EL	R	••	SEv	BB1	FE
You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. T: Tap the land Tourach'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 alter 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	C	••	AMa	B	LG, 4TH
Flying, B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
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 it 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	••••	AWe	BB	A,B,U,R,4TH
Do 1 damage to target artifact's controller during upkeep.						

BLUE

Acid Rain	SOR	R	•••	NTh	U3	LG
Destroy all forests in play.						
Air Elemental	SC	U	••••	RTh	UU3	A,B,U,R,4TH
Flying. 4/4.						
Amnesia	SOR	U	•••	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
Ancestral Recall	INS	R	•••••	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	•••	DSh	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	••••	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	•••	Dfr	UU1	DK, 4TH
U, T: Add 3 to your mana pool (play as an interrupt). 0/1						
Arjilo's Ascent	EN	C	•••	DTo	UU1	IA
CU: U, 1: Target creature gains flying until end of turn.						
Azure Drake	SC	U	•••	Dfr	U3	LG, CH
Flying. 2/4.						
Backfire	EC	U	••	Bsn	U	LG, 4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						
Baldovian Conjurer	SC	U	•••	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.						
Baldovian 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.						
Blue Elemental Blast	INT	C	•••	RTh	U	A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.						
Boomerang	INS	C	••••	Bsn	UU	LG, CH
Return target permanent to owner's hand.						
Braingeyser	SOR	R	••••	MTe	UUX	A,B,U,R
Target player must draw X cards.						
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.						
Brine Hag	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						
Clairvoyance	INS	C	•••	KMe	U	IA
Look at target player's hand. Draw a card at the beginning of the next turn.						
Clone	SC	U	••••	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.						

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

KEY



Players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Control Magic	EC	U	•••••	DW	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
Copy Artifact	EN	R	•••••	AW	U1	A,B,U,R
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
Counterspell	INT	U	•••••	MP	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
Creature Bond	EC	C	••	AM	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	•••	SE	UU	DK, CH
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	•	DT	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						



MEEKSTONE



DWARVEN ARMORER

Meekstone and Dwarven Armorer: Sometimes it's nice to be a real pal and give your opponent's creatures a boost just for the heck of it. Have your Dwarven Armorer outfit that opposing Hypnotic Specter with some nice weaponry, and then—whoops!—play a Meekstone. Just be careful to protect your Meekstone, or you may find yourself looking at the business end of your Armorer's handiwork.

Deep Spawn	SC	U	•••	MT	UUU5	FE
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 was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
Deep Water	EN	C	••	JM	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	•••••	MR	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	••	LD	U2	LG
Islandwalk. 1/2.						
Drafa's Restoration	SOR	C	••	AW	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Drain Power	SOR	R	•••••	DS	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Dream Coat	EC	U	•••	AW	U	LG
Change target creature's color to another color (play as an interrupt).						
Dreams of the Dead	EN	U	•••	HH	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.						
Drowned	SC	C	•	QH	U1	DK
B: Regenerates. 1/1.						
Elder Spawn	SC	R	•	JM	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	••	AM	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Enchantment Alteration	INS	U	•••••	BS	U	LG, CH
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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Energy Flux	EN	U	•••	KF	U2	AQ,R,4TH
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	••	DG	U	LG,4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Enervate	INS	C	•	LW	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Erosion	EL	C	••	PV	UUU	DK,4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	•	HM	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	•••	RK	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Feedback	EE	U	••	QH	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	•••	KF	U	LG
The top card in every library plays face up.						
Fishiver Oil	EC	C	•••	AM	U1	AN, CH
Give target creature islandwalk.						
Flash Counter	INT	C	•••	HM	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	•	TW	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Flight	EC	C	•••••	AM	U	A,B,U,R,4TH
Target creature now has flying.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Homarid Shaman	SC	R	•••	AW	UU2	FE
U: Tap target green creature. 2/1.						
Homarid Spawning Bed	EN	U	•••••	DS	UU	FE
UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Homarid Warrior	SC	C	••	MU	U4	FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.						
Artists: RAF, DGe, DS, 3/3.						
Hurkyl's Recall	INS	R	•••	NH	U1	AQ,R,4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.						
Hydroblast	INT	C	•••	KF	U	IA
Counter a red spell being cast or destroy a red permanent.						
Iceberg	EN	U	•••	JM	UUU	IA
Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.						
Icy Prison	EN	R	•••	AM	UU	IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.						
Illusory Forces	SC	C	•••	JH	U3	IA
Flying. CU: U. 4/4.						
Illusory Presence	SC	R	•••	KF	UU1	IA
CU: U. During your upkeep, Illusory Presence gets the landwalk ability of your choice until next turn. 2/2.						
Illusory Terrain	EN	U	•••	RM	UU	IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.						
Illusory Wall	SC	C	•••	MP	U4	IA
Flying, first strike. CU: U. 7/4.						
Illusions of Grandeur	EN	R	•••	QH	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.						
In the Eye of Chaos	EW	R	•	CR	U2	LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.						
Infuse	INS	C	•	RG	U2	IA
Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Invisibility	EC	C	•••••	AM	UU	A,B,U
Target creature may only be blocked by walls.						
Invoke Prejudice	EN	R	••	HM	UUUU	LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.						
Island Fish Jaccanus	SC	R	•••	JM	UUU4	AN,R,4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.						
Jump	INS	C	••	MP	U	A,B,U,R,4TH
Target creature has flying until end of turn.						
Juxtapose	SOR	R	•••	JH	U3	LG, CH
Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.						
Krovikan Sorcerer	SC	C	•••	PM	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.						
Land Equilibrium	EN	R	•••	JM	UU2	LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.						
Leviathan	SC	R	•••	MT	UUU5	DK,4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.						
Lifetap	EN	U	•••••	AM	UU	A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	•••	MB	UU	A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.						
Magical Hack	INT	R	•••••	JB	U	A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.						
Magus of the Unseen	SC	R	•••••	KF	U1	IA
U1: T. Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.						
Mahomoti Djinn	SC	R	•••••	DF	UU4	A,B,U,R,4TH
Flying. 5/6.						
Mana Drain	INT	U	•••••	MT	UU	LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.						
Mana Short	INS	R	•••••	DW	U2	A,B,U,R,4TH
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Mana Vortex	EN	R	•••	DS	UU1	DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Description

Time Elemental	SC	R	•••	AWe	U2	LG,4TH
Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.						
Time Walk	SOR	R	•••••	AWe	U1	A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
Timetwister	SOR	R	•••••	MTe	U2	A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Transmute Artifact	SOR	U	•••	AWa	UU	AQ
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						
Twiddle	INS	C	•••••	RAI	U	A,B,U,4TH
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
Undertow	EN	U	••	RAF	U2	LG
Creatures with islandwalk may be blocked.						
Unstable Mutation	EC	C	•••	DSh	U	AN,R,4TH
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.						
Unsummon	INS	C	•••	DSh	U	A,B,U,R,4TH
Return target creature to the hand of its owner. Discard enchantments on creature.						
Updraft	INS	U	•••	LWi	U1	IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.						
Venarian Gold	EC	C	•••	DGe	UU	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Vesuvan Doppelganger	SC	R	•••••	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*.						
Vodalian Knights	SC	R	•••••	SVC	UU1	FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands 2/2.						
Vodalian Mage	SC	C	•••	Multi	U2	FE
U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.						
Vodalian Soldiers	SC	C	••	Multi	U1	FE
Artists: MBe, RKF, JMe, SVC. 1/2.						
Vodalian War Machine	SC	R	•••	AWe	UU1	FE
Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.						
Volcanic Eruption	SOR	R	•••	DSh	UUUX	ABU,R,4TH
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.						
Wall of Air	SC	U	•••	RTh	UU1	A,B,U,R,4TH
Flying. 1/5.						
Wall of Water	SC	U	••	RTh	UU1	A,B,U,R,4TH
U: +1/+0. 0/5.						
Wall of Vapor	SC	C	•••	RTh	U3	LG, CH
Cannot be damaged by creatures it blocks. 0/1.						
Wall of Wonder	SC	U	••	RTh	UU2	LG, CH
UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.						
Water Elemental	SC	U	••	JMe	UU3	A,B,U,R,4TH
5/4.						
Water Wurm	SC	C	••	RSp	U	DK
Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
Wind Spirit	SC	U	•••••	KFo	U4	IA
Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.						
Winter's Chill	INS	R	•••	EBe	UX	IA
Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.						
Word of Undoing	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.						
Wrath of Marit Lage	EN	R	•••••	Mra	UU3	IA
Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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MULTICOLORED

- Adun Oakenshield** SC R •••• JMe BGR LG
GRB, T: Take a creature from your graveyard into your hand. 1/2.
- Altar 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 afterwards.



Mishra's Factory: There's so much you can do with this guy. Here's one nice trick when you're a little short on defenders. Let's say your opponent attacks with a creature with a power of two, and all you've got is a creature, declare it a blocker, and then tap it to give itself a +1/+1 bonus. It won't do any damage, but it'll still be around next turn.

Angus Mackenzie	SC	R	•••	BWa	UG	LG
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.						
Arcades Sabboth	SC	R	••••	EBe	UUGGW2	LG, CH
Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.						
Axelrod Gunnarson	SC	R	•••	SKi	BBRR4	LG, CH
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.						
Ayasha Tanaka	SC	R	•••	BWa	UUWW	LG, CH
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.						
Barktooth Warbeard	SC	U	••	ARu	BRR4	LG
6/5.						
Bartel Runeaxe	SC	R	••••	ARu	BGR3	LG
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.						
Boris Devilboon	SC	R	•••	JMy	BR3	LG
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.						
Centaur Archer	SC	U	•••	MBe	GR1	IA
T: Deal 1 damage to target flying creature. 3/2.						
Chromatic Armor	EC	R	••••	MPo	UU1	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.						
Chromium	SC	R	•••	EBe	BBUUW2	LG, CH
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
Dakkon Blackblade	SC	R	•••••	RKF	BUUW2	LG, CH
* equals the number of lands you control. */*.						
Dark Heart of the Wood	EN	C	•••	CRu	BG	DK
Sacrifice a forest to gain 3 life.						
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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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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	BU1	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.						
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.						
Fumarole	SOR	U	••••	DTu	BR3	IA
Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire	SC	R	••	DGe	GGWW3	LG, CH
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghastly Flame	EN	R	•••••	RGo	BR	IA
Black and red permanents and spells are considered colorless sources of damage.						
Giant Trap Door Spider	SC	U	•••	HHu	GR1	IA
GR1, 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.						
Gosta Dirk	SC	R	•••	RTh	UUW3	LG
First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.						
Gwendlyn Di Corei	SC	R	••••	JBa	BBUR	LG
T: Target player randomly discards a card in hand (play only during your turn). 3/5.						
Halfdane	SC	R	••••	MBe	BUW1	LG
Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Hazezon Tamar	SC	R	•••	RKF	GRW4	LG
On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.						
Hunding Gjornersen	SC	U	••	RTh	UUW3	LG
Rampage: 1. 5/4.						
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.						
Jacques le Vert	SC	R	•••	ARu	GRW1	LG
Make all your green creatures +0/+2. 3/2.						
Jasmine Boreal	SC	U	•••	RKF	GW3	LG
4/5.						
Jedit Ojanen	SC	U	•••	MPo	UUW4	LG
5/5.						
Jerrard of the Closed Fist	SC	U	•••	ARu	GGR3	LG
6/5.						
Johan	SC	R	••••	MTe	GRW3	LG, CH
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.						
Kasimir the Lone Wolf	SC	U	•	RKF	UW4	LG
5/3.						
Kei Takahashi	SC	R	•••	SKi	GW2	LG, CH
T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast	SC	U	••••	MPo	GW3	IA
Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.						
Lady Caleria	SC	R	••••	BWa	GGWW3	LG
T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela	SC	R	•••	MPo	BUW	LG
BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain	SC	U	••	RKF	GR4	LG
5/5.						
Lady Orca	SC	U	•••	SEv	BR5	LG
7/4.						
Livonya Silone	SC	R	•••	RKF	GGRR2	LG
First strike, legendary landwalk. 4/4.						
Lord Magnus	SC	U	•••	MTe	GW3	LG
First strike. Creatures with plainwalk or forestwalk may be blocked. 4/3.						
Marhault Eldragon	SC	U	•••	MPo	GRR3	LG, CH
Rampage: 1. 4/6.						
Marsh Goblins	SC	C	••	QHo	BR	DK
Swampwalk. 1/1.						
Merieke Ri Berit	SC	R	•••	HHu	BUW	IA
Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Monsoon EN R ●●● Nth GR2 IA If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.							Storm Spirit SC R ●●● PVe UGW3 IA Flying. T: Do 2 damage to target creature. 3/3.							Camouflage INS U ●●● JMy G A,B,U Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Mountain Titan SC R ●●● MBe BR2 IA RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.							Stormbind EN R ●●● Multi GR1 IA 2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMa							Carnivorous Plant SC C ●●● QHo G3 DK,4TH Counts as a wall. 4/5.						
Nebuchadnezzar SC R ●●● RKF BU3 LG, CH Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.							Sunastion Falconer SC U ●●● CRu GR3 LG T: Add 2 to your mana pool. 4/4.							Cat Warriors SC C ●●● MBe GG1 LG, CH Forestwalk. 2/2.						
Nicol Bolos SC R ●●● EBe BBUURR2 LG, CH Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.							Tetsuo Umezawa SC R ●●● JBa BUR LG BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.							Chub Toad SC C ●●● DGe G2 IA Gains +2/+2 until end of turn when blocked or blocking. 1/1.						
Palladia-Mors SC R ●●● EBe GRRRW2 LG, CH Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.							Tobias Andrian SC U ●●● ARu UW3 LG, CH 4/4.							Channel SOR U ●●● RTh GG A,B,U,R,4TH Add 1 colorless mana to your pool for each life point you sacrifice.						
Pavel Malki SC U ●●● ARu BR4 LG BR: Give Pavel Malki +1/+0 until end of turn. 5/3.							Torsten Von Ursus SC U ●●● MPo GGW3 LG 5/5.							Citanul Druid SC U ●●● JMe G1 AQ Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Princess Lucrezia SC U ●●● SEv BUU3 LG T: Add U to your mana pool (play as an interrupt). 5/4.							Tor Wauki SC U ●●● RAF BBR2 LG, CH T: Do 2 damage to attacking or blocking creature. 3/3.							Cockatrice SC R ●●● Dfr GG3 A,B,U,R,4TH Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Ragnar SC R ●●● MBe BGW LG UGW, T: Regenerate target creature. 2/2.							Tuknir Deathlock SC R ●●● LDa GRRR LG Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.							Cocoon EC U ●●● MTe G LG, CH Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Ramirez DePietro SC U ●●● Pfo BBU3 LG First strike. 4/3.							Ur-Drago SC R ●●● CRu BBUU3 LG First strike. Creatures with swampwalk may be blocked. 4/4.							Concordant Crossroads EW R ●●● AWe G LG, CH Creatures may attack or tap during the turn they are brought into play.						
Ramses Overdark SC R ●●● RKF BBUU2 LG T: Destroy a target creature with an enchantment on it. 4/3.							Vaeovictis Asmadi SC R ●●● ARu BBRGG2 LG, CH Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeovictis Asmadi. 7/7.							Craw Giant SC U ●●● CRu GGGG3 LG, CH Trample. Rampage: 2. 6/4.						
Rasputin Dreamweaver SC R ●●● ARu UW4 LG, CH Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.							Wings of Aesthir EC U ●●● EBe UW IA Give target creature flying, first strike, and +1/+0.							Craw Wurm SC C ●●● DGe GG4 A,B,U,R,4TH 6/4.						
Reclamation EN R ●●● DWi GW2 IA No black creature may attack unless its controller sacrifice a land when that creature attacks.							Xira Arien SC R ●●● MBe BRG LG, CH Flying. GRB, T: Make target player draw a card. 1/2.							Crumble INS C ●●● JMy G AQ,R,4TH Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Riven Turnbull SC U ●●● RKF BU5 LG T: Add B to your mana pool (play as an interrupt). 5/7.							GREEN						Cyclone EN R ●●● MTe GG2 AN,CH Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.							
Rohgathi of Kher Keep SC R ●●● EBe BBRR2 LG All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgathi and all Kobolds are tapped and enter opponent's control. 5/5.							Aisling Leprechaun SC C ●●● QHo G LG All creatures blocking or blocked by Leprechaun become green. 1/1.							Deadfall EN U ●●● Nth G2 LG Creatures with forestwalk may be blocked.						
Rubinia Soulsinger SC R ●●● RAI UGW2 LG T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.							Arboria EW U ●●● DGe GG2 LG If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.							Desert Twister SOR U ●●● SVC GG4 AN,R,4TH Destroy any one card in play.						



