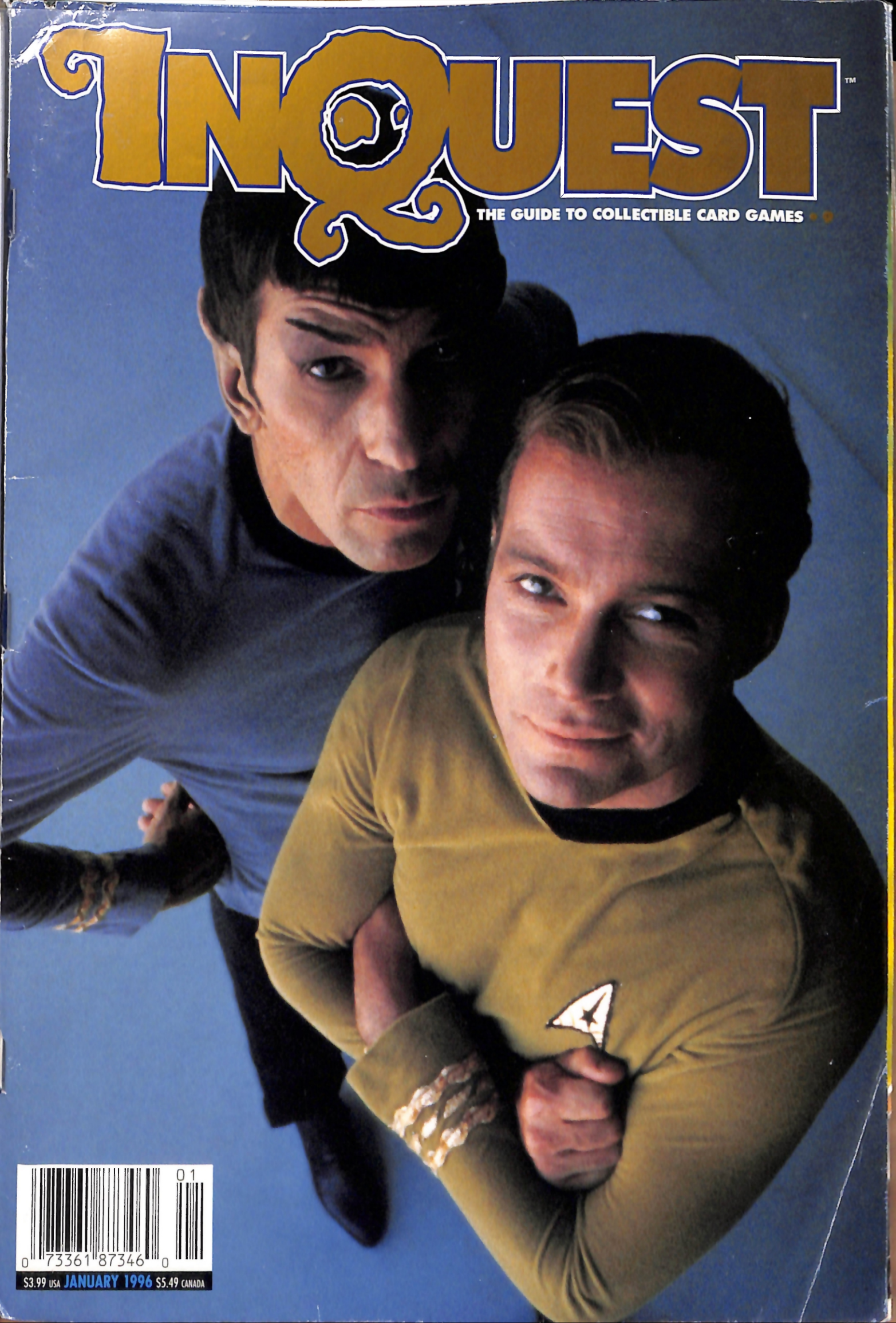
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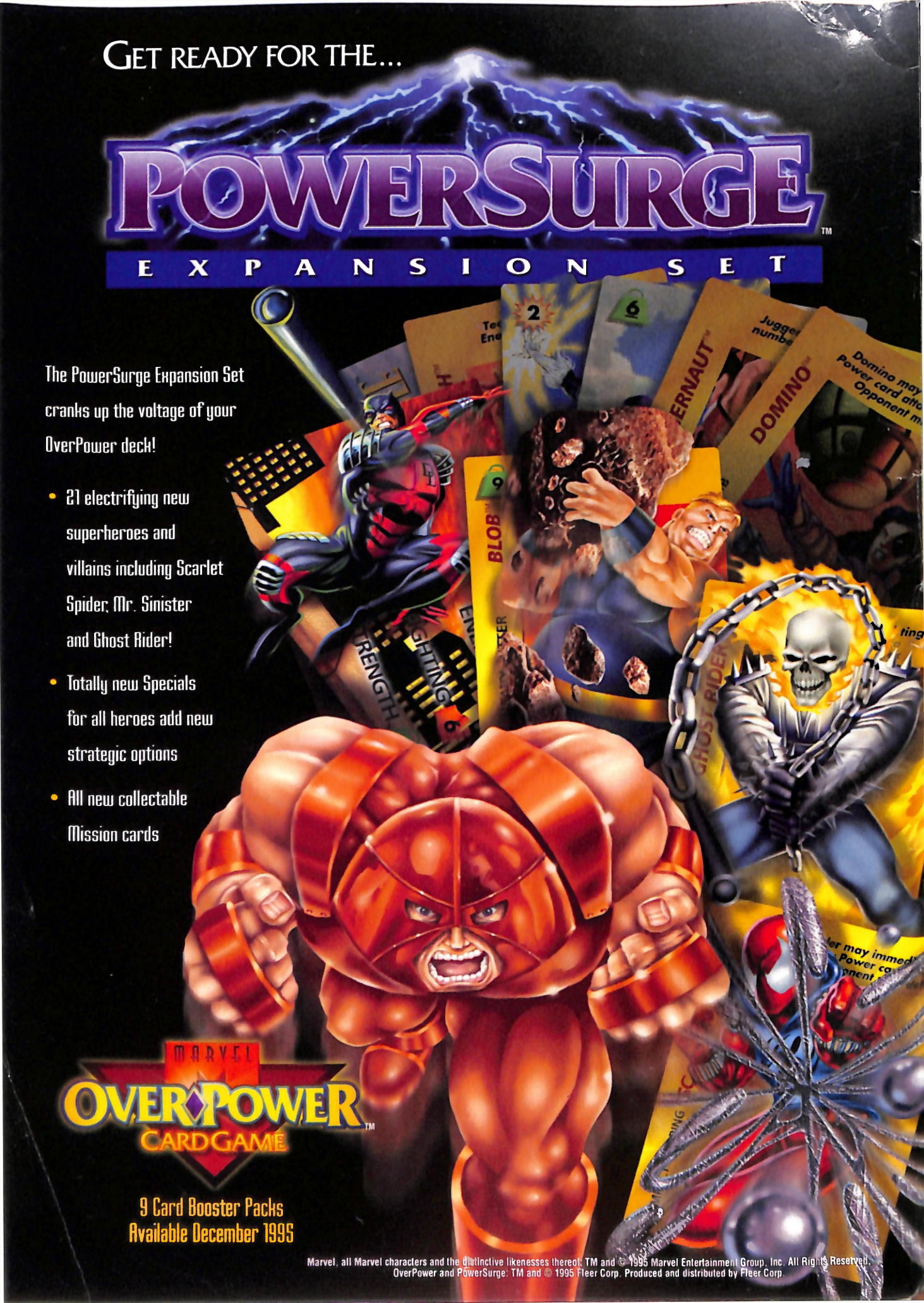

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january 1996

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RED HOTS!
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"Ho, ho...Rudolph, get off that child!"
How's about $1000! That's right. And all you have to do is turn to page 70 and be a little creative.

WIN!

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ON THE COVER: *Star Trek's* Kirk and Spock in a rarely seen pose.
Photo: Ken Whitmore/Shooting Star Int'l.

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EDITOR'S LETTER

Keep Those Letters Coming!

Wow, the ninth issue! Can you believe it? It seems like yesterday that we here in the *InQuest* offices were rejoicing over the completion of our first issue.

And boy, have we come a long way since then. The magazine has grown from 80 pages to the 128-page publication you're holding in your hands right now. In the span of nine months, we've added more columns, departments, and features, and completely revamped the price guide. And ya wanna know who we have to thank for all these changes? You.

That's right, you, the *InQuest* readers. You've taken the time to write us with your comments, criticisms, and suggestions. All we've had to do is respond to your demands by giving you the magazine you want to read every month. And if our increasing sales are any indication, the magazine you have created has been very well received.

You asked for more information on new games, so we came up with our On Deck and Basic Training departments. You said you wanted more strategy tips for *Magic: The Gathering*, and we created Up Your Sleeve (page 26). You requested more information about the people behind the games, and we delivered *InQuest* Profile (page 66).

That's not to mention the solid features we're now running, many of which came from ideas you suggested. This month, for example, we reply to your overwhelming response to Rick Swan's "Weenie Awards" (Swan Song, *InQuest* #4) with a full-length feature on page 58, "The 1995 Weenie Awards." We've attempted to quench your thirst for info on new games by providing you with a preview of 1996 on page 72. And we've followed up Beth Moursund's popular "Icebreakers" feature from *InQuest* #6 with "Homewreckers" (page 34), which covers the newest *Magic* set, *Homelands*.

And the contests, you ask? Well, you've been begging for more awesome prizes. Can you think of anything more awesome than a $1,000 shopping spree in the American Entertainment Christmas catalog? How about the ultimate *Magic: The Gathering* rogue's gallery, featuring a lineup of the 20 toughest creatures ever to star on a piece of pasteboard? We've got all that and more inside these pages this month.

But the battle is not over, folks. While many people subscribe to the old proverb "If it ain't broke, don't fix it," we prefer to live by a different creed, one that I picked up from a former colleague: "If it's not perfect, improve it."

And that's what we're aiming to do here: we're improving *InQuest* so that it fits your tastes even better. We urge you to keep those letters coming, because, as the pages in this month's issue demonstrate, we read your letters. We listen to your suggestions. We respond to your demands. And we will continue to make the changes you request.

So with that, I say congratulations to you on a job well done. And, more importantly, keep up the good work.

Don't spit in the wind,

Scott Gramling
Managing Editor

M T + the guys and gals who make this...

EDITORIAL

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InQuisition

FUEL FOR THE FIRE

New controversies are brewing this month, as the alleged relationship between fantasy gaming and the devil riles up a Satan worshipper and the official banning of Channel stirs mixed reactions from the peanut gallery.

In other news, after receiving an equally split "We hate it/We love it" reaction to the dual-price format of our price guide, which replaced the single-price listings starting in *InQuest* #5, it seems the majority of you have swung toward the "We love it" side. Good. We like it this way too.

Anyhoo, on to the rabble-rousers...

Satan Says

A few weeks ago I began playing *Magic*, and I started to hear that it was being linked to Satanism and Satanists. To me this is an outrage. I heard the same nonsense with TSR and *Dungeons & Dragons*. It is really starting to get on my nerves, and I think a lot of other people feel the same way.

I believe that I have more of a stake in this than others do mainly because I am a Satanist. And I'm proud of it. We've been thought of as murderers and drug addicts, but that is all a media stunt. The basic belief of Satanism is a common scorn for hypocrisy. I'm here to say that *Magic: The Gathering* is a *game*! Do we have to spell this out or something? It allows kids and adults alike to participate in a thought-provoking strategic game from which you can learn a lot of different things.

There is a game out called *Redemption*, which is based on the Bible. This game has more demonic references than *Magic* does, but the game is widely accepted. Only because it *is* based on the Bible; if it weren't, then it would be condemned just like the other games.

This whole thing goes way beyond a simple game.... We're supposed to have freedom of speech and religion, but the truth is that we have neither. In my religion, we never have a chance to dismiss all the lies that were told about us by the news and the church, so we definitely don't have the same rights as others in more "traditional" religions, and that is wrong on the highest level.

I would like to reiterate that *Magic* is *not* satanic, but merely a fantasy adventure card game, and should only be seen as such. All this has to end here and now. It's getting very old very fast.

Mike Johnson
Macungie, PA

Well, on the one hand, we actually do have freedom of speech in this country, but some kinds of freedoms aren't socially or commercially viable. You've got a lot of valid points. Oh crap, we've just agreed with a Satanist! I hope the pope isn't readin' this.

Cheese ™ & © Evan Dorkin

Channel This, Buddy!

All right. I have had it! Enough is enough already. I think that this "Ban the Channel Fireball Campaign" has gone far enough. I happen to support the use of that combo in a deck.

When a player uses Channel, that player is going out on a limb by using his or her life points to fuel a spell card. Obviously, many of you people have not heard of defensive cards, or make use of them.

Let us see what we have for defense. For blue players, Counterspell, Blue Elemental Blast, and how about that new *Ice Age* card, Deflection? Two of those cards will stop a Fireball cold, the third will redirect the card back to its owner. All three cards will use and abuse the player who attempts to use the combo of Channel/Fireball.

For white, there's Conversion and COP: Red.

Black players have Deathgrip available for use. If you want a combo, Magical Hack Gloom to stop green spell cards. How about Simulacrum?

Have you got the point? There are enough defensive cards to take care of this silly nonsense everyone is worrying about. It really burns me up that everyone is getting so damn upset over one silly combo when there are others that are just as silly or worse.

E. Vincent
East Ridge, TN

I think there's a bit too much cheese clogging your retina. We get your point, but you misread the whole argument. Sure, you can defend against Channel cheese with the right cards and the right mana, but that's just the point! Cheeseheads can kill you with a Channel Fireball on the first or

second turn, before you can defend yourself. Heaven forbid you're tapped out of mana or the guy's got a counterspell.

Woooohooo! Channel has been banned! Declare a national holiday!

Chris Wicks
Oxford, OH

In Defense of *Magic*

I am writing this letter in answer to the letter you received from Brian Gondek in *InQuest* #6.

Brian, I would like to ask you one thing: did you ever play a game of *Magic*? Because your letter reminds me of one of my friends who keeps on saying that *Magic* is crap, although he never played himself. How can people judge something they don't know anything about? Sure, the game is very addictive because it is a very fun game. But if people buy tons of cards, it is because they want to, not because they have to. *Magic* is one of the rare games where you can start playing with only one starter deck....

Of course, if your goal is to play in tournament, well, then you need to have the best deck... but that is your problem, not mine. I play only to have fun, not to crush anyone. And if all you and your friends can think of is how you can crush your "friends" with the most powerful cards you can find, maybe you simply should find other friends.

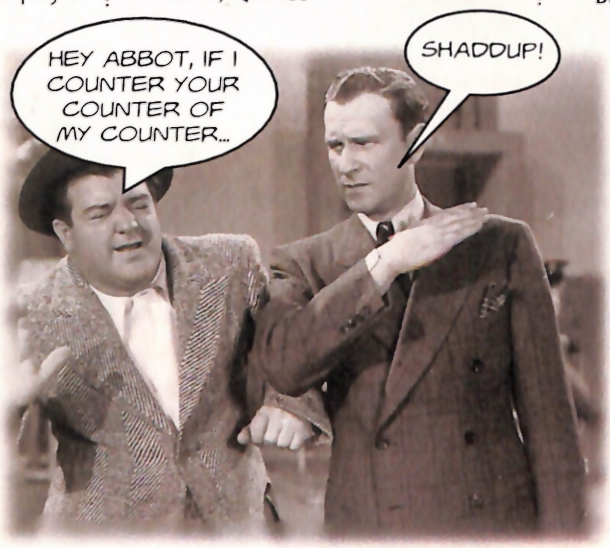
Also you seem to think that *Magic* killed roleplaying games. Roleplaying games were already dying before *Magic* came along. That is in part why *Magic* got so popular. It brought back some fresh air to an industry which was dying. To play *Magic*, all you need is two players and one hour or two of your time. But for roleplaying, only creating the characters takes that much time, if not more.

Also, a roleplaying game with only two people isn't very fun to play; you need at the least four players and one gamemaster to play. A game lasts several hours at the least, and so you usually need to take a whole day to play a single game, and sometimes more.

You mention that "*Magic* teaches: greed and competition are good." Most of the people who play *Magic* are the same people who used to play or are still playing roleplaying games. Could we not say that roleplaying taught that lesson in the first place? Doesn't roleplaying teach that the players with the biggest swords, the most powerful spells or magical objects is the more likely to survive through an adventure? Isn't one of the goals in roleplaying games to acquire treasures in order to have the best equipment to survive? And don't tell me you have never seen players argue as to who would take the magic sword or the spell book that the group has found.

Don't get me wrong, roleplaying is a fun game in itself; I was just trying to make you see that it is closer to card collectible games than you would care to admit. So think about it before you start taking it down.

Pierre Villeneuve
Laval, Quebec



Abbott and Costello photo courtesy of Everett Collection

Countercountercounterspell

Me and my friend are down to two life each. He Fireballs me. I counter it. He counters my counter. I counter his counter. So, is it countered?

M. Gismondi
Athabaska, Alberta

"It"? Which "it"? It looks like you countered his counter of your counter, which successfully counters his Fireball. Let us never speak of this again.

Over and Above

Why do most stores sell most cards for almost double the price?

"Nightmare"
Fallston, MD

When you say "double the price," I assume you mean double the value listed in the price guide. There's nothing wrong with that, since any price guide you pick up will only be one thing: a guide. If for some reason your local store owner can actually sell a Jester's Cap for, say, $40 when our high price is $20, then capitalism encourages him to do so. Capitalism also encourages you to go to a cheaper store.

The Price is Wrong

I was reading *InQuest* #6, and as I was looking through the letters column, I saw the letter from Doug Hare saying that you used cards that were hard to find. You said in the response that the decks were getting cheaper.

Yeah, right.

Steven Charron
Boylston, MA

Hey, they are. We loaded up on luxury cards in our first few outings, but we've since toned down the prices. Gone are the Moxes, the Lotus, Time Walk, and the like.

We should point out, however, that it's the nature of the beast that tournament-level decks contain some pricey cards. We try to present a variety of decks, with some more expensive than others, from issue to issue.

Tap Dance

Ray of Command states "Untap target creature...," which implies the only legal target is a tapped target. The Up Your Sleeve article in *InQuest* #6 implies that Ray of Command can be used on untapped creatures, and the "Icebreakers" feature states it can be used on untapped creatures. Can I get a fourth opinion?

Doug Peay
Torrance, CA

Beth Moursund, our Stumpers solver and Wizards

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender, and three favorite games to InQuestMag@aol.com or mail it to us at: IQ Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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of the Coast's CompuServe representative, says: "Before the Fourth Edition of Magic came out, you couldn't aim anything that untapped a creature at something that was already untapped. But when Fourth Edition was released, the Wizards simplified the targeting rules, getting rid of all the unwritten 'read between the lines' rules. If a card says 'target creature,' you can now aim it at any creature, tapped or untapped, no matter what the card does. The same rule lets you use a Maze of Ith on a Serra Angel."

Throatwho?

I've seen postings on the net for *Magic* cards called Throat Wolves. Are they for real?

Nick Wilson
Evergreen, CO

Throat Wolves are a one-casting-cost creature, gain +1/+1 when you pump any color mana into them, have "double first strike" ability (which can kill a creature with regular first strike ability), and come in all colors.

They're also phony cards made by Magic enthusiasts.

Magic Forever?

InQuest used to mean a lot more to me because I was really into *Magic: The Gathering*. I still have all my cards, but I rarely play because of all the cheesers and bad sports out there. My point, however, is that *Magic* is what hooked me on your mag, but now I play other CCGs, and I'm not finding too much on them in the mag. Is it going to be "*Magic* Forever"?

Chad M. Dubesa
Lorain, OH

No sir. While Magic is an important part of our book, we're constantly expanding our coverage to include other CCGs. Check out News & Notes, On the Shelves, Stumpers Spotlight, On Deck, the CCG checklist, the Players Guide Spotlight, and the new Basic Training column. (And we ain't finished yet.)

On a different note, don't stop playing Magic just because some of the people you were playing with are bad sports. Try to play with new people at school, work, your hobby store, or a local hangout. Let people know that you want to play friendly games: no direct damage to players, no Racks or Vises, no frustrating cards like Tormod's Crypt or Jester's Cap—you get the idea. Don't let others spoil your fun.

Deathgate

Are they going to make a card game about the *Deathgate* series by Margaret Weis and Tracy Hickman?

Michael Simms
Kathleen, FL

According to a representative of Mag Force 7, the company through which Margaret Weis' Star of the Guardians game was published, there are no present plans to do a Deathgate card game. If you're interested, Michael, the license is available...

Strange but Incomprehensible

How do you get to the place where it tells you what is in the deck?

PetermanG
Cyberspace

Hmmm... who thinks Pete wrote his letter with a thick black marker and got all woozy from the fumes?

Covergate

I bought your magazine for the first time the other day. It was the cover story on the *Marvel OverPower* game that made me decide to give it a chance. I've never played a trading card game before, and was curious what the verdict was about *OverPower*.

But I must confess, I feel deceived. Why in the world choose a topic for your cover when only three percent of your pages are going to be devoted to it? The magazine was virtually exclusively about *Magic*, and I understand that it's a far more popular game than *OverPower*. But again, if it's more popular, why not have that on your cover?

Answer: partially to attract a new audience. Well, I was suckered in.... I've read your sister publication, *Wizard*, for a few years now, and I've never felt as disappointed by any of its issues as I did with this.

On the positive side, I will say that I was impressed with the layout and artwork, but that doesn't begin to make up for feeling misled.

I won't be coming back soon.

Scott M. Forte
Bronxville, NY

Ouch. Though we were pretty pumped when we

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MAGIC: The Creations

The winner this month wins three different foreign edition *Magic* packs and a *Chronicles* Palladia-Mors card signed by Edward Beard Jr.! The runner-up gets some packs of whatever we have lying around the office.

GRAND PRIZE WINNER!

MIMIC

Michael Viccora, Bay Shore, NY

CENSORSHIP

Robert Osvalds, Riverside, IL

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

Magic: The Creations
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151 Wells Ave.
Congers, NY 10920

CONTEST WINNERS

InQuest #2

- "Design a werewolf!" Bryan Evans of Chatsworth, Calif., will have his werewolf art in the next *Rage* expansion set, due in early '96.
- "My Deck is Better than Your Deck!" Mike Gallo of Mineola, N.Y.; Tony Costa from Arcata, Calif; Carl Van Ostrand of Tolland, Conn.; Thomas Auler of Buffalo, N.Y.; and Greg Lewis in Fullerton, Calif., all won killer 60-card decks!

put together the OverPower *coverage in* InQuest *#7 (*OverPower *Stumpers and a complete players guide), looking back, we should have done a little more. We're sorry if you felt misled. It wasn't our intention, and we'll be a lot more sensitive to this type of thing in the future.*

Q & A

1. What are those black dots in the bottom left hand corner of Gaea's Liege's picture?
2. Will anyone ever bring back the Black Lotus?
3. Is there going to be a Fifth Edition?

Josh Donley
Port Orange, FL

1. Black dots.
2. No.
3. We suspect one will be out in mid- to late 1996.

"Why?" Asks Chyi

Why doesn't Frozen Shade fly? It seems to be able to levitate in the picture.

Why don't creatures blocking Rabid Wombat become rabid?

Can you eat Durkwood Boars with a Fork?

Stanley Chyi
West Hartford, CT

Yeah! Why the heck doesn't the Frozen Shade fly, dammit? There're a few cards out there with artwork that show flying things that don't have flying. I don't know how many times I've tried to block a flyer with Whippoorwill or Petra Sphinx, only to be laughed at and pantsed. I don't get it.

I don't know why creatures blocked by the Rabid Wombat don't get rabid, nor why it looks like he's eating Cheerios. But unless you're trying to keep kosher, you can eat Durkwood Boars with a fork.

Lord of the Living Room

Remember an issue or so back when you tried to trade *Magic* cards for real goods in the real world ("Money For Nothing?," *InQuest* #3)?

Well, my friend and I were on our way home from an all-night *Magic* game and found a garage sale. They had a couch for sale. "Was $10—Now $5—What a deal!" It was solid orange. Only a gamer could take a liking to it! We just had to have it....

We got it home and found we had no room for it. We lounged around on it on the front porch for a few days trying to decide what to do with it. We called another crazy gamer. He said, "A couch? Hell, yeah, I want it." I got a Lord of the Pit for it! A $3 profit and going up! Wow!

Matt Kerr
Seneca, PA

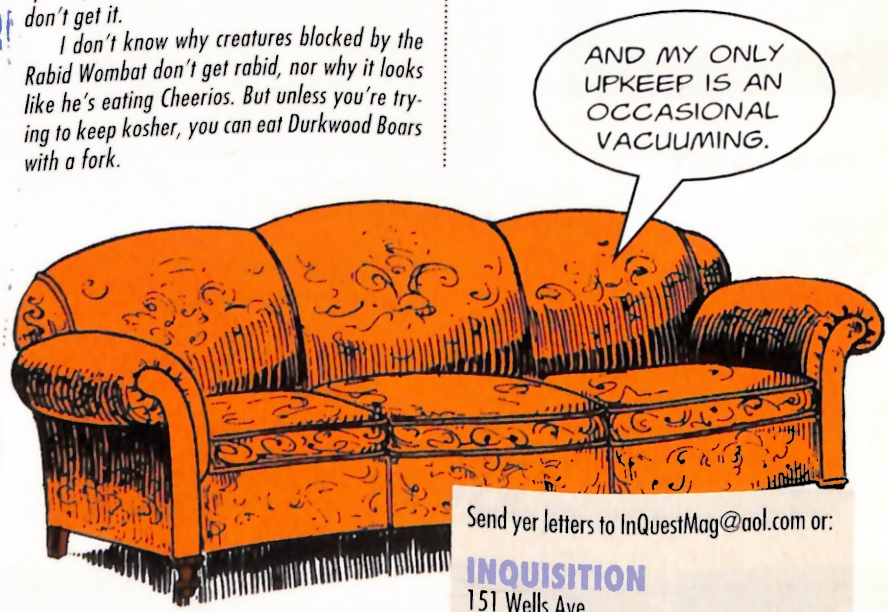
So your friend played Juxtapose, eh? That's not going to look like such a good bargain a couple of turns from now, Matt, when you have to start sacrificing your goldfish to Pitlord.

Reflections

Sometimes, when I look at your magazine, I feel like it's a little mouse trap for my mind with a little piece of cheese in it. But then I open up the magazine to read it, and there's no cheese, just a bunch of words.

"Jack Handy" aka Dusty Segretto
Sulphur, KY

And that is that. Don't forget to write in, always keep two blue mana untapped, and remember to blame any social indiscretion on the dog.



Send yer letters to InQuestMag@aol.com or:

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

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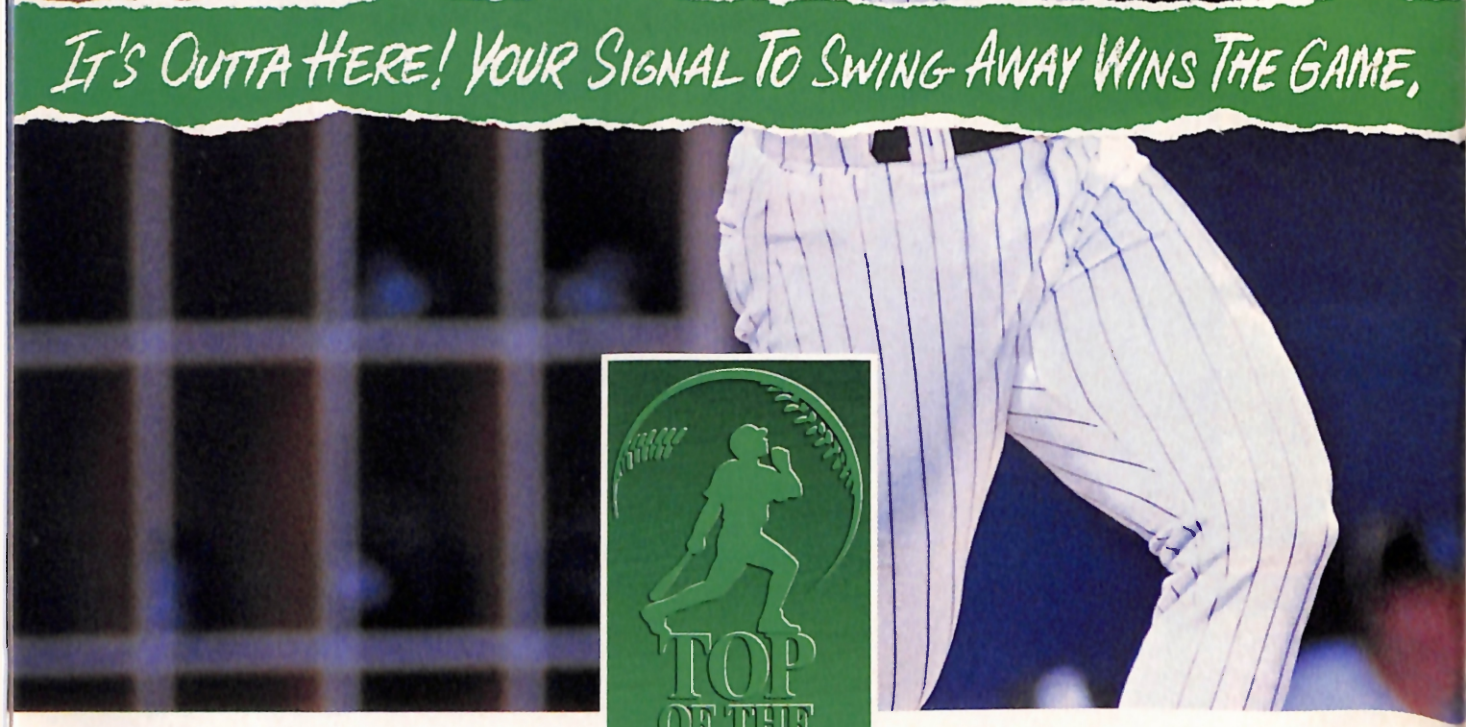

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PARAMOUNT PROBLEMS

After months of delays in releasing its *Alternate Universe* expansion set for the *Star Trek: The Next Generation Customizable Card Game*, Decipher posted an explanation of the problem on the Internet. To sum the letter up in one word: Paramount.

In a letter signed by Warren Holland, CEO of Decipher, the company attributes the delays to the *Star Trek* copyright holder's refusal to approve product designs and other elements of the expansion. The letter even accuses Paramount of refusing to approve any further products until Decipher agreed to pay a higher fee for the license:

"During this time, representatives of Paramount threatened us dozens of times saying that, if we did not agree to 're-negotiate' terms, they would license the original series to SkyBox," which Paramount did do (see "Where No Game Has Gone Before," News & Notes, *InQuest* #8).

"A Paramount vice president said to us, 'Oh, you will take the deal. You have $10 million in orders to ship,' " Holland's letter continues. "When we stated that was not the way we did business and we complained that customers were waiting for this product which was completely sold out, he said, 'I want more money!' "

Asked specifically about that exchange, Decipher President Cindy Thornburg told *InQuest*, "That's exactly what happened." She also confirmed the rest of the letter.

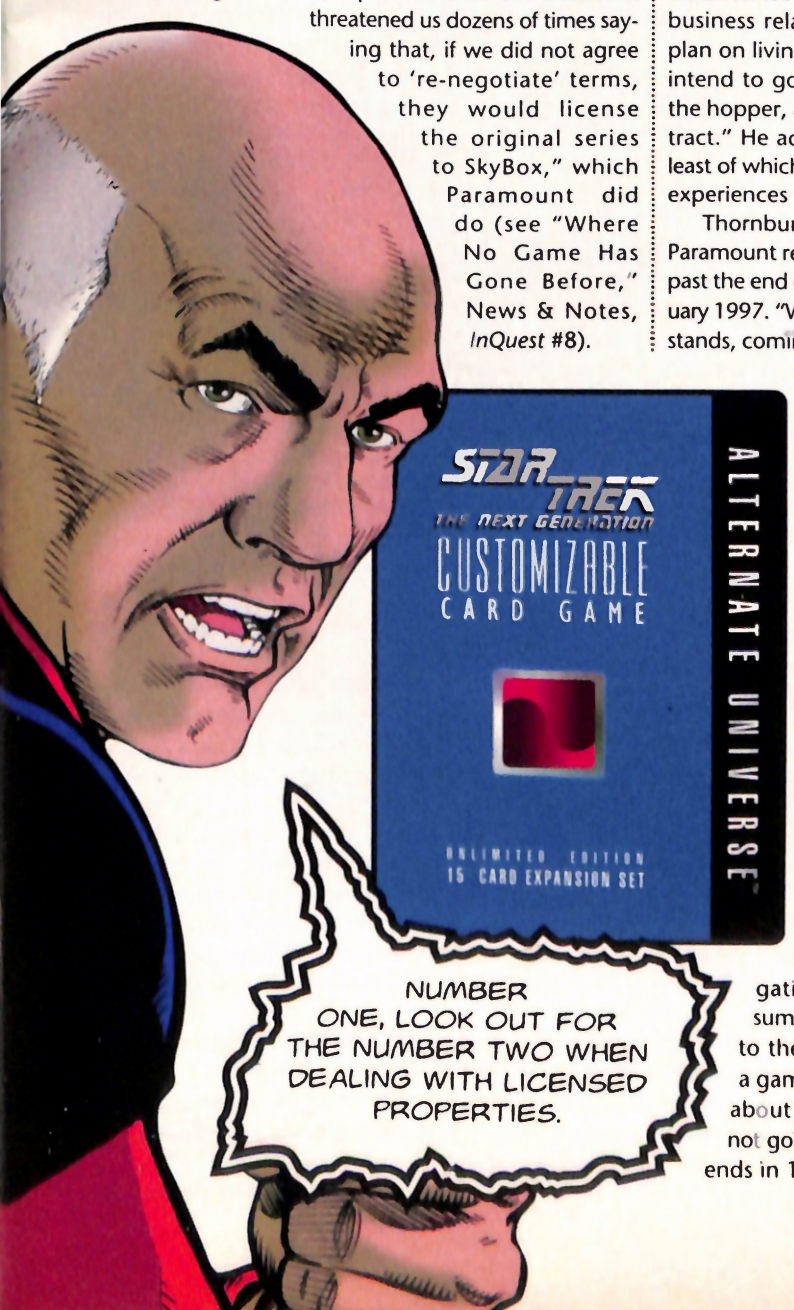
Paramount's Neil Newman, vice president of marketing, says, "The Decipher statement is full of inaccuracies. It's not our policy to discuss the details of a business relationship with an existing licensee. We plan on living up to the contract that exists. We fully intend to go through with any products that are in the hopper, as would happen with any licensing contract." He adds, "There are other licensees—not the least of which is SkyBox—that have had perfectly good experiences with us."