Ball Lightning and Barbarian Guides: With a power of six and trample, who needs snow-covered landwalk? Well, certainly not the Ball Lightning, but there's still a reason to use them with the Barbarian Guides. You see, the target of the Guides' special ability returns to your hand at the end of your turn. So give that big ol' ball of electricity some snow-covered landwalking, then scoop him up after he's rolled over your opponent. (Toss in an Arcum's Weatherstone to ensure your enemy has some snowy lands.)

BALL LIGHTNING **BARBARIAN GUIDES**

Scarwood Goblins 2/2.	SC	C ●●	RSp	GR	DK
Sir Shandler of Ebery 4/7.	SC	U ●●	ARu	GW4	LG
Sivitri Scarzam 6/4.	SC	U ●●	Nth	BU5	LG, CH
Skeleton Ship Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa	SC	R ●●●●	Multi	BU3	IA
Solkantar Swamp King Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SC	R ●●●●	RKF	BUR2	LG, CH
Spectral Shield Target creature gains +0/+2 and it cannot be the target of further spells.	EC	U ●●●	MOK	UW1	IA
Stang Put Stang Twin token in play when casting Stang. Stang Twin token is a 3/4 green and red legend. Remove Stang Twin token from game if Stang leaves play. 3/4.	SC	R ●●●	MPo	GR4	LG, CH

Aurochs Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C ●●	KMe	G3	IA
Avoid Fate Counter target interrupt or enchantment targeting a permanent you control.	INT	C ●	Pfo	G	LG
Balduvian Bears 2/2.	SC	C ●●	QHo	G1	IA
Barbary Apes 2/2.	SC	C ●●	BWa	G1	LG
Berserk Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.	INS	U ●●●●	Dfr	G	A,B,U
Birds of Paradise Flying. T: Add one mana of any color to your mana pool. 0/1.	SC	R ●●●●	MPo	G	A,B,U,R,4TH
Blizzard CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.	EN	R ●●	AMa	GG	IA
Brown Ouphe G1, T: Counter an artifact ability that requires an activation cost. 1/1.	SC	C ●●●●	DGe	G	IA

Elvish Archers First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.	SC	R ●●	AMa	G1	A,B,U,R,4TH
Emerald Dragonfly Flying. GG: First strike until end of turn. 1/1.	SC	C ●	QHo	G1	LG, CH
Elvish Farmer Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.	SC	R ●●	RKF	G1	FE
Elvish Hunter G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.	SC	C ●●●●	Multi	G1	FE
Elvish Scout G, T: Untap a target attacking creature until your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.	SC	C ●●●	Multi	G	FE
Erhnam Djinn Give forestwalk to an opponent's creature until next upkeep. 4/5.	SC	U ●●●	KMe	G3	AN, CH
Essence Filter Destroy all enchantments or destroy all enchantments that are not white.	SOR	C ●●●●	REm	GG1	IA
Eureka Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R ●●●●	KFo	GG2	LG
Fanatical Fever Give a creature +3/+0 and trample until end of turn.	INS	U ●●●	JBa	GG2	IA
Fastbond Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R ●●	MPo	G	A,B,U,R

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





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Feral Thallid Description: Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	RAI	GGG3	FE
Fire Sprites Flying. G. T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	••	JBa	G1	LG
Floral Spuzzem If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	RAI	G3	LG
Fog Creatures do not damage one another in combat.	INS	C	•••	JMy	G	A,B,U,R,4TH
Folk of the Pines G1: +1/+0 until end of turn. 2/5. Artists: Nth & Cbu	SC	C	•••	Multi	G4	IA
Forbidden Lore O: Top land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	••••	CRu	G2	IA
Force of Nature Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	••••	DSh	GGG2	ABJ,U,4TH
Forgotten Lore Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	••••	HMc	G	IA
Foxfire Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	••	MOK	G2	IA
Freyalise Supplicant T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1.	SC	U	••	Multi	G1	IA
Freyalise's Charm GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.	EN	U	•••	MOK	GG	IA
Freyalise's Winds Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove all wind counters on those permanents.	EN	R	•••	MTe	GG2	IA
Fungal Bloom GG: Put a spore counter on target Fungus.	EN	R	••••	DGe	GG	FE
Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	•••	DGe	G3	A,B,U,R,4TH
Fyndhorn Brownie G2, T: Untap a creature. 1/1.	SC	C	•••	RTh	G2	IA
Fyndhorn Elder T: Add GG to your mana pool. 1/1.	SC	U	••••	CRu	G2	IA
Fyndhorn Elves T: Add G to your mana pool. 1/1.	SC	C	••••	JHa	G	IA
Fyndhorn Pollen CU: 1. All creatures get -1/0. G1: All creatures get -1/-1 until end of turn.	EN	R	••	PfO	G2	IA
Gaea's Avenger * = number of artifacts opponent has in play. *+1/*+1.	SC	R	•••	PVe	GG1	AQ
Gaea's Liege T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.	SC	R	•••••	DWi	GGG3	ABJ,U,4TH
Gaea's Touch You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	•••	MPa	GG	DK
Ghazban Ogre During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	C	•	JMy	G	AN, CH
Giant Badger Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	•••	Lda	GG1	BOOK
Giant Growth Target creature gets +3/+3 until end of turn.	INS	C	••••	SEv	G	A,B,U,R,4TH,IA
Giant Spider Doesn't fly, but can block flying creatures. 2/4.	SC	C	••••	SEv	G3	A,B,U,R,4TH
Giant Turtle Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	JMe	GG1	LG
Glyph of Reincarnation Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	SVC	G	LG
Gorilla Pack Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.	SC	C	••	AWa	G2	IA
Grizzly Bears 2/2.	SC	C	•••	JMe	G1	A,B,U,R,4TH

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Hidden Path All green creatures gain forestwalk.	EN	R	••••	RAI	GGG2	DK	Master of the Hunt GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	JMe	GG2	LG
Hornet Cobra First strike. 2/1.	SC	C	•	SEv	GG1	LG	Metamorphosis Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.	SOR	C	•	CRu	G	AN, CH
Hot Springs O: Top land Hot Springs enchants to prevent 1 damage to any target.	EL	R	•••	NLe	G1	IA	Moss Monster 3/6.	SC	C	••	JMy	GG2	LG
Hurricane Do X damage to all players and flying creatures.	SOR	U	••••	DWi	GX	A,B,U,R,4TH,IA	Naf's Asp If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.	SC	C	••	CRu	G	AN,4TH
Ice Storm Destroy any one land.	SOR	U	••••	Dfr	G2	A,B,U	Natural Selection Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPa	G	A,B,U
Ichneumon Druid Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	MBe	GG1	LG	Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	•••	REm	G1	IA
Iff-biff Efreel Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.	SC	R	•••	JMy	GG2	AN	Niall Silvain GGG, T: Regenerate target creature. 2/2.	SC	R	•••	CRu	GGG	DK
Instill Energy Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	••••	DWi	G	A,B,U,R,4TH	Night Sail 1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu.	EN	C	•••	MuH	GG	FE
Ironroot Treefolk 3/5.	SC	C	•••	JMy	G4	A,B,U,R,4TH							
Johtull Worm Johtull Worm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	SC	U	•••	DGe	G5	IA							



MINTON OF LESHRAC



PREACHER

Minion of Leshrac and Preacher: Picture it: the fervent Preacher stands before the masses, preaching the righteousness of his cult. With some coaxing, he's acquired another reluctant follower. Before the newfound cult member has second thoughts, have him prove his allegiance by sacrificing himself to the cult's demonic lord! Mmmmm... fresh converts for the nasty Minion of Leshrac, who'll also eagerly eat any creatures (and lands, for that matter) who choose to defy his cult.

Juniper Order Druid T: Untap a land of your choice at the speed of an interrupt. 1/1.	SC	C	•••	JMe	G2	IA
Killer Bees Flying. G: Give Bees +1/+1 until end of turn. 0/1.	SC	U	••••	PfO	GG1	LG,4TH
Kudzu When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	•	MPa	GG1	A,B,U,R
Land Leeches First strike. 2/2.	SC	C	••	QHo	GG1	DK,4TH
Ley Druid T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	•••	SEv	G2	A,B,U,R,4TH
Lurgoyf * equals the total number of creatures in all graveyards. */*+1.	SC	R	••••	PVe	GG2	IA
Lifeforce GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	••••	DWi	GG	A,B,U,R,4TH
Lifelace Changes the color of one card in play to green.	INT	R	•	AWe	G	A,B,U,R,4TH
Living Artifact Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	•••	AMa	G	A,B,U,R,4TH
Living Lands Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	••	JMy	G3	A,B,U,R,4TH
Living Plane Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	BWa	GG	LG
Llanowar Elves T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH
Lure All creatures that can block target creature must do so.	EC	U	••••	AMa	GG1	A,B,U,R,4TH,IA
Lurker Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	•••	AMa	G2	DK
Maddening Wind CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	•••	DWi	G2	IA
Marsh Viper Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	•••	RSp	G3	DK,4TH

Pale Bears Islandwalk. 2/2.	SC	R	•••	AWa	G2	IA
People of the Woods * = number of forests controlled by controller of People of the Woods. 1/*.	SC	U	•••	DTu	GG	DK
Pixie Queen GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	•••	QHo	GG2	LG
Powerleech Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.	EN	U	•••	CRu	GG	AQ
Pradesh Gypsies G1, T: Give target creature -2/0 until end of turn. 1/1.	SC	C	••	QHo	G2	LG,4TH
Pygmy Allosaurus Swampwalk. 2/2.	SC	R	•••	AMa	G2	IA
Pykrite Draw a card at the beginning of the next turn. 1/1.	SC	C	•	EBe	G2	IA
Rabid Wombat Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.	SC	U	•••	KFo	GG2	LG, CH
Radian Spirit T: Target creature loses flying ability until turn ends. 3/2.	SC	U	••••	CRu	G3	LG,4TH
Rebirth Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.	SOR	R	••	MTe	GGG3	LG,4TH
Regeneration G: Target creature regenerates.	EC	C	•••	QHo	G1	A,B,U,R,4TH,IA
Regrowth Bring a card from your graveyard into your hand.	SOR	U	•••••	DWi	G1	A,B,U,R
Reincarnation If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.	INS	U	•••	EBe	GG1	LG
Revelation Play with all cards in hand face up.	EW	R	••	KFo	G	LG,CH
Rime Dryad Snow-covered forestwalk. 1/2.	SC	C	•••	HHu	G	IA
Ritual of Subdual CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.	EN	R	•••	JHa	GG4	IA
Rust Counter target artifact effect that requires an activation cost.	INT	C	••	Lda	G	LG

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Sandstorm Do 1 damage to all attacking creatures.	INS	C	••	BsN	G	AN,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	••••	MtE	GG1	FE	Whiteout 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.	INS	U	••••	Nth	G1	IA
Savaen Elves GG, T: Destroy target enchant land. 1/1.	SC	C	••	RSp	G	DK	Thoughtleech Gain 1 life whenever target opponent taps an island.	EN	U	••••	MtE	GG	IA	Wiitigo Put six +1/+1 counters on Wiitigo when it comes into play. During your upkeep, put a +1/+1 counter on Wiitigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Wiitigo. 0/0.	SC	R	•••	MbE	GGG3	IA
Scaled Wurm 7/6.	SC	C	••••	DGe	G7	IA	Timber Wolves Bands. 1/1.	SC	R	••••	MbE	G	A,B,U,R,4TH	Wild Growth Whenever target land is tapped for mana, Wild Growth provides an extra G.	EL	C	•••	Mra	G	A,B,U,R,4th,IA
Scarwood Bandits Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.	SC	R	••••	MPo	GG2	DK	Tinder Wall Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.	SC	C	••••	Rem	G	IA	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
Scarwood Hag GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.	SC	U	•••	AMa	G1	DK	Titania's Song Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.	EN	U	•••	KKa	G3	AQ,R,4TH	Winter Blast SOR U •••• KFo GX LG,4TH Top X target creatures. Do 2 damage to each target creature with flying.	SOR	U	••••	KFo	GX	LG,4TH
Scavenger Folk G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	••••	DDe	G	DK, CH	Touch of Vitae 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.	INS	U	•••	LWi	G2	IA	Wolverine Pack Rampage: 2, 2/4.	SC	C	••	JMe	GG2	LG
Scarb Sprites Flying. 1/1.	SC	C	••••	AWe	G	A,B,U,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	••••	JMe	GG1	DK	Wood Elemental * = the number of untapped forests you sacrificed when casting Wood Elemental. */.	SC	R	•	BsN	G3	LG
Shambling Strider GR: +1/-1 until end of turn. 5/5.	SC	C	••••	DSh	GG4	IA	Trailblazer Target creature may not be blocked this turn.	INS	R	••••	JbA	GG2	IA	Woolly Mammoths Gains trample if you control any snow-covered lands. 3/2.	SC	C	•••	Dfr	GG1	IA
Shandin Dryads Forestwalk. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH	Tranquility Discard all enchantments in play.	SOR	C	••••	DSh	G2	A,B,U,R,4TH	Woolly Spider Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.	SC	C	••••	DGe	GG1	IA
Shelkin Brownie T: Remove the banding ability from target creature until end of turn. 1/1.	SC	C	•	DSh	G1	LE	Tsunami Destroy all islands in play.	SOR	U	••	RTh	G3	A,B,U,R,4TH	Wormwood Treefolk BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life.. 4/4.	SC	R	•••	JMy	GG3	DK
Singing Tree T: Reduce attacking creature's power to 0 until end of turn. 0/3.	SC	R	••••	RAI	G3	AN	Typhoon Do 1 damage to opponent for each island he or she controls.	SOR	R	••	AMa	G2	LG	Wyluli Wolf T: Give a creature +1/+1 until end of turn. 1/1.	SC	C	••••	SVC	G1	AN
Snowblind Target creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.	EC	R	•	DSh	G3	IA	Untamed Wilds Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.	SOR	U	•••	NTh	G2	LG,4TH	Yavimaya Gnats Flying. G: Regenerate. 0/1	SC	U	••••	Dfr	G2	IA
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	Venom All non-wall creatures blocking or blocked by target creature are destroyed after combat.	EC	C	•••	TWö	GG1	DK,4TH	VENOM						
Spore Cloud Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.	INS	C	••••	MtE	GG1	FE	Venemous Breath All creatures blocking or being blocked by target creature are destroyed after combat.	INS	U	•••	LWi	G3	IA	Active Volcano Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.	INS	C	•	BsN	R	LG, CH
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	Verduran Enchantress Draw a card each time you cast an enchantment. 0/2.	SC	R	••	KBr	GG1	A,B,U,R,4TH	Ærathi Berserker Rampage: 3, 2/4.	SC	U	••	MbE	RRR2	LG
Stampede All attacking creatures get trample and +1/+0 until end of turn.	INS	R	••••	JMe	GG1	IA	Wall of Brambles G: Regenerates. 2/3.	SC	U	•••	AMa	G2	A,B,U,R,4TH	Aggression Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.	EC	U	••••	Rem	R2	IA
Storm Seeker Do 1 point of damage to opponent for every card he or she has in hand.	INS	U	••••	MPo	G3	LG, CH	Wall of Ice G: Regenerate. 3/3.	SC	U	•••	RTh	G2	A,B,U,R,4TH	Aladdin RR1: Steal artifact. 1/1.	SC	R	••••	JbA	RR2	AN,CH
Stream of Life Target player gains X life.	SOR	C	••••	MPo	GX	A,B,U,R,4TH	Wall of Pine Needles G: Regenerate. 3/3.	SC	U	•••	BsN	G3	IA							
Stunted Growth Target player must choose three cards from his or her hand and put them on top of his library in any order.	SOR	R	••••	Nth	GG3	IA	Wall of Wood 0/3.	SC	C	••	MtE	G	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														
Tarpan You gain 1 life if Tarpan goes to the graveyard from play. 1/1.	SC	C	•••	MOK	G	IA														
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, in play. Artists: Ebe, DGe, JMy, RSp. 1/1.	SC	C	•••	MtE	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														
Thelon's Chant Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.	EN	U	•••	MbE	GG1	FE														
Thelon's Curse Blue creatures do not untap as normal. During upkeep, an blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.	EN	R	•••	PvE	GG	FE														
Thermokarst Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	•••	KMe	GG1	IA														
Thicket Basilisk Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.	SC	U	••••	Dfr	GG3	A,B,U,R,4TH														



Ornithopter and Angelic Voices: People are prone to laugh at decks with Ornithopters, but would they laugh if you could play a 2/4 flying creature for zero mana? With a couple of Angelic Voices, that's exactly what you get. As long as you have only white and artifact creatures, all of your creatures, including the mighty Ornithopter, get the Voices' +1/+1 bonus. Hmm... do I smell a deck concept?

ORNITHOPTER

ANGELIC VOICES

Wanderlust Do 1 damage to controller of target creature during upkeep.	EC	U	•••	Cbr	G2	A,B,U,R,4TH	Ali Baba R: Tap a wall. 1/1.	SC	U	•••	JbA	R	AN,4TH
War Mammoth Trample. 3/3.	SC	C	••••	JMe	G3	A,B,U,R,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
Web Target creature gains +0/+2 and may block flying creatures.	EC	R	••••	RAI	G	A,B,U,R,4TH	Anarchy Destroy all white permanents.	SOR	U	••••	PfO	RR2	IA
Whippoowill GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirection spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.	SC	U	••••	DSh	G	DK	Artifact Blast Counter any artifact as it is being cast.	INT	C	•	MPo	R	AQ
Whirling Dervish Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.	SC	U	••••	SVC	GG	LG,4TH	Atog 0: +2/+2; sacrifice one of your artifacts in play. 1/2.	SC	C	••	JMy	R1	AQ,R
							Avalanche Destroy X snow-covered lands.	SOR	U	•••	BsN	RR2X	IA

•/• Restricted/Banned
AC Artifact Creature

ART Artifact
CR Current Rarity

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



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Backdraft	Do half the damage (round down) done by one sorcery to the sorcery's caster.	INS	U	•••	BSn	R1	LG
Balduvian Barbarians	Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.	SC	C	••	MPo	RR1	IA
Balduvian Hydra	Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.	SC	R	••••	MBe	RRX	IA
Ball Lightning	Temple. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.	SC	R	••••	QHo	RRR	DK,4TH
Barbarian Guides	R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.	SC	C	•••	RTh	R2	IA
Battle Frenzy	All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.	INS	C	•••	BSn	R2	IA
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



RITUAL OF SUBDUAL



LLANOWAR ELVES

Ritual of Subdual and Llanowar Elves: Reality Twist, Naked Singularity—they're too damn confusing! Why not try something nice and simple like Ritual of Subdual, which makes all mana-producing lands produce colorless mana? And while you're at it, why don't you try something convenient, like playing a few Llanowar Elves. These and other mana-producing critters (like Birds and other assorted Keebler folks) will keep you one step ahead of your opponent.

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	••••	TWā	R2	DK,CH
Bone Shaman	B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.	SC	C	••	AMa	RR2	IA
Brand of Ill Omen	CU: R: Target creature's controller may not cast sorcery spells.	EC	R	•••	RAI	R3	IA
Brassclaw Orcs	Cannot be assigned to block creatures of power greater than 1. Artists: RAI (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. RR1, T: Give target creature mountainwalk until end of turn. 1/4.	SC	U	•••	DTu	RR1	DK,4TH
Caverns of Despair	No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.	EN	R	••	HMc	RR2	LG

Dischord	Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.	INS	R	•••	BWā	R2	LG
Disintegrate	Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.	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	••••	AWē	RR2	A,B,U,R,4TH
Dwarven Armorer	R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••••	BWā	R	FE
Dwarven Armory	2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	••••	RTh	R2	IA
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: RAI, RAF. 2/1.	SC	C	••	DSH	R1	FE

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
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	•••	MPo	R1	AQ,R
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	Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.	SC	U	•••	DFr	RR3	A,B,U,R,4TH
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
Errantry	Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	•••	LWī	R1	IA
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	••••	AMa	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	••••	AMa	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
Firestorm Phoenix	Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.	SC	R	••••	JMe	RR4	LG
Fissure	Bury target land or creature.	INS	C	••••	DSH	RR3	DK,4TH
Flame Spirit	R: +1/+0 until end of turn. 2/3.	SC	U	••	JHo	R4	IA
Flare	Flare does 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	••	DTu	R2	IA
Flashfires	Destroy all plains in play.	SOR	U	••••	DWī	R3	A,B,U,R,4TH
Fork	Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	•••••	AWē	RR	A,B,U,R
Frost Giant	Rampage: 2. 4/4.	SC	U	•••	DGe	RRR3	LG
Game of Chaos	Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.	SOR	R	•••	DTu	RRR	IA
Giant Strength	Make target creature +2/+2.	EC	C	••••	JHo	RR	LG,4TH
Glacial Crevasse	0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.	EN	R	••	MRA	R2	IA
Glyph of Destruction	Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	••	SVC	R	LG
Goblin Artisans	If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.	SC	U	••	JBa	R	AQ,CH
Goblin Balloon Brigade	R: Gains flying until end of turn. 1/1.	SC	U	•••	ARu	R	A,B,U,R,4TH
Goblin Caves	If target land is a basic mountain, all Goblins gain +0/+2.	EL	C	•••	DTu	RR1	DK
Goblin Chirurgeon	Sacrifice a Goblin to regenerate a creature. Artists: PFO, DFr, DGe. 0/2.	SC	C	•••	Multi	R	FE
Goblin Digging Team	T: Sacrifice Digging Team to destroy target wall. 1/1.	SC	C	••	RSp	R	DK
Goblin Flotilla	Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.	SC	R	•••	TWā	R2	FE
Goblin Grenade	Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp. 0/2.	SOR	C	•••	Multi	R	FE
Goblin Hero	2/2.	SC	C	••	MTe	R2	DK

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Goblin King SC R ●●● JMy RR1 A,B,U,R,4TH While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1, 2/2.	SC	R	●●●	JMy	RR1	A,B,U,R,4TH	Grizzled Wolverine SC C ●● CBr 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.	SC	C	●●	CBr	RR1	IA	Mudslide 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.	EN	R	●●	BSn	R2	IA
Goblin Kites EN U ●● AMa R1 FE R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	●●	AMa	R1	FE	Hill Giant SC C ●● DFr R3 A,B,U,R,4TH 3/3.	SC	C	●●	DFr	R3	A,B,U,R,4TH	Nalathni Dragon SC R ●●● MWe RR2 CON Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1	SC	R	●●●	MWe	RR2	CON
Goblin Mutant SC * U ●● DGe RR2 IA 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	Hurlon Minotaur SC C ●● AMa RR1 A,B,U,R,4TH T: Prevent creature from regenerating this turn. 1/1.	SC	C	●●	AMa	RR1	A,B,U,R,4TH	Orc General SC U ●● JMy R2 DK T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	●●	JMy	R2	DK
Goblin Rock Sled SC C ●● DDa R1 DK,4TH Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	●●	DDa	R1	DK,4TH	Hurr Jackal SC R ●●● DTu R AN,4TH T: Prevent creature from regenerating this turn. 1/1.	SC	R	●●●	DTu	R	AN,4TH	Orcish Artillery SC U ●●● AMa RR1 A,B,U,R,4TH T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1, 1/3.	SC	U	●●●	AMa	RR1	A,B,U,R,4TH
Goblin Sappers SC C ●●● JMe R1 IA RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.	SC	C	●●●	JMe	R1	IA	Hyperion Blacksmith SC U ●●● DFr RR1 LG T: Tap or untap target artifact opponent controls. 2/2.	SC	U	●●●	DFr	RR1	LG	Orcish Cannoneers SC U ●●● DFr RR1 IA T: Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	●●●	DFr	RR1	IA
Goblin Shrine EL C ●●● RSp RR1 DK, CH If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	●●●	RSp	RR1	DK, CH	Immolation EC C ●●● SKi R LG,4TH Make target creature +2/-2.	EC	C	●●●	SKi	R	LG,4TH	Orcish Captain SC U ●● MTe R FE T: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.	SC	U	●●	MTe	R	FE
Goblin Ski Patrol SC C ●● MPo R1 IA 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	Imposing Visage EC C ●●● Pfo R IA Target creature cannot be blocked by less than 2 creatures.	EC	C	●●●	Pfo	R	IA	Orcish Librarian SC R ●●● Pfo R1 IA 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
Goblin Snowman SC U ●●● DGe R3 IA Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.	SC	U	●●●	DGe	R3	IA	Inferno INS R ●●● RAF RR5 DK,4TH Do 6 damage to all players and all creatures.	INS	R	●●●	RAF	RR5	DK,4TH	Orcish Lumberjack SC C ●●● DFr R IA 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
Goblin War Drums EN C ●●●● Multi R2 FE Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, HHu, RKF, JMe.	EN	C	●●●●	Multi	R2	FE	Ironclaw Orcs SC C ●● AMa R1 A,B,U,4TH May only block creatures of power equaling 1 or less. 2/2.	SC	C	●●	AMa	R1	A,B,U,4TH	Orcish Mechanics SC C ●●● PVe R2 AQ T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.	SC	C	●●●	PVe	R2	AQ
Goblin Warrens EN R ●●●● DFr R2 FE R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	●●●●	DFr	R2	FE	Incinerate INS C ●●●● MPo R1 IA Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.	INS	C	●●●●	MPo	R1	IA	Orcish Oriflame EN U ●●● DFr R3 A,B,U,R,4TH All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	●●●	DFr	R3	A,B,U,R,4TH
Goblin Wizard SC U ●●● DGe RR2 DK T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	●●●	DGe	RR2	DK	Jokulhaups SOR R ●●●● RTh RR4 IA Bury all artifacts, creatures, and lands.	SOR	R	●●●●	RTh	RR4	IA	Orcish Spy SC C ●●●● Multi R FE T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.	SC	C	●●●●	Multi	R	FE
Goblins of the Flag SC C ●●● TWa R DK, CH Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.	SC	C	●●●	TWa	R	DK, CH	Karplusan Giant SC U ●●●● DGe R6 IA O: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.	SC	U	●●●●	DGe	R6	IA	Orcish Squatters SC R ●●●● RKF R4 IA If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.	SC	R	●●●●	RKF	R4	IA
Granite Gargoyle SC R ●●● CRu R2 A,B,U,R Flying. R: +0/+1, 2/2.	SC	R	●●●	CRu	R2	A,B,U,R	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.	SC	R	●●●●	QHo	RR3	IA	Orcish Veteran SC C ●● Multi R2 FE Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, DFr, QHo, DSh. 2/2.	SC	C	●●	Multi	R2	FE



JOKULHAUPS

Jokulhaups: We can't pronounce it, but we sure as heck know how useful it is. The ultimate reset button, Jokulhaups serves as the great equalizer in the game. However, with the right timing and a lot of mana, it can also be the ultimate neutralizer. Here's the ideal use for Jokulhaups: put 12 mana into your mana pool, cast Jokulhaups, and then, once everything is gone, use the remaining six mana to play a Shivan Dragon. It won't take your opponent long to figure out just how defenseless he is...

Gravity Sphere EW R ●●●● BSn R2 LG All creatures lose flying ability.	EW	R	●●●●	BSn	R2	LG
Gray Ogre SC C ●● DFr R2 A,B,U,R,4TH 2/2.	SC	C	●●	DFr	R2	A,B,U,R,4TH

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

KEY:



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Rock Hydra	SC	R	•••	JMe	R	A,B,U,R
Description Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR piece. 0/0.						



SEEKER



FARREL'S MANTLE

Seeker and Farrel's Mantle: No good zealot is complete without a homing device that lets him track down opposition to his cause. With Seeker and Farrel's Mantle, you get just that. Your beefed-up creature will be much harder to block, and if he gets through unscathed, one of your opponent's creatures could be in for a rough time. This combo is especially deadly with a Serra Angel. Farrel's Seeking Serra can pick off just about any creature, and still hang back for defense. What a babe!

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Vertigo	INS	U	•••	Dtu	R	IA
Description Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	••	RTh	R2	LG,4TH
Description Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	••••	RTh	R1	LG
Description 0/6.						
Wall of Fire	SC	U	•••	RTh	RR1	A,B,U,R,4TH
Description R: +1/+0. 0/5.						
Wall of Heat	SC	C	•••	RTh	R2	LG,CH
Description 2/6.						
Wall of Lava	SC	U	•••	PVe	RR1	IA
Description R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	••••	HMc	RR3	LG,CH
Description 1: +1/+0 until end of turn. 0/6.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Armor of Faith	EC	C	•••	AMa	W	IA
Description Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	••••	BSn	WW1	AN
Description +2/+0 to all attacking creatures until end of turn.						
Artifact Ward	EC	C	••	DSh	W	AQ
Description 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
Description 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.						
Battle Cry	INS	U	•••	DSh	W2	IA
Description Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Benalish Hero	SC	C	•••	DSh	W	A,B,U,R,4TH
Description Bands. 1/1.						
Black Scarab	EC	U	•••	KFo	W	IA
Description Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	••••	Dfr	W	A,B,U,R,4TH
Description Target creature gains protection from black.						
Blaze of Glory	INS	R	••	RTh	W	A,B,U
Description 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.						
Blessed Wine	INS	C	••	KFo	W1	IA
Description Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	••••	JBa	WW	A,B,U,R,4TH
Description W: +1/+1.						
Blinking Spirit	SC	R	•••••	LW1	W3	IA
Description 0: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	•	CRu	WWW	DK,CH
Description Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	•••	AWe	W	IA
Description Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	•••	Dfr	W	A,B,U,R,4TH
Description Target creature gains protection from blue.						
Brainwash	EC	C	••	PVe	W	DK,4TH
Description Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	••••	RGa	W1	IA
Description Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	•	Sev	W	AN
Description Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	••••	RtP	WW2	IA
Description 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.						
Castle	EN	U	•••	DW1	W3	A,B,U,R,4TH
Description Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	••••	PVe	W1	AQ,4TH
Description 2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	••••	JMy	W1	B,U,R,4TH,IA
Description 1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	••••	DW1	W1	A,B,U,R,4TH,IA
Description 1: Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	••••	Sev	W1	A,B,U,R,4TH,IA
Description 1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	••••	MTe	W1	A,B,U,R,4TH,IA
Description 1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	••••	DSh	W1	A,B,U,R,4TH,IA
Description 1: Prevent all damage to you from one white source.						
Cleanse	SOR	R	•••••	Pfo	WW2	LG
Description Destroy all black creatures in play.						
Cleansing	SOR	R	•••	PVe	WWW	DK
Description 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
Description If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	••	RGa	W2	IA
Description CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	••••	Muh	W2	FE
Description W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa, SVC, 0/2.						
Consecrate Land	EL	U	••••	JMe	W	A,B,U
Description Target land is immune from all effects that would destroy it.						
Conversion	EN	U	••••	JMy	WW2	A,B,U,R,4TH
Description All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	•••	Pfo	W2	IA
Description Target creature gains banding.						
Crusade	EN	R	••••	MPo	WW	A,B,U,R,4TH
Description All white creatures gain +1/+1.						
D'Avenant Archer	SC	C	•••	DSh	W2	LG,CH
Description T: Do 1 damage to attacking or blocking creature. 1/2.						

Rukh Egg	SC	C	••••	CRu	R3	AN
Description If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Sabretooth Tiger	SC	C	•••	MBe	R2	IA
Description First strike. 2/1.						
Sedge Troll	SC	R	•••	Dfr	R2	A,B,U,R
Description 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,IA
Description Destroy target artifact.						
Shatterstorm	SOR	R	•••	MPo	RR2	AQ,R
Description Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	•••••	MBe	RR4	A,B,U,R,4TH
Description Flying. R: +1/+0. 5/5.						
Sisters of the Flame	SC	C	•••	JMy	RR1	DK,4TH
Description T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	••	JMy	RR	A,B,U,R,4TH
Description Each player may only untap one creature during untap phase.						
Spinal Villain	SC	R	•••	AMa	R2	LG
Description T: Destroy target blue creature. 1/2.						
Stone Giant	SC	U	•••	DW1	RR2	A,B,U,R,4TH
Description 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,IA
Description Destroy any one land.						
Stone Spirit	SC	U	•••	JMe	R4	IA
Description Stone Spirit cannot be blocked by flying creatures. 4/3.						
Stonehands	EC	C	••••	Dfr	R2	IA
Description Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Storm World	EW	R	••	CRu	R	LG
Description Do 1 damage to any player for each card below 4 in hand during upkeep.						
Tempest Efreel	SC	R	•	NTh	RRR1	LG,4TH
Description T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreel 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 Efreel in caster's graveyard. 3/3.						
Tor Giant	SC	C	••	DSh	R3	IA
Description 3/3.						
Total War	EN	R	•••	Dtu	R3	IA
Description 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.						
Tunnel	SOR	U	••	Dfr	R	A,B,U,R,4TH
Description Bury one wall.						
Two-Headed Giant of Foris	SC	R	••••	AMa	R4	A,B,U
Description Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	••••	DSh	R2	A,B,U,R,4TH
Description R: Regenerates. 2/2.						