Thornburg also acknowledges that the Decipher-Paramount relationship will continue, but probably not past the end of the current license, which expires in January 1997. "We intend to fulfill the contract as it currently stands, coming out with *ST: TNG* product until the end of 1996. I don't think either party is enthusiastic about renewing the license now."

As for future *Star Trek* material from Decipher, Holland's letter says that, in addition to the *Alternate Universe* expansion, collectors could expect to see the *Q-Continuum* and *Holodeck Adventures* sets in 1996. (See "1996 Preview" on page 72 for an advanced look at products from Decipher and other companies.)

However, some retailers are skeptical that Decipher can meet that goal. Jim Denny, president of J&M Enterprises, a mail-order and convention retailer who built his two-year-old business largely on *Star Trek* and *Star Wars* products, challenged both Decipher and Paramount to be more open with the public about their problems.

"At what point do companies such as Decipher or Paramount have an obligation to distributors, retailers, and consumers to inform them of a possible jeopardy to the continuing release of new product in a game?" he asks. "Decipher originally talked about eight expansion sets—that's probably not going to happen now, because the contract ends in 12 months."



Star Trek ™ & © Paramount.

Adding to the suddenly public nature of this dispute, SkyBox publicly responded to Holland's Internet letter. In a statement issued by its public relations agency, the company says it passed on the opportunity to do a card game based on *Next Generation* because SkyBox "did not then have the resources needed to develop a good product for Paramount" and only agreed to the "carve-out" of the CCG from the overall card license if the CCG were clearly marketed as such and could not be confused with SkyBox's trading cards.

SkyBox also argued that the market for *Star Trek* CCGs is not being "stolen from under" Decipher; rather, it implies the CCGs are a natural outgrowth of the trading card license it already holds for all Trek properties. In addition, SkyBox—now a part of the Marvel/Fleer family—"has the ability and capabilities to create and produce a first-class CCG product," and approached Paramount with the proposal for a game based on the original series.

"I do not know the reasons Paramount ended up choosing SkyBox instead of Decipher for this license," public relations agent George White writes in the statement, "but comparing the performance of the two licensees... it is easy to see which licensing partner is committed to building the long-term strength of *Star Trek*, particularly after reading the Decipher 'tell-all.' "

—Patrick Daniel O'Neill

Delays Plague Card Game Market

Conflict! © Image Entertainment

As the collectible card game market continues to expand, so do its problems. Lately, more and more game companies are announcing long-term delays for awaited games or supplements.

Assassins, the first supplement for Steve Jackson Games' *Illuminati: New World Order*, originally was announced for August. The set was pushed back to October, and will appear even later. "We are committed to making this the best possible supplement for the game," explains SJG's Scott Haring. Haring admits this could have an adverse effect on sales. "It's a consideration we go into every time we delay a game. Ultimately, we think it's better for our company's health to do products that are right."

WildStorms, along with many other CCGs, have been hampered by delays.

Daemonstorm, from Caliber Games, is no longer on a set schedule. "It came down to having a limited staff," explains Joe Martin, associate game director. "The mechanics are finished, but we didn't have the time to get the rest ready. A lot of effort went to getting the *Spawn* CCG out on the market." Caliber plans to preface *Daemonstorm* with tie-in products, including a full-color comic book and action figures. The new projected date is sometime in mid-1996.

Gridiron © Upper Deck/Precedence

Conflict!, the first expansion set for the *WildStorms* card game, has been pushed back from November to February. "We were asking retailers to order the expansion set before they'd even seen the game," explains designer Matt Forbeck. "When the decision was made to push the game forward, the earliest chance to re-solicit was February."

Upper Deck Gridiron Fantasy Football, first announced for an August release date, arrived in stores in November. Originally to be published by Precedence, the final product was distributed and co-published with Upper Deck. "We had originally planned to publish it," explains Precedence employee Paul Brown, "but we found that working with Upper Deck would put us in a much more advantageous situation. The game can now access larger markets, places where Upper Deck can reach."

Kelly Carpenter of Entertainment Distributors feels that delaying a game can have adverse effects on its sales. "The impact a game can have will be drastically reduced or even nullified if they miss the Christmas selling season. That's when you have sales at their highest." Carpenter also points out that delays on less-popular games can hurt sales even more. "Some games are just going to shorten their lifespan by delaying their release. Enthusiasm will fall away... You need to release it while it's still hot in people's minds."

Wayne Godfrey from WarGames West argues that delays have little effect on a game's sales or popularity. "It's just a function of the market," says Godfrey. "It's different from the comic market, where you're expected to publish on time. In the game market, [delays are] a regular occurrence. You impact the retailers a bit and disappoint some customers, but there's really not much effect."

Jim Foley of Hobby Games Distributors agrees that the retailers are the ones impacted the most. "The retailers have committed their cash flow to games shipping by a certain date. When it doesn't show up, that's money they could've used to order more of a different product."

Tim Fish, assistant manager at the DC Comics–affiliated Another Universe chain, thinks that the numerous products and delays are slowing down the market. "Most people are still buying, but people are irritated enough that they're slowing down. Some stores are trying to cut their losses by inflating prices of cards that they do have in stock, and that's just hurting the industry."

With collectible card games still defining their audience, the effects of delays are still not completely clear. From a retailer's point of view, it can be disastrous—and if more gamers expect to see products shipping on time, it could spell trouble for the companies as well.

—Greg McElhatton

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Mortal Kombat Kard Game

The popular *Mortal Kombat* video game is being introduced to collectible card gamers in the *Mortal Kombat Kard* game. BradyGAMES, a division of Macmillan Computer Publishing, and Cardz, maker of the *Hyborian Gates* card game, are releasing the game this December.

This 300-card set will feature all 20 characters from the first two *Mortal Kombat* games. Don't worry, all of the characters will have their special moves. There will be one major difference, though: special effect cards that will allow contestants to change the way the game is played. Some will boost your character's speed or increase the strength of your attack; others will hurt your opponent.

"They change the playing field," says Laddie Ervin of BradyGAMES, a co-designer of the card game. "To make the game interesting, we added a higher lever of strategy, rather than having it be just a slug fest."

Comic artist Neil Adams (*Batman, X-Men*) heads the team that's providing original art for the game. He's joined by Joel Adams (*Vampirella, Shi*); Mark Poole and Key Meyer Jr. (both of *Magic: The Gathering*); and April Lee (*Legend of the Five Rings*).

The 60-card starter decks contain all you need for an initial game. "We've made it so it's playable out of the box... In order to build a deck, you're not going to have to spend a million dollars to buy all the cards," Ervin says. Players are likely to get four character in the randomly assembled, $7.99 starter decks. The 15-card boosters will sell for $2.50 and contain attack, defense, and combo cards.

BradyGAMES hopes to base the first expansion on *Mortal Kombat 3*, but hasn't yet finalized plans.

—Mike Fasolo

New Baseball, Football Card Games

NXT Games and Donruss have teamed up to produce *Top of the Order*, a baseball card game licensed by Major League Baseball and *Red Zone*, a football card game licensed by the National Football League. Both games were shipping as *InQuest* went to press.

Like ordinary sports trading cards, each card has a photograph of a professional athlete. Unlike ordinary sports cards, they also contain the information necessary to play a rich, detailed game. Each card shows its player's skills, based on actual statistics. Each also lists a defensive play, offensive play, and random color codes for determining the results.

While Donruss handles most of the printing and distributing concerns, NXT Games has committed itself to pleasing gamers. NXT has launched a World Wide Web page at http://www.-nxtgames.com. While the page will include frequently asked questions, rules, and the like, there are also plans for contests and games.

Eighty-card starter decks for both games cost $10. Twelve-card booster packs cost $2.79. A deluxe edition, two-deck starter pack costs $20, which includes a special outcome pinwheel (easier to use than the folding charts found in each deck). The *Red Zone* set contains 366 cards, while *Top of the Order* has 308.

NXT Games plans to release expansion sets each season, with updated cards representing the players' new statistics. It's also talking with the NHL about producing a hockey version.

—Rich Warren

Top of the Order © Donruss/NXT Games. *Red Zone* © Donruss/NXT Games

Lost World Found Again

Flying Buffalo has found the *Lost World. Lost World* flip books, that is. Alfred Leonardi, who designed the original series of combat books for Nova Games in the early '80s, is designing 12 new ones involving characters from Flying Buffalo's *Tunnels & Trolls*. Each *Lost World* book, new or old, will be completely compatible with all the other books.

Lost World © Flying Buffalo

All that's required to play a game are two books and two people. You choose your character's attack or defense, then turn to the appropriate page to see if you hit or missed.

Flying Buffalo is including Fantasy Cards in the books. The cards can be spell cards, luck cards, or magical items for the characters. The cards are randomly inserted into books, which cost $5.50 and recently shipped to stores.

Flying Buffalo is also setting up a tournament system involving the books.

Look for more *Lost World* and *Lost World*-type books from other companies in the near future.

—Mike Fasolo

Highlander Tournaments

Thunder Castle Games is sponsoring a series of sanctioned tournaments throughout the United States. Prospective contestants can sign up to join the tournament league, called the Nexus, at local game shops.

Highlander © Thunder Castle Games

Thunder Castle is encouraging retailers to sign up Nexus members by offering prizes—including uncut sheets of *Highlander* limited edition cards and special promotional cards—to those who sign up specific numbers of members. The retailer who recruits the most Nexus members between November 1, 1995, and January 31, 1996, will win a grand prize—a *Highlander* katana sword.

Nexus members pay a $15 membership fee; in return they

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So how can you find out if there's a tournament scheduled near you? "The players can call Thunder Castle direct [at (816) 363-9363] to find out when and where there's a tournament near them," says Bob Ifill, Nexus league coordinator. "We'll also be putting it on our web page: www.cnj.digex.net/-eljay/-TCGames.html."

Ifill says that Thunder Castle provides the prizes for the local tournaments, whether held in a store or at a convention. "We generally send the store a box of cards as a prize. Some stores will split them up among the top three players, or give a couple of packs to every player who comes. And, beginning in '96, if the tournament winner is a Nexus member, he'll get a Quickening card, a limited edition card only available to tournament winners. They are pre-game cards; they'll be ones that will let you see hidden attacks by Connor, for example. That comes direct from Thunder Castle to the tournament winner."

There will be further advantages to becoming a Nexus member, Ifill notes. "Nexus members will also be eligible for special promo cards and participation in special members-only tournaments at conventions."

—Patrick Daniel O'Neill

© TSR

Jeff Easley's cover to TSR's second *Monstrous Compendium*.

A Monstrous Collection

TSR's second *Monstrous Compendium* will be out in January 1996. Featuring cover art by Jeff Easley, the 128-page book contains every monster created for the entire line of *AD&D* game products in 1994, in addition to those that appeared in *Dragon*, *Dungeon*, and *Polyhedron* magazines. "In addition, new, never-before-seen creatures will be making an appearance," says Tom McLaughlin of TSR. The book will retail for $18.

—Jeff Franzmann

FPG's Vision of Everway

FPG recently released *Everway Companion Cards* for use with Wizards of the Coast's newest RPG, *Everway*. The cards, packaged in 10-card packs priced at $1.95, cover a wide variety of themes. As Luke Peterschmidt of FPG said, "Everway is about diversity. In the setting, you aren't limited to stories about knights or fairies; there's so much more."

Artists who worked on the cards include Dave Cherry, Roger Dean, Jeff Jones, Ken Kelley, Rowena, Mike Ploog, Darryl Sweet, and Tim White.

Everway © FPG/Wizards of the Coast

—Jeff Franzmann

Atlas' *Once Upon a Time*

Once Upon A Time, the non-collectible card game from Atlas Games, will make its return to the market this year with a second edition. Play commences with one player designated the Storyteller trying to create a story using the elements of a fairy tale (cards) in his hand; the other players try to interrupt him to become the new Storyteller. The first player to play all his cards and finish off with a Happily Ever After cards wins. The $15.95 boxed set will include all 168 full-color cards and will be available in December.

—Mike Fasolo

Britain Plugs In

Card games and chess tournaments are already being conducted over the Internet and through e-mail. Early next year, people in Britain will begin competing over the telephone network as well. British Telecommunications is launching its new "Wireplay" system early in 1996, offering players the action and adventure of computer games, in addition to participation in nationwide chess tourneys and card games. BT is already recruiting text customers, and while it is currently limited to Britain, the service could ultimately go international if it proves a success. "As soon as we've proven the concept in the UK, we plan to work with anyone who wants to work with us," says Rupert Gavin, BT multimedia services director. He notes that Wireplay will be easier to use and accessible to more people than similar Internet-based services.

—Jeff Franzmann

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PC HITS HIT PLAYSTATION

• MicroProse Vice President of Creative Development Sid Meier has signed aboard his company's delay-plagued *Magic: The Gathering* CD-ROM. Meier, the renowned computer game designer responsible for such intensely addictive games as *Civilization*, *Pirates!*, and *Railroad Tycoon*, will design an adventure game segment for card game adaptation. Players will defeat monsters and wizards to acquire more cards for their spellbooks. This will allow computer gamers to experience the deck-building aspect of *Magic*, as well as the actual playing of the game. The cards available in the game will be from the basic set, including some out-of-prints—possibly even Moxes! *Arabian Nights* and *Antiquities* cards will also be included. The game will be designed for Windows 95, as MicroProse feels this will allow for a broader customer base; also, the higher-resolution graphics the system allows will enable better reproductions of the game's artwork. Earlier this year, MicroProse disbanded the design team that was developing a DOS version of the game. The company hopes that the CD-ROM, originally promised for summer 1995, will be out next spring.

• Robert Sirotek of Sir-Tech Software has announced the release of *Wizardry Gold* ($35) in February or March of 1996. This is an upgrade of *Crusaders of the Dark Savant*, the immensely popular seventh installment of the epic *Wizardry* series. Featuring advanced graphics and sound, including speech, this game will be available in Windows 3.1, Windows 95, *and* Macintosh format. In response to many player requests regarding *Wizardry 8*, Sirotek could only reply that he hopes to have the game out in 1997.

• If their high prices dissuaded you from buying the last few SSI *AD&D* computer games, you should look for SSI's *Masterpiece Collection* ($28) in mid-December. This set contains six (!) games, from *Dark Sun* and *Ravenloft* to *Al-Qadim* and *Menzoberranzan*. SSI really improved its work on these later adventures, and for 28 bucks, you can't go too far wrong here.

• Accolade plans to release *Star Control 3* ($46) for the 1995 holidays. Much like the previous sequel, this one is a strategy/adventure game with a strong action component—two-dimensional "space" combat at its thumb-twisting finest. Many of the familiar races are still around, such as the bold Spathi and humble Ur-Quan, although they have learned some new tricks.

• Electronic Arts expects *Syndicate Wars* ($52, for the Sony PlayStation) to be in more than a few gift boxes this month. A whole new level of violence awaits PlayStation owners: when you send your goons out to kill people and break things, you'll learn that *everything* can be blown up—not just vehicles, as in the first game. PC owners will have to wait—EA doesn't expect the IBM version to be available before July.

• Mindscape Software has released the Aliens computer game ($43). It isn't based so much on the *Aliens* movies as it is on the *Aliens* comics from Dark Horse. You lead a team of four characters answering a distress call from a remote mining base (ever hear of a "nearby" mining base?) that's being taken over by the aliens. Your mission, above and beyond blasting large numbers of icky things, is to rescue survivors and find out why the aliens are trying to take over the base.

—Rick Moscatello

Syndicate Wars © Electronic Arts

Screen Shots from *Syndicate Wars*, plus a slobbering Alien.

Alien © Twentieth Century Fox

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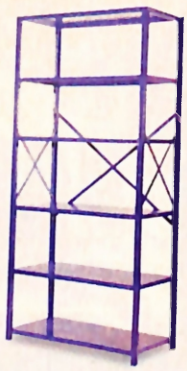
ON THE SHELVES

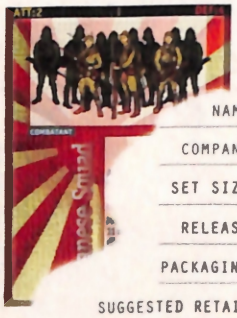
THE GUIDE TO UPCOMING GAME RELEASES



™ Iron Crown Enterprises

NAME: **Middle-earth: The Wizards**
COMPANY: Iron Crown Enterprises
SET SIZE: Over 450 cards
RELEASE: December 1995
PACKAGING: 76-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $9.95 per starter deck; $2.95 per booster pack

Here's the Deal: Based on the worlds of J.R.R. Tolkien, the game is designed for one to five players, each playing as one of the five Wizards: Gandalf, Saruman, Radagast, Alatar, or Pallando. Each Wizard forms a company of characters to gather power for the fight against the forces of darkness. Each starter deck will include three rare and nine uncommon cards. It will also have 24 fixed cards from a set of 50 that will not be included in booster packs.



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NAME: **Pacific Campaign Limited Edition**
COMPANY: Medallion Simulations
SET SIZE: Over 200 cards
RELEASE: December 1995
PACKAGING: 65-card starter packs; 15-card expansion packs
SUGGESTED RETAIL: $9.50 per starter pack; $3.25 per expansion pack

Here's the Deal: Based on the *Echelons of Fury* system, this is a tactical military card game designed to simulate the Allied campaign in the Pacific islands during World War II. Cards depicting freighters, landing craft, and destroyers as well as Japanese planes and submarines are included; fighting progresses from beach assaults to inland hand-to-hand action.

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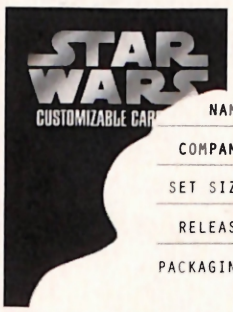
NAME: **PowerSurge**
COMPANY: Fleer
SET SIZE: Approximately 200 cards
RELEASE: December 1995
PACKAGING: Nine-card booster packs
SUGGESTED RETAIL: $1.59 to $1.89 per booster pack

Here's the Deal: This expansion of the popular Marvel superhero CCG includes 21 new heroes, including Ghost Rider, Dr. Strange, and Daredevil. Each new hero comes with six specials, and the set includes a sixth special for each of the original 39 heroes. Each pack will include eight playing cards and one mission card. Two new missions, "Sins of the Future" and "Separation Anxiety," have been created for the expansion.

™ & © Medallion Simulations

NAME: **RuinsWorld**
COMPANY: Medallion Simulations
SET SIZE: Over 200 cards
RELEASE: December 1995
PACKAGING: 65-card starter decks; 15-card booster packs
SUGGESTED RETAIL: $8.95 per starter deck; $2.50 per booster pack

Here's the Deal: Touted as having the best of both RPG and CCG games, *RuinsWorld* lets players build characters that act together as a team playing against the deck, not just each other. Each player's cards make up a Journey deck, Market deck, Play deck, and Character. Each player gets a secret objective that governs the choice to stay with the party or venture off alone.



™ & © Lucasfilm Ltd.

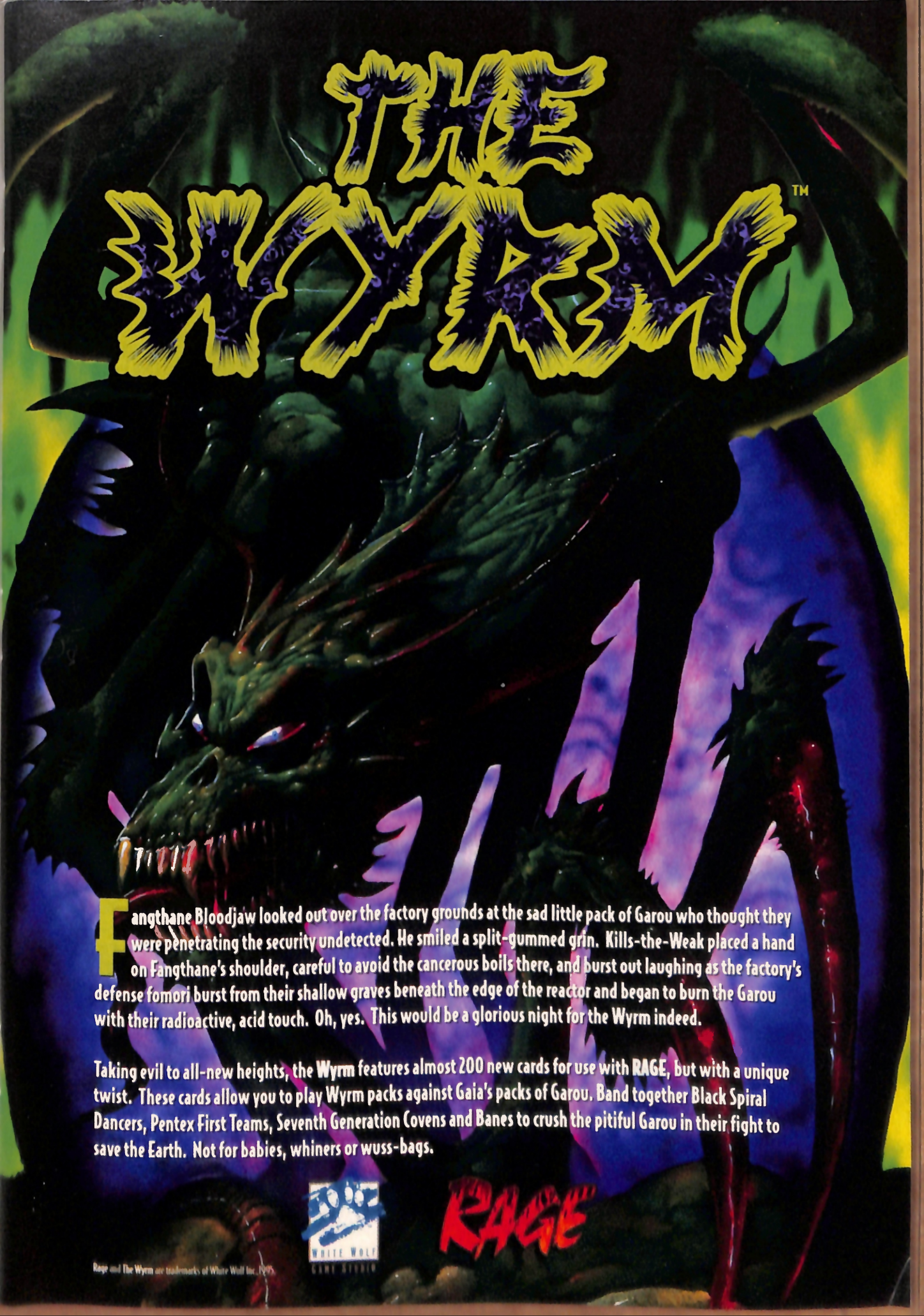
NAME: **Star Wars**
COMPANY: Decipher
SET SIZE: 324 cards
RELEASE: December 1995
PACKAGING: 60-card starter packs; 15-card expansion packs; two-player game package, with 60-card "light force" deck and 60-card "dark force" deck

Here's the Deal: Designed by Tom Braunlich and Rollie Tesh, who did Decipher's *Star Trek: The Next Generation* game, the *Star Wars* CCG allows players to manipulate the Force by directing characters and elements represented by the cards. Expansions are planned, each named after one of the three films in the series (*A New Hope*, aka *Star Wars; The Empire Strikes Back*; and *Return of the Jedi*), and the *Shadows of the Empire* series of novels.

™ & © White Wolf

NAME: **Wyrm**
COMPANY: White Wolf
SET SIZE: Over 180 cards
RELEASE: December 1995
PACKAGING: 15-card booster packs
SUGGESTED RETAIL: $2.50 per booster pack

Here's the Deal: Players control packs of *Wyrm* creatures, pitting Banes, Fomori, Black Dancers, and Nexus Crawlers in battle against Garou characters. *Wyrm* characters will have their own targets in the Hunting Grounds: Victim cards. Each booster pack includes a fold-out rule book with the new rules concerning the *Wyrm* set.



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 Wyrm indeed.

Taking evil to all-new heights, the **Wyrm** features almost 200 new cards for use with **RAGE**, but with a unique twist. These cards allow you to play Wyrm packs against Gaia's packs of Garou. Band together Black Spiral Dancers, Pentex First Teams, Seventh Generation Covens and Banes to crush the pitiful Garou in their fight to save the Earth. Not for babies, whiners or wuss-bags.

WHITE WOLF GAME STUDIO

RAGE

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It's Easy Being GREEN

By Patricia Michaels

"Uh-uh. It won't work. It's a bad idea. It's a stupid deck, and you're gonna get crushed." When I first assembled an all-green deck, I was repeatedly told by self-proclaimed *Magic: The Gathering* experts that one-color decks don't work. They're too susceptible to color hosers, and they can't handle multicolor opponents.

Maybe they had a point. I gave it some thought, and threw in three red cards. If nothing else, I thought, that'd shut them up.

It did. In fact, it kicked their butts.

"How?" you must be thinking. In a world of five-color decks loaded with more Moxes than you can shake a pack of *Fallen Empires* at, how can green stand alone?

Speed, baby, speed. In cutthroat tournament play, the player who can gain an upper hand quickly is the player with the best chance of winning. And this deck moves faster than a Domino's delivery boy on a caffeine high. The combined might of your mana-generating elves will put the pedal to the metal.

But don't go thinking this is a weenie deck. Oh no. While you can let your elves act out by nipping at your opponent, their main purpose is to bring your big guns out—fast. If your foe thought getting stung by a few elves was unpleasant, his morale will be in his socks when he finds himself looking down the barrel of a third-turn Scaled Wurm. This deck strives to flatten foes quickly with that and other powerhouse creatures.

Concentrate on getting your mana out as fast as you can. If it's a choice between sending in a couple of elves to attack or tapping them to bring in more elves, go for the extra Keeblers.

As for the non–mana-generating critters, they're pretty straightforward, with the exception of the Wall of Tinder. Avoid using it for a green spell unless you absolutely must; it's one of the few sources of red mana in this deck.

Green can handle almost any trouble card that puts a bur in your britches. An Icy's tapping your biggest critter? Crumble it and sweep the pieces under the rug. Besieged by flyers? Rain on their formation with a Hurricane. Tranquility soothes annoying enchantments out of existence, and a Desert Twister doesn't care what it drills into the ground as long as you pick up the tab.

Even up against another speed-creature deck, a quick Lure can open the door for your army to finish the fight while his blockers crowd around the doomed Llanowar with a one-way ticket.

Hold on to the An-Havva Inn till you get at least five creatures into play, and try not to cast Stampede unless you can spread its effects over

Lean Green Machine

CREATURES			ARTIFACTS	
GREEN	4 Llanowar Elves	1 Lure	1 Feldon's Cane	3 Tinder Walls
1 Autumn Willow	1 Scaled Wurm	1 Primal Order	1 Sol Ring	
3 Erhnam Djinns		1 Regrowth	1 Zuran Orb	SIDEBOARD
1 Force of Nature	SPELLS	1 Stampede		1 Crumble
2 Fyndhorn Elders	GREEN	1 Tranquility	LAND	3 Lifeforces
4 Fyndhorn Elves	1 An-Havva Inn		13 Forests	2 Lightning Bolts
2 Hungry Mists	2 Crumbles	RED	1 Pendelhaven	1 Sandstorm
1 Jahtuff Wurm	1 Desert Twister	2 Lightning Bolts	2 Strip Mines	2 Shatterstorms
2 Killer Bees	4 Giant Growths	1 Wheel of Fortune	2 Taiga	3 Tranquilities
	1 Hurricane			3 Tsunamis

at least six attackers. Primal Order can be devastating in a tournament environment with all the special lands. If you don't need your non-basic mana any more, strip your own special lands, or sacrifice them to the Zuran Orb to avoid getting stung.

You also have three red spells. Hold the Lightning Bolts to flash-fry any beastie that might give green a headache. The Wheel of Fortune can give your opponent a brain hemorrhage when you simultaneously knock that Wrath of God out of his hand and load up on more Giant Growths and Stampedes.

Once your opponent figures out what type of deck she's facing, she'll do everything in her power to slow you down, including smashing Tinder Walls or Elves that pop up early. That's when you'll need Giant Growths to keep 'em alive. A nasty stunt she might pull is Terroring one of your beasts after you Giant Growth him. Instead, cast those on your weaker creatures, and never more than one per critter, unless he's all you have. Green color hosers can also be a pain. Keep your eyes peeled for Deathgrip, Flooded Woodlands, COP: Green, Lifetap, and other downers. Hold your Tranquilities for these.

A last game tip: hold on to some mana and an elf or two if you don't need them right away. You never know when a Balance, Wrath of God, or Jokulhaups is gonna crash the party.

Now go stick an elven boot in somebody's keister and teach them naysayers that it's easy being green.

Patricia Michaels, a freelance writer from New York, thinks that two men are better than one.

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THEME DECK THE NON-KILLER DECK

Christmas Deck

As Christmas approaches, people's thoughts naturally turn to Yuletide cheer, fellowship, love, and pounding the snot out of some jerk with a *Magic* deck you just built.

In the past, Yuletide cheer didn't always coincide with snot-pounding, but that's all changed now. With this deck, you can simultaneously wish your opponent the warmest season's greetings while wiping the floor with his face.

Happy holidays from the jolly card fiends at *InQuest*!

The 12 Days of Christmas

SPELLS

WHITE

2 Angelic Voices ("Angels we have heard on high, sweetly singing o'er the plains.")
1 Blessed Wine ("Here we go a wassailing!")
1 Blessing ("God bless us, every one!")
1 Caribou Range ("On Dasher, on Dancer, on Donner and Blitzen!")
1 Farrell's Mantle ("...and Ma in her kerchief....")
1 Festival (The office Christmas party!)
1 Heaven's Gate ("I'm dreaming of a whi-i-i-ite Christmas.")
1 Holy Light ("Oh, holy light, the stars are brightly shining.")
2 Purelaces (Again with the "White Christmas" song.)

BLUE

1 Animate Artifact (Where would *Nutcracker Suite* be without this?)
1 Magical Hack (Look at the card. It's Bob Cratchett at his desk!)
1 Snowfall ("Let it snow, let it snow, let it snow!")

RED

1 Falling Star ("A star, a star, shining in the night, with a tail as big as a kite!" Also, the town looks just like Bethlehem.)
1 Goblin War Drums ("Shall I play for you, pa rum pa pum pum, on my drum?")

CREATURES

GREEN

1 Birds of Paradise ("And a partridge in a pear tree!")
1 Folk of the Pines (Those folks that sell Christmas trees on street corners.)
1 Fyndhorn Elves (Santa's little helpers.)
1 Grizzly Bears (All children get teddy bears for Christmas.)
1 Wall of Brambles ("Deck the halls with boughs of holly, fa la la la la, la la la la.")
1 Wall of Pine Needles ("Oh, Christmas tree, oh Christmas tree....")

RED

1 Goblin Snowman ("In the meadow we can build a snowman, and pretend that he is Parson Brown.")

WHITE

1 Camel (What's a manger scene without a camel in it? Useless card, though.)
1 Seraph ("And the angel spake....")
2 Serra Angels ("Hark! The herald angels sing, 'Glory to the newborn King!'")
1 White Knight ("Silent night, holy night, all is calm, all is bright.")

ARTIFACTS

1 Arcum's Sleigh ("Just hear those sleigh bells jingling...")
1 Arcum's Weathervane ("White Christmas" yet again.)
1 Arcum's Whistle (To parents, perhaps the most annoying present imaginable.)
1 Bronze Horse (Every little boy or girl dreams of getting a pony.)
1 Clockwork Avian (Look! It's one of those rubber-band birds!)
1 Clockwork Beast (A wind-up toy if ever I've seen one!)
1 Ebony Horse (This gives a whole new meaning to the phrase "pull toy.")
1 Helm of Chatzuk ("And I in my cap had just settled down for a long winter's nap.")
1 Ivory Cup (For all that eggnog, or punch, or whatever.)
1 Kormus Bell ("Silver bells, silver bells, it's Christmas time in the city.")
1 North Star ("The stars in the heavens looked down where he lay.")
1 Obsianus Golem (A real nutcracker, just like in the ballet!)
1 Ring of Renewal (Not quite "five golden rings," but close enough.)

LANDS

3 Plateaus
4 Savannahs
3 Snow-Covered Forests
8 Snow-Covered Plains
2 Tundras

David Joyce
Man of Good Will

Up Your Sleeve

Surprise strategies for unappreciated *Magic* cards

By Beth Moursund

TIME ELEMENTAL

is one of the most powerful and versatile cards in the deck. With it, you can return one land, creature, artifact, or enchantment to its owner's hand each turn.

That means you can block with a Basilisk, then bring it back to your hand; the blocked creatures still die. Use it on an opponent's creature each turn to keep giving it summoning sickness, or on a token creature to remove it from the game completely.

Hurry up and learn to use this card to its fullest... Time's a-wastin'.

But that's just the beginning. If you're using a card that affects the untap phase—Stasis, Winter Orb, Smoke, and so on—try unsummoning it at the end of your opponent's turn. That way, you get to untap as normal. Before you finish *your* turn, recast the spell: your opponent will suffer its full effects! A similar trick works for Ankh of Mishra.

Time Elemental also works as a "reset switch" for cards that use counters. Summon Triskelion, ping away, return it to your hand, and recast it. Play the same trick with Tetravus, moving the counters off each turn for a big swarm of 1/1 Tetravites.