Wall of Stone	SC	U	•••	Dfr	RR1	A,B,U,R,4TH
Description 0/8.						
Wheel of Fortune	SOR	R	•••••	DGe	R2	A,B,U,R
Description All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	•••	AMa	RR1	BOOK
Description Does not tap to attack. 2/2.						
Winds of Change	SOR	R	•••	JHo	R	LG,4TH
Description All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Word of Blasting	INS	U	•••	KMe	R1	IA
Description Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreel	SC	R	••	Dtu	RRR	AN
Description Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreel blocks. 3/6.						

WHITE						
Abu Ja'far	SC	U	••••	KMe	W	AN,CH
Description If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	C	••••	QHo	WW1	IA
Description T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Akron Legionnaire	SC	R	•	MPo	WW6	LG,CH
Description Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	••••	HMc	WWX	LG,4TH
Description Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	••	QHo	WW	LG,4TH
Description Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	••••	JBa	WW2	LG,CH
Description Give all your creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	••••	Dtu	WW2	DK,4TH
Description Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+*. 2/2.						
Animate Wall	EC	R	••	Dfr	W	A,B,U,R,4TH
Description Target wall may now attack.						
Arctic Foxes	SC	C	••	MPo	W1	IA
Description If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	••	NLe	W2	IA
Description W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	••••	AWe	WW1	AQ
Description 2, T: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	••	KKa	WW1	AQ
Description T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	•••••	JMy	W3	A,B,U,R,4TH
Description Destroy all lands in play.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Damping Field No one may untap more than one artifact in each of his or her own untap phases.	EN	U	•	JHa	W2	AQ	Festival Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	••	MPo	W	DK	Ication Infantry 1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRU, DSh, DTu, 1/1.	SC	C	••	Multi	W	FE
Death Ward Regenerates target creature.	INS	C	•••	HMc	W	A,B,U,R,4th,IA	Fire and Brimstone 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.	INS	U	••	JMe	WW3	DK	Ication Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKI, 1/1.	SC	C	••	Multi	W	FE
Disenchant Destroy target enchantment or artifact.	INS	C	•••••	BSn	W1	A,B,U,R,4th,IA	Formation Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	••	KMe	W1	IA	Ication Lieutenant W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	•	PVe	WW	FE
Divine Intervention Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.	EN	R	•••	AWe	WW6	LG	Fortified Area Give all your walls +1/+0 and banding.	EN	C	••	RAF	WW1	LG	Ication Moneychanger Lose 3 life when casting and put 3 counters on Ication Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu, 0/2.	SC	C	•••	Multi	W	FE
Divine Offering Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	••••	JMe	W1	LG	Fylgia Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.	EC	C	•••••	EBe	W	IA	Ication Phalanx Bands: 2/4.	SC	U	•••	KFo	W4	FE
Divine Transformation Give target creature +3/+3.	EC	U	•••••	Nth	WW2	LG,4TH	General Jarkeld T: Exchange two blocking creatures without creating an illegal block. 1/2.	INS	C	•	SVC	W	LG	Ication Priest WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	•••	DTu	W	FE
Drought 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	Glyph of Life Add to your life points damage done to target wall by attacking creatures.	INS	C	•	SVC	W	LG	Ication Scout 1: Give target creature first strike until end of turn. Artists: RAL, PFo, RKF, DSh, 1/1.	SC	C	••••	Multi	W	FE
Dust to Dust Remove any two target artifacts from the game.	SOR	C	•••	DTu	WW1	DK	Great Defender Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	••	MPo	W	LG	Ication Skirmishers Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	•••	HHu	W3	FE
Elder Land Wurm Temple. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.	SC	R	•••	QHo	WWW4	LG,4TH	Great Wall Creatures with plainswalk may be blocked.	EN	U	••	SEv	W2	LG	Ication Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	••••	TWu	W5	FE
Elvish Healer T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.	SC	C	•	REm	W2	IA	Greater Realm of Preservation W1: Prevent all damage to you from a red or black source.	EN	U	•••••	Nth	W1	LG	Indestructible Aura Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	••	MPo	W	LG
Enchanted Being Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.	SC	C	•	DSh	WW1	LG	Green Scarab Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	•••	Nle	W	IA	Infinite Authority After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	••	DSh	WWW	LG, CH
Enduring Renewal 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	Green Ward Target creature gains protection from green.	EC	U	•••	Dfr	W	AB,U,R,4TH	Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	•••	MPo	W1	AB,U,R,4TH
Energy Storm 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	••••	SEv	W1	IA	Guardian Angel Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	••	AMa	WX	AB,U,R	Ivory Guardians Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	SC	U	•••	MBe	WW4	LG, CH
Equinox Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	••	SVC	W	LG	Hallowed Ground WW: Return a non-snow-covered land you control to its owner's hand.	EN	U	••	DSh	W1	IA	Jihad +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	••••	BSn	WWW	AN



LAND TAX



FASTBOND

Land Tax and Fastbond: Need a lot of land? Land Tax can do that. Need it all at once? Fastbond can do that. What are two great tastes that taste great together? You get it. Spend a couple of turns loading up on lands with Land Tax, then slam them all down at once with a Fastbond. Better yet, save a Reverse Damage, and gain back all the life (and more) taken away by the Fastbond.

Exorcist W1, T: Destroy target black creature. 1/1.	SC	R	•••	DTu	WW	DK
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	••••	MPo	WW	AN,R,4TH
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	•	MPo	WWW	AB,U,R
Farrel's Mantle 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.	EC	U	•••	AWa	W2	FE
Farrel's Zealot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF, 2/2.	SC	C	••	Multi	WW1	FE
Farrelite Priest 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	•	PFo	WW1	FE
Fasting 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.	EN	U	••	DSh	W	DK

Heal Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	••	MTe	W	IA
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	•••	Dfr	W	AB,U,R,4TH
Heaven's Gate Change the color of one or more target creatures to white until end of turn.	INS	U	••	DSh	W	LG
Heroism 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.	EN	U	••	MPo	W2	FE
Hipparion Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3	SC	U	•••	DWl	W1	IA
Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	•••	MBe	W	AB,U,R,4TH
Holy Day Creatures attack and block as normal but deal no damage.	INS	C	•••	JHa	W	LG
Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	••	DTu	W2	DK
Holy Strength Target creature gains +1/+2.	EC	C	•••	AMa	W	AB,U,R,4TH

Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	•••••	RTh	WW2	AB,U,R,4TH
Keepers of the Faith 2/3.	SC	C	••	DGe	WW1	LG, CH
Kelsinko Ranger W1: One green creature gains first strike until end of turn. 1/1.	SC	C	•	MPo	W	IA
King Suleiman T: Destroy an Efreet or Djinn. 1/1.	SC	R	••	MPo	W1	AN
Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	••••	KFo	W3	LG,4TH
Kjeldoran Elite Guard 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	•••	MBe	W3	IA
Kjeldoran Guard 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	••	AWa	W1	IA
Kjeldoran Knight Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	••••	RSp	WW	IA
Kjeldoran Phalanx First strike, banding. 2/5.	SC	R	•••	RKF	W5	IA
Kjeldoran Royal Guard 1: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	••••	LWi	WW3	IA
Kjeldoran Skycaptain Flying, banding, first strike. 2/2.	SC	U	••••	MPo	W4	IA
Kjeldoran Skyknight Flying, banding, first strike. 1/1.	SC	C	••••	MPo	W2	IA
Kjeldoran Warrior Banding. 1/1.	SC	C	•••	MPo	W	IA
Knights of Thorn Protection from red, banding. 2/2.	SC	R	••••	CRu	W3	DK
Lance Target creature gains first strike.	EC	U	••	RAI	W	AB,U,R
Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	••••	BSn	W	LG,4TH
Lifeblood Take 1 life whenever opponent taps a mountain.	EN	R	••••	MTe	WW2	LG
Lightning Blow Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	•••	HMc	W1	IA

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

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Lost Order of Jarkeld	SC	R	•••	ARu	WW2	IA
* equals the number of creatures controlled by target opponent. 1+*/1+*						
Martyr's Cry	SOR	R	•••	JMe	WW	DK
Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.						
Martyrs of Korlis	SC	U	•••	MOK	WW3	AQ
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.						
Mercenaries	SC	R	•	CBr	W3	IA
If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.						
Mesa Pegasus	SC	C	••••	MBE	W1	AB,U,R,4TH
Flying, bands. 1/1.						
Miracle Worker	SC	C	•••	RSp	W	DK
T: Destroy target enchantment on one of your creatures. 1/1.						
Moat	EN	R	••••	JMe	WW2	LG
Non-flying creatures cannot attack.						
Moorish Cavalry	SC	C	•••	DWi	WW2	AN
Trample. 3/3.						
Morale	INS	C	••	MPo	WW1	DK, 4TH
Give all attacking creatures +1/+1 until end of turn.						
Northern Paladin	SC	R	••••	DSh	WW2	AB,U,R,4TH
WW, T: Destroy a black card in play. 3/3.						
Order of Leibur	SC	C	••••	MuH	WW	FE
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.						
Order of the Sacred Torch	SC	R	••••	RTP	WW1	IA
T: Sacrifice 1 life to counter a black spell. 2/2.						
Order of the White Shield	SC	U	••••	RTP	WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.						
Osai Vultures	SC	U	•	Dfr	W1	LG,4TH
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.						



SHIELD OF THE AGES

Shield of the Ages: Finally, a true all-purpose damage preventer. With its artifact status and colorless activation cost, the Shield of the Ages fits neatly into any deck that otherwise lacks damage prevention. The Conservator was just too clunky and limited to use, and the Rakalite was too damn annoying. The Shield of the Ages is juuuuust right.

Pearled Unicorn	SC	C	••	CBr	W2	AB,U,R,4TH
2/2.						
Personal Incarnation	SC	R	••••	KBr	WWW3	AB,U,R,4TH
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.						
Petra Sphinx	SC	R	••	SEV	WWW2	LG, CH
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.						
Piety	INS	C	••	MPo	W2	AN,4TH
+0/+3 to all defending creatures until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Pikemen	SC	C	•••	DDe	W1	DK,4TH	Snow Hound	SC	U	•••	PMo	W2	IA
Banding, first strike. 1/1.							1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.						
Preacher	SC	R	•••	QHo	WW1	DK	Spirit Link	EC	U	••••	KFo	W	LG,4TH
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.							Take 1 life for every point of damage target creature does.						
Presence of the Master	EN	U	•••	Pfo	W3	LG	Spiritual Sanctuary	EN	R	•••	AWe	WW2	LG
Counter all new enchantments cast whenever Presence of the Master is in play.							Any player controlling plains takes 1 life during his or her upkeep.						
							Squire	SC	C	•	DDe	W1	DK
							1/2.						



URZA'S AVENGER



BLESSING

Urza's Avenger and Blessing: If you can get this combo together and keep your Avenger from getting shattered or disenchanting, you'll have a pretty ferocious beast. Need to block a flying creature? Need to band up a bunch of creatures to defend against a Lhurgoyf? Need trample to plow through those weenie defenders? No problem—give the relevant ability to the Avenger, and keep his strength up with Blessing.

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.						
Purelace	INT	R	•••	SEV	W	AB,U,R,4TH
Change the color of one card being played or in play to white.						
Rally	INS	C	•••	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Rapid Fire	INS	R	•	JHa	W3	LG
Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.						
Red Scarab	EC	U	•••	SEV	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Red Ward	EC	U	••••	Dfr	W	AB,U,R,4TH
Target creature gains protection from red.						
Remove Enchantments	INS	C	••	BSn	W	LG
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.						
Repentant Blacksmith	SC	C	•••	DTu	W1	AN, CH
Protection from red. 1/2.						
Resurrection	SOR	U	••••	DWi	WW2	AB,U,R
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	••••	DWi	WW1	AB,U,R,4TH
All damage you have taken from any one source is added to, not subtracted from, your life total.						
Reverse Polarity	INS	C	•••	JHa	WW	AQ,R
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.						
Righteous Avengers	SC	U	•••	HHu	W4	LG
Plainswalk. 3/1.						
Righteousness	INS	R	•••	DSh	W	AB,U,R,4TH
Target defending creature gets +7/+7 until end of turn.						
Sacred Boon	INS	U	••••	MRa	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						
Samite Healer	SC	C	•••	TWä	W1	AB,U,R,4TH
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	•••	DGe	W	AB,U,R,4TH
2/1.						
Seeker	EC	C	•••	MPo	WW2	LG,4TH
Target creature may only be blocked by white or artifact creatures.						
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.						
Serra Angel	SC	U	••••	DSh	WW3	AB,U,R,4TH
Flying. Does not tap to attack. 4/4.						
Shahrazad	SOR	R	•	KFo	WW	AN
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.						
Shield Bearer	SC	C	•••	Dfr	W1	IA
Banding. 0/3.						
Shield Wall	INS	U	••	DSh	W1	LG, CH
Give all your creatures +0/+2 until end of turn.						

Swords to Plowshares	INS	U	••••	KFo	W	AB,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Thunder Spirit	SC	R	••••	RAF	WW1	LG
Flying, first strike. 2/2.						
Tivadar's Crusade	SOR	U	•	DDe	WW1	DK
All Goblins are destroyed.						
Tundra Wolves	SC	C	•••	QHo	W	LG,4TH
First strike. 1/1.						
Veteran Bodyguard	SC	R	••••	DSh	WW3	AB,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
Visions	SOR	U	••	Nth	W	LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose.						
Wall of Caltrops	SC	C	••	BSn	W1	LG
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	•••	RTh	W2	LG
Protection from black. 1/5.						
Wall of Swords	SC	U	••••	MTe	W3	AB,U,R,4TH
Flying. 3/5.						
War Elephant	SC	C	••••	KBi	W3	AN, CH
Bands, trample. 2/2.						
Warning	INS	C	•	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
White Knight	SC	U	••••	DGe	WW	AB,U,R,4TH
Protection from black, first strike. 2/2.						
White Scarab	EC	U	•••	Pfo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						
White Ward	EC	U	•••	Dfr	W	AB,U,R,4TH
Target creature gains protection from white.						
Witch Hunter	SC	U	••••	JMy	WW2	DK, CH
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
Wrath of God	INS	R	••••	QHo	WW2	AB,U,R,4TH
Bury all creatures in play.						

LANDS

Adventurer's Guildhouse	LAN	U	•	TWä		LG
All your green legends may band with other legends.						
Adarkar Wastes	LAN	R	•••	MRa		IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
Arena	LAN	R	••••	RAI		BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Badlands	LAN	R	••••	RAI		AB,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	••••	JMy		AB,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	••	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	
Description							Description							Description							
Bottomless Vault 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.	LAN	R	•••	PMo		FE	• Karakas Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	••••	NLe		LG	Sand Silos 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.	LAN	R	•••	PMo			FE
Brushland T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	••••	BWa		IA	Karplusan Forest T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	•••	NLe		IA	Savannah T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	•••••	RAJ			AB,U,R
Cathedral of Serra All your white legends may band with other legends.	LAN	U	•	MPo		LG	Land Cap If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	••••	LWj		IA	Scrubland T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	•••••	JMy			AB,U,R
City of Brass T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.	LAN	R	••••	MTe		AN, CH	Lava Tubes 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	Seafarer's Quay All your blue legends may band with other legends.	LAN	U	•	TWä			LG
City of Shadows 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.	LAN	R	••	TWä		DK	• Library of Alexandria T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	•••••	MPo		AN	Snow-Covered Forest T: Add G to your mana pool.	LAN	U	—	PMo			IA
Desert T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.	LAN	C	•••	JMy		AN	• Maze of Ith T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	AMa		DK	Snow-Covered Island T: Add U to your mana pool.	LAN	U	—	AMa			IA
Diamond Valley T: Sacrifice a creature to gain life equal to its toughness.	LAN	R	•••••	BSn		AN	Mishra's Factory 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.	LAN	U	••••	KFo, Pfo		AQ, 4TH	Snow-Covered Mountain T: Add R to your mana pool.	LAN	U	—	TWä			IA
Dwarven Hold 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.	LAN	R	•••	PMo		FE	• Mishra's Workshop T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••	KFo		AQ	Snow-Covered Plains T: Add W to your mana pool.	LAN	U	—	CRu			IA
Dwarven Ruins Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.	LAN	U	•	MPo		FE	Mountain T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DSh		AB,U,R,4TH,JA	Snow-Covered Swamp T: Add B to your mana pool.	LAN	U	—	DSH			IA
Ebon Stronghold Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•	MPo		FE	Mountain Stronghold All your red legends may band with other legends.	LAN	U	•	TWä		LG	Sorrow's Path 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.	LAN	R	•	RAF			DK
Elephant Graveyard T: Add 1. T: Regenerate an Elephant or Mammoth.	LAN	R	•••	RAJ		AN							Strip Mine T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	•••••	DGe			AQ, 4TH	
Forest T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	CRu		AB,U,R,4TH,JA							Sulfurous Springs T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.	LAN	R	•••	Pfo			IA	



Festival and Siren's Call: Need to kill lots of your opponent's creatures, but don't feel like Wrathing out your own? Invite them all to party with Festival, then blast 'em with a Siren's Call. By the time they figure out what happened, their party will have moved to the graveyard.

FESTIVAL							SIREN'S CALL														
Glacial Chasm 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.	LAN	U	••	LDa		IA	Oasis T: Negate 1 damage to any creature.	LAN	U	•••	BSn		AN, 4TH	Underground River T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.	LAN	R	•••	Nth		IA	
Halls of Mist CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	••••	MPo		IA	• Pendelhaven Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	••••	BWa		LG	Underground Sea T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	•••••	RAJ			AB,U,R
• Hammerheim Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	••••	BWa		LG	Plains T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	JMy		AB,U,R,4TH,JA	Unholy Citadel All your black legends may band with other legends.	LAN	U	•	MPo			LG
Havenwood Battleground Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•	MPo		FE	Plateau T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	•••••	Dtu		AB,U,R	• Urborg Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.	LAN	U	•••	BWa			LG
Hollow Trees 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.	LAN	R	•••	PMo		FE	Rainbow Vale T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	•••	KFo		FE	Urza's Mine 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.	LAN	C	••	AMa			AQ
Isolation Store Comes into play tapped. You may leave Isolation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	•••	PMo		FE	River Delta If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	••••	SEv		IA	Urza's Power Plant 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.	LAN	C	••	MTe			AQ
Ice Floe 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	•••	JMe		IA	Ruins of Trokair Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•	MPo		FE	Urza's Tower 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.	LAN	C	••	MPo			AQ
Island T: Add U to your mana pool.	LAN	R	—	MPo		AB,U,R,4TH,JA	Safe Haven 2. T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	••••	CRu		DK	Veldt If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. 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.	LAN	R	••••	BWa			IA
Island of Wak-Wak T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	•••••	DSh		AN							Volcanic Island T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.	LAN	R	•••••	BSn			B,U,R	

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

KEY

players guide

Name	Kind	CR	Artist	Cost	Sets Found
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ARTIFACTS

Apocalypse Chime	ART	R	MPo	2	HL
2, T: All cards in play from <i>Homelands</i> expansion are buried, including Apocalypse Chime.					
Clockwork Gnomes	AC	C	DSH	4	HL
3, T: Regenerate target artifact creature. 2/2.					
Clockwork Steed	AC	C	AWe	4	HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed: Maximum four counters. 0/3.					
Clockwork Swarm	AC	C	AWe	4	HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm: Maximum four counters. 0/3.					
Didgeridoo	ART	R	MBe	1	HL
3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.					
Ebony Rhino	AC	C	AWe	7	HL
Trample. 4/5.					
Feroz's Ban	ART	R	HHU	6	HL
Summon Spells cost and additional 2 to cast.					
Joven's Tools	ART	R	NLe	6	HL
4, T: Target creature cannot be blocked except by walls until end of turn.					
<i>"If that thief Joven ever shows his head around here again, make sure he leaves without it."</i> —Eron the Reckless					
Roterhoptler	AC	C	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.					
Serrated Arrows	ART	C	DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. Remove counter to give -1/-1 to target creature.					



BARON SENGRIR

Baron Sengir: Hands down, black rules *Homelands*—and Baron Sengir is their king! If you hated the Sengir Vampires you'll hate their master. A 5/5 vampire that gains +2/+2 for it's kills and can keep bringing it's minion vampires back from the graveyard. Wooden stake anyone?

BLACK

Baron Sengir	SC	R	PVe	BBB5	HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.					
Black Carriage	SC	R	DCh	BB3	HL
Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.					
Broken Visage	INS	R	MKi	B4	HL
Bury target non-artifact attacking creature and put shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.					
Cemetery Gate	SC	C	MBe	B2	HL
Protection from black. 0/5. (Two versions)					

Name	Kind	CR	Artist	Cost	Sets Found
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Drudge Spell	EN	U	NTh	BB	HL
B: Remove 2 creatures from graveyard out of game. Bring taken Skeleton into play. Skeleton is a black 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.					
Dry Spell	SOR	C	BSn	B1	HL
Dry Spell deals 1 damage to each creature and player. (Two versions)					



Joven's Tools and Clockwork Swarm:

This combination won't appear in any weenie decks, but if you have the mana, how does a creature that can't be blocked—at all—sound? Clockwork Swarm ignores walls, Joven's Tools ignores everything but walls. Throw on something like Feast of the Unicorn and now your ready for some real hard hitting.

JOVEN'S TOOLS

CLOCKWORK SWARM

Feast of the Unicorn	EC	C	DDe	B3	HL
Target creature gets +4/+0. (Two versions)					
Funeral March	EC	C	MBe	BB1	HL
When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.					
Ghost Hounds	SC	U	JMe	B1	HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.					
Grandmother Sengir	SC	R	PVe	B4	HL
B1, T: Target creature -1/-1 until end of turn. 3/3.					
Greater Werewolf	SC	C	DDer	B4	HL
After combat, put a 0/-1 counter all creatures that blocked werewolf. 2/4.					
Headstone	INS	C	DCh	B1	HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.					
Irini Sengir	SC	U	PVe	BB2	HL
All white and green enchantments cost an extra 2 to cast. 2/2.					
Ishan's Shade	SC	U	CRu	BBB3	HL
Protection from white. 5/5.					
Koskun Falls	EW	R	RAJ	BB2	HL
During your upkeep, tap target creature you control or bury Koskun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.					
Sengir Autocrat	SC	R	DCh	B3	HL
When Sengir Autocrat comes into play, put three self tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all self tokens. 2/2.					
Sengir Bats	SC	C	Dfr	BB1	HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats, Sengir Bats Receive +1/+1. 1/2. (Two versions)					
Timmerian Fiends	SC	R	MKi	BB1	HL
Remove Timmerian Fiends from your deck if not playing for ante. BBB: Sacrifice Timmerian Fiends to bury target artifact owned by any opponent into your graveyard. Put Timmerian Fiends into that opponent's graveyard. This card change is permanent. The opponent may ante an additional card to counter this effect. 1/1.					
Torture	EC	C	MTe	B	HL
B1: Place -1/-1 token on creature Torture enchants. (Two versions)					
Veldrane of Sengir	SC	R	SVC	BB5	HL
BB1: Forestwalk and -3/-0. 5/5					

BLUE

Aether Storm	EN	U	MTe	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.					

Name	Kind	CR	Artist	Cost	Sets Found
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Baki's Curse	SOR	R	NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.					
Chain Stasis	INS	R	PMo	U	HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.					

Coral Reef	EN	Cn	AWe	UU	HL
Put four polyp counters on Coral Reef. 0: sacrifice an Island for 2 polyps. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 polyp counter.					
Dark Maze	SC	C	RAI	U4	HL
0: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)					
Forget	SOR	R	MKi	UU	HL
Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.					
Giant Albatross	SC	C	DCh	U1	HL
Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. (Two versions)					
Giant Oyster	SC	U	NLe	UU2	HL
You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.					
Jinx	INS	C	MKi	U1	HL
Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.					
Labyrinth Minotaur	SC	C	AMa	U3	HL
Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)					
Marjhan	SC	R	DGe	UU5	HL
Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/-0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.					
Memory Lapse	INT	C	MTe	U1	HL
Counter target spell. Put that spell on top of its owner's library. (Two versions)					
Merchant Scroll	SOR	C	LdAh	U1	HL
Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.					
Mystic Decree	EW	R	LDa	UU2	HL
All creatures loose flying and islandwalk.					
Narwhal	SC	R	DCh	UU2	HL
First strike, Protection from red. 2/2.					
Reef Pirates	SC	C	TWo	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions)					
Reyeka, Wizard Savant	SC	R	SVC	UU2	HL

Name	Kind	CR	Artist	Cost	Sets Found
Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.					
Sea Sprite	SC	U	SVC	U1	HL
Flying. Protection from red. 1/1					
Sea Troll	SC	U	DGe	U2	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll blocked a blue creature or a blue creature blocked Sea Troll. 2/1.					
Wall of Kelp	SC	R	ARa	UU	HL
UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.					

GREEN

An-Haava Constable	SC	U	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+*					
An-Haava Inn	SOR	U	Bsn	GG1	HL
Gain 1+X life where X is the number of green creatures in play.					
Autumn Willow	SC	R	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn.					
Carapace	EC	C	AMA	G	HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)					
Daughter of Autumn	SC	R	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.					
Faerie Noble	SC	R	SVC	G2	HL
Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 1/2.					
Folk of An-Haava	SC	C	JBa	G	HL
If assigned as a blocker, Folk of An-Haava get +2/+0 until end of turn. 1/1. (Two versions)					
Hungry Mist	SC	C	HHu	GG2	HL
6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)					

Name	Kind	CR	Artist	Cost	Sets Found
Shrink	INS	C	LDA	G	HL
Target creature gets -5/-0 until the end of turn. (Two versions)					
Spectral Bears	SC	U	PMo	G1	HL
If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.					
Willow Faerie	SC	C	SVC	G1	HL
Flying. 1/2. (Two versions)					
Willow Priestess	SC	R	SVC	GG2	HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.					

RED

Aliban's Tower	INS	C	JMe	1R	HL
Target defending creature gains +3/+1 till end of turn. (Two versions)					
Ambush	INS	C	ARa	3R	HL
All blocking creatures get first strike.					
Ambush Party	SC	C	MoR	4	HL
First Strike. May attack the turn it comes into play on your side. 3/1. (Two versions)					
An-Zerrin Ruins	EN	R	DDe	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.					
Anaba Ancestor	SC	R	AMA	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.					
Anaba Bodyguard	SC	C	AMA	R3	HL
First strike. 2/3. (Two versions)					
Anaba Shaman	SC	C	AMA	R3	HL
R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2. (Two versions)					
Anaba Spirit Crafter	SC	R	AMA	RR2	HL

WHITE

Abney Gargoyles	SC	U	CRu	WWW2	HL
Flying. Protection from red. 3/4.					
Abney Matron	SC	C	MKi	2WW	HL
W, T: +0/+3 till end of turn. 1/3 (Two versions)					
Aysen Bureaucrats	SC	C	ARa	W1	HL
Tap target creature with power no greater than 2. 1/1.					
Aysen Crusader	SC	R	NTh	WW2	HL
X equals number of heroes in play. 2+X/2+X					
Aysen Highway	EN	R	NTh	WWW3	HL
All white creatures gain plainswalk.					
Beast Walkers	SC	R	HHu	WW1	HL
G: Banding until the end of turn. 1/1.					
Death Speakers	SC	U	DSh	W	HL
W: Protection from black. 1/1.					
Hazduri the Abbot	SC	R	Dfr	WW3	HL
X, T: Redirect to Hazduri X damage dealt to white you control. 2/5.					
Leeches	SOR	R	ARa	WW1	HL
Target player removes all poison counters. Player takes 1 damage for each poison counter removed.					
Mesa Falcon	SC	C	MPo	W1	HL
Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)					
Prophecy	SOR	C	CRu	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.					
Rashka the Slayer	SC	U	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.					
Samite Alchemist	SC	C	TWa	W3	HL
WW, T: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2. (Two versions)					
Serra Aviary	EW	R	NLe	W3	HL
All creatures with flying Get +1/+1					
Serra Bestiary	EC	C	AMA	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.					
Serra Inquisitors	SC	U	DDe	W4	HL
If blocked or blocked by black creatures, Inquisitors get +2/0. 3/3.					
Serra Paladin	SC	C	PVe	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.					
Soraya the Falconer	SC	R	DDe	WW1	HL
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.					
Trade Caravan	SC	C	KFo	W	HL
During your upkeep, put a currency counter on Trade Caravan. 0: Remove two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1. (Two versions)					
Truce	INS	R	MBe	W2	HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.					



AETHER STORM



DIDGERIDOO

Aether Storm and Didgeridoo: Minotaurs are all the rage in the Homelands, so much so even blue sports a species. Perhaps there is reason for this? Casting Aether Storm puts a freeze on summons, but with Didgeridoo you can overcome that obstacle and get out any Minotaur, anytime, for but a mere 3 mana. And Aether Storm is blue too. This isn't just coincidence!

Joven's Ferrets	SC	C	AWe	G	HL
If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next untap phase. 1/1					
Leaping Lizard	SC	C	AWe	GG1	HL
G: Flying and -0/-1 until the end of turn.					
Mammoth Harness	EC	R	MBe	G3	HL
Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.					
Primal Order	EN	R	RAI	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.					
Renewal	SOR	C	KFo	G2	HL
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.					
Root Spider	SC	U	MKi	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.					
Roots	EC	U	NLe	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.					
Rysorian Badger	SC	R	HHu	G2	HL
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. INSTEAD, remove from the game no more than two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2.					

All minotaurs are +0/+1. 1/3.					
Chandler	SC	C	DSh	R4	HL
RRR, T: Destroy target artifact creature. 3/3.					
Dwarven Pony	SC	R	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.					
Dwarven Sea Clan	SC	U	AWe	R2	HL
T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.					
Dwarven Trader	SC	C	MOK	R	HL
1/1. (Two versions)					
Eron the Relentless	SC	U	CRu	RR3	HL
RRR: regenerates. Can attack the turn it comes into play on your side. 5/2					
Evaporate	SOR	U	ARa	R2	HL
Deal 1 damage to each blue and white creature.					
Heart Wolf	SC	R	MOK	R3	HL
First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2.					
Ironclaw Curse	EC	R	DDe	R	HL
Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness Ironclaw Curse enchants.					
Joven	SC	C	DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.					
Orcish Mine	EL	U	KFo	RR1	HL
When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed.					