Time Elemental can also reset cards that accumulate counters. Cast Unstable Mutation on one of your creatures, attack, then return the enchantment to your hand just before your next turn. If the creature accumulates -1/-1 counters, you can always Elemental the critter back into your hand and recast it. You can also repair a creature hurt by Spirit Shackle this way.

Before you try either trick, remember Time Elemental's biggest limitation: it can't target enchanted permanents. If you want to return an unstable mutant or shackled spirit to your hand, you'll have to get rid of the enchantment somehow.

What else can you do? Cast a Voodoo Doll, use it until it gets so big that you can't pay for it anymore, and reset it with the Elemental. Use any cumulative upkeep card until the upkeep gets too high, then yank it back and recast it for a fresh start. Or annoy your opponents to no end by Elementaling their charged-up Mana Batteries, Fungusaurs, Vampires, Thallids... you get the idea.

Time Elemental helps when you need just one more mana of a particular color for a spell—tap a land for mana, Elemental it, then play the land and tap it again. The same trick can get two uses of an artifact per turn, if you have enough mana to pull it off.

Any card that destroys itself at the end of the turn goes well with the Time Elemental. Cast Ball Lightning, attack, and bring it back to your hand for use next turn. Blast your opponent with a Rocket Launcher or wipe the board clean of creatures with Pestilence, then retrieve it for later use.

Don't let the fancy combinations make you lose sight of the simple uses. Since Time Elemental is blue, it's often used in a deck with Counterspells and Spell Blasts: if your rival gets an annoying card out, you can send it back to her hand, then counter it when she tries to recast it.

Since it's so useful, Time Elemental often has a large bull's eye painted on it the moment it comes into play. Tim can't kill it, but at a toughness of two, it's a target for Lightning Bolts, Fireballs, and other direct damage. A Regeneration, Blessing, Giant Strength, or other such spell may help keep your Elemental alive, but won't guard against Terror or Swords to Plowshares. A ward of the proper color can be invaluable. You may want to keep a Counterspell in reserve.

But of course, once the Elemental's recovered from summoning sickness, it can always flee danger by returning itself to your hand!

Beth Moursund wishes she had a real Time Elemental under her command, since she spends far too many hours on Magic.

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Stumpers

By Beth Moursund

FLASH! We interrupt your regularly scheduled Stumpers programming to bring you this special, all-*Homelands* edition.

"Battery acid? You're soaking in it."

"Ihsan's Shade! Ihsan's Shade! Everywhere I look...hey, who's been screwing with my contacts?"

Stumper of the Month

Q: Could you Memory Lapse your own spell if it's countered?
—Kendall Redburn, Wilmington, DE

A: What a great use for Memory Lapse! Yes, you can, and because of the way the timing rules work, your opponent's counterspell will be put "on hold" while you cast your own interrupts. Your Memory Lapse will counter your spell and put it on your library. Then your opponent's counter will resolve, and fizzle because it has no target (so if it was a Power Sink, you don't even have to tap out). On your next turn, you can draw the spell back from your library and cast it again.

This month's winner walks off with three different foreign edition *Magic* packs and an autographed *Magic* card!

Q: On the card Evaporate, if a creature is a blue-and-white legend, does it take two damage?
—Rainer Ludloff, Baltimore, MD

A: No, only one damage. Evaporate looks at each creature on the table and asks, "Are you blue or white?" If the answer is "yes," then Evaporate does a point of damage to that creature.

Q: What exactly is a minotaur? Specifically, does an Anaba Bodyguard get +1/+0 from the Anaba Spirit Crafter?
—Edna Yahil, Copenhagen, Denmark

A: A minotaur is anything that says "Summon Minotaur" or "Summon Minotaurs" on the line below the picture, or any token creature that was called a minotaur by the card that created it. (No, there's no such card yet, but who knows what they might print in the future?) The Anaba Bodyguard is a "Summon Bodyguard," not a "Summon Minotaur," so he doesn't get the bonus. Similarly, the Goblin King doesn't give a bonus to the Goblin Rock Sled, because it's not a "Summon Goblin."

Q: Can you tap a Baron Sengir to regenerate itself?
—Anthony Robidart, CA

A: No, because Baron Sengir is a "Summon Legend," not a "Summon Vampire." He can only regenerate Vampires.

Q: If the card revealed by Prophecy is not a land, is the library shuffled?
—Lars Onsager, Cyberspace

A: Yes.

Q: If Sea Troll is not involved in an attack and a Prodigal Sorcerer kills it, can the troll regenerate?
—Lars Onsager, Cyberspace

A: Nope. The Sea Troll's regeneration is of very limited usefulness.

Q: I attack with my two Joven's Ferrets. My opponent uses Ray of Command to take control of one of them, and blocks "mine" with "his." Which, if any, dies?
—Han Tesselaar, Leiden, Netherlands

A: Neither one dies. As soon as a Joven's Ferret is declared as an attacker, it gets a +0/+2 bonus. That bonus lasts until the end of the turn, even if something like Ray of Command removes the Ferret from the attack. So both Ferrets are 1/3, and neither can kill the other. The one that blocked won't untap during its next untap phase.

Q: Can Didgeridoo or any of the other cards whose effect is to put a card directly into play be used as a fast effect to "summon" a blocker after an attack has been declared?
—Sanford J. Cohen, Reseda, CA

Q: If Æther Storm and Didgeridoo are out, can I still use Didgeridoo to summon minotaurs?
—David Sparling, Novi, MI

A: Yes, to both questions. Don't think of Didgeridoo as a "summon"—it's just a fast effect, and it's legal any time that fast effects are legal, including during an attack. Also, it isn't affected by anything that affects summoning, like Æther Storm, Remove Soul, Planar Gate, or Feroz's Ban.

Q: Are artifact creatures affected by Feroz's Ban and other cards that target summon spells?
—Thomas Willemsen, Berlin, Germany

A: Nope. Artifacts are "cast" and not "summoned," so nothing that affects summoning has any impact on them

Q: Do the new "prismlands" in *Homelands*, like the An-Havva Township, produce colored mana or do they convert mana from one type to another? If it's a conversion, then Mana Flare, Ritual of Subdual, and so on shouldn't affect them when they're used for colored mana.
—Brendt Hess, Portland, OR

A: The prismlands produce mana. They just require an extra cost, in addition to tapping, to produce it. Mana Flare and so forth do affect them.

Q: If a *Homelands* card is in an Ice Cauldron, Icy Prison, or Safe Haven and Apocalypse Chime is played, does it get buried?
—Marcos Gouvea, Waterville, ME

A: Nope. Apocalypse Chime only affects cards in play. Cards in your hand, your library, the ante, or any of the various "out of play" areas established by Ice Cauldron and the like are unaffected.

Q: If Eron the Relentless gets killed while a Mana Flare is out, can I tap three lands and pay six mana to regenerate him twice and avoid the mana burn I'd get from tapping two lands and having one mana left over?
—Marcos Gouvea, Waterville, ME

A: Yes, if you do it just right. You can't regenerate something that's not on the way to the graveyard or something that's already been regenerated. But you can activate a regeneration ability, then, before it resolves, activate it again. The regenerations resolve in last-to-first order, like any other fast effects, and the second one to resolve fizzles since the

creature isn't on the way to the graveyard any more.

Q: Is Feroz's Ban cumulative, so that if you have two of them in play summon spells cost an extra four mana?
—Marcos Gouvea, Waterville, ME

A: Yes, it is. It's also cumulative with Planar Gate, which makes your summon spells (but not your opponent's!) cost two mana less to cast. If you have one of each out, you can just pay the normal amount.

Q: If you band two Greater Werewolves (say, using a Helm of Chatzuk) and a creature blocks the band, does it get two -0/-1 counters?
—Marcos Gouvea, Waterville, ME

A: Yes. And before it gets the counters, it will already have taken four points of damage from the Werewolves. That should be enough to ruin any creature's day.

Q: What's the deal with Spectral Bears? Do they not untap ever if your opponent isn't playing black, or do they untap every other round?
—MacKenzie Smith, Piermont, NY

A: Every other turn, if you keep attacking with them. (If you don't attack but something else taps them, like an Icy Manipulator, then they untap normally.)

Q: Can my opponent pay one green mana to affect my Autumn Willow with spells and effects?
—Dawn R B, Cyberspace

A: No. Only the controller of a card can pay to activate it, unless the card specifically says that any player can. (Armageddon Clock and Ifh-Biff Efreet are two cards that let any player use one of their abilities.)

Q: Does the An-Havva Constable count himself as a green creature when determining his toughness?
—Dawn R B, Cyberspace

A: As long as he's green he does. So he's normally a 2/2 even if he's the only creature out. But if you Sleight of Mind or Lace him, he'll drop to 2/1.

Q: Can a Chaos Orb and an Oubliette be used on an Autumn Willow?
—Philippe Denis, Cyberspace

A: If a Chaos Orb lands on Autumn Willow, it destroys her, because Chaos Orb is a non-targeted effect. Oubliette, however, was ruled to be targeted even though it doesn't use the word "target," so you can't trap her in one of those unless her controller pays a green mana to allow you to target her.

Q: If a player puts a Strip Mine into play and his opponent immediately casts Jinx to turn it into an Island, can the "stripper" respond by tapping the Mine?
—Bob Perez, Cyberspace

A: Yes. You can't stop someone from using a Strip Mine with Jinx, or for that matter with any instant-speed effect.

Q: If someone uses an Apocalypse Chime, can I respond by casting Jinx on one of my *Homelands* lands to temporarily make it a Mountain and save it from being buried?
—MTGMaven, Cyberspace

A: You can respond with Jinx, but it won't save the land. The expansion symbol on a card is never changed. After the Jinx resolves, you have a *Homelands* Mountain (kind of like the Mountain from the *Arabian Nights* set). The Chime still buries it.

Q: I have Killer Bees in play, and my opponent casts a Torture on it, then uses the Torture to put a permanent -1/-1 counter on the Bees. In response, I tap a forest to keep the Bees from dying. Does this work?
—Marty Smith, Brunswick, GA

A: Only temporarily. At the end of the turn, the +1/+1 wears off, and the Bees buzz off to the graveyard. You can't save them again because it's illegal to use any fast effects in the "heal creatures and remove fast effects" phase.

Q: I play a Clone and take the form of a Labyrinth Minotaur. The next turn, my opponent plays An-Zerrin Ruins and declares "minotaurs" as the creature type. Is my Clone frozen too?
—Keith J. Olexa, New York, NY

A: Yes, it is. (Does that make it an Ice Cream Clone?) Clone and Doppelganger copy the card type along with all the rest of the card. Hey, let's all warmly welcome *InQuest*'s newest member—and by far its

MAGIC RULINGS

The Wizards of the Coast Rules Group changed its minds on a few things, so we'll start out with a couple of reversals.

If a card affects creatures with landwalking, it affects all variants of that kind of landwalking as well. This means that the Merfolk Assassin can now kill creatures with snow-covered islandwalk as well as regular islandwalk.

The duration for effects that don't say when they expire is now "permanent" instead of "until end of turn." However, all of the old effects with no listed expiration have errata added, so don't think that your Revised Atogs just became awesome. This ruling fixes Dream Coat, Shyft, and the new version of Sentinel.

Errata

On all old cards with no listed expiration except interrupts, add "until end of turn."

If you don't pay the Demonic Hordes upkeep, the land is sacrificed, not just destroyed.

Clarifications

Power Artifact on an Ice Cauldron is pretty useless, since the Ice Cauldron's counter only looks at the mana actually spent.

A land-creature with Consecrate Land still receives damage normally; it just can't be sent to the graveyard by the damage. Disintegrating such a creature still removes it from the game.

If a Sengir Vampire damages something and it goes to the graveyard later in the turn, the Vampire gets a counter even if its victim is no longer a creature by the time it goes to the graveyard.

Blocking

We've now got a number of different cards that can rearrange blockers. This has caused a lot of confusion over abilities that affect creatures blocking or blocked by a particular creature.

A creature is only "assigned to block" during the "declare blockers" step of combat, and each creature can only be "assigned to block" a single creature. If the attacker is part of a band, the blocker is blocking all of the band, but was only "assigned to block" one of them. Effects which trigger on something being "assigned to block" all resolve at the end of the "declare blockers" step, even if the blockers were assigned separately. If the blockers are rearranged later, the new arrangement will not trigger any "assigned to block" effects. However, both the old and the new arrangements count for "blocking or blocked by" effects.

False Orders can only be played at the end of the "declare blockers" step, before the "assigned to block" effects trigger. It counts as if the defending player had chosen the False Orders assignment instead of whatever he or she originally tried to do, so a new blocker will trigger "assigned to block" effects and a creature which tried to block but was False Ordered not to doesn't count as having blocked at all.

Clockwork Avian, Clockwork Beast, Elder Land Wurm, Imprison, Lurker, Time Elemental, Wall of Caltrops, and Ydwen Efreet all have abilities that trigger when something is assigned to block.

Merchant Ship triggers at the same time as these, if nothing was assigned to block it. All of the "if X attacks and is not blocked you may choose to..." abilities, however, are fast effects, usable after the triggered effects are finished.

Power Artifact + Ice Cauldron = Nothing.

Aisling Leprechaun, Goblin Flotilla, Spitting Slug, and Wall of Dust all have abilities that trigger both when something is assigned to block *and* when the blocking is switched.

Abu Ja'far, Tidal Flats, Wall of Shadows, Wall of Vapor, and The Wretched all have abilities that affect only the creatures that they end up blocking or being blocked by, regardless of what used to be blocking.

Abomination, Battering Ram, Cockatrice, Glyph of Delusion, Glyph of Doom, Glyph of Reincarnation, Infernal Medusa, Infinite Authority, Thicket Basilisk, and Venom all have abilities that affect everything that blocked or was blocked by the creature at any time during the combat, even if later rearranged.

longest commuter—Assistant Price Guide Editor Keith J. Olexa.

Q: My opponent has a Thunder Spirit and a Blinking Spirit out. I cast Retribution on them. He returns the Blinking Spirit to his hand and claims that the spell fizzles since there were not two target creatures available. Somehow this does not seem right, since there was a valid target when I cast the spell. What is the ruling on this?
—NeoBaron, Cyberspace

A: You're right, your opponent was wrong. If a spell has multiple targets and one or more of them goes away or becomes illegal before the spell resolves, it still affects all of the other ones. It doesn't fizzle unless *all* of the targets are gone or illegal.

Q: I have a Scryb Sprite with Funeral March on it and Autumn Willow. I activate Autumn Willow's targetability and cast Giant Growth on it. I attack. My opponent blocks Autumn Willow with a Prodigal Sorcerer and then taps the Prodigal Sorcerer to kill the Scryb Sprite. If Autumn Willow is my only other creature, is she buried with the Scryb Sprites?
—Lars Onsager, Cyberspace

A: Well, not "with" them, but immediately afterward, since the Funeral March will require you to sacrifice her. Even if you hadn't activated Autumn, she'd still end up in the graveyard—sacrifice isn't a targeted effect and can't be prevented.

Q: My opponent has an ugly little weenie horde out to get me. I cast Torture and Funeral March on one of his creatures. I have two Crowns of the Ages in play. Now, when I kill his creature with the Torture, I want to use the Crowns to jump both the enchantments onto another of his creatures. Can I wait until he announces which of his other creatures he will sacrifice (due to the Funeral March) before I announce where the enchantments will go?
—Reed Kindt, Lethbridge, Alberta, Canada

A: You're out of luck. You can activate one or both Crowns in response to using Torture and the -1/-1 counter will still go on the creature Torture came from, but you have to say what's being moved and where at the time you use a Crown. The Crown effect will resolve first. If you move the Funeral March in response to activating the Torture, then the March won't activate unless the creature it moves to leaves play. And if you move the Torture but not the March, then your opponent can sacrifice the creature you moved Torture to.

In other words, no matter how you play it, you won't be able use the spells indefinitely. You might be better offer using either Torture or the March but not both. One possible method: Torture several enemy creatures until they have one toughness, then Pestilence for one, killing your enemy's unintentionally weenie creatures.

Q: On An-Zerrin Ruins, what exactly does "creature type" mean?
—Everybody and his brother

A: See the "Homewreckers" article on page 34 for explanations of this and other confusing cards!

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

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Stumpers

Include your full name, mailing address, and phone number.

SPOTLIGHT:

Star Trek: The Next Generation Customizable Card Game

Stumpers

Q: Is it legal to count the number of cards under a mission, or look through a discard pile during a game?

A: Nope, unless a card says you can.

Q: If I have two Picards in my deck and one gets killed, can I play another one?

A: Yes. The only rule is that you can't have more than one in play at one time.

Q:Can I mis-seed an artifact, causing it to be discarded, and then use Res-Q to grab it from the discard pile?

A: No. Artifacts that are mis-seeded should be taken out of play completely, not put in the discard pile.

Q: Can a non-aligned leader in command of a Federation ship attack without being fired on first?

A: Yes.

Q: Can I beam one "volunteer" down to a planet to set off the first dilemma, and wait to send the rest of the team until it's safer?

A: Yep, and the poor sucker traditionally wears a red shirt. Anyone can "attempt a mission," even if you know you don't have the needed skills. This strategy is excellent for many dilemmas, but can sometimes backfire. By the way, holographs make great redshirts!

■ The Continuum is supremely powerful, but it can't RES-Q mis-seeded artifacts.

Q: Can Data be carried off by the Male's Love Interest dilemma? What about Alexander?

A: Yep. They're both males. Data is described as "fully functional," and as for Alexander—well, some of these aliens are pretty kinky.

■ Yes, this card *can* turn Data on.

Q: Does "owner's choice" mean the owner of the dilemma or the owner of the affected team?

A: The owner of the team.

Q: Which cards count as leaders?

A: Any officer, or anyone with leadership skill (including Toral's 1/2 leadership), can lead a team or ship into battle. If a dilemma or mission requires leadership, though, you need cards with the full leadership skill. Toral won't cut it.

Q: If my opponent takes control of my crew using Alien Parasites and then completes a mission with them, who gets the points for it?

A: Your opponent does.

Q: Can I Scan or Full Planet Scan a location where I don't have a ship?

A: Yep. Those scanners are amazingly powerful.

For answers to additional *Star Trek: The Next Generation Customizable Card Game* Stumpers, e-mail DAnswerMan@aol.com or check out Decipher's web site at http://www.decipher.com/decipher. Traditionalists can write to Decipher at 253 Granby St., Norfolk, VA 23510-1813.

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Home Sweet Home

The 10 most desirable *Homelands* cards.

By the *InQuest* staff

No sooner was *Homelands* out of the bottle than the *InQuest* staff got to "work" play-testing cards. And play-testing cards. And...

Finally, after agonizing over legends, enchant worlds, Serras and Sengirs, grading 'em for versatility, desirability, raw power, and overall usefulness, we had our 10 best cards...

1. AUTUMN WILLOW

Let's get this straight. A green 4/4 legend that can't be targeted by opponents... all for six mana? What are you, freakin' crazy?! You can't Icy her, you can't Swords to Plowshares her, you can't Maze of Ith her... you can't get rid of her! Short of mass-destruction spells like Wrath of God, she's not going anywhere! One of the most powerful cards green has ever had access to... who wouldn't want the Mistress of the Woods?

2. BARON SENGIR

This guy's like the godfather of the Sengir clan, and you don't wanna mess with any of those fellas. A master of darkness, one who grows stronger from the blood of opponents and holds the power of life and death over vampire legions, the Baron's just plain evil. (And if he isn't the coolest-looking legend on the planet, we don't who is.)

3. PRIMAL ORDER

Hey, it's like Karma for everybody! The best tournament card in *Homelands*. Everyone uses non-basic lands like Maze of Ith and the duals. With Primal Order, you can burn all opponents for a point per funky land (just make sure you don't get burned yourself). Even if it's only one damage a round, it's worth it—and odds are, you'll get in even more than that.

4. AN-ZERRIN RUINS

Slam! Imagine being able to freeze a whole race of creatures with just one card. Now you can, with *Homelands*' An-Zerrin Ruins. Even if your opponent's not playing a pure theme deck, you may find him relying on a few vampires or one too many elementals, and boom—you've got a selective Meekstone to bring his troops to a halt.

5. MARJHAN

I hope the whale that's about to be lunch isn't the one with Pinocchio and Gepetto inside. Well, even if ol' Marjhan here eats Disney characters, he's still OK in our book. Not only can he block with his enormous 8/8 bulk, he can pick off attacking creatures without flying. Oh, and if your opponent thinks that her islands will provide a safe refuge, think again...

6. IHSAN'S SHADE

How many 5/5 black creatures can you think of that don't have a drawback or a nasty upkeep cost? Well, Ihsan's Shade has no drawbacks, but it does have protection from white, meaning it'll never fall victim to Swords to Plowshares or Spirit Link, and it can't be Terrored or Dark Banished. For six mana, this is a bargain, and another card that's sure to make its way into the tournament scene.

7. ERON THE RELENTLESS

Aptly named, Eron is a 5/2 dynamo who can attack the turn he's summoned (!) and, for three red, regenerate to come back for more. It's as great a surprise attack as Ball Lightning, and it keeps on coming! Our only beef with the guy: how many regenerators do you know who have scar tissue on their faces?

8. MYSTIC DECREE

Hey, that guy in the picture's got one o' them big bubble wands! Keen. Anyway, blue now has a Gravity Sphere, only better. For two blue and two others, this enchant world can eliminate all flying and islandwalk. Sounds like a bargain to us, the only drawback being that blue relies heavily on flying creatures.

9. SERRA AVIARY

Y'know, there are more *Magic* flying creatures than M&Ms on the planet. That makes this enchant world, which gives all creatures with flying +1/+1, pretty darn special. Since white's got plenty of flying, toss this in with multiple Crusades and Angelic Voices and go for some serious frequent flyer miles.

10. ÆTHER STORM

Yaaay, blue has more irritating spells! If you're into creatureless decks, have we got a card for you. Æther Storm, with its "pay four life or you summon squat" power, is grade-A material for players high on direct damage decks. Expect them to start popping up in tournament sideboards sooner rather than later.

he InQuest staff, after buying a dozen boxes of Homelands, still only have like one Faerie Noble. How the hell are we supposed to build our all-Faerie deck?

HONORABLE MENTION

JOVEN

For runner-up, we went with the second-fattest legend (right behind the chunky "For the love of God, somebody please put me in a deck!" Rohgahh of Kher Keep). Our large friend Joven here taps and takes three red mana to destroy a target non-creature artifact. Not too shabby. In desperate straits, you can even use Joven to get rid of your own backfiring artifacts.

WORST

SORAYA THE FALCONER

All right, who's kidding who here? Somewhere along the line, the *Homelands* designers ran out of legend ideas. "All Falcons get +1/+1." What, all two of them? You can't be serious. How about "All Dandans get +1/+1" instead? Puh-lease.

Homewreckers

The 10 most confusing *Homelands* cards

As I mentioned in issue #6's "Icebreakers," every new set of cards has a few that make you say, "Huh?" *Homelands* is a smaller set than *Ice Age*, so as you'd expect, it has fewer puzzlers. Still, some *Homelands* cards are generating more than their share of confusion. Here are the ones we've seen the most questions about.

By Beth Moursund

An-Zerrin Ruins

An-Zerrin Ruins seems straightforward. When you cast it, you announce a creature type, and the Ruins prevent all creatures of that type from untapping during the untap phase. But as soon as the card appeared, every Wizards of the Coast representative was hit with a deluge of questions about what, exactly, a "creature type" is.

For creatures that are summoned, the type is the word after "Summon" under the card's picture, ignoring plurals. For example, Willow Faerie reads "Summon Faerie" and Scryb Sprites says "Summon Faeries," but they are both the same creature type: Faerie. For token creatures, the creature type is defined by the card that created the token. For example, Drudge Spell (see below) says "put a Skeleton token into play," so the token's creature type is Skeleton. Artifact creatures, animated artifacts, and living lands have no creature type, so An-Zerrin Ruins can't affect them.

An-Zerrin Ruins only affects the untap phase. If the creature has an untap cost or a special ability that allows untapping at some other time, the Ruins won't bother it.

An-Zerrin Ruins is a non-targeted effect, so if you pick Faerie as the type, it will work on Sea Sprites even though they have protection from red. Similarly, if you pick legend as the type, it will work on Autumn Willow (see below).

If you pick legend as the creature type, does it include Elder Dragon Legends? If you pick wall as the creature type, does it include artifacts that say "counts as a wall" on them? As of press time, the jury was still out on these two questions. Most of the Wizards' representatives think that the both answers will probably be "yes," but the Wizards Rules Group hasn't announced an official ruling yet. Watch the *Magic* Rulings section in Stumpers for the final decision, perhaps as early as next month.

Autumn Willow

Autumn Willow is a green legend with a rather unique ability: she cannot be targeted by spells or effects, but by paying one green mana you remove that restriction for a target player (usually yourself) for the rest of the turn. The other player (or players, in a multiplayer game) still can't target her.

This is the first *Magic: The Gathering* card that monitors who targets it. Most cards, of course, are targeted by their controller, although some, like Cuombajj Witches, Chain Lightning, and Chain Stasis (see below), let others use them too. But your opponent can't use those cards to target your Willow unless you've paid to allow it, even when it's your card, because they're still doing the targeting.

Autumn Willow's ability, like all card abilities that don't say otherwise, only works when she's in play. You can counterspell her as she's being cast, or use Animate Dead to pull her out of the graveyard, and her ability won't interfere. Once she's come into play, the Animate Dead is an enchantment, not a spell, so her ability won't interfere with it. (The same rule applies if you pay a green to let yourself target her, and then cast an enchant creature spell on her. Once it's in place, it's no longer a spell, so it will stay there even after the turn ends.) Also, damage-prevention effects target the damage, not the creature, and regeneration targets the "death" effect, so you can use them on the Willow without activating her.

Autumn Willow is hard to kill, but she's by no means invincible. She has no protection against non-targeted spells and effects such as Wrath of God, Pestilence, and Earthquake.

Mammoth Harness

Mammoth Harness' description uses a long, convoluted sentence with too many "creatures" in it, leaving a lot of players scratching their heads and asking, "Is this something I cast on my own creatures to make them better, or on my opponent's creatures to hinder them?" Basically, the Mammoth Harness gives "last strike" to the creature that it's on. But since *Magic* doesn't have anything called "last strike," the creature blocking or blocked by the Harnessed creature gets first strike instead.

For example, you have Spectral Bears and I have a Phantom Monster that you've cast Mammoth Harness on. If I attack with the Monster and you block with the Bears, the Bears gain first strike and will kill the Monster without taking any damage. Note, though, that if the Harnessed creature has first strike itself, then it will strike at the same as its opponent. For example, if you block a Mammoth Harnessed White Knight with a 2/2 creature, both creatures will have first strike, and both will die.

Also, when a Harnessed creature blocks a band, the Harnessed creature's controller assigns her creature to block only a single member of the band. In effect, only that attacking creature will get first strike. If the defender survives, it gets to distribute damage to and take damage from all the other members as normal.

Giant Albatross

Giant Albatross is somewhat similar to Abu Ja'far: when it goes to the graveyard, you can pay two mana (including one blue) to bury all the creatures that damaged the Albatross this turn. However, the creatures' controller can save any or all of the targets by paying two life apiece. Unlike Abu, the Albatross' ability is based on dealing damage, not on blocking. If the Albatross is killed by a poke from a Prodigal Sorcerer, you can bury the Sorcerer.

Since the card specifically says that this ability is used when the Albatross goes to the graveyard from play, it overrides the normal rule limiting which fast effects can be used at that time.

You can activate the Albatross' ability multiple times to expend extra mana, but doing so won't change the results—all of the "bury" effects happen simultaneously, and a single payment of two life will still save a twice-condemned creature.

Broken Visage

Broken Visage is expensive, but probably worth the cost, since it works like a combination Ray of Command and Terror, and can even affect black creatures. For five mana, you not only bury an attacking creature, you also give yourself a temporary token creature with the same power and toughness as the buried creature. Although the Shadow doesn't copy any special abilities, like the Hypnotic Spectre's ability to get a +1/+1 bonus from one black mana, but it'll have the buried creature's power and toughness regardless of whether they're affected by a special ability, an artifact, or an enchantment. If your opponent attacks with a 1/1 creature and has Orcish Oriflamme, the Shadow is 2/1.

Typically, you'd use this to blow away your opponent's biggest attacking creature, then use the Shadow to block and kill the next-biggest attacker. The Shadow is buried at the end of the turn, so there's no way you can ever attack with it yourself. Like all token creatures, the Shadow is removed from the game entirely once it hits the graveyard, or as soon as it leaves play for any reason.

If the Broken Visage's target is removed or becomes illegal before the Visage resolves—for example, if your opponent Unsummons it in response to your casting Broken Visage—then the Visage fizzles and you don't get a Shadow token.

Abbey Matron

Abbey Matron is a 1/3 creature that requires a tap and one white mana to

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give itself +0/+3 until the end of the turn. A tapped creature can't attack or deal damage when blocking, so what good is this ability, other than for saving herself from a Lightning Bolt?

Well, a creature that becomes tapped after blocking still blocks the attacker. So you can use the Matron to block something big and nasty, then tap and pump her. It's just like having a 0/6 blocker—tougher than any white wall in the game.

Roots

Roots can be cast on any non-flying creature. The creature becomes tapped if it wasn't already. As long as the enchantment remains on the creature, it doesn't untap during the untap phase. It can still be untapped by cards like Twiddle or special abilities, such as upkeep costs that allow it to untap.

Like all "Enchant X" cards, Roots is constantly checking and re-checking its target to make sure that it's still legal. Unlike most enchant creature spells, Roots wants to know if the target regains flying. If that happens, the enchantment is suddenly on an illegal target, and so buried. This means you can get rid of Roots by casting Jump on the enchanted creature.

Mystic Decree

Mystic Decree is a blue enchant world that takes away the flying and islandwalk abilities from all creatures. This is quite similar to a red enchant world from *Legends*, Gravity Sphere, which removes flying, and raises some of the same questions: what happens if you cast Jump on a creature while one of these is in play, or activate the flight ability of a card like Goblin Balloon Brigade or Gabriel Angelfire?

The answer, which runs counter to many player's intuition, is that the creature flies. Mystic Decree and Gravity Sphere don't eliminate the possibility of flying—they just take the ability away from all creatures that have it. Another spell or effect can still give creatures the ability. Note, though, that you apply global effects like these to every creature in play, no matter when they were cast. If Mystic Decree is in play and you summon an Air Elemental, the Elemental is grounded unless another spell or effect makes it fly again.

Chain Stasis: Twiddle[2]

If two or more cards that seem to contradict each other are in play, you need to keep track of which order they were cast to figure out the result. If a creature has Flight cast on it, then later Mystic Decree is cast, the creature is grounded. But if Mystic Decree is already in play and then Flight is cast, the creature will fly. Moving a Flight from one creature to another with Crown of the Ages or Enchantment Alteration makes it count as if newly cast.

Similarly, if Mystic Decree is in play and someone summons a Lord of Atlantis, all Merfolk end up with islandwalk, but if the Lord of Atlantis is in play first and then Mystic Decree is cast, they lose the ability.

Drudge Spell

Drudge Spell is an enchantment that allows you to spend one black mana and remove two creatures from your graveyard to create a regenerating Skeleton token creature. This is a fast effect, and can be done any time fast effects are legal, including during your opponent's attack. New skeleton tokens suffer from summoning sickness, but can be used to block immediately. When a Drudge Spell leaves play, all skeleton tokens are immediately buried, even if other Drudge Spells are still in play; it doesn't matter which Spell made which tokens. (The same applies to Sengir Autocrat: if two or more are out and one leaves play, all Serf tokens are buried.)

Drudge Spell: Makin' evil Shrinky Dinks

Since the Drudge Spell targets creatures in graveyards, you must declare which ones you're using when you announce the effect. If something else (say, an Eater of the Dead or Night Soil) removes either or both targets before the Drudge effect resolves, it fizzles and you don't get a skeleton token. Dead token creatures aren't eligible targets; although they go to the graveyard, they don't stay there.

Chain Stasis

Chain Stasis is Twiddle with a twist. It taps or untaps any target creature, but then gives that creature's controller the option of paying three mana (one blue) to "chain" the effect, tapping or untapping a target creature of her choice—which could even be the same one that was just tapped, if you try to use it on an opponent's creature! This chain continues until a creature's controller stops it. If you have enough mana, you could use one Chain Stasis to untap all of your creatures.

When Chain Stasis is resolving and a player has the option of continuing the chain, he's in a peculiar sort of subphase called a "timing bubble." This is necessary because normally no fast effects are legal while something is being resolved. In this bubble, a very limited set of effects are legal: you can pay to continue the chain, and you can use interrupts that directly provide mana, such as tapping land, in order to pay for the chain. Interrupts that don't directly provide mana, like using a Ley Druid to untap a land, are illegal, so you can't extend the chain unto infinity, as some players thought.

Beth Moursund's favorite creatures are Scryb Sprites. She's thrilled that there's finally a card that gives all Faeries a bonus.

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The Final Frontier

The coolest *Star Trek* cards you'll never see.

Not enough half-naked green chicks or extraneous personnel who can be sucked dry by salt creatures. That's our biggest complaint about Decipher's *Star Trek: The Next Generation Customizable Card Game.* While it's pretty cool and all, it needs more of the hokey stuff that only the original *Trek* can provide. Since SkyBox is working on a game based on the classic TV show ("Where No Game Has Gone Before," News & Notes, *InQuest* #8), we thought we'd clue them in to the kind of stuff we want to (but will probably never) see in *Star Trek* card games. We think you'll find that we've captured that special magic that made the TV show so... special.

Are you taking notes, SkyBox?

Here we go!

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GAME REVIEWS

On Deck

Reviewing the latest releases in collectible card games

Wing Commander

THE BOX

WING COMMANDER
Limited Edition
Publisher: Mag Force 7
Designers: Jeff Grubb and Don Perrin
Genre: Science Fiction
Set Size: 300 cards
Release: August 1995
Packaging: 60-card starter decks; 15-card booster packs
Suggested Retail: $7.95 per starter; $2.65 per booster
Rating: ***

Wing Commander is Mag Force 7's newest collectible card game. Based on Origin's popular series of space combat computer games, the card game pits Terrans (that's us) against Kilrathi, big, alien, warlike cats whose culture is very similar to the Klingons'.

One player is the Kilrathi, who gets a carrier base, *Sivar's Glory*, for all his fighters. The Terran carrier, TCS *Victory*, identical in all respects, starts across the board. Between them are five unoccupied "Nav Points," arbitrary locations where combat happens, arranged like five pips on the side of a regular die, with the center pip exactly between the two carriers.

Each player gets 30 resource points, needed to play cards, plus four more such points that must be spent immediately. Then he deals himself seven cards. That's the setup.

Because "the Kilrathi are the aggressors," saith the rule book, the Kilrathi player always goes first. Every turn, you get two more resource points, and then you draw two cards (from a minimum deck of 40—curiously, no provision is made for running a player out of cards). Then you pay resource points to play cards from your hand. Most of what you'll "buy" are fighters, weapons, and personnel.

Fighters don't need weapons or pilot cards to operate, and generally cost one to four points to "muster" to the "ready area." Low-end Kilrathi fighters are quite superior to Terran cheapies, but expensive Terran fighters can really rule the Nav Points. In all, each side has maybe six distinct ship types, not counting the slightly superior elite ships.

The weapon systems are likewise limited, as each side appears to have about a half-dozen distinct weapons—really only attack modifiers, as they don't disappear after use. The only "real" weapon is the torpedo, which does get used up. Pilots likewise give bonuses (and sometimes penalties) to a fighter's rating. Why take a pilot that gives a penalty? Because these pilots have special abilities that are extremely useful in the long run.

Some cards have a "medal" in addition to their cost. To bring these out, you need either to tap a medal-owning personnel already in play or to pay an additional five resource points (a princely sum). Having a medal on a card means you can modify one of the card's stats (typically, Shields or Attack rating) by one point once a turn, which can easily be the difference between life and death for a pilot.

Note that when a fighter is destroyed, you forfeit resource points for the ship, its pilot, its weapon, and the number of medals on each lost card. Not only can this hamper your ability to bring out more ships, if your resource points ever drop to zero, you instantly lose the game! The other way to win involves actually destroying the enemy carrier, but we'll get to that in a bit.

RATINGS
***** THE BEST
**** VERY GOOD
*** AVERAGE
** WEAK
* POOR

Wing Commander™ Origin Systems Inc. *Wing Commander* Collectible Card Game © Mag Force 7 Inc.

Wing Commander Card Description

A. Card Type: States what kind of card you got in your hand. Fighters will be listed by class of fighter.

B. Card Rating/Cost: How much the card costs to get out or, in terms of maneuvers and battle damage, indicates the difficulty of the maneuver.

C. Side Indicator: Terran or Kilrathi—take your pick.

D. Card Title: Gives the true name of the personality, the specific squadron of that class of ship (And Motto) and the exact name of the event or combat card.

E. Card Text: Further enhancements on what the card can do.

F. Combat Modifiers: Assorted symbols and numbers that modify combat abilities and indicate special abilities. Defense modifiers, attack modifiers, medals (used for mustering ships) are all laid out here.

G. Artist: Here's that guy or gal that brought us this fine piece.

Once you've paid to bring out your cards, you then assemble "Flights," which consist of a fighter plus, if you want, a pilot or weapon. You can move your Flights out of the ready area and into the Nav Point where the carrier is located. Thus, a game must last at least three moves, as you next need to move to the central Nav Point, and move again to the enemy carrier before you could possibly destroy it. Each Nav Point has a "stacking" limit of two friendly fighters (plus Nav Point modifier cards, which, judging from the 300 cards we played with, don't appear to be a big factor in the game). It's recommended that you go out in pairs, because combat is certain to cause one or more casualties on both sides.

So how does fighter-vs.-fighter combat work? Well, you move your fighters into a Nav Point where his fighters are. The defender picks which of his ships will be in front of which of your ships. Each ship has an "Attack" and "Support" rating, and the much higher Attack rating can only be used on the ship in front of it, but the Support rating can be added to other ship's Attack rating, instead of attacking the second opposing fighter.

Players take turns playing various "Maneuver" or "Battle Damage" cards from their hands; these don't cost resources, but are discarded after use, and only fighters with sufficient Maneuver ratings can use them. Once everyone has played all the cards they want to, the fighters compare Attack (plus, possibly, Support) ratings with the opposing ships' Shields. If Attack is greater than or equal to Shields, the opposing fighter is destroyed.

If you move your fighters into the opposing carrier's Nav Point and there are no defenders, you get the joy of attacking the carrier directly. Carriers have feeble attack and defense scores (a defense of three, in fact), and can attack fighters, but in actual combat are pretty useless. On the plus side for the carriers, only fighters with a "Bombing" rating can attack it, and no fighter has a Bombing better than two, although you can combine fighters' Bombing ratings.

If you can hit for three points of Bombing, you do one hit to the carrier; two hits destroy it. If you somehow manage to do six points in a single turn, you do two hits, destroying the carrier instantly. Unfortunately, most fighters with Bombing ratings tend to be fairly weak, so by the time you can schlep one of these guys across the "field," your opponent is pretty much helpless anyway.

There are, however, Torpedo Mount and Torpedo cards that can be put on a fighter to do an automatic hit on the carrier. An easier way to win is to play the Fighter Attacks Carrier card, as this allows the fighter to bomb the carrier with its Attack rating—and it doesn't take much to get a fighter up to an attack rating of six. Heck, play a card that doubles a fighter's Attack rating and only the weakest, unequipped, unassisted fighter will be unable to destroy a carrier.

Sneakier players can try to fulfill Secret Mission cards. While these, when successfully accomplished, can be devastating (for example, by causing all enemy ships to return to the ready area, leaving nothing to defend the carrier), for the most part, you'll have to blast a few hostiles before finishing up what is generally a 45-minute game.

The artwork, while nice, looks a lot like high-quality screen shots from the computer games, and, except for the squadron insignia, one Arrow-class fighter card is identical to another, so I don't expect that more than a very few of these cards will become very valuable.

There are starter decks for each side, and the cards from each deck are *not* interchangeable. The booster packs contain seven cards from each side, plus a Nav Point card or an extra carrier card.

The design is solid, as neither side appears to have a huge advantage (the Terrans won most of the games we played, despite going second), and the rule book only left a few unanswered questions. But this game does seem to get stale fast. The board, such as it is, just doesn't allow for the complicated maneuvering that would occur in a three-dimensional space battle.

If there were variety in the carrier types—such as a carrier that provides more income, but can only launch one fighter a turn—there would be a bit more play value here. This is, however, an easy enough game to learn, and if you have a friend who absolutely refuses to play fantasy card games, this would be a good one to teach him or her!

—Rick Moscatello

On Deck
Game Reviews

Super Nova

THE BOX

SUPER NOVA
Limited Edition
Publisher: Heartbreaker Hobbies
Designers: John Montrie
Genre: Science Fiction
Set Size: 165 cards
Release: September 1995
Packaging: 18-card Master Booster Packs
Suggested Retail: $2.95 per booster
Rating: * *

Super Nova is a science fiction card game of interstellar conquest. Players compete to create the empire with the greatest population potential.

Unlike most other CCGs, in *Super Nova* all players draw from the same deck of cards. (There are optional rules that allow players to use their own decks, but you'll either have to keep a list with pencil and paper or use plastic sleeves to keep track of each player's cards during a game.) Second, players may draw cards from the discard pile as well as the main deck. A second discard pile, called the Scrapyard, holds cards that may not be recalled during the game.

This review is based on play-testing done with a prototype deck of 150 cards and nearly finalized rules. Although *Super Nova* cards will come in packs of 18, the game's designers suggest using a deck with no less than 25 cards per player.

Three colored "buttons" at the bottom of each card give the card's Military, Diplomatic, and Economic Strengths. Population potential is printed in the upper left corner. You win by discovering enough planets to reach the total population potential defined in the rules: 17 for a two-player game, 15 for three, and 14 for four or more.

Cards belong to one of four general categories: Planets, Population, Ships, and Special. Planets hold population and support spaceships. Each Planet can hold only a certain number of beings; this number is its population potential.

Some Planet cards are homeworlds for a specific race. This means you can start building population—either mercenaries (Mercs) or members of that race—on the planet the same turn you play it. Planets can be either homeworlds, colonies, or uninhabited worlds. Unless the planet card specifically says it's a homeworld, a newly discovered planet is uninhabited. No population can be created on an uninhabited planet until it's been colonized. You create a colony by using ships to transport population from an already populated world to the uninhabited world.

Colonies are owned by whatever alien race landed on it first (except for Mercs, who can live with anybody). Once you've colonized a planet, you can build new population (same race only, or Mercs) directly onto it. If all the population from a colony is removed, it reverts to being an uninhabited world, and you have to start all over again.

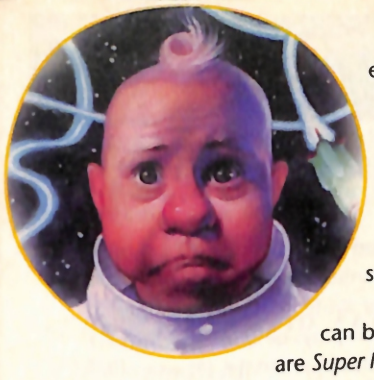
Population cards represent the various races and personalities in *Super Nova* space. Terrans are generic humans. Koolians are a high-g race; they look like big bears. Antarians, on the other hand, are feline merchants who enjoy economic confrontations. Tlisks are methane breathers who look like giant crabs, while Floaters are jellyfish who prefer to vent their aggression through diplomatic channels. And there are the above-mentioned mercenary troops.

You must build ships to transport population between planets, attack

Super Nova© John Montrie.

Super Nova Card Description

A. Title: The name is on the side of the card.
B. Type: Indicates what type of card you playing with.
C. Phase: From Build to Action phase, this space indicates when you can play this card.
D. Text: Provides all the necessary info on how to best support your mercenaries, or smash your alien opponent.
E. Military Strength: Just how well you can smash your alien opponents.
F. Diplomatic Strength: For those times when Smashing is not advisable. And why destroy your opponent when you can control him? Only certain races can use this ability ship to ship.
G. Economic Strength: Money makes the world go round, and it's no less true for the galaxy. Win this battle and you've just bought that ship or planet out from your opponent. Vive le Lucre!
H. Cost: How much in population resources you need to use this card.



enemies, and defend your own planets. Like planets, ships can only support a certain amount of population. Ships work best in fleets, since the strength of a fleet is the sum of the strengths of all its members. Special cards, most of which can be played during any phase, are *Super Nova*'s version of wild cards; they allow players to take extreme actions. Some Special cards affect your attack strength, while others, like Black Hole, allow wholesale destruction of entire worlds. And they break the rules. If there's a conflict between the description on a Special card and the rules, the card always wins.

The game proceeds by turns; each turn is divided into six phases: Draw, Discover, Build, Action, Transport, and Discard. At the top of the turn, players reload their hands to total 10 cards. They may draw from either the main deck or from the top of the discard pile, so discards can show up in play again and again.

The Discover phase allows you to "discover" a Planet by laying down a Planet card from your hand. (If you didn't draw any Planet cards in your first hand, you may re-draw the hand. This way everybody begins the game with a planet.) Once discovered, planets can be enhanced by Building civilization and population on them. This phase also allows you to build or modify ships.

Once all builds are finished, the Action phase begins. At this time you can do one of four things: (1) trade cards with another player; (2) dump up to three unwanted cards on the discard pile; (3) pass; or (4) attack somebody. During an attack, the player with the greatest total strength in the attack category wins. Attacks are usually military, but some races under certain conditions are allowed to attack other ships (but not planets) economically or diplomatically.

After the exploding plasma has cleared, it's time to Transport ships and population between planets as needed to get in position for the next round. Transportation is accomplished by either moving population between ships or from ships to planets. At the end of the turn, you must discard one card. If you don't have any cards left, you may only draw one card next turn—which you'll need to discard at the end of the next turn to avoid being penalized again. Effectively, you lose a turn for using up all your cards. The easiest way around this rule is always having at least two cards in your hand.

Planets, aliens, and ships—another sci-fi CCG.

Play continues until one player has enough population potential on his planets to win. If no one reaches the winning amount by the time all the cards in the main deck and discard pile have been drawn, then the player with the highest population potential is declared the winner.

The biggest flaw of *Super Nova* is that strategy doesn't seem to count for much. This is immensely frustrating. No matter how crafty you are, all it takes is for the guy next to you to get a lucky card, and suddenly you're dead meat. We tried to simulate the kind of deck that might result after purchasing six or seven booster packs. Assuming the Special cards would be relatively rare (20 percent of the cards in our playtester's deck were Specials!), we removed most of them. It didn't help.

Hey, too bad the game isn't as cool as the card back.

Imagine you've just spent the last six turns building a planet with decent defense and a fleet with enough strength to tackle the enemy. Zzapppp! Somebody just threw a Matrix Cage on the whole system. Yes, you've still got a planet and some beefy ships, but you can't use any of them now. In fact, you can't use them for the rest of the game!

Or how about this scenario: Your first planet is an Antarian homeworld. Gee, that's nice. Now if only you'd get lucky and draw some Antarians, or even some Mercenaries, to build on it. Instead, you've got a handful of Koolians and a lousy bunch of uninhabited worlds you can't build anything on. Ah, but wait: next turn, you draw a Koolian homeworld. Grinning from ear to ear, you slap down the planet to discover it—but wait a minute! The enemy plays a Fast Scout Ship, and that planet now becomes his!

On the plus side, *Super Nova* cards are laid out clearly and simply. Offset stacking keeps card statistics visible and compact even though long lines of cards are laid out in front of the players. Even so, four players around a big dining room table felt pretty crowded.

The authors of the game should be congratulated for trying to write humorous card descriptions; many allude to standard gamer lore, from *Monty Python* to *Star Trek*. Some don't refer specifically to anything; they're just kind of amusing. However, no one's going to collect these cards for the artwork. In general it's lifeless and bland. (The spaceships look like what you used to draw in the margins of your math notes.)

Although the *Super Nova* designers could try altering rules or card mixes in an attempt to improve the game, I doubt they would succeed. The only strategy is to play as many cards as you can, in order to draw as many cards as possible and increase your chances of getting the lucky Special cards. The good thing about all this is that inexperienced players have as much of a chance of winning as any tournament champion. That's also the bad thing about it.

—Charlene Brusso

Homelands

Four revisions and seven expansions strong, the *Magic: The Gathering* card game shows no sign of slowing. *Homelands*, the first release of new cards since *Ice Age*, adds even more detail and history to the mythology of Dominia.

THE BOX

HOMELANDS

Publisher: Wizards of the Coast
Designers: Kyle Namvar and Scott Hungerford
Genre: Fantasy
Set Size: 140 cards, including 31 duplicates
Release: October 1995
Packaging: Eight-card booster packs
Suggested Retail: $1.75 per pack
Rating: ***

Honestly, though, I think the game background benefited here at the expense of playability. Several cards have interesting abilities, but few compare to the killers found in *Legends* or *Ice Age*.

Legends gave us legendary lands and creatures, multicolored cards, and fast effects like rampage. *Ice Age* gave us snow-covered lands, cumulative upkeep, and such cards as Naked Singularity, Jester's Cap, and Deflection. *Homelands* just doesn't stand up.

There are a few cards worth mentioning. Baron Sengir kicks serious butt. A 5/5 flier that gets +2/+2 for putting or helping put opponents' creatures in the graveyard, he can tap to regenerate vampires. Since there are now Sengir and Krovikan Vampires, that's nothing to gloss over.

I also like Æther Storm, which shuts down summon spells unless someone sacrifices four life. It's a blue spell, so you can Boomerang or Time Elemental it out of play, build a creatureless deck, or use a blue/red minotaur deck. That's because the new Didgeridoo lets you play *Homelands* and other minotaurs without summoning them.

Some people will want to get their hands on Primal Order, especially those who dislike Strip Mines, Mishra's Factories, and Mazes of Ith. This green enchantment will ping your foe mercilessly for each non-basic land he's played.

There are a few other shining stars, but the majority of cards are rehashes or poor remakes. Take Dry Spell, a weak Pestilence! Or Sea Troll, which regenerates—but only if blocked by or blocking a blue creature. Why bother?

All in all, too many cards that could have been good deck additions were weighed down with annoying limitations. It's curious and unfortunate that WotC's big expansions, *Legends* and *Ice Age*, erupt with innovative fireworks, while their latest smaller attempts, *Fallen Empires* and *Homelands*, barely muster a sparkle.

—Keith J. Olexa

Above: *Homelands*' Ayson Bureaucrats

Below: *Phoenix*'s Phoenix

Phoenix

Welcome to *Wyvern*'s *Phoenix* expansion set. Dragon-slaying will never be the same!

And it's a good thing. *Wyvern* is a straightforward, combat-intensive game, but falls short for me in terms of strategy. I enjoy games with novel variations in play, or ones that modify rules in some interesting manner. *Phoenix* offers just that, particularly with new card types like hidden actions and intercept actions.

Hidden actions, which are placed under face-down dragon or terrain cards, generate assorted effects that your opponent (or you, if your opponent is using them) won't discover until it's too late.

THE BOX

PHOENIX

Publisher: U.S. Games Systems
Designer: Mike Fitzgerald
Genre: Fantasy
Release Date: August 1995
Set Size: 90 cards
Packaging: Nine-card booster packs, including one rule card
Suggested Retail: $1.50 per pack
Rating: ****

Despite their promising premise, these lack real punch in play. They typically only modify a dragon's strength or the gold you can receive from a terrain card. (Agravain, which keeps dragons face-up, is one potent exception.)

Intercept actions, which play like battle action cards, intercept an opponent's attacking dragon, forcing it to attack whatever's on the intercept card. If you win, both your intercept and his attacking dragon are discarded. If you lose, you discard the intercept and your opponent resumes the first attack.

Intercept cards are interesting, combining combat with a counter-type ability. Some are quite powerful. Phoenix is a six-strength intercept—stronger than almost anything else in the game!

And Phoenix costs only four gold to summon—or wait, is that 10?

Therein lies my biggest gripe: the rules card doesn't answer enough questions, like if you have to pay for strength as well as gold symbols when "purchasing" intercept cards. (You don't. Call [203] 327-4274 or e-mail USGames@aol.com for other questions.)

Other standout cards: The battle action card Hypnos forces any dragon of your choice to join in a battle—look out, scouts! Avalon, another action, lets you place a card on a vacant battlefield position. The treasure Trojan Horse "holds" battle actions for you until you decide to use them—which you can do without gold.

Hey, in this world, where bribing dragons is the name of the game, you need every piece of gold you can get!

—Keith J. Olexa

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INQUEST ISSUE #9

InQuest

CONTEST

THE BIG BOYS OF MAGIC CONTEST

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It's a good thing the F.B.I. doesn't have wanted posters for *Magic: The Gathering*'s creatures. With all the Big Boys out there that can do so much damage, heck, you couldn't buy a stamp for all the notices on the post office walls. There are so many top-notch creatures out there that you can hardly keep track of them all—unless, of course, they're in your deck.

SO HOW DO I GET 'EM?

Easy. Draw us a picture. For every Big Boy out there, there's bound to be a little brother. We already know what Nicol Bolas looks like, but how about li'l Nicky Bolas? The Colossus of Sardia looks pretty awesome, but what does the Pint-Sized Runt of Sardia look like?

You get the picture. And you should send it to us. That's right, send us your rendition of any of the 22 little brothers of the Big Boys listed in the grand prize description below. No, we do *not* want you to make the whole card this time—just show us what the diminutive guy looks like. Your submission can be in any medium you wish (oils, pencil, crayon, bloody stump, whatever—except neon inks!), but must measure no larger than 8½ by 11 inches.

And you could win cool stuff like:

GRAND PRIZE (ONE WINNER): One lucky reader whose entry we think is best will receive the ultimate *Magic: The Gathering* rogue's gallery! The complete lineup of the 22 toughest creatures ever to fall on a piece of pasteboard: Nicol Bolas, Vaevictis Asmadi, Palladia-Mors, Chromium, Arcades Sabboth, Force of Nature, Personal Incarnation, Lord of the Pit, Colossus of Sardia, Leviathan, Polar Kraken, Shivan Dragon, Cosmic Horror, Mold Demon, Minion of Leshrac, Yawgmoth Demon, Juzam Djinn, Craw Giant, Ball Lightning, Demonic Hordes, Deep Spawn, and Marjhan. Whew!

ZONK!

(ONE, UH, "WINNER"): One reader who sends us the cheesiest entry will receive some "powerful" creatures that no one ever plays because they suck sour frog ass: Elder Spawn, Island Fish Jasconius, Akron Legionnaire, and Infernal Denizen.

BIG LEGAL HULLABALOO

No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families or anyone who plays creatureless decks. Reeeal fun. 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: Big Boys of *Magic 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 names 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, 10 bucks says somebody goes and builds a deck around the Elder Spawn just to show us what a great card it is. Then maybe *Duelist*'ll quote us again. **All entries must be received at contest headquarters by January 31, 1996.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press from among all properly completed entries based on quality and creativity. Judging will take place on February 15, 1996. All decisions are final, as in that humongous test at the end of the year, baby.

For a list of winners, available after February 15, 1996, send a self-addressed, stamped envelope to: Big Boys of *Magic InQuest* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

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

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CONTESTS

RAS

SIMPLE STRATEGIES AND DECK DESIGNS FOR BEGINNERS

BATTLELORDS

So, you've bought a couple of *Battlelords* decks and played a few basic *Battlelords* games. You then bought a few more packs, sorted through your new cards, picked out the juicy ones, and customized a criminal or legit deck. But, you're not satisfied. You need a few pointers so you're sure to trounce your buddies at the next gaming session. Well, read on...

Playing Strategies

The Draw Phase

Draw up to your maximum fame hand, usually five cards. Fame cards are power. Hotspots give you money, missions increase your reputation, battle cards can be used to take out the most powerful foe, and wild events do almost anything. Cards which increase your fame hand are very useful. The Brewery Operation is the best because it also increases your revenue.

Revenue Phase

Count up the revenue provided by hotspots. Remember to read your hotspot cards—some have advantages which grant extra revenue as long as certain conditions are met. The Bossman is a cheap battlelord who also adds to revenue.

Credit Cards, Loan, Line of Credit, and Computer Theft can only be played in this phase. You can't wait until the purchase phase, see what's available, and then choose to get extra money, or pound on your neighbor's revenue stream. On the other hand, extra money is always good—if you can't spend it on someone or something really nasty, convert it to fame.

The Invasion/Incursion, Riot, and Blockade cards are useful to shut down your opponent's purchasing power. These cards affect all Command Displays, so be careful to customize your deck to include only those hotspots unaffected by these cards. Try combining an Invasion/Incursion with a Peacemaker Support card.

Initiative Phase

Draw a fortune card. The commander who draws the one with the highest cost becomes lead commander and goes first that turn. Remember, *all* commanders perform actions for a phase before moving on to the next one. Most often it pays not to be the lead commander, because you can react to your opponent's plans.

Stacking your deck with high-power, high-cost fortune cards has a big down side. It is harder to afford them early on, and you will probably go first more often than you would like. Having a few low cost PUDs or equipment cards is useful for initiative purposes. Too many, however, dilute your deck. As in all things, you have to discover the best balance for your play style.

Purchase Phase

Draw up to your maximum fortune hand, usually five. Again, cards that increase your fortune hand give you greater choices each turn and help you cycle through your fortune deck. The Corporate Center, Black Market, Trader, and Smuggler Operations are prime examples, and they also increase your revenue.

Starting with the lead commander, buy stuff. Beware the dreaded Price Went Up, which increases the cost of whatever you purchase by five (in credits or fame). Make it a habit to display your purchases one at a time, forcing your opponents to decide when to play Price Went Up. Remember, if you decide not to spend the extra money, discard the now-higher-priced card and use your credits elsewhere.

If you have the fame points and the right PUD, Battlefield Promotion is a good way to get out a powerful battlelord immediately. The fame point cost is high, however.

Organization Phase

Here's where you start your battle strategy. The first rule is to group battlelords with PUDs so that the squad has the proper skill package to complete whatever mission card you are holding in your fame hand. Increase the PUDs in that squad so you have a few to lose as cannon fodder without compromising the mission.

In other situations, your particular game strategy will dictate your grouping. You may group squads to maximize firepower in one combat type (ranged or melee), even if it

BY M. ALEXANDER JURKAT

Training

leaves you weak in defense or in the other combat type. Or you may maximize defense in one squad. Remember, a single squad may defend many times, as long as it survives. Finally, you might go for a balanced approach where nobody is really weak or really strong.

Equipment, except cybernetics, may also be rearranged.

Assignment Phase

Starting with the lead commander, assign your squads missions. If you are assigning last, keep careful track of your opponent's squads. See if he forgets to keep anyone home on defense. If so, you may be able to complete a mission card by targeting one of his hotspots or operations and avoid the vagaries of combat.

If you have the fame points, New Recruits and Mayday are useful for supplementing your battle array. Mayday is chancy and requires that a good portion of your fortune draw pile be battlelords or PUDs. This should be easier to estimate as you play because the number of cards in your fortune draw pile will decrease.

Assign your "sure-thing" missions an Urgent Mission card. The payoff is large, particularly for the low payoff Face Missions.

Remember to target operations with missions whenever you can. Operations can really boost an opponent's revenue and there are few others ways to shut them down.

Mission Phase

Starting with the lead commander, carry out your assignments. You choose which of your squads go first. So, if you have a killer squad on a Personal Vendetta Mission against your opponent's only defense squad, play out that combat first. If you take out the defense, you set up a cake walk for your next squad with a mission against that same opponent.

There's a great deal of tactics involved in each combat. PUDs must be allocated and played in order. Battle cards must be hoarded and played only when most effective. Wild events are always lurking in the shadows and can screw the best-laid plans. Battlelord advantages must be declared and used.

Always retreat if it looks bad. Your opponent may complete a mission card, but needless sacrifice of your personnel only increases his fame payoff.

In an effort to trim your deck size, you may decide to forgo battle cards because they have such a specialized use. Yet hidden battle cards can be the doom of even the most powerful battlelord. Also, the Called Shot: Head and Critical Hit Battle cards automatically kill a PUD, giving you fame points.

Use the Tactics Shift card liberally; ignore the misprint that limits it to the "Non-Mission Phase."

What do an alien, a nice body, and a carton of milk have in common? Only *Battlelords* holds the answer

Victory Phase

Total up your reputation points. If no one satisfies the victory conditions, reputation points go back to zero and are recalculated next turn. In non-tournament play, the fame point/reputation point connection means you don't have to complete a mission card to win. If you can generate enough revenue, convert it into fame—keep that fame until the victory phase, and you've won. In tournaments, a certain number of your reputations points must be generated by completed mission cards.

Hotspot Phase

Activate hotspots. Remember to reactivate those hotspots that were shut down in the mission phase.

In the early going, hotspot activation is tricky. If you use all your fame to activate hotspots, you have none for purchasing assets, generating matrices, reactivating hotspots, or using cool wild events. Also, because of the two credit to one fame point conversion rate, it takes two turns for a hotspot to recoup your outlay.

On the other hand, you need hotspots for revenue, and when they interact with operations the revenue begins to pour in. The other nice thing about activating hotspots is that it removes them from your fame deck, enabling you to use and reuse those wild events and battle cards faster. Just be careful about blowing out your fame points in activation costs.

Discard Phase

Always discard as much as possible. If you don't see an immediate use for a card, discard it. You want to move through your fame deck, get out the hotspots and missions, and play as many wild events as possible.

The Follow Through

Well, that's most of the basics. May you always draw Hands of Fate, Medals of Honor, and the Feature Article. And may your opponent's Mechanized Battle Armor continually Malfunction.

Every type of card in *Battlelords* interacts with one or more other types of cards. However, two particular connections are crucial: battlelords/missions and hotspots/operations.

The first key association is battlelords and missions. If each battlelord you include in your deck can perform every mission card you include, you're in great shape. That's not easy, however.

For example, in the common deck listed here, Victors of the Voidlands, each battlelord has at least one of the skills necessary to complete each mission card (except Ariel). Further, each of the PUDs has a skill that will help in the completion of most missions. The Orion Rogue Traveler can solve both the Missing Person Mission and the Seek Ancient Knowledge Mission by himself. Because none of the Victors' battlelords or PUDs are very expensive to hire, it should be simple to get the right combination of battlelord and PUD skills to complete any mission you draw. The low cost also means that you can sacrifice a battlelord or PUD and know that it won't be difficult to re-hire them.

Note that the Victors double up the mission cards. This limits the different skills you need to gather. Remember, different battlelords can complete the similar mission cards. Also, the PUDs are duplicated to ensure that their skills are readily available.

The second key association is hotspots and operations. When many hotspots have a sector rating which matches the income numbers on most operations, your revenue per turn will be substantial.

In Victors, every hotspot will have its revenue enhanced by at least one operation. Two hotspots, Huma and Uottre, have their revenue increased by four different operations. With the right combination of cards, each of those hotspots could generate five credits. With this combo, and Uro's World and Naxtar producing two or more revenue per turn, you can see that a great deal of money can be made with very few hotspots.

- Bar Room Brawl, False Lead, and Forced Retreat, cancel your opponent's missions, and keep him from defending against yours.
- Arachnid Invasion, Computer Theft, and Price Went Up beat on the other commander's revenue stream and keep him from bringing his big guns to bear.
- The genetic viruses are targeted at the strongest and most violent races.

Protection

Victors includes many features to protect you from the negative effects of both your and others wild events:

- The hotspots are mostly Voidlands, which cannot be shut down by an invasion/incursion card.
- Antidote, Weapons Permit, and Second Chance keep you safe from genetic viruses, weapons sweeps, and other nasty tricks.

Victors of the Voidlands is a non-aggression deck which relies heavily on wild events.

Deck Building

Voidlands Deck Design

The deck discussed in this article—Victors of the Voidlands—is a tournament-legal, legit deck. It is built around a non-aggression philosophy. Let the other chowderheads beat each other senseless while you accomplish your missions and walk off with the tournament prize.

Victors has 33 fortune cards and 54 fame cards. Although slightly unbalanced, the focus of the deck (on wild events) leads in this direction. Battlelords, PUDs, and missions are roughly equal in number. A combat deck will have perhaps twice as many PUDs as battlelords or missions—got to keep replenishing that cannon fodder. Victors has 14 hotspots which is almost 30 percent of the fame deck. You probably don't want to go lower than this in any deck.

Battlelords

To complete your missions you will need battlelords and equipment to outfit them with. Here are a few of the best in both categories:

- Ariel gets to assign her mission last, regardless of who has initiative.
- Todek ignores the first killing blow.
- Ugram can avoid combat.
- Dermal armor mirrors Todek's advantage.
- The Exoskeleton and Massive BRI improve defense.

Wild Events

Victors need the wild events cards to win. Listed here are the ones that will frustrate your opponent while you smile and accomplish your goals:

- Hand of Fate, Medal of Honor, and Credit Card improve your position and should be regulars in any deck.

Fortune Deck

BATTLELORDS
1 Ariel
1 Bossman, The
1 Cyrion Zakka
1 Kassandre
1 Kla
1 Todek
1 Ugram

PUDs
1 Gen Human Navigator
2 Mazian Shapechangers
2 Mazian Spies
2 Orion Rogue Travelers

EQUIPMENT
2 Auto Docs
1 Bunker
1 Dermal Armor
2 Energy Maces
2 Exoskeletons
2 Massive BRIs
1 Weapons Permit

OPERATIONS
1 Arms Dealer
1 Brewery
1 Field Reporter
1 Food Broker
1 Trader
1 Water Broker
1 Zero-G Lab

Fame Deck

MISSIONS
2 Anti-Synthetics
2 Locate Missing Persons
2 Seek Ancient Knowledges
2 Steal Arcane Secrets

HOTSPOTS
1 Alpha-2
1 Annogrebia
1 Auckland
1 Balshrom
1 Huma
1 Mentio
1 Misery
1 Naxtar
1 Nephgia 6
1 Omus
1 Puringa
1 Sueimma
1 Uottre
1 Uro's World

WILD EVENTS
1 Antidote
1 Arachnid Invasion
1 Bar Room Brawl
1 Civilian Security Sweep
1 Computer Theft
1 Credit Card
1 Defection
2 False Leads
1 Forced Retreat
1 Genetic Virus: Phentari
1 Genetic Virus: Ram Python
3 Hands Of Fate
1 Madd Mike's Brochure
1 Malfunction
1 Medal of Honor
1 Plasmoid Devourer
1 Position Compromised
2 Prices Went Up
1 Scrub Mission
1 Second Chance
1 Suicide Bomb
2 Tactics Shifts
1 Tecreasean Incursion
1 Theft
2 Traitors
1 Urgent Mission

Victors of the Voidlands

Fame and Fortune Cyclers

The faster you cycle through your decks, the more chance you have of playing each card, and playing it more than once. In Victors, the following cards allow you to do just that:

- Cyrion Zakka, the Brewery, and Field Reporter all increase the size of your fame hand.
- Madd Mike's Brochure and Trader make the fortune deck more accessible.

Victors does not include battle cards because it's not a combat deck. It also excludes matrices because it has only one controller.

Voidlands Review

Given enough dollars and cards, almost anyone can build a killer *Battlelords* deck. It takes some thought and restraint to avoid the aggressors and win with a mission-completion strategy. What it doesn't take is a great deal of moolah. Victors is composed of 40 common cards, 33 uncommon cards, and 14 rare cards.

Just remember, Victors is a non-aggression deck. If you try to beat the bruisers at their own game, you will get squashed. Keep quiet and don't act threatening—the mashers won't realize they have been out-maneuvered until it's too late.

Kazat's Kohort

Kazat's Kohort is a tournament-legal deck. It is built around a single battlelord, the ultra-rare chase card, Malik Kazat. The basic deck building ideas, however, are useful for any customized deck.

Battlelords

- Battlelord Raalehr can complete every mission card by herself.
- As long as a battlelord squad includes the Orion Rogue Traveler PUD, it can complete every mission card but Steal Ancient Secrets and Espionage: Tecreasean.
- Blue Razor and Rush Axnor are included for muscle.