LANDS

An-Haava Township	Land	R	LDA	HL
T: To add 1 Colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add W to your pool. 2, T: Add R to your pool.				
Aysen Abbey	Land	U	LDA	HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.				
Castle Sangir	Land	R	PVe	HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.				
Koskun Keep	Land	U	PMo	HL
T: to add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.				
Wizards' School	Land	U	PMo	HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.				

o/b Restricted/Banned
AC Artifact Creature

ART Artifact
CR Current Rarity

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 Symmon Creature
SOR Sorcery

KEY

INQUEST

players guide



DOOMTROOPER

ART

Name	Rarity	Artist	Affiliation	Type
Description				
Command	U	PBo	Bro	Changeling
Use as an attack action. Cost 6 D. Force an opponent's warrior to attack a warrior of your choice. If the attacker is hurt, its controller gains D equal to twice its V. If the defender is hurt, you get D equal to its D.				
Discern Truth	U	PBo	Bro	Manipulation
Cast any time. For each 3 D, you may ask an opponent one yes or no question about his or her hand. The opponent may refuse to answer truthfully for 5 D.				
Elemental Ball	C	PBo	Bro	Elements
Personal combat. Caster gains +2 Fight for every 2 D.				
Elemental Bolt	C	PAJ	Bro	Elements
Personal combat. Caster gains +2 Shoot for every 2 D.				
Elemental Wall	C	PBo	Bro	Elements
Personal combat. Caster gains +2 Armor for every 2 D.				
Empathy	R	PBo	Bro	Changeling
Play as one action. For each 10 D, one player must tell you all the details of his or her next attack plan, and if he or she will attack.				
Exorcise Dark Influences	C	TBo	Bro	Exorcism
Combat. For each 1 D, target warrior is immune to the effects of one Dark Symmetry Gift.				
Exorcise Disease	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Demnagonis card for each 2 D spent.				
Exorcise Evil Thoughts	C	PBo	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Muawijhe card for each 2 D spent.				
Exorcise Infection	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Ilian card for each 2 D spent.				
Exorcise Poison	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Semai card for each 2 D spent.				
Exorcise Self	U	PBo	Bro	Mentalism
Cast at any time. Caster is unaffected by Dark Symmetry cards until the beginning of your next turn.				
Exorcise Wound	C	SPa	Bro	Exorcism
Combat. Target warrior gains +1 Armor or is immune to the effects of one Gift of Algorith card for each 2 D spent.				
Exorcism	U	PBo	Bro	Changeling
Cast any time. For every 5 D, one Doomtrooper is turned from a Heretic to normal. Any Dark Symmetry cards on the warrior must first be removed at a cost of 3 D each.				
Explosion	R	SPa	Bro	Kinetics
Personal Combat. Give the caster +5 fight and shoot for each 3 D spent.				
Fly	U	SPa	Bro	Mentalism
Cast at any time. Caster may not be attacked until the beginning of your next turn. If the caster attacks, it gains +2 to all scores.				
Gaze	R	PBo	Bro	Premonition
Play any time. For each 10 D spent, you may look through one player's deck. Shuffle the deck afterwards.				
Greater Domination	R	PBo	Bro	Manipulation
For each 2 D spent, you may look at a player's hand and discard 2 of his or her cards.				
Greater Hypnosis	R	SPa	Bro	Changeling
Play during combat. Change the defender to any other warrior in play, regardless of affiliation.				
Greater Telepathy	R	PAJ	Bro	Manipulation
Change the attacker and/or defender of the current battle to any two warriors in play and dictate the battle tactic used.				
Improve Self	U	PBo	Bro	Mentalism
Cast at any time. All of the caster's scores are doubled until the beginning of your next turn.				
Involulnerability	U	SPa	Bro	Mentalism
Cast at any time. Caster may not be wounded or killed until the beginning of your next turn.				

Name	Rarity	Artist	Affiliation	Type
Description				
Item Vision	U	SPa	Bro	Premonition
Cast at any time. For every 4 D spent, you may look at an opponent's hand.				
Lesser Domination	C	SPa	Bro	Changeling
Play at any time. You may look at an opponent's hand and discard one card for each 5 D spent.				
Lesser Hypnosis	C	PAJ	Bro	Manipulation
Combat. Change the Defender of the combat to any other legal warrior in play.				
Lesser Telepathy	C	PBo	Bro	Premonition
Combat. Change the battle tactic used for this combat.				
Levitation	U	PBo	Bro	Kinetics
Personal combat. The caster gains +1 to all abilities for each 1 D spent.				
Mind Wall	C	SPa	Bro	Changeling
Play at any time. For each 1 D, target warrior is immune to the effects of one Dark Symmetry card until the beginning of your next turn.				
Phantasm	U	SPa	Bro	Kinetics
Personal combat. The caster may duplicate the scores of any Brotherhood member in play (4 D), any Doomtrooper in play (6 D), or any Dark Legion in play (10 D).				
Premonition	U	PBo	Bro	Premonition
Combat. Change the defender in an attack to any of your other warriors.				
Presence	C	PBo	Bro	Premonition
Combat, must be fighting a Dark Legion warrior. Target warrior gains +1 Armor for each 1 D spent.				
Proficiency	C	PBo	Bro	Mentalism
Beginning of your turn. All spells cast by this caster this turn cost 1 D less to cast or improve (minimum of 1 D).				
Resist Elements	C	SPa	Bro	Elements
Personal combat. Caster gains +1 Armor. In addition, caster gains +1 Armor for each 2 D spent.				



LOOT AND PILLAGE

Shield	C	SPa	Bro	Kinetics
Personal combat. Caster gains +1 Armor for each 1 D spent.				
Speed	U	PBo	Bro	Mentalism
Personal combat. After combat modifiers have been played, the caster strikes first. If the caster wounds the opponent, the combat is immediately over.				
Strike	C	SPa	Bro	Kinetics
Personal combat. Caster gains +1 Shoot for each 1 D spent.				
Suggestion	U	PBo	Bro	Manipulation
Cast during an opponent's attack. The affected player must attack with a warrior of your choice for this combat.				
Telepathic Message	U	PBo	Bro	Manipulation
Cast at any time. The affected player must attack a warrior of your choice during his or her next turn.				
Teleportation	C	SPa	Bro	Kinetics
Any time. For each 1 D spent, transfer one equipment card between Doomtroopers of the same squad or back to your hand.				
True Path	C	PBo	Bro	Premonition
Before drawing cards. Draw 1 extra card for each 3 D. Keep 1 of the extra cards and discard the rest.				

GRIZZLY BATTLE TANK

Invoke Pain	U	PBo	-	Gift
For each 3 D spent, one warrior of your choice may not attack until the beginning of your next turn.				
Mind Melt	U	SPa	-	Gift of Semai
This warrior gains +2 to Fight and Shoot.				
Necrovisual Link	R	TBo	-	Gift of Algorith
Play on a Nephrite of any apostle. Spend an action to look at another player's hand.				
Portal of Dark Healing	R	SPa	-	Gift of Algorith
Play on a Nephrite of any apostle. If this warrior is wounded, it may spend three actions to heal itself.				
Portal of Undeath	R	SPa	-	Gift of Algorith
Play on a Nephrite of Algorith only. Whenever this Nephrite kills a warrior, you may put an Undead Legionnaire from your collection into play.				
Possess	R	PBo	-	Gift of Semai
Any Doomtroopers killed by this warrior become Heretics instead and come under your control.				
Resist Pain	C	SPa	-	Gift
Warrior gains +1 Armor.				
Send Dreams	U	PAJ	-	Gift of Muawijhe
This warrior may spend 5 D during combat to send any enemy warrior into cover.				

Name Description Rarity Artist Affiliation Type

DARK SYMMETRY

Animate Dead	R	PBo	-	Gift of Demnagonis
Once per turn, use three actions to bring a warrior from any discard pile into your Kohort. The warrior's attributes are halved, and it cannot use Art or Dark Symmetry cards.				
Blindness	C	TBo	-	Gift
This warrior's opponents suffer -2 to their Fight and Shoot.				
Confuse	R	PBo	-	Gift of Muawijhe
This warrior can change the battle tactics of any combat it is involved in at any time.				
Control Mind	U	SPa	-	Gift of Semai
Once per turn, use 3 actions to either force an enemy warrior to attack or prevent it from attacking during its player's next turn.				
Dark Fire	C	SPa	-	Gift
Warrior gains +1 Fight.				
Decay	U	Led	-	Gift of Demnagonis
Spend 10 D to discard any one equipment card in play.				
Deform	U	SPa	-	Gift of Demnagonis
All combat opponents of this warrior suffer -2 to their Armor.				
Dimensional Hole	U	SPa	-	Gift of Ilian
Opponents wounded by this warrior are automatically killed.				
Dimensional Warp	U	Led	-	Gift of Algorith
Opponents wounded by this warrior are automatically killed.				
Disrupt Power	U	SPa	-	Gift of Ilian
This warrior is immune to the effects of Art and Dark Symmetry cards.				
Distort	U	SPa	-	Gift of Algorith
Spend 10 D to discard any one equipment card in play.				
Flow of Acid	R	SPa	-	Gift of Algorith
Once per turn, use three actions to do 1 point of damage to every warrior for each 3 D spent. This counts as an attack.				
Hand of Death	U	PBo	-	Gift of Ilian
This warrior gains +2 to Fight and Shoot.				
Illusion	U	PBo	-	Gift of Semai
This warrior may spend 3 D to cancel a combat it is involved in. Any cards played during combat are discarded, and this warrior must immediately go into cover.				
Indigestion	U	Led	-	Gift of Algorith
All combat opponents of this warrior suffer -2 to their Armor.				
Infection	U	SPa	-	Gift of Demnagonis
Opponents wounded by this warrior are automatically killed.				
Insane Dance	U	PBo	-	Gift of Muawijhe
All combat opponents of this warrior suffer -2 to their Fight and Shoot.				
Invoke Frenzy	R	PBo	-	Gift of Algorith
Spend an action to put a counter on one of your wounded Dark Legion warriors. That warrior is healed, but it gets -1 Armor for each counter.				

Loot and Pillage & Grizzly Battle Tank: The most popular new trick on Mars. Don't want to deal with the Double Dragon requirement to get that Grizzly Battle Tank into play? Just slap down the Loot and Pillage and make that Grizzly growl! Hey, it says "any non-personality warrior!"



Name	Rarity	Artist	Affiliation	Type	Name	Rarity	Artist	Affiliation	Name	Rarity	Artist	Affiliation
Shroud	R	LED	-	Gift of Semai	Cybernetic Retinas	R	TBa	Gen	Sherman .74 Model 13 "Bolter"	U	PBo	Cap
Spent one action to prevent anyone from attacking until the beginning of your next turn.					Warrior gains +3 Fight and Shoot, and is immune to cards which cause blindness.				Warriors gains +2 Fight and +2 Shoot. A warriors may attack with two handguns.			
Sleep	R	SPa	-	Gift of Muawijhe	Death Lockdrum	R	PBo	Gen	Shrieketh	R	PBo	Dar
Spent one action to prevent target warrior from attacking or being attacked until the beginning of your next turn.					Warrior gains +3 Shoot and opponent gets -2 Shoot.				Warrior gains +1 Shoot. If this warrior kills another warrior with the Shrieketh, place a Heretic from your collection into your Kohort.			
Terror	C	SPa	-	Gift	Demolition Kit	U	PBo	Gen	SMG MK. III "Interceptor"	U	PBo	Imp
This warrior's opponents suffer -1 to their Armor.					If the warrior is affected by a fortification, he may discard this card to destroy the fortification.				Warriors gains +2 Shoot.			
Time Death	R	SPa	-	Gift of Ilian	First Aid Kit	C	TBa	Gen	Smoke Bomb	U	PBo	Gen
This warrior's attacks always resolve first.					Discard to heal a wounded comrade. May not be used on a just-killed warrior.				Discard during combat to retreat from combat before it begins, ending the attack action.			
Time Rot	R	PBo	-	Gift of Demnagonis	Fukimura No. 12, "Kamikaze"	R	JJo	Mis				
Spent one action to put an age marker on an enemy warrior. For every 3 age markers, a warrior gets -1 to all of its scores. If the warrior's Value reaches 0, it is discarded.					All of the warrior's abilities are doubled. Cannot be used with other weapons.							
True Gate	R	PBo	-	Gift of Ilian	Gehenna Puker	R	TBa	Gen				
For each 10 D spent, add one of your warrior of your opponent's choice to the current battle.					Warrior gains +6 Shoot.							
Wind of Insanity	U	PBo	-	Gift of Muawijhe	Grenade Launcher	R	TBa	Gen				
Once per turn, spend 5 D as an action to do 1 damage to each warrior in play. If this is equal to or greater than a warrior's Armor, it is wounded. You get points for warriors killed this way.					Warrior gains +3 Shoot.							

EQUIPMENT

Name	Rarity	Artist	Affiliation
AC-40 "Justifier"	U	PBo	Bro
Warrior gains +3 to Fight and Shoot.			
AH/UH-19 Grapeshot Guardian	R	JJo	Cap
All of the warrior's abilities are doubled. Cannot be used with other weapons.			
Bacteria Grenade	U	PBo	Dar
Warrior gains +4 to Fight and Shoot. Discard after one use. Opposing warrior becomes diseased if it does not die. Its controller must pay 3 D or its Value is reduced by 1. The warrior is discarded if its Value drops to 0.			
Bauhaus Great Inferior	R	JJo	Bau
Place inferior in your squad as one action. You must spend 6 D to put the Inferior into play. Each turn, you may spend three actions to destroy one Fortification in play.			

Kratlach	U	PBo	Dar
Warriors gains +3 Shoot.			
L&A Plasma Carbine	U	TBa	Gen
Warrior gains +3 Shoot.			
Mortis Sword	U	SPa	Bro
As 1 action, you may give 1 Art card that the owner can cast to the sword instead. The Brother gains +1 Fight for every card on the sword.			
Nimrod Autocannon	R	PBo	Cap
+3 Shoot. Warrior may attack two opponents in one attack action. The same warrior may be attacked twice. Treat each attack separately.			
Personal Anti-Personal Mines	R	SPa	Gen
Discard this card to automatically kill an opponent in combat with this warrior. This warrior becomes wounded and combat ends.			
Portable Force Shield	R	PBo	Gen
Warrior gains +6 Armor.			



MISCOMMUNICATION

PLAY IMMEDIATELY AFTER A PLAYER PLAYS ANY SPECIAL CARD. The SPECIAL card that was just played has no effect on play. It is discarded. This card has no effect if someone else plays a Miscommunication on it.

Miscommunication: Everyone agrees this should be one of the first five cards to go into your deck. By negating the effects of Special cards, Miscommunication gives you a bit of control over your opponents' schemes!



Algeroth—Apostle of War/Wrath of Algeroth: The perfect combo for the all-Algeroth deck. Control the flow of Equipment in the entire game! Just make sure your opponent doesn't have an Algeroth deck, too!

ALGEROTH—APOSTLE OF WAR WRATH OF ALGEROTH

Bayonet	C	PBo	Gen
Shoot weapon may be used as a Fight weapon. Warrior gains +2 Fight. A weapon may only have one Bayonet.			
Blessed Armor	R	PBo	Bro
Warrior is immune to Dark Symmetry cards.			
Cap 7000P	R	JJo	Cyb
All of the warrior's abilities are doubled. Cannot be used with other weapons.			
Capital Sword of Honor	U	PBo	Cap
Warrior gains +1 Fight.			
Clansman Claymore	U	PBo	Imp
Warrior gains +1 Fight and +1 Armor when fighting the Dark Legion. A Clansman gains +2 Fight and +2 Armor when fighting the Dark Legion.			
Combat Armor	C	SPa	Gen
Warrior gains +1 Armor. A warrior may only have one suit of Armor.			
Composite Armor	R	SPa	Gen
Warrior gains +4 Armor.			
Curator Sword	U	Paul	Dar
Warriors gains +2 Fight. A Curator gains +4 Fight. A warrior wounded by this sword is automatically killed.			
Cybernetic Power Arm	R	TBa	Gen
Warrior gains +4 Fight. A warrior may have up to two Cybernetic Power Arms.			

Psycho Scanner	R	SPa	Gen
If this warrior is attacked, it may immediately go into cover for free. This does not end combat.			
Punisher Blade	U	TBa	Cyb
Warrior gains +1 Fight.			
Punisher Handgun	U	TBa	Gen
Warriors gains +1 Fight and +1 Shoot. A warriors may attack with two handguns.			
Purple Shark	R	PBo	Cap
Warrior gains +4 Shoot and Armor. Spend 5 D to escape a fight combat. Flip a coin whenever Purple Shark is used. On heads, the warrior is wounded. On tails, the Purple Shark is discarded.			
Radar Scanner	C	SPa	Gen
This warrior cannot be attacked by airstrikes, although he can still be attacked by a warrior equipped with an airstrip.			
Reverberating Sharpener	C	PBo	Gen
Warrior gains +1 Fight.			
Scalper	U	PBo	Mis
Warriors gains +1 Fight and its opponent gets -1 Fight.			
Scythe of Semai	R	PBo	Dar
Warrior gains +4 Fight and Shoot. Warriors wounded by the Scyth of Semai are automatically killed. If given to a Pretorian Stalker, that warrior gains an additional +4 Shoot.			

T-32 "Wolf Claw" JBT	R	JJo	Bau
All of the warrior's scores are doubled. Cannot be used with other weapons.			
Telescopic Sight	C	TBa	Gen
Warrior gains +1 Shoot. A weapon may only have one Telescopic Sight.			
Ticker	C	SPa	Cyb
Discard to give warrior +2 Fight and +2 Shoot until end of combat. Warrior receives one wound at end of combat.			
Vashti	U	PBo	Dar
The Vashti may never be given away once equipped, and this warriors cannot own another Fight or Fight/Shoot weapon. The warriors gains +2 Fight.			
Violator Sword	U	TBa	Bau
Warriors gains +2 Fight.			