Wild Events

- Medal of Honor, Feature Article, Credit Card, and Hand of Fate are the standards; only the most specialized deck would exclude these cards.
- Battlefield Promotion is yet another way to hire Malik Kazat by transforming a lowly Proton Controller.
- Urgent Mission provides extra fame points, even on a face mission.
- Mayday is a fun, but chancy gamble.
- Computer Theft, Price Went Up, and Theft extract credits from your opposition.
- Plasmoid Devourer, Maelstrom General, and Wrong Place, Wrong Time waste opposing PUDs, and keep battlelords from completing missions.

Controllers and Matrices

- The Mutzachan Controllers provide substantial additional Matrix-using capabilities.
- The Python Demolishers and Phentari Predator are the mashers.
- The Blessing and Energy Barrier Matrices are available to all the controllers, except the two proton controllers.
- All the battlelord controllers can generate Analyze Defense, a very potent Matrix.
- Energy Cloud and Worm Hole are enormously powerful matrices to be used late in the game.

Equipment

- Amperon and Generation Armor are equipment suited for controllers.
- The Bunker, manned by Raalehr and several PUDs, is a near-invulnerable fortification.
- The Smoke Grenade and the MDD-24 are very useful for escaping combat.
- The Wrist Rockets and Omega Cannon are for inflicting big hurt on your opponents.

Hotspots

- With ten hotspots (not including Annogrebia), and three applicable operations, an additional 30 credits of revenue may be generated per turn.
- The Corporate Center allows you to choose from six fortune cards each turn.

Operations

- Annogrebia is included for its special power: to resell weapons, armor, and gizmos at double its cost.
- The Field Reporter Operation increases your fame hand. If Field Reporter is combined with Cyrion Zakka, the Kohort's Commander can draw up to seven fame cards per turn.
- The Training Facility Operation increases your PUDs' melee score, making the Demolisher and Predator even more serious.

Gathering the Kohort

Other than hotspots (which are mostly common), Kazat's Kohort is composed of nine common cards, 18 uncommon cards, 21 rare cards, and one chase card. As you can see, such a powerful deck is not easy to collect. But then again, ensuring that your opponent gets a stomping is worth it.

You are now ready to dive into a hard-core, no-holds-barred *Battlelords* game. Lock 'n Load!

M. Alexander Jurkat did a good deal of design and development work on the Battlelords *card game. It's particularly galling when he gets crushed by the playtesters and their killer decks.*

Kazat's Kohort

Fame Deck

Missions
1 Seek Ancient Knowledge
1 Steal Arcane Secrets
1 Espionage: Tecreasean
1 Locate Missing Person
1 Liaison: Sheustron
1 Liaison: Krakeds

Hotspots
1 Ednte
1 Faraway
1 Jaloon
1 Kente
1 Coandas
1 Drenels
1 Ghalak
1 Killing's Asteroid
1 Nephgia 6
1 Annogrebia
1 Grandle Hospis

Wild Events
3 Medals Of Honor
3 Credit Cards
3 Hands Of Fate
2 Computer Thefts
2 Price Went Up
2 Urgent Missions
2 Battlefield Promotion
1 Theft
1 Mayday
1 Feature Article
1 Plasmoid Devourer
1 Maelstrom General
1 Wrong Place, Wrong Time

Fortune Deck

BATTLELORDS
1 Battlelords
1 Cyrion Zakka
1 Blue Razor
1 Rush Axnor
1 Raalehr
1 Malik Kazat

PUDs
3 Orion Rogue Travelers
2 Mutzachan Proton Controllers
3 Mutzachan Beta Controllers
3 Mutzachan Particle Controllers
2 Python Demolishers
1 Phentari Predator

Equipment
1 Amperon
1 MDD-24
1 Bunker
1 Generation Armor
1 Smoke Grenade
1 Wrist Rockets
1 Cobra XM2 Omega Cannon

Operations
1 Weapons Factory
1 Food Broker
1 Corporate Center
1 Field Reporter
1 Training Facility

Matrices
1 Blessing
1 Energy Barrier
1 Analyze Defense
1 Time Slow
1 Energy Cloud
1 Worm Hole

SIDEBOARD STRATEGIES

How to choose the 15 best cards to supplement your Magic tournament deck

By Jeff Hannes

Ask most people what the key to winning a *Magic: The Gathering* tournament is and they'll probably tell you something like "Build a good deck" or "Get a set of Moxes and a Lotus." That's real helpful.

Now try asking someone who's actually won a few tournaments. The champ will tell you that the key to any consistently good deck is its sideboard. In the final rounds of high-level *Magic* tournaments, all of the decks have one thing in common: they're good enough to win. So what puts a good deck over the edge?

There are basically three factors that determine the championship: who goes first, luck, and the sideboard. You usually don't have any control over the first two, but you have a lot of control over what goes in your sideboard.

Unfortunately, a lot of people put most of their effort into building their 60-or-so card deck and not enough effort into their 15-card sideboard. Most people just throw in a bunch of color-hosing cards, not giving too much thought to how their sideboard will interact with their own deck, let alone their opponent's. But putting together a good sideboard involves a lot more than closing your eyes and pointing.

The first thing you need to consider when building your sideboard is which cards to include. Sideboard cards generally fall into one of three categories: color-specific, deck-specific, and generally useful.

Taste a Rainbow of Pain

Every color has two opposing colors, and thus cards that specifically hurt that color. Although these hosers are often the first ones that people put into their sideboard, not all of them are worth using.

The best color hosers black has are Gloom and Stench of Evil. Both can put the hurt on heavy white decks, especially Gloom. If you're playing with black but not white, a couple of Glooms is almost a no-brainer. Stench of Evil will help if your opponent's playing mostly white, but even then, it only takes two lands to get those nasty protected-from-black critters out. Making white spells cost three extra mana with Gloom will almost always be a better option.

Blue's primary hosers are Acid Rain, Blue Elemental Blast, and Hydroblast. The usefulness of Acid Rain depends largely on your competition. Acid Rain will sear heavy green decks, but it's a relatively uncommon theme. On the other hand, you'll always see a lot of red at tournaments, so the Blast cards are excellent sideboard stand-bys. When deciding how many Blasts to put in, consider your deck's built-in countering ability. If you've already got a lot of Counterspells and Power Sinks, you probably won't need that many Blasts.

Green is sorely lacking in color-hosing cards—yet another reason why it's almost always coupled with one or more other colors in serious tournament decks. Generally, the color-specific cards in green aren't worth your while. If you're playing primarily green, Lifeforce is about the only useful card for its black countering ability.

Red is quite the opposite when it comes to nailing other colors. Anarchy and Flashfires are a brutal combination against white, although with a few Anarchies, you probably won't even need to destroy your opponent's Plains. Against blue, Pyroblasts and Red Elemental Blasts are absolutely essential. No red sideboard should be without 'em.

Finally, white has the distinction of having a hoser for every color (and I'm not talking about Scarabs or Wards). Circles of Protection are easy choices for a sideboard, but which ones should you use, and how many of each? COP: Red is the best of the five, while Black and Green tie for second. Blue and White are probably less worthwhile. Blue just doesn't have that many damage dealers, and if your opponent is playing White, she has Disenchants. Of course, if you find yourself with extra room in your sideboard, an extra Circle or two never hurts.

When looking at white, don't forget Conversion and Drought. Conversion can save you from Anarchy, while Drought can make things downright miserable for a necromantic opponent. Justice is a cool card, but it probably isn't worth putting in most sideboards. (Eek! Controversy!) Against bloodthirsty red players, there's no guarantee that Justice will keep them from hurling their Lightning Bolts and Fireballs at you. COP: Red makes things a little safer.

The Seven Deadly Decks

If you've started putting color hosers in your sideboard and are already up to 15, hold everything! You need to look at more than just what colors your opponent might play; you need to consider her deck theme, too.

There are seven deck archetypes you should keep in mind when assembling your sideboard: discard, permission, direct damage, land destruction, weenie, heavy hitter, and creatureless. Fortunately, there are good hosers for every one of these deck types.

Discard Decks: One of the best counterbalances to a discard deck is Howling Mine. Odds are, your opponent expects you to draw one card a turn, in which case cards like Disrupting Scepter and Hymn to Tourach can be effective neutralizers. However, a couple of Howling Mines or other card-drawing devices can throw your opponent's plans off, rendering his or her Racks useless.

There's another problem with the discard deck that can be easily exploited: a player can only have four Racks in their deck. Eliminate those threats and you've cut down a large part of the standard discard deck's damage-dealing.

Disenchants are always best, but your sideboard can also include Crumble, Dust to Dust, Energy Flux, Nevinyrral's Disk, Shatter, and Shatterstorm.

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"You can frustrate your opponent with snazzy cards like Energy Storm and Justice, but I prefer to get right down to it. There's no better protection against a hefty Disintegrate than good ol' Circle of Protection: Red."

Permission Decks: Hands down, the best card against permission decks is Glasses of Urza. Bluffing with untapped islands ain't gonna carry much weight if you know your opponent doesn't have a Counterspell in hand. A lot of people don't use the Glasses in casual play because they're kind of cheesy, but hey... in tournament play, it's no-holds-barred. If you're paying to play, the least you can do is give yourself an edge.

Of course, the Glasses don't help all that much if your opponent isn't bluffing. So then what? Well, if you're playing red, Red Elemental Blasts and Pyroblasts are a good start. Curse of Marit Lage can also give blue mages a headache. If you've also got some green, Monsoon will have your counter-happy opponent tearing his hair out.

Direct Damage Decks: Clearly, white has the best protection against direct damage. You can frustrate your opponent with snazzy cards like Energy Storm and Justice, but I prefer to get right down to it. There's no better protection against a hefty Disintegrate than good ol' Circle of Protection: Red. Fact is, I've never made a deck with white in it that didn't have at least three COP: Reds in its sideboard. When it's that easy to protect against redheads, you just can't let them get the best of you.

But what if you're not playing white? Hmm... it happens. Don't despair, some of the other colors have a few tricks. If you're playing blue, there are plenty of anti-red tools. In fact, Blue Elemental Blast and Hydroblast become better than Counterspells, and Reverberation can provide the ultimate in sweet revenge.

If you're not playing white or blue, you may have to suck up some damage, but there are still spells that can help ease the pain. Simulacrum can save you from a big dose of damage, and Winter Orb can slow down a continuous onslaught of damaging spells. If you're desperate, Glacial Chasm might be able to keep you around a little longer, but it's best not to rely on any funky combos to save your @$$ in a tournament setting.

Land Destruction Decks: If you play white, you have a broad range of options. Consecrate Land, Equinox, and Land Tax are great tools against a land-crunching deck. However, outside of white, there aren't that many options. Blue's Land Equilibrium can really spoil your opponent's plans, but its casting cost of four mana makes it tough to get out.

If your sideboard has room, Fellwar Stones can be a great counter to the land-destroying strategy. However, don't make the fatal mistake of taking out land for the Stones. You think you're gonna get a Shivan Dragon out against a good land-destruction deck? Not likely. Take out the expensive stuff that you'll probably never be able to cast and get those Stones in there. The more mana producers you put in, the better your chances of survival.

Weenie Decks: Kird Apes, Savannah Lions, Grizzly Bears, Elves... all those cute litter critters seem to have a knack for getting double-Giant Growthed and Berserked. Fortunately, just about every color has a nice blockade to throw up in front of a deck that relies on lots of little critters.

In black, Pestilence can keep your opponent's forces under wraps, while Red's Pyroclasm and Earthquake provide similar aid. White's Wrath of God is the ultimate creature sweeper, and Balance helps if you're short on critters yourself. Hurricane can topple an aerial assault, and if you're playing Type I, Moat can halt a ground-based attack.

Heavy Hitter Decks: There're creatures and then there're *creatures*, if you know what I mean. Every deck should have anti-creature devices built in, but it doesn't hurt to add a few more to your sideboard if you have room. Forcefield, Island of Wak-Wak, Maze of Ith, and Meekstone are nice backups for just about any deck, but your options are hardly limited there.

Against Juzam and Erhnam Djinns, I like to pop in City in a Bottle. It stops the Djinns dead in their tracks, and it's usually a surprise to my opponent. More practical critter crunchers worth considering for your sideboard include Dark Banishing, Terror, Spirit Link, and Swords to Plowshares.

If you're playing blue, Control Magic is the perfect counter. It takes your opponent's creature away *and* makes her waste her resources trying to get rid of her own creature. Any time you can get double use out of a sideboard card, it's definitely worth considering.

Creatureless Decks: A lot of decks fall into this category, including some of those listed above. One of the nice things about going up against a creatureless deck is that it makes your sideboard decisions very easy. Just remove all those Terrors, Swords to Plowshares, and other creature hosers and replace them with something more useful.

If you're playing green, Concordant Crossroads gives you the perfect counter to nasty Enchant Worlds like The Abyss and Nether Void. Not only does it destroy the offensive Enchant World already in play, it lets you use your creatures right away. Since your opponent's playing creatureless, she'll get no benefit out of this incredibly cheap and effective enchantment.

Sideboard Staples

In addition to all the cards mentioned above, there are some cards that don't target a specific deck but can be incredibly useful in a sideboard. Blood Moon can shut down a multicolor deck relying heavily on multilands, and it can also take care of annoying cards like Maze of Ith and Library of Alexandria.

If you're playing green, it's almost always a good idea to include a Tranquility or two in your sideboard. You never know when you're going to come up against a deck heavy on enchantments.

If you've got any white in your deck,

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"Build your deck with the sideboard in mind right from the outset. The better cantrips—*Ice Age* spells that let you draw a card to replace the spell—can serve as good sideboard fodder without throwing off your ratios."

you should *always* have four Disenchants in your deck and sideboard. It's just too useful not to have.

Finally, Energy Flux makes a good addition to a sideboard, as it can punish Mox-happy players and make annoying artifacts like Black Vise harder to keep around.

When you finally narrow your sideboard down to 15 cards, you probably won't have room for everything. Consider which types of decks your deck will have the most trouble with and which ones your deck should easily paste. For example, if you've got lots of cheap spells, you probably don't need to worry about land destruction. Ultimately, try to find a nice balance that will complement your deck for as many different opponents as possible.

Eenie, Meenie, Miney, Mo

So now you've picked 15 cards for your sideboard... but the process doesn't stop there. According the Duelist's Convocation rules, every sideboard substitution must be done on a one-for-one basis. So what cards do you take out without hurting your deck?

One of the most common mistakes people make is replacing lands for sideboard cards. This is almost always a bad idea. Odds are, when you finally have your tournament deck ready, you've given the balance of lands and mana producers careful thought. If you simply disregard your mana ratio during a tournament, you're in for some trouble. Although there's a mulligan rule, drawing one land can sometimes be worse than drawing no land.

Of course, there's a good reason why people are so quick to remove lands before anything else: you rarely think of a forest as being essential to the theme of your deck. Unfortunately, even the best deck themes don't work without the right amount of land.

If you've got room to spare, consider putting a couple of extra lands into the deck right from the start. This way, you can afford to remove lands when you sideboard without hurting the ratios in your deck.

Another option is to build your deck with the sideboard in mind right from the outset. The better cantrips—*Ice Age* spells that let you draw a card to replace the spell—can serve as good sideboard fodder without throwing off your ratios.

With its nifty deck-shifting ability, Portent is probably the most useful of all the *Ice Age* cantrips. If you put four Portents in your deck, it won't hurt your speed, and even better, it'll make your sideboard decision much easier. Running up against a heavy red deck? Replace those Portents with Blue Elemental Blasts or Hydroblasts and you'll be set.

It can also be helpful to consider what your opponent will be sideboarding. If you're playing with lots of Fireballs and your opponent's playing white, you can expect to see some COP: Reds. That being the case, removing a couple of direct damage spells probably won't hurt your deck that much.

I once played a primarily red and blue deck with a bit of black against a player who was using all-white. After the first duel, in which I crunched him with Sol'kanar the Swamp King, I anticipated that he would put COP: Black in his deck, so I replaced all of my black damage dealers with Glooms. It worked pretty well.

Other good targets for removal are cards of which you have four. If you've got four Giant Growths in your deck and you want to get a Hurricane in, you can probably afford to drop one Giant Growth. If you need to add more than one sideboard card, don't cut all your GGs—instead, try to take out another card of which you have three or four.

Of course, sometimes, rules just don't apply. I had a deck that relied on four Jokulhaups—until I came up against a Goblin deck. It was silly, but it was fast, and I knew that Jokulhaups would hurt me more than my opponent, so I dropped all four after the first duel. Bottom line? You can never be sure what cards you'll sub out until you've seen your opponent's deck.

The most useful advice I can give: practice, practice, practice. Experience made you a good player and a good deck builder; it'll help you get the most out of your sideboard, too.

Jeff Hannes is a pseudonym for 11 flying monkeys and a blue tiger that escaped from the Tuxedo, N.Y., municipal zoo in 1991 and have been wreaking havoc across the nation ever since.

Sideboard Cards worth considering

Artifacts
City in a Bottle
Despotic Scepter
Fellwar Stone
Forcefield
Glasses of Urza
Howling Mine
Meekstone
Nevinyrral's Disk
Winter Orb

Black
Dark Banishing
Gloom
Pestilence
Simulacrum
Stench of Evil
Terror

Blue
Acid Rain
Blue Elemental Blast
Control Magic
Energy Flux
Hydroblast
Land Equilibrium
Psychic Purge
Reverberation

Multicolored
Monsoon

Green
Concordant Crossroads
Crumble
Hurricane
Titania's Song
Tranquility
Whirling Dervish
Whiteout

Red
Anarchy
Beasts of Bogardan
Blood Moon
Curse of Marit Lage
Flashfires
Land's Edge
Mountain Yeti
Pyroblast
Pyroclasm
Red Elemental Blast
Shatter
Shatterstorm

White
Circles of Protection
Consecrate Land
Conversion
Divine Offering
Drought
Dust to Dust
Energy Storm
Equinox
Justice
Land Tax
Moat
Spirit Link
Wrath of God

Lands
Glacial Chasm
Island of Wak-Wak
Maze of Ith

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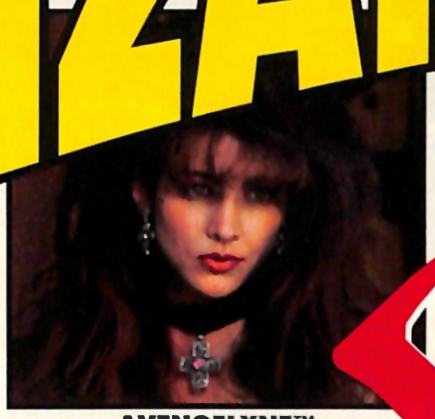

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THE 1995 WEENIE AWARDS

THE WORST AND THE WACKIEST GAME QUIRKS OF 1995.

Superman ™ & © DC Comics

Chestnuts roasting on an open fire. Stockings hung from the chimney with care. The sound of sleigh bells on a crisp winter's night. It can only mean one thing.

IT'S WEENIE TIME.

Once again, the executive committee—consisting of me—is proud to announce the winners of the annual Weenie Awards, honoring bizarre, unbelievable, and ill-conceived achievements in game design. It seems like only a few months ago when the committee presented the last batch of awards. In fact, it *was* only a few months ago (*InQuest* #4, to be exact). But in the wonderful world of Weenies, time has no meaning.

Speaking of things with no meaning, let's review the eligibility rules:

No awards to games published prior to 1995. Unless they really deserve them.

No awards to computer games. Well, maybe one.

No awards to Milton Bradley games published a zillion years ago. OK, one, but that's it.

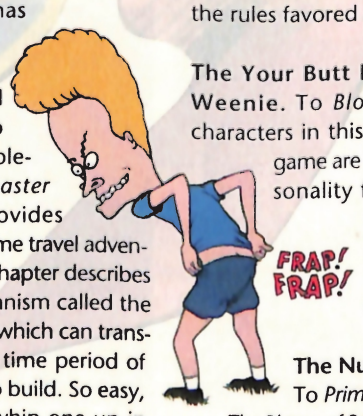
And now, without further ado...

The Stand Back or I'll Vaccinate You Weenie. To the *Black Death* game. In most roleplaying games, players pretend to be heroes, like wizards and starship captains. In *Black Death*, they pretend to be diseases, like measles and dysentery. The player-diseases are rated for Virulence and Mortality, then attempt to infect as many cities as possible.

The I Love My Job Weenie. To Mark Rein•Hagen, designer of the *Wraith: The Oblivion* roleplaying game. In the afterword, the author writes: "It's been such a long hard struggle, it's hard to believe it's nearly over. Everything that could go wrong did go wrong. I've never seen anything like it... There was no end of emergencies. Nothing ever seemed to work out. Everything good about this project came about only with agonizing effort. All in all, it sucked."

The Dirty Pool Weenie. To *Wilderness*, an adventure anthology for the *MasterBook* game. The "Pendar Mountains" adventure features a monster called the skeethark, which makes its lair in an alcove of a cliff face. When mountain climbers approach, the skeethark emerges from its alcove and urinates on them.

The Department of Useless Spells Weenie. To *The Wizard's Grimoire*, an *Ars Magica* roleplaying supplement. A spell called Lips of the Sky turns the victim's lips blue. It has no other effect.



The Nuclear Powered Chariot Weenie. To *Time Riders*. This supplement for the *Spacemaster* roleplaying game provides guidelines for staging time travel adventures. The equipment chapter describes a time traveling mechanism called the "Holmes-field device," which can transport characters to the time period of their choice. It's easy to build. So easy, in fact, that you can whip one up in any era. "If you were stranded in the Roman Republic," advises the author, "it might take you a few months to re-create the necessary technology..."

The One Little, Two Little, Three Little Copyrights Weenie. To the second edition *DC Heroes* roleplaying game. On page three of the rule book, DC Cornics Inc. claims trademarks for "Fred," "Z25Y (2AB) 6," and "Zeep the Living Sponge." DC also claims a trademark for "Ray Winninger" (that's the name of the guy who designed the game).

The God Bless America Weenie. To *Firefight*, a military simulation of tactical warfare in contemporary Europe. One player controls the Americans, another handles the Soviets. On a hex map approximately the size of a picnic table, they slug it out with machine guns, artillery, and land mines. Trouble is, the Soviet side doesn't have a prayer; the game was commissioned by the U.S. Army, which made sure the rules favored the Americans.

The Your Butt Makes Me Sneeze Weenie. To *Bloodshadows*. Some characters in this fantasy roleplaying game are burdened with a personality flaw called Cultural Allergy; they suffer adverse reactions whenever they're exposed to nudity.

The Number Lust Weenie. To *Primal Order Chessboards: The Planes of Possibility*, a book about interplanar travel from Wizards of the Coast. An excerpt from the appendix, explaining the formula required to calculate the growth of alternate planes of existence: "Total conduit capacity. C1: CCapat, C2 = (0.8*P2) * (1 + A2 * 0.000027397), C3 = C2 + C2 * P3 * MAX (MIN (1 - ((C2/ I2 + 0.001)/P3, 1) , 0)/365 * (A3 - A2)..." The entire

Beavis ™ & © MTV Networks; Illuminati™ & © Steve Jackson Games; SimCity ™ & © Mayfair Games

BY RICK SWAN

sequence fills four and a half pages.

The Politically Incorrect Weenie. To the *Illuminati: New World Order* card game. One of the Personality cards shows Bill Clinton with a leash around his neck. A second Personality card, placed next to Bill's card, reveals who's holding the leash—Hillary Clinton.

The Koochie Koochie Koo Weenie. To *Mystic China*. According to this sequel to the *Ninjas and Superspies* roleplaying game, you can render a demon helpless by tickling him.

The Careers Day Weenie. To *Pandemonium*, a roleplaying game based on supermarket tabloids. Players can choose from among the following professions for their characters: Accountant ("knowledge of book keeping and tax laws"), Photographer ("proficient in taking photos"), and Mail Carrier ("ability to sort mail").

The I Can't Believe It's Not Butter Weenie. To *Parlainth: The Forgotten City*. One of the treasures described in this supplement for the *Earthdawn* roleplaying game is the butterspider, an enchanted lump of lard in the shape of an arachnid. The enchanted lump helps to heal injured characters.

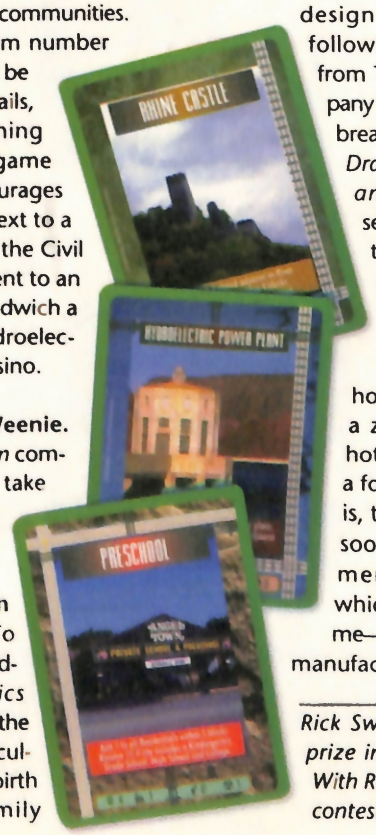
The Deathless Dialogue Weenie, Part One. To *The Politics of Contraband*, a collection of adventures for the *Star Wars* roleplaying game. In "The Art of Betrayal," two characters aboard the Rantine Space Station discuss their future. First character: "We've really earned this break. I think we should kick back a few beverages and plot our next actions." Second character: "Why don't we just wait for fate to rear its ugly head again. Seems to happen all of the time to us."

The Hit Me With Your Best 1,500 Shots Weenie. Tie. To the *Player's Option: Combat & Tactics* and the *Arms Law* books. If you get whacked with a weapon in standard *Advanced Dungeons & Dragons*, you might lose a few damage points, but otherwise, you're pretty much free to go on about your business. For players interested in more detail, the *Player's Option* supplement offers 153 different results for a weapon attack, including broken hips, shattered knees, slashed throats, severed arms, and crushed faces. And if those aren't enough, consult *Arms Law*, an expansion set for the *Rolemaster* game, but adaptable to *AD&D*; the broadsword table alone lists approximately 1,500 possible outcomes.

The I'll Have a Lava-Covered Monarch To Go, Please Weenie. To The *Wyvern* card game. The Volcanic Eruption card can cough up a maiden in distress or an oriental princess.

The Deathless Dialogue Weenie, Part Two. To *Track of the Werewolf*. In this compact disc game, part of the *Terror T.R.A.X.* series from TSR, the player listens to a 911 call wherein a breathless unfortunate screeches, "You've got to help me! I'm changing! I'm going to rip hearts and lungs open!"

The There Goes the Neighborhood Weenie. To the *SimCity* card game. By deploying cards that represent city blocks, players earn points for creating productive, well-balanced communities. To generate the maximum number of points, city blocks must be connected by roads and rails, and conform to the zoning code. Accordingly, the game not only allows but encourages players to build a castle next to a mobile home park, place the Civil War smelting plant adjacent to an Episcopal church, and sandwich a preschool between a hydroelectric power plant and a casino.



The Unfriendly Skies Weenie. To MicroProse's *Civilization* computer game, where it can take a jet plane up to five years to cross the ocean.

The Thar's Gold In Them Thar Kiddies Weenie. To the *Life* board game. According to *Family Economics Review*, a publication from the U.S. Department of Agriculture, raising a child from birth to age 18 costs a family $198,060. According to *Life*, a zillion-year-old game from Milton Bradley, raising a child from birth to age 18 earns a family $48,000 (the amount received per child when a player retires at the Day of Reckoning).

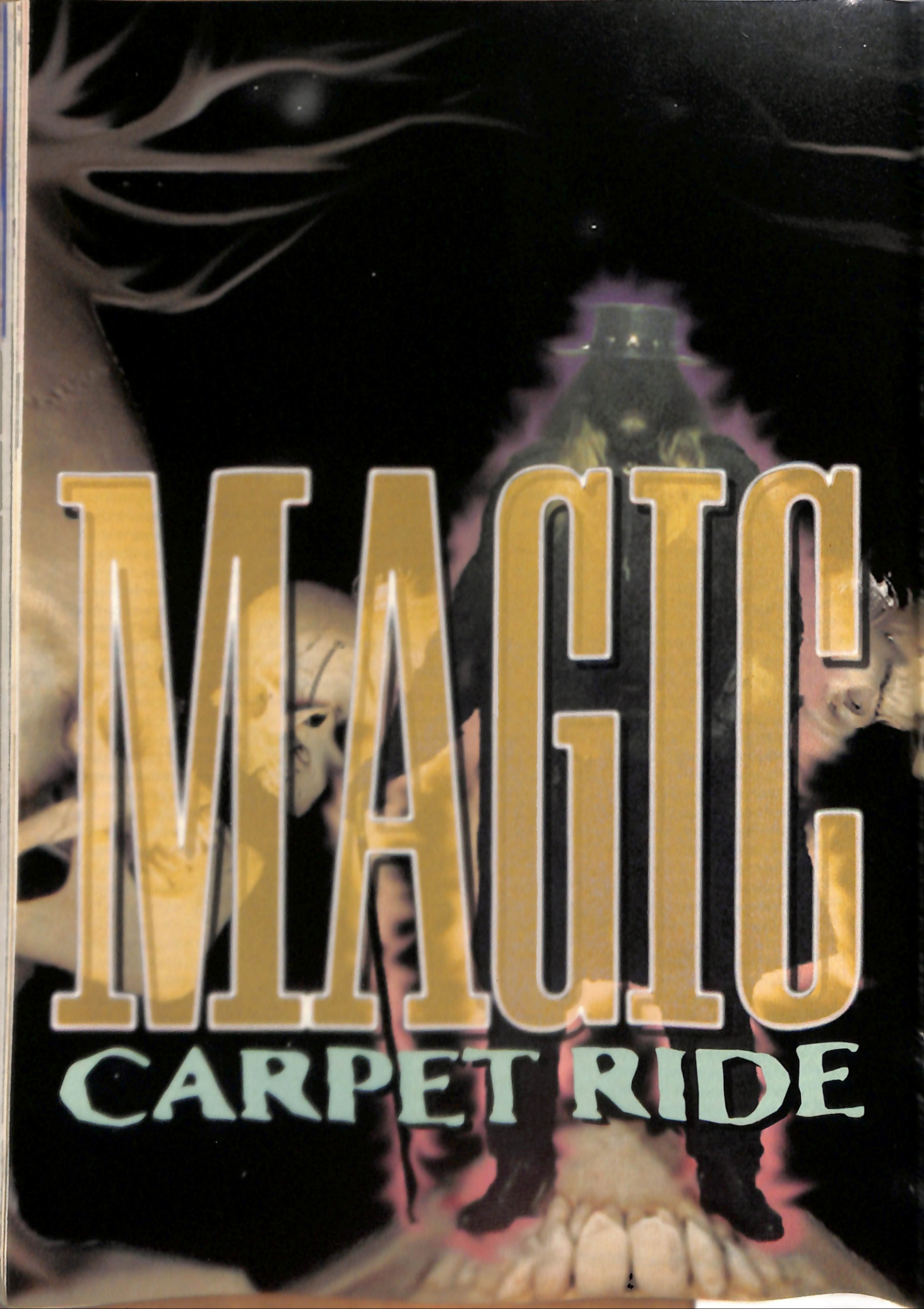
The Ha! Weenie. To the October 1995 issue of the *Writer's Digest Book Club Bulletin*. An announcement for the forthcoming *Science Fiction Writer's Marketplace and Sourcebook* promises to introduce budding scribes to "the lucrative roleplaying game market."

The Do As I Say, Not As I Do Weenie. To yours truly. From a game review by Rick Swan, discussing an episode of *Saturday Night Live*: "*SNL* went over the line. There it was, right on the TV screen, spelled out for the whole world to see: *Dungeons and Dragons*. That's right—they left out the ampersand. It's *Dungeons & Dragons*, OK? That's just the kind of oversight you'd expect from a bunch of dweebs who write comedy."

From *The Complete Guide to Roleplaying Games* (St. Martin's Press) by Rick Swan: "The year was 1974, and the game, of course, was *Dungeons and Dragons*`..." "This is not a self-contained game, but a supplement that can be adapted to *Dungeons and Dragons*." "It was the first design by Gary Gygax, following his departure from TSR Inc., the company built on his groundbreaking *Dungeons and Dragons*." "*Dungeons and Dragons* also serves as a bridge to the more detailed *Advanced Dungeons and Dragons*."

As always, each honoree will receive a zircon-encrusted hot dog mounted on a four-sided die. That is, they'll get them as soon as the procurement committee—which also consists of me—can find a suitable manufacturer.

Rick Swan once won first prize in the "Win a Date With Rodney Dangerfield" contest.


MAGIC
CARPET RIDE

Former Wizards of the Coast art director Jesper Myrfors shares his secret on how he helped shape *Magic*'s unique look and his latest project, *Shadowfist*.

By Eric Black

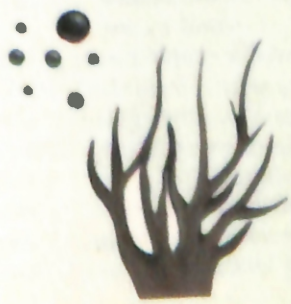
Did you ever wonder who drew those little bubbles in the border of *Magic*'s Swamp cards?

As *Magic*'s art director from the Alpha Limited edition through the *Ice Age* expansion set, Jesper Myrfors oversaw the visual elements of a game known as much for its art as its playability. He brought over 50 artists together to create the world of Dominia; he painted more than 50 cards, including Fog, The Fallen, and Bad Moon; and yes, he drew those little swamp bubbles.

Wizards of the Coast hired Myrfors to art direct while he was still a student at Cornish College of the Arts in Seattle, and he played a key role in the company's greatest success. In 1993, Myrfors left WotC. Today, he's the art director on Daedalus Entertainment's new card game, *Shadowfist*. Recently, Myrfors spoke with *InQuest* from Mercer Island, Wash., where he grew up and where he now lives with his girlfriend Kristen Bishop (she painted the War Elephant *Magic* card).

By the way, his name is pronounced YES-per MERE-fours. He was born in Stockholm and remains a Swedish citizen.

No, he does not have an accent.



Art Direction

InQuest: What is an art director?

Jesper Myrfors: An art director's job is to assign artwork for a given product, whether that means that they're handed a list from the writers of art they'd like to see... or whether that means they actually have to go through the product and find what the artwork should be.

So what exactly do you do?

The art director needs to find an artist whose style fits the work that's required, to get the contracts negotiated and make sure pay is OK. Make sure everything runs smoothly. Some artists need to be called and reminded; some you can just let go.

How often do you send artwork back for changes?

I rarely do. I've probably assigned close to 1,200 pieces of artwork, and I can think of three that I've rejected [completely].... It's not that I'm not discriminate. The reason is that when I assign the artwork, I make it clear that the assignment is really loose. The artists can do what they want. They can experiment with new techniques... Their name is on the card.... It's their reputation on the line.

In cases where you've had to reject artwork, what has been the problem?

It usually has not been up to standard. I've rejected quite a few pieces because they didn't fit. But they were excellent pieces of artwork, and we used them later on as something else.... Mark Poole's first Island pieces prominently featured creatures, and they became Island Sanctuary and Birds of Paradise....

I've also rejected a couple pieces because they were sexist. I really don't want to perpetuate this bikini-clad-women-in-fantasy-art–type thing.

Magic: The Early Days

How did you first hear about Magic?

I was art directing *Talislanta* and *Primal Order* [roleplaying games for WotC].... They would drop coy little hints and mention the name *Magic*, which at the time was only a working title, but, you know, everyone grew attached to it. It's better than the alternatives, let me tell you that.

What were some of the other names?

Mana Flash and *Mana Clash* are the two I can remember.

Did you know the game would be a hit?

Yeah.... Wizards of the Coast, they were in a lawsuit with Palladium at the time. And the finances were drying up and they needed money. So I got laid off.

And I stayed, and I continued working just as hard.... I worked for an entire year and asked to get the entire salary in stock....

I had faith in the game.... I think I'm the seventh- or eighth-largest shareholder at Wizards of the Coast as a result.

Why did you think it would be a hit?

Because it appealed to me. It was a lot of things I had always wanted to see in a game.

How did you support yourself for that year?

I went the parental route: living at home.

What's Richard Garfield like?

Oh, he's a great guy.... This industry owes him a great debt.

Did WotC know the art would wind up being such an integral part of the game?

I don't think so. The reason I say that is because their plan before I came along was to get either second-right artwork [that had appeared elsewhere] or first-right artwork that hadn't appeared before—you know, work people did for themselves that had been sitting in their portfolios. In which case... they would have to compromise the vision of the game to fit in with pre-existing work.

Jesper's favorite piece, Elves of Deep Shadow from *Magic's The Dark*

Creating the Look of Magic

Were you in charge of every visual design element of Magic?

Yes. The entire look of the game was mine, from the ground up.

How did the look come about?

The look was actually an evolution, and nobody is ever going to see my first designs for that game because they looked bad....

My second designs weren't much better, but that was more of a hardware problem, because I hadn't gotten the full computer training that I needed.

What was designed first?
The borders were designed first.... Actually, the very first step was figuring out how big the cards would be.... I remember Peter [Adkison, president of WotC] spent a lot of time going through all sorts of playing cards and trading cards, trying to find the right paper stock.... It was all done in his basement.

When you were hiring the artists, did you stick with people you knew?
No, not entirely. What happened is, I had a lot of portfolios at Wizards of the Coast, and I contacted all of them. I only had a couple people turn me down. One person was too busy and the other person told them that we weren't paying enough.

But the other artists agreed?
Yeah. They had almost total freedom. They were given a name and what the card did. And the paintings aren't very big. They're 7 inches wide and 5 and five-eighths inches tall. And they could put as much effort as they wanted into it, or they could just get the job done, which if you look at the first printing, some people did.

They later regretted it. I'm one of them. I ended up doing the cards nobody else wanted.

Which cards are those?
Word of Command was just an experiment I was working on texturing, and Richard [Garfield] saw it and made a card for it, even though I didn't do it as a card. Oh, it was atrocious. I asked him to pull it....

Some [are] actually cards people really like, like Cursed Land.... They're just not as sophisticated as I'd like them to be. I much prefer the ones I did for *The Dark*.

Jesper's Cards

For card illustrations, do you work in oil?
All of mine are done in acrylic. The later ones were done in acrylic gouache.

Do you scan the illustrations into a computer?
Yeah. I use a Macintosh. I scan the illustrations in and then I go back and hand-color-correct them to make sure the colors in the computer are accurate to what they are in the originals.

Of the cards you've done, which are your favorites?
Well, I like the Goblin King. I like Elves of Deep Shadow—I think that's my favorite one. I like the Island Fish [Jasconius].... I quite like The Fallen, even though I don't like looking at it.

How did that one come about?
It sort of designed itself.... What happened was we were at this old military fort called Fort Worden [near Seattle], which is where they filmed *An Officer and a Gentleman*....

It's one of my favorite places to go.... And there's this one room that just gives off a very bad feeling.... It's not the kind of "get out" feeling; it's more the kind of "come on down, it's not as bad as you think."

There I took a photo of a friend of mine. [Later] I was looking for a reference of a particular kind of lighting I wanted and remembered it was in this room. So I got out the photo, sat down to start to paint, and I swear this thing painted itself.... It took about an hour. It was almost like automatic writing.

Myrfors' unused vampire art

"[Ice Age] was actually planned, I believe, to replace the regular set of *Magic*. They were going to change the theme of *Magic* every year... I started assigning artwork for *Ice Age* before *Magic* had even hit the stands."

On Witch Hunter, there's a multicolored haze that appears to be smoke and ash. How did you achieve that effect?
With a toothbrush. If you load up watered-down paint on a toothbrush and either run your thumb over it or something else—cardboard—it spatters. It's a good way of getting starry skies, or stone-type patterns, or ash, or whatever.

Do any of your other cards have stories behind them?
If you look at the island card that I did, Tropical Island, on the beach, in the forward of the card, there is a picture of me standing in a long black overcoat with a black hat, holding a black- and silver-tipped cane.

But the image was really reduced down small, and it was screened back to about 30 percent. So unless it's actually pointed out to you, you cannot see it.... It ends up looking like three black or gray dots.

Ice Age and The Dark

Is it true that Ice Age was originally going to be the first expansion set?
Yes. It was actually planned, I believe, to replace the regular set of *Magic*. They were going to change the theme of *Magic* every year.... I started assigning artwork for *Ice Age* before *Magic* had even hit the stands.

Why was the release put off so long?
I'm not quite sure of the numbers, but I believe 70 percent of the cards were [going to be] reused cards, where the only thing that was changing was the artwork. And there was a big, internal struggle between the people who thought that was a really bad idea and the people who thought it was a good idea. And there was enough of an argument on both sides that they decided to put it on the back burner and give it some more thought.

What about The Dark? What was your role on that?
I wrote the cards from scratch.... Anson Maddocks and Daniel Gelon helped me with the flavor text. Beverly Marshall Saling, who's a Wizards of the Coast editor, really did a good job editing it.... She took our ideas and made them work....

Most people misinterpret *The Dark*. They were expecting a set with a lot of

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powerful creatures in it, more like the Elder Dragons from *Legends*.... *The Dark* was really to add a playable expansion set and flesh out Dominia, because Dominia is not a world. It never was. Dominia is just a hodgepodge of planes and dimensions where anything could happen....

Now that it's become such a hot property, they're trying in hindsight to put it together as a real world. But it was never meant to be one. *The Dark* and *Antiquities*, and to some extent *Legends*... were all trying to anchor Dominia in an actual place.

The Fallen from *Magic's The Dark*, a card Myrfors doesn't like looking at

Another of Myrfors' favorites, Island Fish Jasconius from *Magic's Arabian Nights* set

"I should say I didn't want to leave. [Wizards of the Coast] didn't want me to leave. But it was getting to the point where if I didn't get out, I probably wouldn't be alive today."

Daedalus Entertainment and Shadowfist

Why did you leave Wizards of the Coast?

I left for personal reasons. How does that sound?

Do you want to go into it a little more?

I really don't. A lot of people ask me that....

I should say I didn't want to leave. The company didn't want me to leave. But it was getting to the point where if I didn't get out, I probably wouldn't be alive today. There were people there that I could not work with, or even be around. And I was working 14- to 20-hour days, seven days a week.

How did you hook up with Daedalus Entertainment?

Well, Jose [Garcia, co-designer of *Shadowfist*] had actually been calling me off and on while I was at Wizards of the Coast.... When he started Daedalus, he called a lot of people to research what he should be doing....

When I quit WotC, he contacted me and asked if I would be interested in doing graphic design and art direction on this new card game he had. I was a little dubious at first because everyone and their brother was slapping together some card game and putting it on the market. Most of them were total garbage.

What about Shadowfist made you feel it was a good project?

I like it because I like the whole idea of doing a game based on Hong Kong action cinema. I've always liked John Woo movies and Jackie Chan movies. It also meant that I'd have to do a lot of research, which is fun to do. And when they told me the ideas they had—you know, for the futuristic police, the Architects of the Flesh, the Eaters of the Lotus—I could see it all going through my mind.

On the Shadowfist backs, there's an interesting moiré pattern in the background. How did you achieve that effect?

That was in Adobe Photoshop [on the Macintosh] using Kai's Power Tools. *Feng shui* is the Chinese geomancy. What it literally translates to is "wind on water," and that's what that background on the card is.... It's actually waves going across water.... The little symbol up on the top of the card, that is [Chinese for] *feng shui*.

Unused Myrfors art

Are there expansion sets being planned for Shadowfist?

Yeah. There's two currently in the works: *Netherworld*, which has a more fantastic sense to it and really develops the Four Monarchs and the Jammers....

And there's *Combat in Kowloon*, which is a boxed set with preconfigured decks that will help beginners get into it. Or if parents want to see what their kids are doing, they don't have to sit down and build a deck to get a theme.

The Gaming Industry

Is there a star system among card game artists?

There's sort of become one. It was actually our goal to try and establish a new star system. And Anson was the person we were really pushing at Wizards of the Coast, and you can see what that did.

What effect do you think it's having on the industry?

There's one effect that I hope it doesn't have. I'm working with a lot of the younger, newer talent... I really don't want that to displace the people who have been out there working for years. That was one of my worries, cause a lot of these people were my inspiration and I don't want to see them lose jobs as a result of this.

What games do you like?

I don't play a lot of them. I have friends who do, and they always try and steer me clear of them....

I like the look of *Rage*. I still think the card stock's a little too heavy, but I like the look.

What advice would you have for someone interested in breaking into this field?

Keep your ego down. If you're good, it will show in your work....

Also, there's this adage, "If I don't do it, someone else will." I've never believed in that. If you become the best in what you do, people will want you and you can start making the rules.

In school, there was always, "Would you do a cigarette ad?" And I said, "No, I wouldn't." And then they said, "Yes, you would. You would if it paid. Cause if you don't, someone else will." But I stuck by my guns. I wouldn't do it.

Final Thoughts

Where do you see your career five years from now?

I have no idea. I never thought I'd be art directing, so I'm trying not to second-guess anything. I'm doing some work now for a film company, which unfortunately I can't talk about because I have a nondisclosure [agreement] with them. I'd like to stay with Daedalus. I believe in them as a company....

The games Daedalus develops, it develops for Daedalus. *Shadowfist* got done because the people at the company wanted to play a game like *Shadowfist*.... We're not going to try and second-guess what the public wants. We're going to do things that we want, and hope the public likes them.

Eric Black is a freelance writer living in Los Angeles. It was all he could do to not give this piece some dorky title like "Jesper: No Mere Force When It Comes to Art Directing."

The Man Behind the Fist

Shadowfist co-designer Jose Garcia.

After putting in over 1,000 hours of design work on *Shadowfist*, Daedalus Entertainment founder Jose Garcia was excited to see the game hit the market, if for no other reason than now he gets to play it using real cards.

"It's a lot more fun playing the finished product," Garcia says. "The stuff we [play-tested] was actually on paper, photocopied. So it's a pain in the ass to shuffle. And there's no flavor text."

No artwork either. If you think game design is glamorous, bear in mind it takes a lot of bleary-eyed shuffles to figure out whether a card works, needs some tweaking, or has to go. Garcia and *Shadowfist* co-designer Robin Laws started off with 1,000 cards and whittled them down to 323. Every revision meant printing and cutting new batches of play-test decks.

"If you've got a game that's fun to play when it's little black-and-white strips of paper, then you've got a hit," says Garcia.

The chores of game design are nothing new to Garcia. Growing up in Toronto, he and his friends started playing *Dungeons & Dragons* and *Gamma World* when they were 12. "I was the kind of person who always got stuck GMing," he says, laughing. But "that's actually what I liked about gaming most—creating worlds and creating scenarios.

"The first one I did... the players went into this castle, and it was just, like, dungeon after dungeon.... Each level had a different theme. There was the lizard-man level, and there was the underwater river level, and there was the caves-of-ice level. And they probably came out like a month later."

As he got older, Garcia went from designing adventures and rule variations for existing games to creating worlds and games from scratch. Eventually, he became interested in starting his own company. Through the Internet, he met Wizards of the Coast president Peter Adkison, who offered him advice.

"He really went out of his way," Garcia says. "He showed me the original WotC business plans and cash flows... and all their distributor information. And he also put me in touch with a lot of people."

In March 1993, at the age of 24, Garcia launched Daedalus in Toronto. He borrowed the company name from the fabled architect of Greek mythology who designed the Minotaur's labyrinthine lair. "I really like the myth," says Garcia. "Actually, it turns out that I'm more familiar with it than most people.... We get a lot of people who think we're 'Deadless' or 'Dead Loss' or 'Deadliest.'"

Daedalus' first release was *Nexus*, a roleplaying game set in an alternate Los Angeles surrounded by interdimensional portals. (This would explain a lot about L.A.) Garcia followed with the *Nexus Life* supplement. Then he and Laws began designing a roleplaying game based on one of their favorite film genres: Hong Kong action movies. "I created a little prototype for it, and play-tested it," Garcia recalls. "We found people loved [the genre] in a roleplaying game environment....

"Then I thought, in August [1994], that the world of *Shadowfist* would make for a really cool card game."

He and Laws went to work on a prototype.

"One day," says Garcia, "we went out to a supply store to get some scrap paper to make up some prototype cards. And we were walking back.... And actually over the course of like, two blocks—a four- or five-minute walk—we outlined what our design goals were, and we stuck to them."

Garcia credits those design goals with keeping the project on track for the next eight months, through the difficult play-testing phase. "There would be times when one of us was more or less satisfied with something, but the other one wasn't. And to proceed on something, we both had to be satisfied.... [So] we kept working until we got there."

An unexpected windfall for *Shadowfist* was Jesper Myrfors' availability. Garcia had met the one-time WotC art director earlier through Adkison, and called him in October 1994, asking Myrfors to recommend an art director. When Myrfors said he himself was interested, Garcia was stunned.

"We were lucky to get him," Garcia says. "He's a really good person. One of the reasons he gets [the results] he does is people just trust him."

In Daedalus' new offices in Mercer Island, Wash., Garcia is currently working on the *Shadowfist* companion *Feng Shui*, the roleplaying game that started it all. "This is about larger-than-life action movies," he says. "We have a blast."

Garcia and Laws are also working on another collaboration: a new card game for release next year, known only by the code name "Haggis."

—Eric Black

Meet fantasy author R.A. Salvatore

By Jack Skrip

VITAL STATS

Name: Robert A. Salvatore

Birth: January 20, 1959, in Leominster, Mass.

Occupation: Writer

Base of Operations: At home in Massachusetts

Career Highlights: "When my first book, *The Crystal Shard*, hit the stands. Also, when *The Legacy*, my first hardcover, made The New York Times bestseller list."

Above: R.A. Salvatore
Left: R.A.'s *New York Times* best-selling book, *The Legacy*.

When Robert A. Salvatore probed the depths of his soul to unearth the hidden forces that motivated him to become a writer, his revelation was a stunner: "Frustration. And boredom."

"You see," he explains, "I got out of college with a degree in technical writing and ended up working in a plastics factory. It was a totally brainless job." By daydreaming, Salvatore made good use of the many brain cells that weren't engrossed in the wonderful world of synthetic solids. Those daydreams became his first written work, *Echoes of the First Magic*.

Fans of TSR's roleplaying universe will recognize Salvatore as the creator of such popular characters as the dark elf Drizzt Do'Urden and highway halfling Oliver de Burrows. The adventures through which Salvatore guides these and other heroes are a far cry from the tar-pit tedium of his early employment history. But he managed to turn even those drab experiences into something fantastic in his novel *The Woods Out Back*.

"*The Woods Out Back* is autobiographical," says Salvatore. "The job that the hero, Gary Leger, is working at is basically my job from back then. Leger is kidnapped by leprechauns and has all these adventures, whereas I was kidnapped by my own imagination."

Thankfully, all ransom demands were ignored, and Salvatore has happily remained in the clutches of the worlds and characters he creates. He made the decision to write full-time in the spring of 1990, right after *The Halfling's Gem* made *The New York Times* best sellers list.

Salvatore's first published work was *The Crystal Shard*, released in 1988. "It was a weird feeling seeing that book on the shelves, he remembered. "It was a great high to see my name in print, but also a letdown in that it didn't change anything—my back still hurt, my car still didn't run, and my kids didn't behave any better."

The big changes came with the 1992 publication of *The Legacy*, Salvatore's first hardcover. "It changed my life," he said. "The whole industry starts working on your side suddenly. Publishers paid more attention to me, and I was able to pick and choose the projects I wanted to do.

"As well," he laughs, "I'd had back surgery, I bought a better car, and my kids were a little older."

Salvatore's projects include over 19 novels and an assortment of gaming material, such as *Hall of Heroes* (which provides gaming stats and info for his *Forgotten Realms* characters) and the *Bloodstone Lands* sourcebook.

Salvatore cites J.R.R. Tolkien as one of his biggest influences: "I read *The Hobbit* at a time in my life when I needed a hero. It is the best fantasy book ever written and always will be, and no one can push it out of my heart." He is the first to acknowledge, though, that a successful fantasy writer must read more than just fantasy.

Of which Salvatore himself is living proof. To prepare for writing *The Cleric Quintet*, he took a course in the works of Geoffrey Chaucer. "The classics—Chaucer, Shakespeare, Dante—are a natural extension for the fantasy reader," he says.

Salvatore's personal favorite is James Joyce, whom he admires for the rhythm of his language. "Whenever I get cocky as a writer, I go back to *The Dubliners*," he says. "I read the last four or five pages [of 'The Dead'], and I'm humbled. That, to me, is perfect writing."

Favorite work of your own...

All of my books have different meanings for me, but I keep going back to *Homeland*, which was the first of my *Dark Elf* books. *The Spearwielder's Tales*, my series for Ace, has a special place in my heart because I wrote them so I could read them to my kids.

Favorite work by another artist...

James Joyce's "The Dead" and J.R.R. Tolkien's *The Hobbit*.

Favorite munchie at 2 a.m....

Tri-Sum Potato Chips! I grew up near the factory. As a kid, we used to go down to the docks and they'd throw us some huge boxes of chips. I still can't resist 'em.

Favorite toy as a kid and as an adult...

As a kid, Major Matt Mason, a rubber-and-wire astronaut figure about half the size of [the original] G.I. Joe. As an adult, my '64 Mercedes 230SL sport coupe, which I had to sell. I really miss that car!

Favorite pastime or hobby...

Hockey, though I'm just coaching now, and weightlifting.

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

That would be just last year. I was a swashbuckler patterned after my favorite character, highway halfling Oliver de Burrows from *The Sword of Bedwyr*.

Last good book read...

Mars by Ben Bova. It's old-time, *real* science fiction—not technobabble or space opera—detailing a Mars mission that could be real in 15 years.

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

Since I grew my hair long and grew sideburns, everybody's been calling me Vincent Vega [from the 1994 movie *Pulp Fiction*], so I guess I'd have to say John Travolta.

Things you collect...

Charles Schulz's *Peanuts* books.

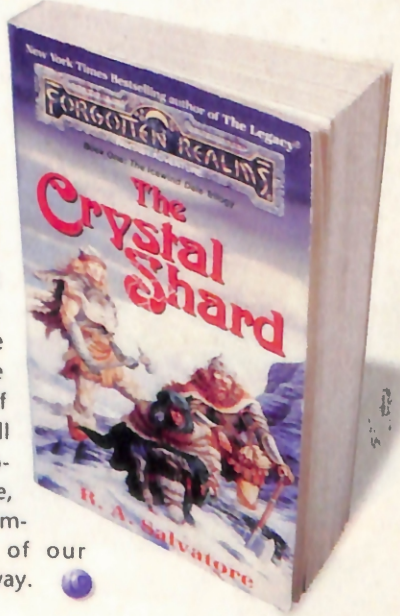
Favorite cartoons...

I've always liked the Road Runner, but my favorites are the *Peanuts* classics—*It's the Great Pumpkin, Charlie Brown* and *A Charlie Brown Christmas*.

People you'd most like to work with...

Terry Brooks [writer of the *Shannara* and other fantasy books], definitely, or Mary Kirchoff [a TSR editor who wrote the *Defenders of Magic* trilogy and other books].

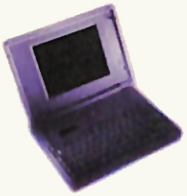
If you were an all-powerful wizard, what you would do with your powers...



I guess the standard answer would be to establish peace and love in the world, but I think I've become too cynical for that. I'd like to establish the Gene Roddenberry vision of the future in which all of the basics were provided free for everyone, because if we could eliminate greed, most of our problems would go away.

The Legacy™ & © Random House 1992. Homeland™ & © Random House 1990. The Crystal Shard™ & © Random House 1988.

PLUGGED IN



On-Line-All-the-Time-ics Anonymous

By Buddy Scalera

I think I'm getting addicted to *Federation*, the on-line RPG. I was only supposed to log onto America On-line to check it out and whammo, I'm on for about four freakin' hours. And I can't wait to log on again.

I was warned it would be like this. *InQuest* Computer Ninny Ben Todd mentioned that I ought to check out *Federation* for Plugged In. He admitted that he was addicted to the game, but I figured that Ben.... well, Ben could get addicted to anything.

Getting onto *Federation* was pretty easy. Just log onto AOL and use the Keyword: *Federation*. There are several handy frequently asked question files that will help you learn the game in a snap. (You won't be able to start the game without reading the rules. Trust me, I tried.)

Federation is not easily explainable because your goal is not to win in the traditional sense of winning. Your goal is to rise up from your lowly status of galactic cargo hauler to the esteemed (and challenging) level of Factory Builder or Explorer.

As you go, you learn the finer points of trading and cooperation. Since there are 50 to 100 new players per day, competition can get steep. That's why you must know how to spend money wisely. (Well-placed bribes can help.)

HOT SPOT

Name: *Federation*
Provider: America Online
Keyword: *Federation*
Phone: (800) 754-4400
Information: Futuristic on-line roleplaying

Federation plays like the old text-based adventure game *Zork*. You type commands to navigate the intricate system and fly through space. What makes this cool is that it's real-time game play with opponents who log in from all over the world.

Incidentally, *Federation* isn't exclusive to AOL. "*Federation* was first written about eight years ago, and started out on a network in the UK called Compunet," reveals Fi Craig, who runs the game on AOL. "Its first appearance in the U.S. was on GEnie about five years ago. It's still available on GEnie, and also members of Delphi and Cris access the same version of the game. "*Fed* is also available in various European countries, including a French-language version in France. It's the most widely available commercial multiplayer game, both in the U.S. and worldwide."

Fearless columnist Buddy has become lost in cyberspace. Danger, danger, Will Robinson...

I'm afraid to explain too much about the game. "*Fed* is actually a pretty difficult game for anyone to review," Craig warns. "Unless a reviewer is willing to play for months, they never get to see the higher parts of the game. At each stage, you move on to doing something new, and have to learn different skills and meet new challenges."

If "new challenges" means new levels of addiction to *Federation*, then watch out! Anyone know a good support group for on-line gamers? Ben and I will bring the coffee.

e-notes

Howling at the Moon

Gnashing your teeth because all anyone talks about is *Magic: The Gathering*? Don't go lycanthropic and rip out throats. Get on-line.

There are a few neato sites for those of you who tend to bark at the moon. I recommend http://student-www.uchicago.edu/users/cls6/rage/rageindex.html. It's packed with rules, card lists, spoilers, and many other cool features for *Rage* players.

Hording Information

Since I first mentioned the *Hordes* database and deck builder program, the *InQuest* e-mailbox (InQuestMag@aol.com) has been inundated with requests for copies of it.

The Hordes folks have a Web site at http://www1.cis.ufl.edu/~dsy/hordes.html. This area allows you to download the program.

You can also find *Hordes* on America Online (Keyword: GIX), CompuServe (Go: Cardgames), and FTPs (ftp.cis.ufl.edu/pub/student/dys).

Melts in Your Mouse, Not in Your Hard Drive

What do M&Ms have to do with gaming? Everything, I tell you. The entire *InQuest* staff is addicted to these rainbow-colored snacks. Also, M&Ms are great life counters (and ante... although I'd almost rather lose a Mox than relinquish a blue).

So check out the M&M web page at http://www.baking.m-ms.com/index.htm. This really cool site has recipes and pictures of chocolate. There's also a step-by-step guide to the making of M&Ms. (Another gaming tie-in: Scryb Sprites paint the M's on the candy! Honest!)

Buddy Scalera (WizardTGTC@aol.com) was recently married. You can send him wedding gifts care of InQuest magazine. Moxes are nice and will match his entire wardrobe.

shows & conventions

DEAR SHOW & CONVENTION ADVERTISERS,

Our readers have been begging us to create a Shows & Conventions section in *InQuest*—and as demanding as they may be, we still like to give them what they want.

These game hungry readers are seeking refuge in your events—so let us send you our sick...our poor...our huddled masses. See, by placing your listing in *InQuest* each month, you'll be reaching thousands of ultra-active gamers easily and affordably. And that's what **you** want.

To take advantage of what this new section has to offer, contact:

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We're looking forward to seeing you here soon.

NEW YORK

DECEMBER 27-28, **RONKONKOMA**

MAGIC: THE GATHERING Tournament at Beez Trading Post, 228A Carroll Avenue, exit 60 LIE, one block east of Hawkins Avenue, corner of Union Avenue, $15 admission, call for show times. *Homelands* (non-sanctioned) sealed deck tournament, entry deadline Friday (12/22) at 9pm. Call for more information Mondays-Friday 3-9pm, Saturdays 12noon-6pm and Sundays 11am-5pm @ 516-981-BWAX (2929) or send a fax to 516-981-FAXX (3299).

NORTH CAROLINA

MAY 10-12, **CHARLOTTE**

Roc of Age's '96 a Comic Fantasy Fair, Sheraton Airport Plaza, corner of I-85 and Billy Graham Pkwy., 80 tables @ $150 each, $15 admission until March 1st, children under 12 are free, Friday: 12noon-8, Saturday: 10am-8pm, Sunday: 10am-6pm. Guests include: James Doohan (Scotty of *Star Trek)*, Barbara Leigh (Original *Vampirella*), Boris Vallejo and Julie Bell (*Hyborian Gates*), Roy Thomas (*Marvel Comics*), Jackson Guice (*Superman, X-Men*), Al Simmons (*Spawn*), Doug Bradley (*Pinhead*) and Steve Jackson (Game Designer). *MAGIC: THE GATHERING* artists include: Ron Spencer, Jeff Menges, and Randy Gallegos. There's a costume contest and a dance. *MAGIC: THE GATHERING* TOURNAMENT's 1st prize is $1,000 in CASH!! Contact: Roc of Ages @ 407-344-3010 or 803-547-3995, or #ttp:/www.vnet.net/Roc of Ages/homepage.html

TEXAS

DECEMBER 16, **HOUSTON**

L. King Collectibles Sale-Bration Event!, 3001 Fondren, free admission, 10am-6pm. Visit our monthly in-store gaming card sale and take advantage of our wide selection of *MAGIC: THE GATHERING* and other gaming products. Qualify to win over $750 in raffle prizes, 1 draw for each $10 purchase, free gaming booster pack with this ad!!!! Call 713-782-2273 for more information.

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SIGNS OF STRO

A Sudden Loss Of Vision In One Eye. Do you recognize this as a warning sign? You should. Because the sooner a stroke, or brain attack, is treated the better the chances a life won't fade away. For more information call 1-800-AHA-USA1.

American Heart Association℠
Fighting Heart Disease and Stroke

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InQuest

CONTEST

American Entertainment Presents:

The Holiday Card Contest

This *should* be a fun time of year to go to the mailbox—after all, it's holiday card time! But in reality, it's not so great. Every year we get the same old holiday cards. "Best Wishes!" "Season's Greetings!" Blah, blah, blah. We bet all you game freaks would like to see something a little different. Like maybe some holiday game cards!

Now There's An Idea!

Yeah! We'd like to see *your* holiday game card. What if Santa Claus made an appearance in *Shadowfist*? How 'bout if Rudolph the Red-Nosed Reindeer showed up in *Rage*? Think a Star of Bethlehem would make a cool *Magic* artifact? Then do up a card like that!

We want to see your version of a holiday game card. It's easy! Just look at any existing game card—*Magic, Hyborian Gates, On the Edge, Star Quest*, whatever—and use that as your template. Incorporate all the elements a card in that game would normally have, including card name, card type, cost to play, ability, and so on. Use any medium you want—pencil, marker, oil paint, pigeon poop, whatever—*except* neon inks. Entries may be no bigger than 8 1/2 by 11 inches. Hey, if it's easier for ya, just use an existing card from the game you'll be focusing on, and glue a new front to it.

STRIKE OUR FANCY AND YOU COULD GET A PRETTY NEAT HOLIDAY GIFT:

Miracle on 34th Street from Everett Collection. *Magic: The Gathering*™ & © Wizards of the Coast. Wizards of the Coast is a registered trademark.

Prizes

GRAND PRIZE
(ONE WINNER):

Whoa! We'll send you the American Entertainment Christmas game catalog (trust us, they've got everything) and you can spend $1,000 on it in any ol' way you see fit! Go nutsy! Get 3,000 10-sided dice if you feel like it. A grand can go a pretty long way.

SECOND PRIZE
(ONE WINNER):

Same catalog, $200 shopping spree. That's still a ton of mana.

THIRD PRIZE
(ONE WINNER):

Neat. More prizes. Third-best gets a $100 shopping spree. You know the drill.

FOURTH PRIZE
(ONE WINNER):

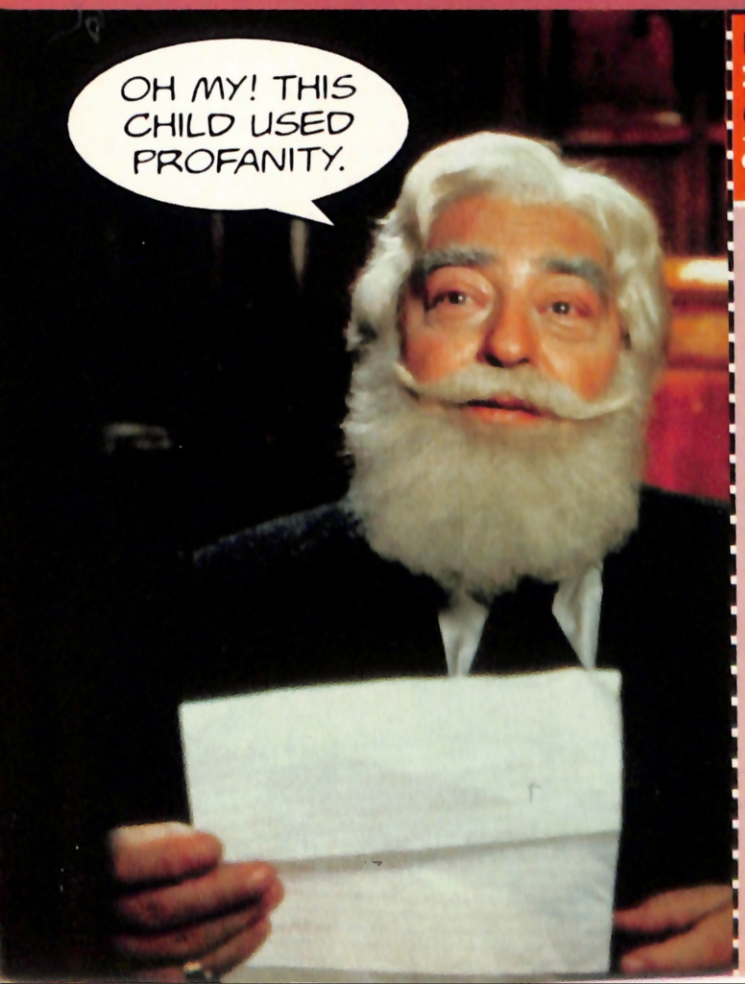
HEY! YOU CAN STILL GET $50!
You get a $50 spree. That's it.

This contest is sponsored by American Entertainment, a mail-order company that sells tons of great games.

THE LEGALESE

No purchase necessary. Contest is open to anyone except employees of Wizard Press, American Entertainment, their immediate families or that Gingrich guy who stole Christmas. That rat-bastard. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach it to your entry. Enter as many times as you like. Mail each entry separately to: Holiday Card *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...if you rearrange the letters in Santa just a little bit you get...Satan! And they both dress in red, they both have midgets working for them and they've both nailed Mrs. Claus! Man, that's messed up. **All entries must be received at contest headquarters by January 31, 1996.** Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected based on quality and creativity among all properly completed entries by Wizard Press. Judging will take place on February 15, 1996.

For a list of winners, available after February 15, 1996, send a self-addressed, stamped envelope to: Holiday Card *InQuest* Winners, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.