FORTIFICATIONS

Name	Rarity	Artist	Affiliation
Cathedral, The	U	TBa	Bro
Add to your squad as an action. All of your Brotherhood members gain +2 Armor. You may only have one of this card in play at a time.			
Citadel of Algeroth	U	SPa	Dar
Play as one action. All of your followers of Algeroth gain +2 Armor. You may only have one of this card in play at a time.			
Citadel of Demnagonis	U	SPa	Dar
Play as an action. All of your followers of Demnagonis gain +2 Armor. You may only have one of this card in play at a time.			
Citadel of Ilian	U	SPa	Dar
Play as one action. All of your followers of Ilian gain +2 Armor. You may only have one of this card in play at a time.			
Citadel of Muawijhe	U	SPa	Dar
Play as one action. All of your followers of Muawijhe gain +2 Armor. You may only have one of this card in play at a time.			
Citadel of Semai	U	SPa	Dar
Play as one action. All of your followers of Semai gain +2 Armor. You may only have one of this card in play at a time.			
Foxhole	U	SPa	Gen
Play as one action. Target warriors gains +2 Armor and -2 Fight. The warrior cannot make a fight attack. This card can be given to another warrior as an action.			
Fukido	U	PBo	Imp
All of your Imperial members gain +2 Armor. You may only have one of this card in play at a time.			

Bau Bauhaus
Bro Brotherhood

Cap Capital
Cyb Cybernetic

Dar Dark Legion
Gen General

Imp Imperial
Mis Mishima

KEY

TQ

players guide

Name Description Rarity Artist Affiliation



MALFUNCTION

Malfunction: This is another card to max out on. Nothing can strike fear into your forces like an opponent loaded with Equipment. Deny them that technological advantage whenever possible!

Heimburg	U	SPa	Bau	All of your Bauhaus members gain +2 Armor. You may only have one of this card in play at a time.
HQ, The	U	PBo	Cyb	All of your Cybertronic members gain +2 Armor. You may only have one of this card in play at a time.
Installation	R	PBo	Gen	Give to a warrior as one action. Warrior gains +3 Armor and -3 Fight. The warrior may not make a Fight attack, but it may be attacked by one. Spend one action to give this card to a different warrior.
Longshore	U	TBa	Mis	All of your Mishima members gain +2 Armor. You may only have one of this card in play at a time.
San Dorado	U	PBo	Cap	All of your Capital members gain +2 Armor. You may only have one of this card in play at a time.
Secret HQ	R	SPa	Gen	Play as one action. Gives +1 Armor to all warriors in your Squad or Kohort. Secret HQ cannot be destroyed or otherwise discarded. Your Squad and Kohort may only have one Secret HQ each.
Spiked Barricade	C	PBo	Gen	Give to a warrior as one action. Warrior gains +1 Armor, but cannot make a fight attack. You may give this card to another warrior as one action.

MISSIONS

Name	Description	Rarity	Artist	Affiliation
Assassination	Target warrior must kill a healthy warrior of your choice to earn points equal to twice the Value of the killed warrior.	R	SPa	Gen
Clan Infighting	Target warrior must kill an Imperial Doomtrooper to earn twice the normal Value points.	R	PBo	Cap
Dark Kohort	Keep at least one Follower of each of the five Dark Apostles in your Kohort for one full turn to complete the mission and earn 10 Promotion Points.	R	LEd	Dar
Destroy Kohort	Kill a player's last Kohort member in play to complete the mission and earn an additional 5 points.	R	PBo	Gen
Destroy Squad	Kill a player's last Squad member in play to complete the mission and earn an additional 5 points.	R	PBo	Dar
Establish Defensive Perimeter	For every differently titled fortification card you bring into play, you earn one Promotion Point.	R	PBo	Gen
Exonerated Ronin	Target warrior must kill a Mishima Doomtrooper to earn twice the normal Value Points.	R	SPa	Mis
Fifteen Minutes of Fame	Target warrior must kill a personality to complete this mission and earn an additional 5 points.	R	SPa	Gen

Name	Description	Rarity	Artist	Affiliation	Name	Description	Rarity	Artist	Affiliation
Flush out the Coward	Target warrior must kill a warrior in cover to complete the mission and earn points equal to twice the victim's Value.	R	PBo	Gen	Bamboozled!	Play after a player earns Promotion Points. All Promotion points earned by that player are lost. Add twice the number of Destiny points to your pool.	R	PBo	Gen
Fury of the Clansmen	Target clansman must kill a Dark Legion warrior in play to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.	R	PBo	Mis	Blind Fury	Play during combat on a non-personality warrior. Target warrior may attack any other warrior in play this turn, regardless of affiliation.	U	SPa	Gen
Infiltration	Destroy any City, Cathedral in play to complete the mission and receive 6 Promotion Points.	R	TBa	Gen	Blood Lust	Play before performing any actions. You may perform an extra attack action this turn.	C	PBo	Gen
Inspire the Masses	Give to Cardinal Dominic if the Cathedral is in play. Use 3 actions to complete the mission. All your Doomtroopers are healed and are now immune to Dark Symmetry cards. All Brothers can use all Art cards.	R	PBo	Bro	Bogged Down	Play on an opponent during your turn. Target player misses his or her next turn. Cannot be played during a two-player game.	R	SPa	Gen
Internal Affairs Crackdown	Target warrior must kill a Capital Doomtrooper to complete the mission and earn twice the normal Value Points.	R	SPa	Cap	Born with a Silver Spoon	Play after a non-Brotherhood doomtrooper is placed in a squad. Spend 5 D to gain 3 Promotion Points.	U	SPa	Gen
Nephrite Hunt	Target warrior must kill a Nephrite to complete the mission and receive either four times its V in Destiny Points or twice its V in Promotion Points.	R	LEd	Gen	Botched Orders	Play at any time. Discard target mission.	R	PBo	Gen
Portal of the Great Conqueror	Assign to a Nephrite of Algeth if a Citadel of Algeth is in your Kohort. Target Nephrite must kill a Brother of V3 or more to complete the mission. If killed, no points are earned, but all warrior in play lose the ability to cast the Art.	R	SPa	Dar	Changing Empathy	Play as an action. All Brotherhood warriors in your squad may use the Art of Changing.	C	SKo	Bro
Prove your Valor	Target warrior must kill a warrior with a Value at least twice his own. If target can kill the warrior and survive, it earns points equal to three times the V of the victim.	R	SPa	Gen	Chasm!	Play at any time. Only shoot combats may be made until the beginning of your next turn. This will instantly end a fight attack.	C	SPa	Gen
Recalled	Target warrior must kill a Cybertronic Doomtrooper to complete the mission and earn twice the normal V.	R	SPa	Cyb	Chosen	Play at any time. Target warrior may be bestowed with Dam Symmetry gifts from any Apostle.	R	PBo	Dar
Siege of the Citadel	Kill a warrior protected by a Citadel to earn twice its normal V.	R	LEd	Gen	Corporate Shenanigans	Play at any time. All players lose half of their Promotion Points (round down) and all of their Destiny Points.	R	PBo	Gen
Snub the Cardinal	Target warrior must kill a Brotherhood warrior to complete the mission and earn 3 extra Promotion Points. Or, turn a Brotherhood member into a Heretic to earn 10 Promotion Points instead.	R	PBo	Dar	Corrupt Shield	Play at any time. Target warrior is immune to the effects of Art cards. This card remains with the warrior.	U	PBo	Dar
Suicide Mission	The mission is complete when target warrior dies. The warrior's controller earns Promotion Points equal to the warrior's V, and 3 more if the warrior killed another warrior in his final battle.	R	SPa	Gen	Cowardice	Play at any time. Unless he or she spends 5 D, all of target player's warriors go into cover, and any warriors already in cover are discarded.	U	SPa	Gen
					Dark Visitation	Play at any time. Target warrior is now considered a Heretic of the Dark Legion instead of a Doomtrooper.	U	PBo	Dar
					Demoted	Play at any time. Target warrior's Value is permanently reduced by 2. The warrior is discarded if its Value is reduced below 1.	U	SPa	Gen



RETRAINING

Traitor Discovered	Target warrior must kill a Bauhaus Doomtrooper to complete the mission and twice the normal V.	R	SPa	Bau
Well-Rounded Squad	Keep at least one warrior from each of the five Corporations and the Brotherhood in your squad for one full turn to complete the mission and earn 10 Promotion Points.	R	LEd	Gen
Whispers of Heresy	Target warrior must kill a Brotherhood warrior to complete this mission and earn twice the normal V. The killed warrior may not be a personality.	R	PBo	Bro

SPECIAL

Name	Description	Rarity	Artist	Affiliation
Ambush	Play during combat. The defender's attack is resolved first. If the attacker is wounded, the combat is over.	U	PBo	Gen
At Peace with the Art	Play at any time. Target warrior may cast any non-combat Art spell for the remainder of the game. Each time you use this ability, you must spend 2 D.	U	SPa	Bro
Automatic Fire	Play during combat on a warrior using a machine gun. Double the bonus of the weapon for this combat.	U	PBo	Gen



REVERSAL OF FORTUNE

Desperate Measures	Play at any time. All missions in play are discarded.	R	PBo	Gen
Discovered	Play at any time. Target warrior in cover loses the effects of cover.	U	PBo	Gen
Divine Inspiration	Play as three actions. You may search through your collection and put one card into your hand.	R	PBo	Gen
Doomed	Play at any time. Target player loses 3 D at the beginning of his or her Draw step every turn. This card is discarded if the player ever has 0 D at the beginning of his or her Draw step.	U	PBo	Gen
Dull Blade	Play on a fight weapon during combat. Target weapon may not be used until end of turn.	C	PBo	Gen
Dutiful Service	Play at any time. Target warrior is now considered a member of the Mishima Corporation in addition to any of its current memberships.	U	TBa	Mishima
Earthquake	Play at any time. All citadels and cities in play are discarded.	R	PBo	Gen
Efficiency Training	Play as one action. You may exchange equipment among all of your warriors.	U	SPa	Gen
Elemental Empathy	Play as an action. All Brotherhood warriors in your squad may use the Art of Elements.	C	SKo	Bro

Retraining & Reversal of Fortune

Here's a foul combo: with your last action, use Retraining to boost your Promotion points as far as they will go. Go ahead, use up all that destiny. Then watch your Opponent's face as, before his turn, you cast Reversal of Fortune, switching your Destiny pile (What destiny pile?) and his. **Youch!**



players guide

Name Rarity Artist Affiliation Fight Shoot Armor Value
Description

Undercover Agents R PBo Gen
Play as one action. For every 3 D, you may discard one Mission or Special card of your choice.

WARRIORS

Agent Nick Michaels C SPa Gen 4 4 4 4
Is considered a member of all five corporations, and can never become a Heretic.

Airman Trevor Barriholomew U PBo Imp — 6 8 7
Can only take part in Shoot combats. Can't seek cover or use equipment, but attacks ignore opponent's fortifications. All Rams Air Cavalry gain +1 to Shoot and Armor.



DOUBLE DUTY

Double Duty: Not a "Clone" card, but much better! This card forces any warrior to pull extra duty, and represents the exact same warrior! Since the cards represent the same guy, if you give one a huge weapon, the other one is assumed to have it as well! If you wound one card, the other is wounded too! A very tricky card, and essential to those who know how to use it!

Alakhai the Cunning R PBo Dar 9 9 12 12
Follower and Nephrite of Algeoth. Immune to the Art. May have Dark Symmetry cards and Gifts of Algeoth bestowed upon him at any time for no actions. Every 1 D he spends on a Dark Symmetry effect is worth 2 D.

Arch Inquisitor Nikodemus R PBo Bro 8 8 8 9
May use all Art cards and is immune to Dark Symmetry cards. Doomtroopers can't voluntarily seek cover. If wounded, you may spend 1 action and 5 D to heal Nikodemus and wound one of your other Doomtroopers.

Archangel C SPa Bro 3 3 3 3
Can use Changeling and Elements Arts. May be equipped with any non-warrior airship.

Bauhaus Blitzler C TBo Bau 3 3 3 3

Big Bob Watts R PBo Cap 5 8 7 7
Considered a Free Marine. All of your Free Marines are immune to the effects of Dark Symmetry cards.

Billy C SPa Dar 4 4 4 5
Heretic. May have Dark Symmetry Gifts bestowed on him. For every 5 D, Billy may have one Gift of Apostle bestowed on him.

Blessed Legionnaire C LED Dar 2 2 1 3
Warriors wounded by Blessed Legionnaire are automatically killed.

Blessed Vestal Laura U SPa Bro 4 4 4 5
Considered a Valkyrie. While in play, all Valkyrie warriors may use all Disciplines of the Art and are immune to Dark Symmetry cards.

Blood Beret C PBo Imp 4 4 3 4
Immune to the effects of Dark Symmetry Gifts.

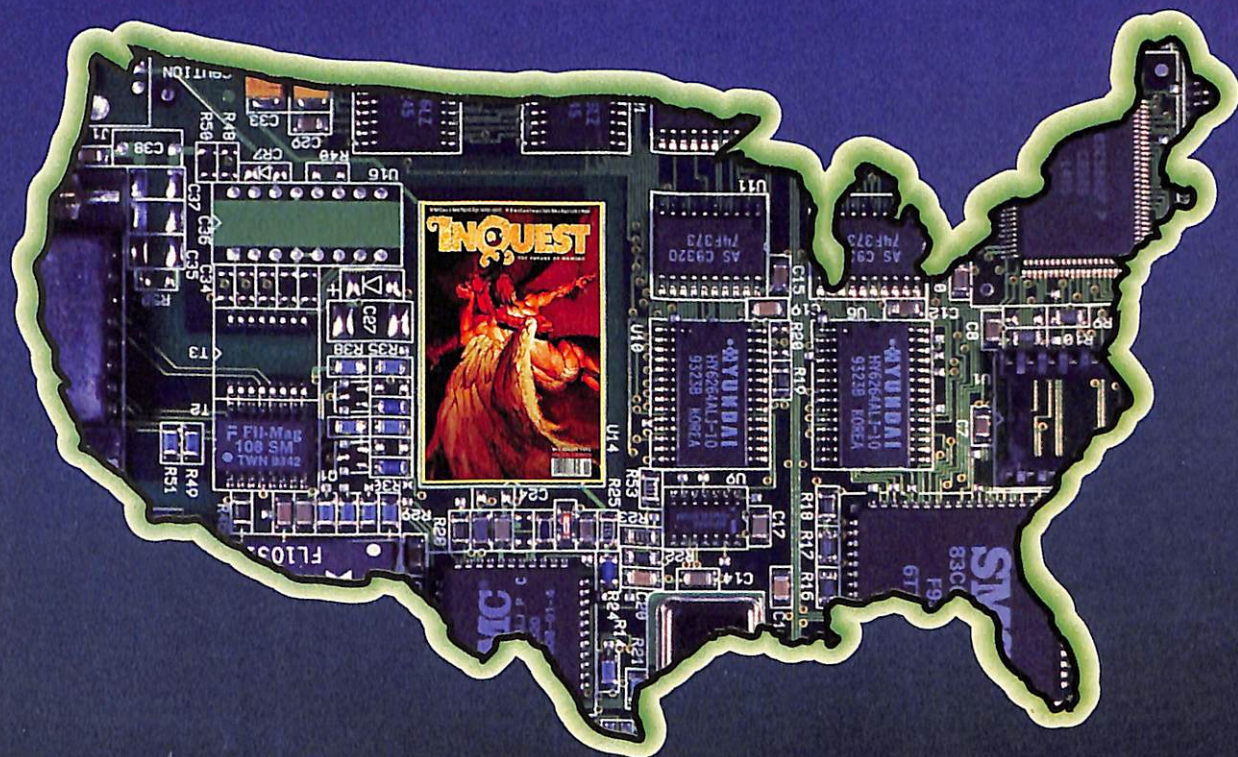
Cairath R SPa Dar 8 2 6 6
Any warrior Cairath wounds is killed, and the warrior is removed from the game.

Callistonian Intruder U PBo Dar 4 4 6 6
May heal itself of any time by spending 6 D.