Fill this out, attach it to your entry, put it an envelope, and send to:
HOLIDAY CARD *INQUEST* CONTEST
c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Contest Entry Form

Deadline is **JANUARY 31, 1996**

Name:

Date of Birth:

Address:

City:

State:

ZIP:

Phone: ( )

Figgy Pudding or Gingerbread Man

CONTESTS

A LOOK AHEAD TO

GAMES ON TAP FOR THE COMING YEAR

IN JANUARY 1993, no one had ever heard of collectible card games.

In 1995, it seemed no one heard about anything else.

The Richard Garfield–designed, Wizards of the Coast–published *Magic: The Gathering* inspired a legion of game designers, and the market was flooded by collectible card games in '95—although *Magic* continues to dominate.

What's in store for 1996? To get the scoop, *InQuest* looked into its crystal ball—and then asked Matt Forbeck, Rick Moscatello, and Edward Willett to call up companies and find out.

It turns out that some games supposed to debut in 1995 will be a little late. (See News & Notes, starting on page 13, for a look at delayed products and their consequences.) But there are also plenty of brand new games on tap, based on everything from video games to professional sports to fantasy fiction. Read on for the skinny, but remember: although the information below is as accurate as we could make it, it's also subject to change without notice.

BY MATT FORBECK, RICK MOSCATELLO, AND EDWARD WILLETT

Wizards of the Coast

The undisputed king of collectible card games has a few tricks up its sleeve for 1996. Three expansions for *Vampire: The Eternal Struggle* (formerly *Jyhad*) will ship in 1995. *Ancient Hearts*, the initial '96 offering is due in March. (*Dark Sovereigns*, the first *V:TES* expansion, is scheduled for release in December 1995, the same time as the delayed *Vampire* game).

Besides all the upcoming *Magic: The Gathering* expansions—about which designers are being characteristically tight-lipped—Wizards of the Coast has two new collectible card games slated.

Netrunner is based upon R. Talsorian's popular *Cyberpunk* science fiction role-playing game. Some artwork has already been shown at conventions, and it looks great. Due to potential delays in the fine-tuning of *Netrunner*'s game play, though, the *BattleTech* collectible card game—licensed from FASA's popular game of the same name—might actually be released first. Don't look for either of them until this summer, though.

The Great Dalmuti won MENSA's Best New Mind Game award this year, and Christmas of '96 will see a brand-new edition.

Wizards of the Coast does more than card games, though. *RoboRally* will have an expansion and a "sister" game sometime next year. Plus, three brand-new, family-oriented games are in the works, though

WotC refuses to release any other information on them.

Wizards of the Coast started out as a roleplaying game company, and it'll be returning to its roots. *Ars Magica* (late of Lion Rampant and White Wolf) is due for its fourth edition in March (sound familiar?). In April, *Stormrider Returns* in the sequel to the second edition *Ars Magic* adventure, *Stormrider*. In May, look for *Exotic Magic: Fire and Ice*, which focuses on Norse and Middle East magi.

Everway, Wizard's first all-new roleplaying game, will be supplemented by an expansion book written by Robin D. Laws, co-creator of *Shadowfist*. The long-awaited *Magic: The Gathering* roleplaying game, designed by ex-TSR gurus Tim Beach and Mike Selinker, is shooting for a 1996 release, but word is that it might not make it until 1997.

■ Wizards of the Coast will resurrect *Jyhad* this December with *Vampire*.

TSR

The Game Wizards have got their traditional slew of products ready for 1996.

Blood Wars expansions will appear in January, May, and September, respectively entitled *Insurgents*, *Weapons*, and *Final Conflict*. In October, look for the *Warlord's Manual*, a players guide for *Blood Wars*.

There are four expansions for the acclaimed *Dragon Dice* on the schedule. *Firewalkers* appears in March, *Undead* in May, *The Feral* in July, and *Swampget* in November; all will be sold in nine-dice packs. Additionally, *Magestorm*, which comes in 18-dice boxes like the original release, ships in August. This features four-sided magical item dice, minor terrain (like bridges), and a powerful new race called dracokin.

In February, April, and September, look for new *Spellfire* booster packs, the first of which is *Runes & Ruins*. The second *Spellfire* reference guide ships November. This catalogs each new *Spellfire* card in full color, along with hints and tips for play. Also, the fourth edition of *Spellfire* is due out in June. (The third edition should be in stores as you read this.)

■ *Blood Wars* packs from TSR come in three yummy flavors.

Of course, TSR is, at heart, a roleplaying game company. Its big news for 1996 is *Dragonlance: The Fifth Age*, a new roleplaying game. That's right: it's not just another *AD&D* world to game in, it's a whole new game!

Based on the popular *Dragonlance* setting for AD&D, *Dragonlance: The Fifth Age* brings the entire world of Krynn up to date to the events in Margaret Weis and Tracy Hickman's new *Dragonlance* novel, *Dragons of Summer Flame*. It features entirely new rules designed for both novices and experienced gamers. As always, TSR holds its biggest releases for Gen Con, so watch for this game next August.

Decipher

The key word for Decipher in 1996, as in the past, is licensing. Hot on the heels of its successful *Star Trek: The Next Generation Customizable Card Game*, Decipher acquired the most sought-after collectible card game license of all: *Star Wars*.

The unlimited edition of *Star Wars* should ship in March (look for the initial release in December 1995; for details, read On the Shelves on page 22). Up to six expansions are planned. The first, *A New Hope*, ships early this summer. The second two take images from *The Empire Strikes Back*; the first of these is due September. The *Return of the Jedi* expansion—there may be two—won't be out until 1997. The *Shadows of the Empire* expansion, based on new material being worked up by Lucasfilm that's set between *The Empire Strikes Back* and *Return of the Jedi*, should follow in '97.

The second *Star Trek* expansion, *Q-Continuum*, is due in June. The third, but

reputedly not last, expansion is *Holodeck Adventures*, scheduled for next September. By Christmas 1995, Decipher plans to release a collectors' tin containing the complete run of cards from all three expansions. (*Alternate Universe*, the first, was scheduled to be out November 1995. For a look at Decipher's disagreements with Paramount over the *Star Trek* license, see News & Notes on page 13.)

All expansion cards will be released in collectors' tins, but Decipher isn't yet sure how many cards will be in each set, and consequently whether each set will have its own tin or all will be gathered into a single tin.

White Wolf

"There's a blood bath going on in the card market today," says White Wolf's games marketing manager, Greg Fountain, "so we're going to wait until the fur stops flying until we try another game." That said, the next card game White Wolf is considering for development is, predictably enough, based upon its successful *Mage: The Ascension* roleplaying game. Don't look for this until the summer of '96 at the earliest.

As for *Rage*, the *War of the Amazon* expansion is due out in March, and the *Legacy of the Tribes* expansion, which will feature tribe-specific equipment, is scheduled for early summer. A national *Rage* championship, similar to that for *Magic: The Gathering*, is also in the works.

In the meantime, White Wolf is falling back on dark roleplaying, which it feels is not even close to mined out yet. One thing emphasizing this is the premiere of *The Kindred*, a television show set to debut in January as a mid-season replacement on Fox. Although it's being co-produced by Aaron Spelling, don't expect *Transylvania 90210*. This is serious gothic horror, and Mark Rein•Hagen, designer of *Vampire: The Masquerade*, is riding shotgun with Spelling, making sure things are done right.

White Wolf's biggest roleplaying release of the year is due in March. *Vampire: Dark Ages* allows players to take on the role of bloodsuckers during the medieval era. Imagine a vampire lord feeding on his defenseless serfs and you've got some idea how the Dark Ages got their name in the World of Darkness.

In the not-too-distant future, other White Wolf lines will also be "retroed." Although nothing's pinned down yet, you might be able to play werewolves in prehistory or even mages during the Renaissance.

The second edition of *Wraith: The Oblivion* should be out in August, continuing White Wolf's tradition of releasing a fixed-up, hardcover version of its games a year or two after the original release. *Changeling* isn't to that point, but second and third parts of a trilogy of gaming sourcebooks and a linked trilogy of novels called *Immortal Eyes* should ship in April and September.

■ Tony Diterlizzi's Troll cover for *Changeling*.

Alderac Entertainment

Alderac Entertainment plans to spend 1996 supporting its new card game, *Legend of the Five Rings*, which derives its world from Japanese and Chinese feudal mythology.

In the spring, *Shadowlands* will be released. This expansion has a Japanese underworld (as in Hades) theme, and is packed with creepy crawly things. Introduced in this expansion are two new and more powerful clans, the Scorpion and the Naga. Newer cards will often have greater power but self-destructive drawbacks.

By midyear, the second expansion, *Forbidden Knowledge*, should be released. The background of this expansion is that the older clans will unite to fend off the ever-increasing power of the Shadowlands. Their attempts will be aided by new "Dark Scroll" cards, containing dark magic, usable by the older clans, capable of fighting the dark magic of the Shadowlands.

Alderac also plans to launch The Imperial Assembly. Players will be encouraged to join, and send game results to, the Assembly. These results will partially influence what happens to the characters in *Legend*, such as who lives, dies, grows stronger, or changes allegiance.

Finally, Alderac Entertainment will hold card design contests, the winners of which will see their cards in 1996's third expan-

sion, *Anvil of Despair*. Alderac itself doesn't know precisely what *Anvil* will contain, but spokesman John Zinser pledges that it will drastically change the game.

Atlas Games

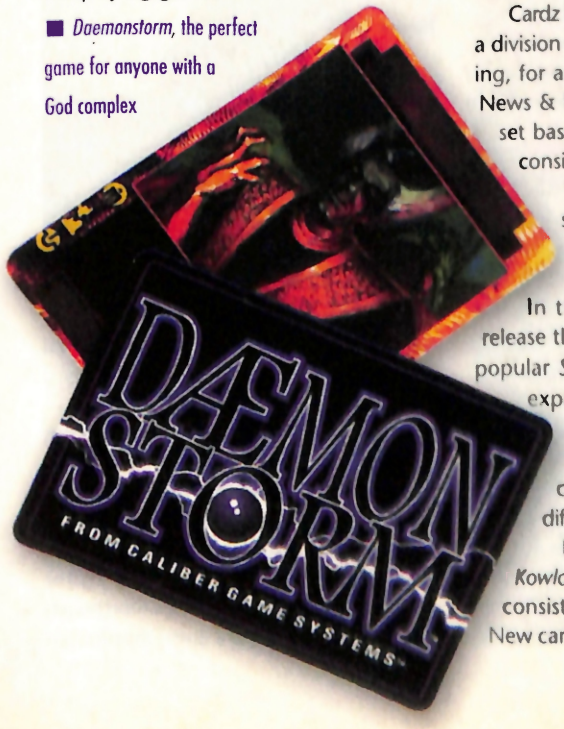
Atlas has a new non-collectible card game in the works. Paul Nurnberger, customer service and Internet representative for Atlas, describes it as "kids on the playground going after each other." The tentative title is *Sticks and Stones*; no release date has been set.

Caliber Game Systems

In 1996, Caliber Game Systems is looking to the creations of its sister company, Caliber Comics, for inspiration. There's no firm release date yet, but be on the lookout for *Daemonstorm*, a fantasy horror game that includes elements of Caliber Comics' *OZ* series as well as *Raven Chronicles*, *Deadworld*, *The Realm*, and *Negative Burn*.

Daemonstorm should be the perfect game for anyone with a god complex; in it, players assume the roles of deities scrambling like mad to "accrue followers and amass power in order to traverse across multiple worlds and escape utter oblivion," says Joe Martin, Caliber associate director.

Caliber will give you the opportunity to play multiple universes with the as-yet-unscheduled release of a "multiversal" roleplaying game tentatively titled *Primordial*. "It will debut with a large guidebook, and world books will follow as supplements," says Martin. "Rumor has it that the first world book to ship will be the official *Spawn* roleplaying game."



■ *Daemonstorm*, the perfect game for anyone with a God complex

Cardz

Art Young, Cardz vice president of marketing, is excited about the new *One-on-one Hockey Challenge*. Licensed by both the National Hockey League and the National Hockey League Players Association, the game will use images of actual NHL players and includes a random element (because "anything can happen in a hockey game") in the form of dice with NHL icons.

■ Rayden vs. Baraka—just one of the many match-ups you'll find in *Mortal Kombat Kards*.

As for the *Hyborian Gates* CCG, Cardz will hold up to 50 demonstrations and tournaments nationwide every week. Players can look forward to a new expansion set, *GateLord*, in March, which will introduce new strategies and new powers to the game, encouraging new combinations of cards that "we hope will make strategy even more elaborate."

Cardz is joining forces with BradyGAMES, a division of Macmillan Computer Publishing, for a *Mortal Kombat* card game (see News & Notes for details). An expansion set based on *Mortal Kombat 3* is being considered.

NHL. *Mortal Kombat*. They do seem to go together, don't they?

Daedalus Games

In the spring, Daedalus plans to release the *Flashpoint* expansion for their popular *Shadowfist* game. This 140-card expansion will concentrate on two clans, the Dragons and the Architects of the Flesh. In addition, cards will feature characters from different time periods and locations.

In early '96, check out *Combat in Kowloon*, a *Shadowfist* introductory set consisting of two tuned 60-card decks. New cards will be printed just for this set, although they may eventually be released as part of the main set.

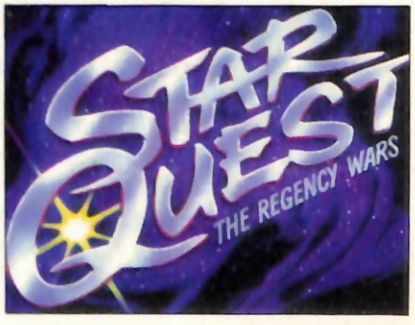
Two more expansions are planned for the summer and fall, one with a historical motif, the latter more contemporary. John Tynes, Daedalus media liaison, wasn't inclined to give more details, although he notes that the real-world return of Hong Kong to Chinese dominion in late 1996 "might" have some impact on the expansion.

Daedalus will also publish *Feng Shui* RPG sourcebooks based on *Shadowfist* factions and expansion sets, starting in the spring. These won't contain any card-playing tips, but'll be packed with fun background information.

Daedalus has also licensed *Shadowfist* mouse pads, tentatively due next spring.

Comic Images

The first expansion set for *Star Quest* will be launched in March. The 100 *Origins* cards will feature all-new work by science fiction art greats Michael Whelan and Frank Frazetta. The set will provide players with a lot of answers about where the Regencies come from, Comic Images co-owner, president, CEO, and king Hank Rose says, "almost like a historical novel on the back of the game cards."



A second expansion set, *Heroes and Villains*, is planned for the summer. A third set, *Valkyre*, might appear by the end of 1996. It will introduce a new race of superwomen.

Companion Games

Companion Games will bring out *Piracy*, a *Galactic Empires* expansion, in February. Adding two and possibly three new races and "some interesting rules," according to a spokesman, *Piracy* is the next step in the game's "constant transmogrification."

Galactic Empires will be transmogrified even further this spring with the release of *The Comedy Club on the Far Side of the Galaxy*, made up of some of the funny cards designers have had ideas for over the past year or so. The Wannabe Game Designer card has artwork but no rules, just a space where players can write their own.

Two expansions for the *Star Fleet Battles* board game are also planned for late spring. A collectible card game called *Pentacle* will also appear in early '96. In this remake of Morningstar's 1990 game, players are wizards whose purpose is not to kill the other wizards but to drive them insane.

Fleer

Fleer will unleash a DC Comics version of *OverPower* expansion in March. This still-untitled expansion will feature 15 heroes from each of the Batman and Superman universes. Characters in this expansion will have a new attribute, Intellect. Fleer may eventually reprint Marvel heroes with the new attributes. Collectors should be happy to hear that the cards will feature all-new artwork.

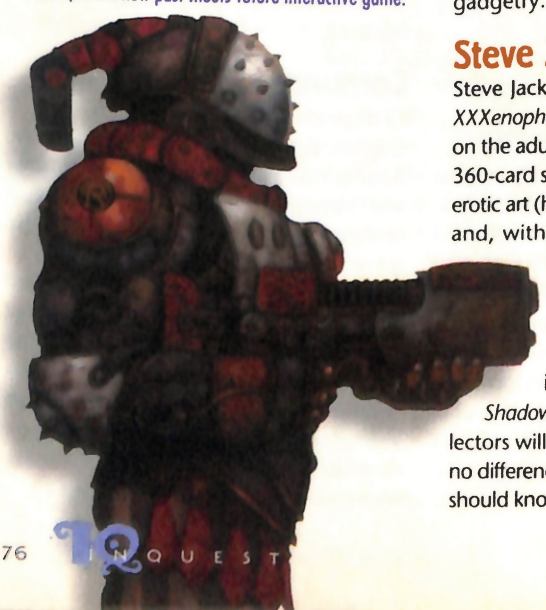
Pending lawyers' approval, Fleer will introduce numerous new licensed sports and non-sports games made possible by its recent purchase of SkyBox.

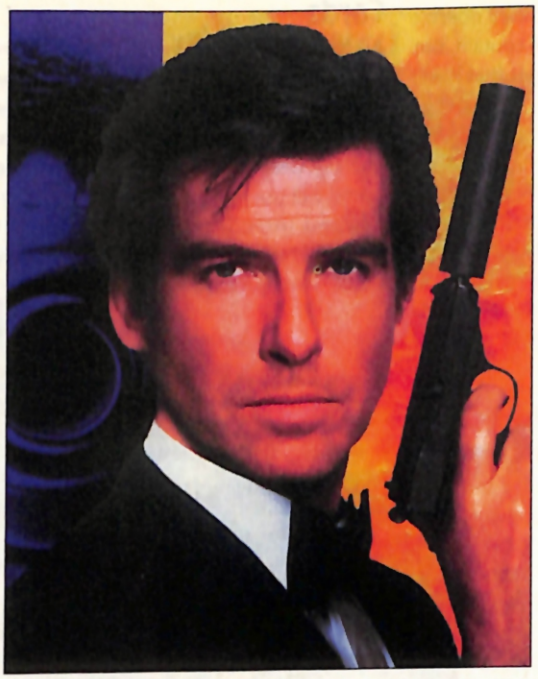
FPG

In late March, FPG's *Guardians* game will be supplemented by the tentatively titled *Drifter's Nexus* expansion. This look-into-the-multiverse expansion will have a strong chaos theme to it, as many cards will involve rolling dice to determine their effects. Not even tentatively titled yet, the following expansion will have strong Egyptian and Aztec motifs.

FPG will also print three "interreactive" card games in April, all featuring the work of artist Brom. These futuristic but not cyberpunk card games are set in a world with a Dark Ages mentality—a character's as likely to wield a gun as a pointy stick, which is more effective when bullets become scarce. Although each game will have different rules, they will mesh in critical parts, such as turn order and combat.

■ "A Plasma-Gun-Wielding Knight in King Arthur's Court." FPG sports a new past-meets-future interactive game.





■ *Goldeneye*, the latest movie to star Mr. Bond, has a new CCG following

Heartbreaker Hobbies & Games

Heartbreaker plans to release *Mortificator*, a 120-card expansion for its *Doomtroooper* game, in January. The Mortificators are like ninjas; new card types will feature poison, which can kill, rather than merely wound, characters in the game.

A *Doomtrooper* video game and CD-ROM are provisionally scheduled for late 1995.

Heartbreaker will also distribute a second *Crow* card game. As yet untitled, it will be based on *The Crow: City of Angels*, the upcoming sequel to the cult *Crow* movie starring the late Brandon Lee. The cards in this game, to be released with the film in August 1996, will contain screen shots from both movies.

Look for *Q*, an expansion for the *James Bond 007: Goldeneye* card game, late in 1996. It'll be chock full of James Bond gadgetry.

Steve Jackson Games

Steve Jackson Games plans the release of *XXXenophile*, a collectible card game based on the adult comic book by Phil Foglio. This 360-card set will feature a good amount of erotic art (heck, any amount is good, right?), and, with Phil Foglio involved, you can expect humor as well. Other *Magic* illustrators have also contributed to this game, including Jesper Myrfors (*InQuest*'s interview with the *Magic* and *Shadowfist* artist starts on page 60). Collectors will be pleased to learn that there's no difference in card frequency, and gamers should know that Steve Jackson himself says this is a great game—with or without the artwork, it's lots of fun to play.

In response to concerns about releasing a sexually explicit card game that could end up in the hands of minors, Jackson replies that the artwork is more along the lines of *Playboy* than *Hustler*. His advice to fundamentalist types who are certain to complain: "They can just chew on their lower lips and fume." SJG plans a Valentine's Day release to give lovebirds something new and fun to do.

Mayfair Games

Mayfair Games plans to release its *Fantasy Adventures* collectible card game in February 1996. Players take turns running a party of adventurers or chucking monsters at adventurers in a dungeon crawl, with victory determined by who snatches the most gold after a fixed number of turns. This 450-card set features four levels of rarities, so collectors might rip open a plethora of packs before completing a set. Future expansions will feature characters and monsters based on the *Wheel of Time*, *Thunderscape*, and *Might & Magic* novels.

■ Robert Jordan's *Wheel of Time* series will be an upcoming expansion set for Mayfair's *Fantasy Adventures*.

In April, Washington, D.C., *SimCity* expansion packs will go on sale. Later expansions will feature other Northeastern cities like New York and Toronto.

New Millennium Entertainment

New Millennium Entertainment is the home of the *Battlelords* collectible card game, but its first new product in 1996 won't be a card game. It'll be *Conspiracy X*, and if that X makes you think of a certain Friday-night television program, you're on the right track.

It seems aliens are among us, and we're just starting to catch on. Throw in secret files, government conspiracies, alien plots, and psychic powers and, New Millennium spokesman Alex Jurkat says, "You'll never look at the world the same way again!"

Does *Conspiracy X* remind you of another X-favorite?

The initial expansion set for *Battlelords*, scheduled for winter, is called *Genesis*. It adds new races, expanded matrix capabilities, rule-bending Operations and Battle cards, new chase cards... and heralds the coming of the Arachnids, mortal enemies of the Alliance who have tried to conquer civilized space before.

This time, it looks like they're here to stay, because in the spring, the second *Battlelords* expansion arrives. This set, with the working title *Arachnids*, will also include the Krakeds, a race desperate to maintain its neutrality—and willing to fight to keep it.

In the summer, New Millennium will unveil a stand-alone game called *Armadas*. "Performing missions on Hotspots is no longer acceptable," Jurkat explains. "Now the Hotspots must be secured by force."

Best of all, *Armadas* will be fully compatible with the skirmish-level *Battlelords* game, which means players will be able to combine cards from both games and create a one-of-a-kind "epic."

Precedence

Precedence is best known for its sports-based collectible card game, *Upper Deck Gridiron Fantasy Football*—but that, says Paul Brown, Precedence's marketing director, is just "the opening salvo."

Precedence feels that in three or four years, sports-based games will be as popular a category of CCGs as fantasy-based ones, and "we want to be the leader of that category."

Not only can players expect an expansion set for *Gridiron* in early 1996, they can also look forward to the announcement of a new game based on "a major team sport" some time during the first quarter. Contractual considerations prevented Brown from giving more details.

A series of books on the prides or tribes of the *Immortal* RPG will ship every month or so in 1996. (*Dracul* kicks off the series in December 1995.) Each book will offer history and rules for the prides or tribes in the game.

Thunder Castle Games

Over at Thunder Castle Games, the big news is *Highlander*. A second edition of cards from the TV series will appear in spring 1996. Its 200 TV cards and 100 reprints will feature eight new immortals, "including one famous rock star and a couple of well-known actresses." In the summer, *The Gathering* will introduce 300 all-new cards featuring pictures from all three movies. In the fall, look for an unlimited movie edition.

In the second quarter of '96, Thunder Castle President Mike Sager says, Thunder Castle will release *Highlander: The Live Action Role Playing Game*, "a live-action version that uses the cards as the combat system."

The Greek Edition for *Towers in Time* debuts next year.

In the second quarter of 1996, look for *World Wrestling Federation: The Card Game*. In the *WWF* game, players will play characters with powers. The game will be sold not only in game stores but at WWF venues as well.

Finally, fans of *Towers in Time* can look forward to three new editions in 1996: Greek in January, Amazon in May, and Norse in midyear.

Sager promises many other games and products in 1996, but when pressed for details, he offers only this hint: "We're going to be venturing to worlds people are very familiar with—including some comics worlds."

U.S. Games Systems

U.S. Games' contribution to the card game craze, *Wyvern*, will be supplemented by the *Chameleon* expansion, its second, in January. The catchphrase "Nothing is as it seems" best describes this set, which will introduce many new types of cards. The most important ones are the Chameleon dragons that turn into terrain (or is it Chameleon terrain that turn into dragons?). Other cards will revolve around gaining more gold, of which Chameleons are particularly fond. Included with the eight-card booster packs will be inserts that clarify how the new cards work and introduce rules for variant games like Dragonslayer vs. Dragon.

Also intended for January release is the Kingdom (read "Revised") Edition of *Wyvern* cards; this will be a continuing run of many previously released cards, some of which will have clarified rules text. This approximately 277-card edition will include cards from expansions.

U.S. Games is also whispering about new licensed collectible card games involving fantasy and mystery.

WildStorm Productions

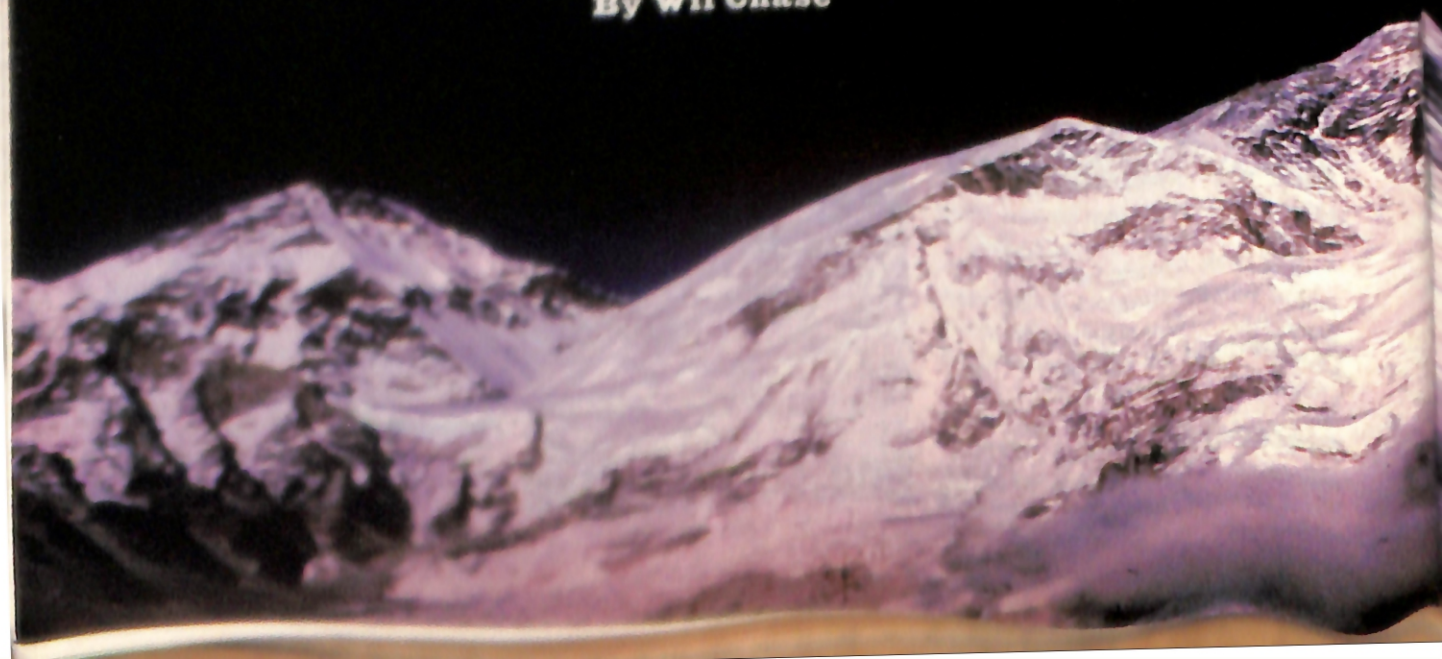
WildStorms' first expansion, *Conflict*, is rescheduled for February. This 150-card expansion set will add "lots of new characters and new battle sites," according to Jeff Mariotte, marketing director for *WildStorms*.

Conflict includes one unique subset: "some of the women who go to conventions dressed as WildStorm characters," says Marriotte, including Voodoo, Velocity, and Avengelyne.

Deep Freeze

A *Magic* game of good vs. evil fought by *Ice Age* antagonists.

By Wil Chase



Life has not been easy for the past hundred or so years. As if watching glorious empires fall at the hands, claws, and maws of degenerate creatures weren't bad enough, now the average citizen of Dominaria must deal with numbing cold and hordes of slavering undead, driven onward by the mad necromancer Lim-Dûl. Ah, the joys of living in the world of *Magic*.

But here's your chance to defeat, once and for all, the greatest source of evil Dominaria has ever known. Or, if you so desire, to be that evil, to lay waste to civilization, and to encase the world in ice. Sounds like fun, doesn't it?

Setup: One player will represent the city of Kjeld, fighting at all costs to save its way of life and defeat the necromancer Lim-Dûl. The other player, Lim-Dûl himself, is trying to seal the world in a frozen blanket of death. Kjeld has the advantages of better-trained personnel and a better starting position, but has problems bringing out new warriors. Lim-Dûl starts off with a weaker initial position, but his army grows rapidly.

White starts with four stacks of six creatures already in play. Black starts with six stacks of two creatures. They should be set up like the diagram on page 80.

The stacks are built before the game begins using Fourth Edition, Revised, and *Ice Age* creatures. The white player may use white and green creatures; the black player may use black and red creatures. Since blue is the color of trickery, its cards are available to *both* players. However, no stack may start the game with more than one nonwhite or nonblack creature, and that creature's power and toughness can't add up to more than five.

Before and during the game, stacks are subject to the following restrictions: No stack may contain more than six creatures. The total power and toughness of a white stack may not exceed 12 power and 20 toughness. Black stacks are restricted to 15 power and 15 toughness. Only the top creature on every stack is considered "in play." Creatures underneath may not be affected by any spell until the creature above it moves or leaves play.

Like stacks, decks may be built from Fourth Edition, Revised, or *Ice Age* cards. A deck may only contain three of each card, except for creatures and basic lands. There may only be two of each creature; there's no limit on basic lands. Oh: and creature-counter–producing cards like Caribou Range are banned from this game variant.

You'll probably want to impose other restrictions to preserve some semblance of balance. Each deck may only have one creature of any kind with protection from white or black. The Northern Paladin is similarly restricted. Black wouldn't stand a chance with two of them in play! Restricted creatures are limited to one per deck, and may not be placed in a starting creature stack. Color hosers like Karma, Anarchy, or Stench of Evil should be banned. They reduce the game to a quick-draw contest: the first player to draw a color hoser will probably be the winner.

Use some common sense about which cards should be restricted or banned. Don't ban a card just because it's powerful; do ban it if it's a color hoser or will automatically shift the game in one player's favor.

The white player may use green or blue in his deck, and black may add red or blue, but these ally colors may not make up more than a quarter of the deck, including lands. If you have a multicolor card, it counts against the 25-percent limit. After all, the story of *Ice Age* is essentially a story of the war between good and evil, black and white.

When both players have their decks and creature stacks ready, randomly decides who goes first and begin the game with the normal 20 life and seven cards per player.

Play: Creatures cast by a player during the game may be placed anywhere in any of that player's stacks, except the top position. The only time a creature is placed directly in play is if there are no other creatures in a stack. Black may cast any creature without penalty. The white player, however, must pay double the casting cost for any summoning spell. For example, a Savannah Lions now costs two white mana, instead of one, to cast.

The top creature in a stack may move, but only to the top of an

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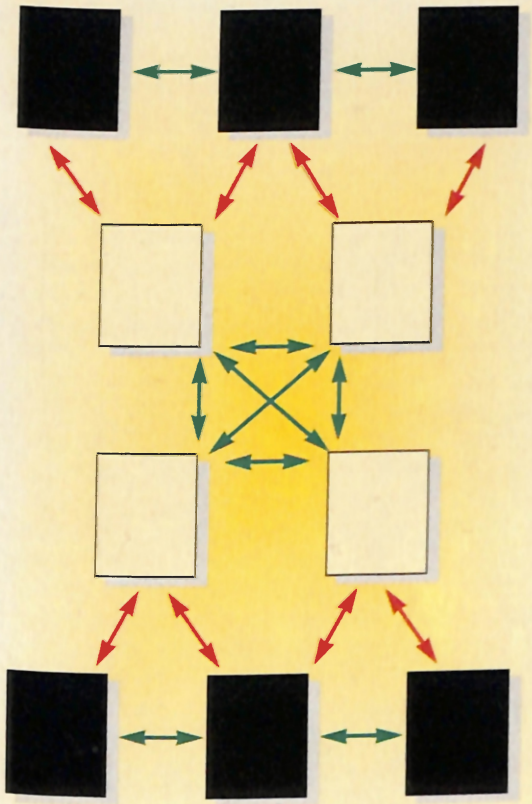
GAME DIAGRAM



Red arrows indicate legal attacks for non-flyers.
Green arrows indicate legal movements for creatures.

adjacent stack, and taps when it does so. As the movement arrows in the diagram show, white cards may shift to any other white stack, but black cards may only move to a black stack next to it. Black cards can't move from one line to another. If a mobile creature covers a card in its new stack, the covered card is frozen: it keeps any creature enchantments and counters that are on it, but does not lose or gain counters or bonuses of any kind until it re-enters play.

At the end of your turn, after all creatures have healed, check each stack. If a stack is found to exceed its maximum power or toughness as given in the Setup section above, bury it immediately. If you cast Holy Armor and then go over 20 toughness by pumping up the enchantment with white mana, it doesn't matter: that's a fast effect, and it disappears at the end of the turn. But if Holy Armor's permanent extra +1 power or +2 toughness push the stack over a limit—see ya!

Combat: Creatures attack target stacks rather than a player. A stack may be legally attacked if it's within the range shown by the attack arrows in the diagram. After all attackers and their targets are announced, all attacks on stacks are carried out simultaneously.