Name	Rarity	Artist	Affiliation	Fight	Shoot	Armor	Value
Cardinal Dominic May use all aspects of the Art. May only attack the Dark Legion warrior in play with the highest V. Cannot be attacked by Heretics. All warriors he wounds are killed. All Brotherhood members are immune to all Dark Symmetry cards.	R	PBo	Bro	10	7	10	10
Centurion Immune to the effects of Dark Symmetry Gifts.	U	PBo	Dar	4	4	4	5
Chasseur Immune to the effects of Dark Symmetry Gifts.	C	PBo	Cyb	5	2	4	5
ChemiMan Immune to the effects of Dark Symmetry Gifts. May never cast Art spells. Any warrior wounded by the ChemiMan is automatically killed.	U	SPa	Cyb	4	4	4	4
Child of Ilian Gain +1 Fight when attacking Dark Legion warriors.	C	PAJ	Dar	1	3	2	2
Clansman Immune to all Dark Symmetry cards.	C	PBo	Imp	4	2	3	3
Combat Warhead Immune to all Dark Symmetry cards.	U	SPa	Mis	4	4	3	4
Crenshaw the Mortificator Considered a Mortificator. May conjure all aspects of the Art. Any warriors wounded by Mortificators are automatically killed.	R	PBo	Bro	3	7	8	7
Cuirassier Immune to the effects of Dark Symmetry Gifts.	C	PBo	Cyb	4	3	4	4
Curator Immune to the effects of Dark Symmetry Gifts.	U	TBo	Dar	3	4	3	4
Cybersecurity MP Immune to the effects of Dark Symmetry Gifts.	C	SPa	Cyb	3	3	4	3
Dragon Considered a Golden Lion. While in play, all of your Golden Lions are immune to the effects of Dark Symmetry cards.	C	NGu	Bau	1	3	5	3
Edward S. Murdoch May only attack Dark Legion warriors of there are any in play. If there are none, the Etoiles Mortant may attack as normal.	R	PBo	Imp	7	4	7	7
Etoiles Mortant Points earned by the Freelancer must be used as Destiny Points. The warrior may use Bauhaus cards, but only if 3 D is spent for each card.	C	PBo	Bau	4	2	6	4
Ex-Bauhaus Freelancer Points earned by the Freelancer must be used as Destiny Points. The warrior may use Bauhaus cards, but only if 3 D is spent for each card.	C	SPa	Bau	2	2	4	1
Ex-Capitol Freelancer Points earned by the Freelancer must be used as Destiny Points. The warrior may use Capitol cards, but only if 3 D is spent for each card.	C	SPa	Cap	2	4	2	1
Ex-Cybernetic Freelancer Points earned by the Freelancer must be used as Destiny Points. The warrior may use Cybernetic cards, but only if 3 D is spent for each card.	C	SPa	Cyb	2	2	4	1
Ex-Imperial Freelancer Points earned by the Freelancer must be used as Destiny Points. The warrior may use Imperial cards, but only if 3 D is spent for each card.	C	PBo	Imp	4	2	2	1
Ex-Mishima Freelancer Points earned by the Freelancer must be used as Destiny Points. The warrior may use Mishima cards, but only if 3 D is spent for each card.	C	SPa	Mis	3	3	3	1
Ezoghoul Immune to the effects of Dark Symmetry Gifts. Spend 5 D once to give Fay & Klaus +3 to all scores until the end of combat.	R	LED	Dar	5	8	7	8
Fay & Klaus Missions given to a Hatamoto must completed before any of your other missions.	U	SPa	Cyb	3	3	3	5
Free Marine You bestow Dark Symmetry gifts on the Heretic.	C	PBo	Cap	4	6	4	5
Golden Lion May conjure all disciplines of the Art.	C	SPa	Imp	3	3	3	3
Hatamoto May conjure all disciplines of the Art. All personal combat spells are considered combat spells when cast by the Keeper. Every 1D spent on a spell effect is worth 2D.	C	SPa	Mis	4	4	4	4
Heretic You must announce intention to attack with Lane one turn in advance.	C	PBo	Dar	2	2	2	3
Hussar Immune to the effects of Dark Symmetry Gifts. May never cast Art spells.	C	LED	Bau	2	2	3	2
Immaculate Fury Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	R	PBo	Dar	5	12	7	8
Infantry Considered an Infantry Warrior. While in play, all of your Infantry are immune to the effects of Dark Symmetry cards.	C	PBo	Cap	2	3	2	2
Inquisitor Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	C	PBo	Bro	4	4	4	4
Inquisitor Majoris Considered an Infantry Warrior. While in play, all of your Infantry are immune to the effects of Dark Symmetry cards.	R	PBo	Bro	7	7	7	8
Keeper of the Art Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	R	PBo	Bro	3	3	5	4
Lane Chung Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	U	SPa	Cap	3	6	4	4
Legionnaire of Semai Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	C	PBo	Dar	1	2	3	2
Machinator Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	C	SPa	Cyb	3	3	3	3
Martian Banshee Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	C	SPa	Cap	1	5	3	3
Max Steiner Considered a Venusian Ranger. While in play, all of your Venusian Rangers are immune to the effects of Dark Symmetry cards.	R	PBo	Bau	4	7	9	8
Mitch Hunter Considered an Infantry Warrior. While in play, all of your Infantry are immune to the effects of Dark Symmetry cards.	R	PBo	Cap	4	7	7	7
Mortificator May conjure Arts of Kinetics and Manipulation. May attack any warrior in play, regardless of affiliation.	C	SPa	Bro	3	3	3	3
Mystic May conjure all Disciplines of the Art.	U	SPa	Bro	4	4	4	5
Necro-Mutant Immune to the Art.	C	PBo	Dar	4	4	4	4
Nephrite of Algeoth Immune to the Art.	R	PBo	Dar	11	5	6	8

Name	Rarity	Artist	Affiliation	Fight	Shoot	Armor	Value
Nephrite of Demnagonis Every 1 D it spends on a Dark Symmetry effect counts as 2 D. If wounded, the Nephrite can heal itself by spending 7 D.	R	SPa	Dar	4	5	2	5
Nephrite of Ilian Immune to the Art. A warrior wounded in Fight combat by the Nephrite is automatically killed.	R	SPa	Dar	8	5	4	7
Nephrite of Muawijjhe Immune to the Art. Warriors wounded by the Nephrite are killed. If the Nephrite kills a warrior, place a Screaming Legion from your collection into your Kohort.	R	SPa	Dar	6	8	3	7
Nephrite of Semai Immune to the Art. Warriors wounded by the Nephrite are killed. If the Nephrite kills a warrior, place a Legionnaire of Semai from your collection into your Kohort.	R	SPa	Dar	5	4	5	6
Pam Afion If you have Lane Chung in play, Lane doesn't need to "boost" before attacking.	U	SPa	Cap	2	5	4	4
Pretorian Stalker Immune to the Art. May not use Dark Symmetry cards. If you have 2 or more Pretorian Stalkers in your Kohort, add +2 to their Fight and Shoot when either is in combat.	R	PBo	Dar	12	3	8	7
Rams Air Cavalry Can only take part in shoot combats. Can't seek cover or use equipment, but attacks ignore opponent's fortifications.	U	PBo	Imp	—	4	6	5
Razide May conjure the Arts of Manipulation and Mentalism.	R	PBo	Dar	9	2	7	7
Revisor May conjure the Arts of Manipulation and Mentalism.	C	SPa	Bro	3	3	3	3
Rogue You may not add the Rogue to your squad if you have other Imperial Warriors in play.	U	SPa	Imp	5	3	4	4
Sacred Warrior May conjure the Arts of Premonition and Exorcism.	C	SPa	Bro	3	3	3	3
Samurai Each of your Screaming Legionnaires causes an additional +1 damage if any of your warriors invokes the Dark Symmetry Wind of Insanity.	C	SPa	Mis	3	3	3	3
Screaming Legionnaire Each of your Screaming Legionnaires causes an additional +1 damage if any of your warriors invokes the Dark Symmetry Wind of Insanity.	C	PBo	Bro	3	2	1	3
Sea Lion Considered a Clansman. If you attack with Gallagher, you must attack a Dark Legion warrior if possible. While in play, all of your Clansman warriors are immune to the effects of Dark Symmetry cards.	C	LED	Cap	3	4	4	4
Sean Gallagher Considered a Clansman. If you attack with Gallagher, you must attack a Dark Legion warrior if possible. While in play, all of your Clansman warriors are immune to the effects of Dark Symmetry cards.	R	PBo	Imp	10	3	8	8
Sergeant McBride Considered a Blood Beret. While in play, all Blood Berets except McBride gain +1 to Fight and Shoot.	U	PBo	Imp	5	5	4	5
Suicide Warhead Immune to all Dark Symmetry cards. May not use equipment. If Suicide Warhead becomes wounded, it is killed.	U	SPa	Mis	10	0	0	3
Sunset Striker Considered a Samurai. While in play, all of your Samurai are immune to the effects of Dark Symmetry cards.	C	PBo	Cap	3	3	3	3
Tatsu Considered a Samurai. While in play, all of your Samurai are immune to the effects of Dark Symmetry cards.	R	PBo	Mis	6	6	7	7
Templar May spend three actions to dig a Foxhole. Place a Foxhole card from your collection with this warrior.	U	Dko	Dar	4	7	5	6
Trencher If equipped with Ticker, the Twitcher gains an additional +1 to Fight and Strength. Twitcher is not wounded by the Ticker.	C	PBo	Imp	3	2	2	3
Undead Legionnaire Considered a member of the Etoiles Mortant. While in play, all of your Etoiles Mortants are immune to the effects of Dark Symmetry cards.	C	PBo	Dar	3	1	2	2
Valerie Duval Considered a member of the Etoiles Mortant. While in play, all of your Etoiles Mortants are immune to the effects of Dark Symmetry cards.	R	PBo	Bau	8	4	8	8
Valkyrie May conjure the Arts of Changeling and Premonition.	C	SPa	Bro	3	3	3	3
Venusian Ranger Immune to the effects of Dark Symmetry Gifts.	C	PBo	Bau	4	3	4	4
Wolfbane Light Cavalry The Cavalry's opponents suffer a -3 to Armor unless protected by a fortification, in which case their Armor is at +3.	U	PBo	Imp	5	4	4	5
Yojimbo Considered a Hatamoto. While in play, all of your Hatamoto are immune to the effects of Dark Symmetry cards.	R	PBo	Mis	7	5	7	7
Young Guard May never voluntarily seek cover, and do not gain benefits of fortifications.	C	PBo	Imp	2	4	3	3
Zenithan Soulslayer May never voluntarily seek cover, and do not gain benefits of fortifications.	U	PBo	Dar	7	2	6	6

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Oh, The Humanity!

By Rick Swan

It was sardine time at this year's Gen Con Game Fair, held last August in Milwaukee's MECCA Convention Center. How packed was it? A security guard put the attendance at about 20,000. A game distributor said it was closer to 30,000. A guy waiting in line for the bathroom with his knees squeezed together said it seemed like a quarter million.

In any event, finding a few square feet of empty space was about as easy as finding a dry toilet seat. If you were there, you know what I mean. If you weren't, here's a taste of what you missed.

Games I Didn't Play. *Star Trek Jeopardy* was too hard. Klingon *Scrabble* was too scary. I liked the idea of the Fuzzy Heroes Tag Team Invitational, but you had to supply your own stuffed animals, and I'd left mine at home. The miniature games were as impressive as always, but ungodly complicated. One of them, a World War II Pacific Theater simulation, consisted of hundreds of tiny battleships and submarines deployed on a hex map the size of my living room, a team of eight players on each end, and a moderator in the middle tracking the action on a computer. I asked the moderator how long it took to finish. He looked at me like I was nuts. "Finish? Who said we ever finish?"

Things Man Was Not Meant to Consume But Did Anyway. Multicolored intergalactic gummy worms, courtesy of Chaosium.

19th-century pretzels from the cafeteria. Blue juice in a paper cup, served by a Romulan.

See It to Believe It. A 400-pound bald guy stuffed into a Starfleet uniform. Darth Vader holding an ice cream cone, whining, "Somebody get me a napkin!" A gray-haired gent with an arrow through his head, carrying a butterfly net filled with Twizzlers. A pathetic dweeb pestering Catwoman to whack him with her whip. (OK, that was me.)

Why I Was Crankier Than Usual. I was in pain. First, I had a toothache, aggravated by the Chaosium gummy worms. Then, when I was crossing Wisconsin Avenue, a pickup came barreling around the corner and flung a rocking horse off the back that clobbered me in the head. And in the exhibit hall, I wrenched my neck leering at all the models wearing Kleenex bikinis.

How Company Representatives Responded When You Asked About a Game You Knew Was Bombing. "The distributors won't touch anything but *Magic*." "People who like it really like it." "We got great reviews." "Wait till the second edition." "We'll be making a big push after *Magic* dies down."

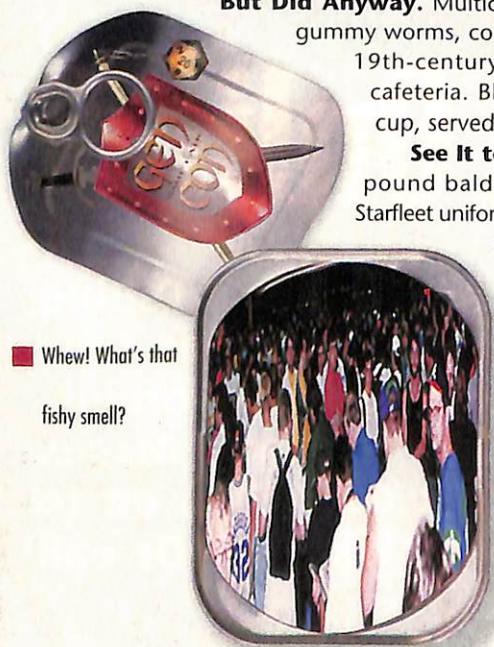
How the Gods Conspired to Humiliate Half the Human Race... Some company was passing out cheesy plastic Viking helmets, complete with inflatable horns, to whoever would take them. Fellas, I guarantee this is not the way to impress the opposite sex. This was confirmed at the *UFO* workshop, where I overheard a would-be Viking trying to explain his acquisition to his exasperated girlfriend: "I know it looks stupid. But it was free!"

...Me Included. On the last night of the convention, Wolf Baur (mastermind of the forthcoming *Magic* roleplaying game) invited me to the Wizards of the Coast party in the executive ballroom of the Regency Hotel. I couldn't have been more tickled. I'd be able to meet Richard Garfield. I'd be able to hobnob with industry big shots. And best of all, I'd be able to gorge on free food and eat myself into a coma.

I arrived promptly at 9:30 and made a beeline to the smorgasbord. I was loading up on taco chips, carrot sticks, and cheese cubes when a slice of greasy pizza flopped off my plate, slid down my leg, and landed face-down on my shoe. "Gosh darn it!" I yelped. (Actually, my choice of expletive was a little more, er, colorful.) Behind me, I heard a harumph. Not just any old harumph, but a harumph of utter disgust. There, rolling his eyes, was none other than Engineer Scott, *Star Trek* deity James Doohan. I mumbled an apology and slunk off into the darkness.

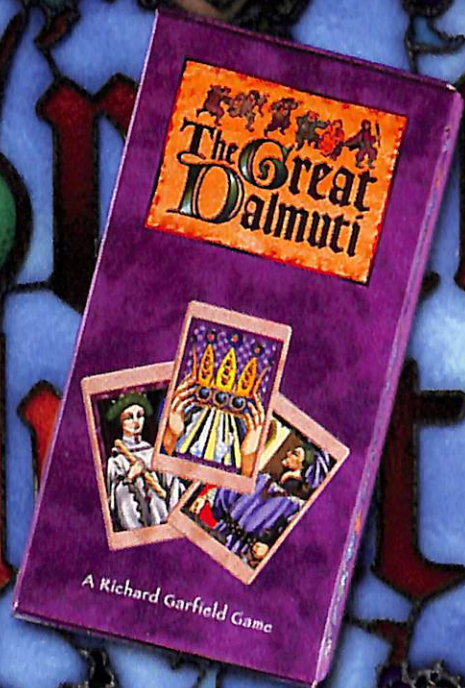
And that's how I ended my convention adventure: cowering in the corner, scarfing cheese cubes, and wishing for somebody to beam me the hell out of town.

Rick Swan has since gotten his tooth fixed and his shoe cleaned, but has yet to get cat-whipped.



■ Whew! What's that fishy smell?

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