When a creature leaves play, the creature underneath it, if any, enters play immediately, without suffering from summoning sickness. That means it can tap to attack or use an ability as normal, so you'd better hope there's not a Craw Wurm lurking beneath those Savannah Lions you just Terrored!

Flying creatures may attack any stack, not just those within normal range. A flying attacker may target a nonflying defender; it deals damage to the nonflyer and receives damage from it.

Creatures with banding may now "share" damage with the top creature of any adjacent stack. This is a good way to keep a Prodigal Sorcerer alive.

If the top creature in a stack is tapped, whether from attacking or just being moved, it will still block attackers and deal and receive damage as normal. A creature can only attack a player directly when one of that player's creature stacks is empty. The defending player thus has no one to block his flank and must take the damage. Other creatures may be summoned to fill the gap later.

Damage to players may only be dealt by creatures. All damage done to players by sorceries, instants, and enchantments is reduced to zero. For example, a six-point Pestilence would deal six damage to everything on the board but leave both players untouched. However, spells and effects that require the sacrifice of life by the caster are played as normal; remember, sacrifice is a cost and not an effect.

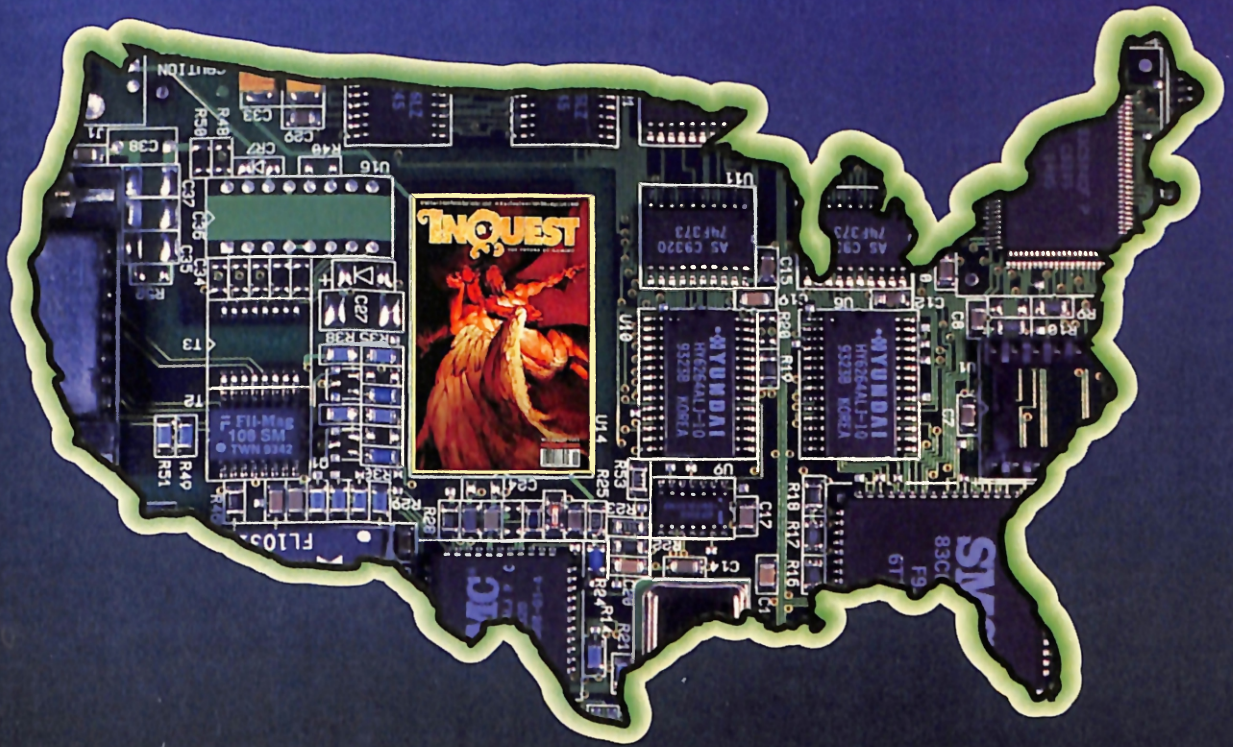
Strategy: If you're playing white, the most effective strategy is to punch a hole through black's defenses and then pour it on quickly. Time is *not* on your side! The more quickly you can eliminate a stack, the larger the hunk you can take off black's life total. Don't overlook your "protected" creature. Whirling Dervish can be very effective if brought out early enough. White has a distinct advantage because of its expansive healing capability.

If black can survive five or so turns, the game turns ugly for white. Black begins to build a numeric advantage. The strength of black's creatures is their size. A Lord of the Pit can really mess up white's day, although he does tend to eat up a lot of valuable stack space, not to mention the constant drain of creatures that may weaken other stacks.

Ending the Game: The game ends, as always, when one player is reduced to zero life. If white wins, rejoice—the *Ice Age* is over! The world will slowly recover from its long winter. If black wins, the world is truly doomed. All living things will be consigned to an icy grave, and Lim-Dûl will dance about, happy as a school girl.

Wil Chase, king of game variants, is currently trying to thaw his privates. (It's a long story.)

Wire Into InQuest™



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Year's End

By Douglas Goldstein

It's a bird, it's a...hey, waitaminute, it *is* a freakin' giant bird. Aw nuts, there goes the Superman intro.

"Ooohh...I think I knocked back one too many winos. The whole world's spinning."

The end of 1995 has proven to be a very interesting time for us CCG fans and collectors. *Magic* has been the prominent game for a long time now, and is certainly responsible for creating the entire CCG craze. Dozens of new games have been released, and heck, there's probably a few more new ones on the stands right next to where you bought this magazine. What effect has this tidal wave of choices had on the players and retailers? Well, we'll answer that soon—first we look at *Homelands*!

HOMELANDS

Homelands hit the stands in mid-October and enough packs were released to keep people happy. Pack prices didn't go above the suggested price of $1.75, which is a pleasant oddity among the recent *Magic* releases. We all remember when *Ice Age* came out—packs were $5 each! *Chronicles* still seems to be getting special attention from the consumer when it's put on the shelf. We still like the idea of getting the older, exotic cards cheap.

The possible downside of lots of *Homelands* cards is that it doesn't seem that the demand is that high. Store owners are used to getting a small amount of cards and selling out fast, because the demand is greater than, let's say, the two *Ice Age* boxes out of the ten they ordered way back when. Now that they ordered ten *Homelands* boxes and they got all of them in, but only sell out five or six, it seems like demand is down. Add the fact that demand of *Homelands* IS weak, and you've got a *Magic* set that's not moving as fast as others have.

But what's this? A *Magic* set that's not moving as fast as the others? Isn't this the set with Baron Sengir in it, the big mother of all Vampires who fetches around $9? Or the kick-ass Serra Aviary that gives all flying creatures +1/+1? That's a $6 card! And what about Aliban's Tower, that gives a target blocking creature +3/+1? Well, wait a sec, that's not that special. Come to think of it, there's maybe a dozen very exciting and revolutionary cards in this set, cards like Primal Order and Autumn Willow, but most of the other cards like the aforementioned Aliban's Tower don't add anything to the game. Also, cards like the Giant Albatross—complex, yet not that interesting (not to mention, the ability has nothing to with being a Giant Albatross)—abound in this set, and you'd only play with it for variety's sake.

MAGIC SINGLES

Another problem facing *Magic* nowadays is a desire some players have to unload their expensive cards. Says Shawn Autry of Comics, Inc., in Fayetteville, NC, "The new Chaos Orb tournament restriction caused a sell-off of the card." Apparently, people aren't happy that a card like that—fun with a handsome price tag—is now unusable to them. Many are scared about their other, more expensive cards like the Moxes and what could happen to them.

The singles market overall has dipped a little. With four different kinds of *Magic* packs to choose from on the stands right now, people seem more willing to spend their money and shoot for a cool card in a pack rather than specifically buy an expensive card (especially with *Chronicles*, where you can easily get a old powerhouse that was out of reach just weeks ago).

BEYOND MAGIC

There were many games released that showcased outside properties. Fans of the *Highlander* TV show, are likely to try out the *Highlander* CCG. Even if they don't prefer to play, they still have nice-looking photos of the show which, for them, serves as simple trading cards.

Another example of this is the two prominent games about comic book characters, *OverPower* (Fleer's card game about Marvel characters) and *WildStorms* (featuring the characters from Homage Studios, a popular division of Image Comics). Many comic book fans are also trading card collectors. A *Gen*^{13} fan will buy cards with the Gen^{13} characters on them, and will actually seek out the cards in the *WildStorms* game that feature them. Will they play the game? Who knows? But even if they don't like it, they'll still seek out those specific cards for their collection.

This way of bringing people into the gaming world could be effective. "At first, cus-

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tomers didn't realize it was a game," noticed Michael Morfeld of All About Books & Comics in Phoenix, Ariz., about the *OverPower* game. Fleer's name is recognized as the producer of trading card sets featuring Marvel Comics' characters, and people will buy *OverPower* almost by rote because they enjoy trading cards. When they realize they've purchased something they can play as a game, you've got a potential new gamer. Unfortunately for *OverPower*, while it's captured many of the comics fans, it hasn't sustained a strong following with the core gamers, which has resulted in a showing that's disappointing considering the effort Fleer put into the game.

But just because a game hasn't exploded into another *Magic* doesn't mean it's not worthwhile. There is only one *Magic* (retailers were hoping another *Magic* would pop up in this season of releases, but none so far). Many times, if word gets out that a game is good, it will generate quick and fast sales where people try it out. If it doesn't match their taste, they move on. If it is a good game; however, it will generate a strong cult following. *Rage* seems to be going this route, with a lot of success at first and less excitement with *Umbra*.

Spider-Man pummels a villain in *OverPower*. Al Gore hugs a tree in *Illuminati*.

You, the reader, should explore all the games that are out there. Games like *Illuminati* have a small but solid cult following. (Personally, I had a blast when I played *Illuminati*. Where else can I have Al Gore try to destroy France?) *Jyhad* was popular once, and whenever Wizards of the Coast gets around to releasing *Vampire* (its update/revision of the game), it could be big again.

A SPORTING CHANCE

In the same vein as the comic book games, Donruss has released two sports games with quality photographs that are sure to get a lot of interest outside of the gaming community.

Red Zone is a football game that will attract the football fans on a regional basis because it does something no other cards did as trading card sets. Since you need players in all positions to put together a complete football team, they had to make cards of players who may not be prominent enough to make it into actual football card sets (there's 32 teams, 52 people on each roster, which is...um...more cards than a normal trading card set features, so many players get left out). For fans of specific teams, this is amazing. In San Diego, nobody's seen a card featuring offensive tackle Harry Swayne before, so Charger fans will eat it up. Swayne could be a $2 card there. Everywhere else it's bird-cage liner, but that's what regional cards are all about. Tom Beer, who's he? Few will care outside of Detroit, but the Lions fans will seek this single out. This is a strange opposite to what we're used to in the CCG world, since these cards, that aren't necessarily the best cards to play with, will be sought after.

Top of the Order, Donruss' baseball game, has a special feature that will generate quick interest. Donruss has really moved fast. Trading ended at the beginning of September, and here we are with baseball cards featuring photos of the players on the correct teams *almost immediately*. That beats out any other baseball card set. Bobby Bonilla was traded to the Orioles, and here he is in proper uniform and everything. People like Bret Saberhagen were traded on the deadline, and here he is on the Colorado Rockies. This should attract attention until other baseball trading card sets come out.

YEAR ENDS

The game makers have a few more opportunities to give us games that can catch on like *Magic* (or close to it). *Middle-earth: The Wizards* may be out by the time you read this, which is sure to be a hot seller. Not only does it feature Tolkien's world, the best fantasy setting ever put to paper, but it's a well thought-out game. *Star Wars* is also going to be a huge release—that is, if it's ever released. Not only is there a strong Star Wars following outside of the gaming community, but what gamer doesn't love it also? It'll be the next *Star Trek*, and may have more staying power since this game is more action-oriented. Either way, retailers and players alike are looking forward to these games.

Dozens of chipmunks were staring through the window at Doug Goldstein while he wrote this column. That shouldn't stop retailers who want to tell him and InQuest about market conditions from emailing him at douggold@aol.com.

UNTAPPED POTENTIAL

Card: **Marjhan**
Set: ***Homelands***
Current Value: **$4 - $6**
Rarity: **Rare**

An 8/8 creature? Well, that's nice. In fact, there was a time when being one of the biggest creatures in *Magic* would drive up the price of a creature to around the $10 range. Leviathan, Colossus of Sardia, and Polar Kraken have all played in that league. The Marjhan should be due for membership in this club soon, especially when you consider its added bonus.

Two blue mana pings an incoming attacking non-flyer. What else does that? Certainly nothing that comes along with an 8/8 attached to it. When you consider that spending two blue and sacrificing a creature to untap it is arguably one of the less problematic side-effects among the big creatures, and that you don't even need it untapped in the first place to play the pinging game, more people should put Marjhan in their decks.

Spider-Man card ™ & © Marvel. Al Gore card ™ & © Steve Jackson Games.

GUIDELINES

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

Near Mint (Nr-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), Fair (F), Poor (P): 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. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings, Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tampa, AZ; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; B&R Baseball Cards in Sufferns, NY; Barry's Collectors Corner in Grand Forks, ND; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntsville, AL; Cards, Coins & Collectibles in Monroe, LA; Chimera Comics & Cards in Fond Du Lac, WI; Chuade's Comics in Hatboro, PL; Collector's Choice in Athens, TN; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MoA; DR Comics & MR Games in Oakland, CA; Discount Hobby in Kahumoou, HI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severna Park, MD; Galileg's Comics & Games in Statesboro, GA; Game-Alot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hanson's Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Legacy Comics & Cards in Colorado Springs, CO; Lahaina Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Major Leagues in Lansing, MI; Major League Cards & Comics in Pineville, LA; Mission Games in Mission, British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in CedarFalls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Pee Wee Comics in Canoga Park, CA; Saratoga Sci-Fi Shop in Saratoga Springs, NY; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shindler's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; The Time Tunnel in Statesville, NC; Thunderstorm Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Reory, KY; WarGames & Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Rensset, NY; The Zone in Louisville, KY

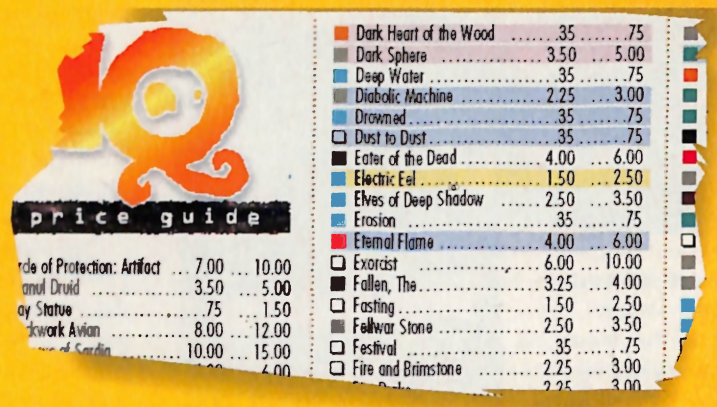
About the Price Guide

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. The price ranges listed reflect the current selling prices. The higher price represents the full retail price for an individual card or a single item. The lower price is what one might expect to pay if purchasing from a fellow collector, or if you're buying more than one card. There are many other factors that can cause a retailer to price a card for less than the "high price," which includes local competition, current saturation of the market, and just plain old supply and demand. (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.



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.

INQUEST price guide

ALPHA LIMITED

WIZARDS OF THE COAST- 1993

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

Full Set (295 cards)	$2,800.00...3,400.00
Starter Deck (60 cards)	200.00...250.00
Starter Box (10 decks)	1,900.00...2,500.00
Booster Pack (15 cards)	90.00...110.00
Booster Box (36 packs)	3,200.00...3,700.00

Air Elemental	2.50	4.00
Ancestral Recall	75.00	125.00
Animate Artifact	1.50	2.50
Animate Dead	1.50	2.50
Animate Wall	5.00	8.00
Ankh of Mishra	8.00	10.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	20.00	30.00
Balance	7.00	10.00
Basalt Monolith	3.25	4.00
Bayou	20.00	30.00
Benalish Hero	.75	1.50
Berserk	35.00	55.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	250.00	350.00
Black Vise	3.25	4.00
Black Ward	1.50	2.50
Blaze of Glory	50.00	70.00
Blessing	8.00	10.00
Blue Elemental Blast	.75	1.50
Blue Ward	1.50	2.50
Bog Wraith	2.50	3.50
Braingeyser	18.00	25.00
Burrowing	1.50	2.50
Camouflage	15.00	20.00
Castle	3.50	5.00
Celestial Prism	1.50	2.50
Channel	1.50	2.50
Chaos Orb	100.00	125.00
Chaoslace	4.00	6.00
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
Clockwork Beast	7.00	10.00
Clone	12.00	18.00
Cockatrice	12.00	18.00
Consecrate Land	18.00	25.00
Conservator	1.50	2.50
Contract from Below	7.00	10.00
Control Magic	4.00	6.00
Conversion	3.50	5.00
Copper Tablet	12.00	18.00
Copy Artifact	12.00	18.00
Counterspell	3.50	5.00
Craw Wurm	.75	1.50
Creature Bond	.75	1.50
Crusade	8.00	12.00
Crystal Rod	1.50	2.50
Cursed Land	1.50	2.50
Cyclopean Tomb	90.00	125.00
Dark Ritual	.75	1.50
Darkpact	6.00	10.00
Death Ward	.75	1.50
Deathgrip	1.50	2.50
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	15.00
Disenchant	.75	1.50
Disintegrate	.75	1.50
Disrupting Scepter	6.00	10.00
Dragon Whelp	4.00	6.00
Drain Life	.75	1.50
Drain Power	8.00	12.00
Drudge Skeletons	.75	1.50
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	.75	1.50
Earth Elemental	3.50	5.00
Earthbind	2.25	3.00
Earthquake	8.00	12.00
Elvish Archers	6.00	10.00
Evil Presence	1.50	2.50
False Orders	7.00	10.00
Farmstead	10.00	15.00
Fastbond	12.00	15.00
Fear	.75	1.50
Feedback	1.50	2.50
Fire Elemental	2.50	3.50
Fireball	.75	1.50
Firebreathing	.75	1.50
Flashfires	1.50	2.50
Flight	.75	1.50
Fog	.75	1.50
Force of Nature	18.00	25.00
Forcefield	125.00	150.00
Forest	.35	.75

TOP TEN HOTTEST CARDS

10) Primal Order

Couldn't grab a set of the duals before they were discontinued? Here's your chance to get even with those who did. Dishing out a point of damage for every non-basic land in play, Primal Order is a Blood Moon with attitude!

Fork	35.00	45.00
Frozen Shade	.75	1.50
Fungusaur	8.00	12.00
Gaea's Liege	15.00	20.00
Gauntlet of Might	100.00	150.00
Giant Growth	.75	1.50
Giant Spider	.75	1.50
Glasses of Urza	1.50	2.50
Gloom	1.50	2.50
Goblin Balloon Brigade	1.50	2.50
Goblin King	15.00	20.00
Granite Gargoyle	18.00	25.00
Gray Ogre	.75	1.50
Green Ward	1.50	2.50
Guardian Angel	2.25	3.00
Grizzly Bears	.75	1.50
Healing Salve	.75	1.50
Helm of Chatzuk	6.00	10.00
Hill Giant	.75	1.50
Hive, The	8.00	12.00
Holy Armor	.75	1.50
Holy Strength	.75	1.50
Howl from Beyond	.75	1.50
Howling Mine	10.00	15.00
Hurloon Minotaur	.75	1.50
Hurricane	1.50	2.50
Hypnotic Specter	4.00	6.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	70.00
Illusionary Mask	60.00	80.00
Instill Energy	1.50	2.50
Invisibility	8.00	15.00
Iron Star	1.50	2.50
Ironclaw Orcs	1.50	2.50
Ironroot Treefolk	.75	1.50
Island (Dark Blue Sky)	.60	1.00
Island	.35	.75
Island Sanctuary	7.00	10.00
Ivory Cup	1.50	2.50
Jade Monolith	3.50	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	10.00	15.00
Jump	.75	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
Lifeforce	1.50	2.50
Lifelace	4.00	6.00
Lifetap	1.50	2.50
Lightning Bolt	.75	1.50
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Wall	3.25	4.00
Llanowar Elves	.75	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
Manabarbs	6.00	10.00
Meekstone	7.00	10.00
Mesa Pegasus	.75	1.50
Merfolk of the Pearl Trident	.75	1.50
Mind Twist	10.00	15.00
Mons's Goblin Raiders	.75	1.50
Mountain	.35	.75
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	40.00	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
Obsianus Golem	1.50	2.50
Orcish Artillery	2.50	3.50
Orcish Oriflamme	10.00	20.00
Paralyze	.75	1.50
Pearled Unicorn	.75	1.50
Personal Incarnation	10.00	15.00
Pestilence	.75	1.50
Phantasmal Forces	1.50	2.50
Phantasmal Terrain	.75	1.50
Phantom Monster	1.50	2.50
Pirate Ship	7.00	12.00
Plague Rats	.75	1.50
Plains	.35	.75
Plateau	20.00	30.00
Power Leak	.75	1.50
Power Sink	.75	1.50
Power Surge	7.00	10.00
Prodigal Sorcerer	.75	1.50
Psionic Blast	18.00	25.00
Psychic Venom	.75	1.50
Pureface	4.00	6.00
Raging River	50.00	70.00
Raise Dead	.75	1.50
Red Elemental Blast	.75	1.50
Red Ward	1.50	2.50
Regeneration	.75	1.50
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	10.00	15.00
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	.75	1.50
Savannah	20.00	30.00
Savannah Lions	7.00	10.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.50	2.50
Scrubland	20.00	30.00
Scryb Sprites	.75	1.50
Sea Serpent	.75	1.50
Sedge Troll	15.00	20.00
Sengir Vampire	7.00	10.00
Serra Angel	10.00	15.00
Shanodin Dryads	.75	1.50
Shatter	.75	1.50
Shivan Dragon	30.00	40.00
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	.75	1.50
Stasis	6.00	10.00
Steal Artifact	1.50	2.50
Stone Giant	1.50	2.50
Stone Rain	.75	1.50
Stream of Life	.75	1.50
Sunglasses of Urza	8.00	12.00
Swamp	.35	.75
Swords to Plowshares	2.50	3.50
Taiga	20.00	30.00
Terror	.75	1.50
Thicket Basilisk	4.00	6.00
Thoughtlace	4.00	6.00
Throne of Bone	1.50	2.50
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	170.00	225.00
Timetwister	90.00	120.00
Tranquility	.75	1.50
Tropical Island	20.00	30.00
Tsunami	1.50	2.50
Tundra	20.00	30.00
Tunnel	1.50	2.50
Twiddle	4.00	6.00
Two-Headed Giant of Foriys	70.00	80.00
Underground Sea	20.00	30.00
Unholy Strength	.75	1.50
Unsummon	.75	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	1.50	2.50
Wall of Wood	.75	1.50
Wanderlust	1.50	2.50
War Mammoth	.75	1.50
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakness	.75	1.50
Web	6.00	10.00
Wheel of Fortune	15.00	20.00
White Knight	3.50	5.00
White Ward	.75	1.50
Wild Growth	.75	1.50
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	1.50	2.50
Word of Command	65.00	90.00
Wrath of God	8.00	12.00
Zombie Master	10.00	15.00

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	5.00	8.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	15.00	25.00
Balance	5.00	8.00
Basalt Monolith	2.50	3.50
Bayou	15.00	25.00
Benalish Hero	.75	1.50

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

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
Black Ward	1.25	2.00
Blaze of Glory	40.00	60.00
Blessing	7.00	10.00
Blue Elemental Blast	.75	1.50
Blue Ward	1.25	2.00
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	1.25	2.00
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	10.00	15.00
Counterspell	2.50	3.50
Craw Wurm	.75	1.50
Creature Bond	.75	1.50
Crusade	7.00	10.00
Crystal Rod	1.25	2.00
Cursed Land	1.25	2.00
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	1.25	2.00
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
Fungusaur	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
Granite Gargoyle	15.00	20.00
Gray Ogre	.75	1.50
Green Ward	1.25	2.00
Grizzly Bears	.75	1.50
Guardian Angel	1.50	2.50
Healing Salve	.75	1.50
Helm of Chatzuk	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	12.00
Hurloon 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	1.25	2.00
Ironclaw Orcs	1.25	2.00
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
Lifeforce	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
Manabarbs	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	8.00	12.00
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	35.00	45.00
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
Obsianus Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Oriflamme	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	15.00	25.00
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	1.25	2.00
Regeneration	.75	1.50
Regrowth	6.00	10.00
Resurrection	3.25	4.00

TOP TEN HOTTEST CARDS

9) Baron Sengir

Is that the Baron chucking water balloons off his balcony again? No wonder everyone steers clear of Castle Sengir. Anywho, the Baron not only goes up a permanent +2/+2 whenever he offs somebody, but he regenerates vampires too. Fun guy.

Reverse Damage	8.00	12.00
Righteousness	8.00	12.00
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	15.00	25.00
Savannah Lions	5.00	8.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.25	2.00
Scrubland	15.00	25.00
Scryb 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
Shivan Dragon	25.00	35.00
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	15.00	25.00
Terror	.75	1.50
Thicket Basilisk	3.25	4.00
Thoughtlace	3.25	4.00
Throne of Bone	1.25	2.00
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	15.00	25.00
Tsunami	1.25	2.00
Tundra	15.00	25.00
Tunnel	1.25	2.00
Twiddle	3.50	5.00
Two-Headed Giant of Foriys	50.00	60.00
Underground Sea	15.00	25.00
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
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	1.25	2.00
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	1.25	2.00
Word of Command	50.00	75.00
Wrath of God	7.00	10.00
Zombie Master	8.00	12.00

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	4.00	6.00
Armageddon	5.00	8.00
Aspect of Wolf	5.00	8.00
Bad Moon	5.00	8.00
Badlands	12.00	20.00
Balance	4.00	6.00
Basalt Monolith	2.25	3.00
Bayou	12.00	20.00
Benalish Hero	.50	1.00
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	40.00
Blessing	4.00	6.00
Blue Elemental Blast	.50	1.00
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	.50	1.00
Circle of Protection: Blue	.50	1.00
Circle of Protection: Green	.50	1.00
Circle of Protection: Red	.50	1.00
Circle of Protection: White	.50	1.00
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

Key: ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

Copy Artifact	8.00	12.00
Counterspell	1.50	2.50
Craw Wurm	.50	1.00
Creature Bond	.50	1.00
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	.50	1.00
Darkpact	4.00	6.00
Death Ward	.50	1.00
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	.50	1.00
Disintegrate	.50	1.00
Disrupting Scepter	4.00	6.00
Dragon Whelp	2.50	3.50
Drain Life	.50	1.00
Drain Power	5.00	8.00
Drudge Skeletons	.50	1.00
Dwarven Demolition Team	10.00	15.00
Dwarven Warriors	.50	1.00
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	.50	1.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	.50	1.00
Firebreathing	.50	1.00
Flashfires	1.25	2.00
Flight	.50	1.00
Fog	.50	1.00
Force of Nature	10.00	15.00
Forcefield	60.00	90.00
Forest	.10	.25
Fork	25.00	30.00
Frozen Shade	.50	1.00
Fungusaur	5.00	8.00
Gaea's Liege	10.00	15.00
Gauntlet of Might	60.00	80.00
Giant Growth	.50	1.00
Giant Spider	.50	1.00
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	.50	1.00
Green Ward	1.25	2.00
Grizzly Bears	.50	1.00
Guardian Angel	1.25	2.00
Healing Salve	.50	1.00
Helm of Chatzuk	4.00	6.00
Hill Giant	.50	1.00
Hive, The	5.00	8.00
Holy Armor	.50	1.00
Holy Strength	.50	1.00
Howl from Beyond	.50	1.00
Howling Mine	7.00	10.00
Hurloon Minotaur	.50	1.00
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	1.25	2.00
Ironroot Treefolk	.50	1.00
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	.50	1.00
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	.50	1.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.25	3.00
Llanowar Elves	.50	1.00
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	8.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabarbs	3.50	5.00
Meekstone	4.00	6.00
Merfolk of the Pearl Trident	.50	1.00
Mesa Pegasus	.50	1.00
Mind Twist	4.00	6.00
Mons's Goblin Raiders	.50	1.00
Mountain	.10	.25
Mox Emerald	100.00	125.00
Mox Jet	100.00	125.00
Mox Pearl	100.00	125.00
Mox Ruby	100.00	125.00
Mox Sapphire	100.00	125.00
Natural Selection	25.00	35.00
Nether Shadow	4.00	6.00
Nettling Imp	3.50	5.00
Nevinyrral's Disk	5.00	8.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsianus Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Oriflamme	2.50	3.50
Paralyze	.50	1.00
Pearled Unicorn	.50	1.00
Personal Incarnation	6.00	10.00
Pestilence	.50	1.00
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	.50	1.00
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	.50	1.00
Plains	.10	.25
Plateau	12.00	20.00
Power Leak	.50	1.00
Power Sink	.50	1.00
Power Surge	5.00	8.00
Prodigal Sorcerer	.50	1.00
Psionic Blast	12.00	15.00
Psychic Venom	.50	1.00
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	.50	1.00
Red Elemental Blast	.50	1.00
Red Ward	1.25	2.00
Regeneration	.50	1.00
Regrowth	5.00	8.00
Resurrection	2.50	3.50
Reverse Damage	6.00	10.00
Righteousness	6.00	10.00
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	.50	1.00
Savannah	18.00	30.00
Savannah Lions	4.00	6.00
Scathe Zombies	.50	1.00
Scavenging Ghoul	1.50	2.50
Scrubland	12.00	20.00
Scryb Sprites	1.25	2.00
Sea Serpent	.50	1.00
Sedge Troll	10.00	15.00
Sengir Vampire	4.00	6.00
Serra Angel	7.00	10.00
Shanodin Dryads	.50	1.00
Shatter	.50	1.00
Shivan Dragon	20.00	30.00
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	.50	1.00
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.25	2.00
Stone Rain	.50	1.00
Stream of Life	.50	1.00
Sunglasses of Urza	4.00	6.00
Swamp	.10	.25
Swords to Plowshares	1.25	2.00
Taiga	12.00	20.00
Terror	.50	1.00
Thicket Basilisk	2.50	3.50
Thoughtlace	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
Timetwister	45.00	70.00
Tranquility	.50	1.00
Tropical Island	12.00	20.00
Tsunami	1.25	2.00
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.25	3.00
Two-Headed Giant of Foriys	35.00	45.00
Underground Sea	12.00	20.00
Unholy Strength	.50	1.00
Unsummon	.50	1.00
Uthden 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	12.00	20.00
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	.50	1.00
Wall of Wood	1.25	2.00
Wanderlust	1.25	2.00
War Mammoth	.50	1.00
Warp Artifact	4.00	6.00
Water Elemental	1.25	2.00
Weakness	.50	1.00
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	.50	1.00
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	6.00	10.00

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	1.50
Animate Dead	.75	1.50
Animate Wall	2.50	3.50
Ankh of Mishra	3.25	4.00
Armageddon	4.00	6.00
Armageddon Clock	2.50	3.50
Aspect of Wolf	4.00	6.00
Atog	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	.15	.50
Birds of Paradise	6.00	8.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00
Black Ward	.75	1.50
Blessing	3.50	5.00
Blue Elemental Blast	.15	.50
Blue Ward	.75	1.50
Bog Wraith	1.25	2.00
Bottle of Suleiman	3.25	4.00
Braingeyser	8.00	12.00
Brass Man	.75	1.50
Burrowing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.75	1.50
Chaoslace	.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
Clockwork Beast	3.25	4.00
Clone	5.00	8.00
Cockatrice	5.00	8.00
Conservator	.75	1.50
Contract from Below	3.50	5.00
Control Magic	2.25	3.00
Conversion	1.50	2.50
Copy Artifact	6.00	10.00
Counterspell	1.25	2.00
Creature Bond	.15	.50
Crusade	4.00	6.00
Cursed Land	.75	1.50
Craw Wurm	.15	.50
Crumble	.15	.50
Crystal Rod	.75	1.50
Dancing Scimitar	3.25	4.00
Dark Ritual	.15	.50
Darkpact	3.50	5.00
Death Ward	.15	.50
Deathgrip	.75	1.50
Deathlace	2.25	3.00
Demonic Attorney	4.00	6.00
Demonic Hordes	10.00	15.00
Demonic Tutor	6.00	8.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00

TOP TEN HOTTEST CARDS

8) Argivian Archaeologist

Geez, this guy looks like he belongs in a coffee shop wearin' a beanie and belting out bad poetry. Back in the Top Ten, this beatnik can bring any artifact from your graveyard back to your hand. Like, cool, daddy-o.

Disenchant	.15	.50
Disintegrate	.15	.50
Disrupting Scepter	3.25	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	2.25	3.00
Drain Life	.15	.50
Drain Power	4.00	6.00
Drudge Skeletons	.15	.50
Dwarven Warriors	.15	.50
Dwarven Weaponsmith	1.50	2.50
Earth Elemental	1.50	2.50
Earthbind	.75	1.50
Earthquake	3.50	5.00
Ebony Horse	2.50	3.50
El-Hajjaj	4.00	6.00
Elvish Archers	3.25	4.00
Energy Flux	.75	1.50
Erg Raiders	.15	.50
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00
Farmstead	5.00	8.00
Fastbond	6.00	10.00
Fear	.15	.50
Feedback	.75	1.50

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Fire Elemental	1.25	2.00
Fireball	.15	.50
Firebreathing	.15	.50
Flashfires	.75	1.50
Flight	.15	.50
Flying Carpet	3.50	5.00
Fog	.15	.50
Force of Nature	8.00	12.00
Forest	.05	.10
Fork	15.00	25.00
Frozen Shade	.15	.50
Fungusaur	4.00	6.00
Gaea's Liege	8.00	12.00
Giant Growth	.15	.50
Giant Spider	.15	.50
Glasses of Urza	.75	1.50
Gloom	.75	1.50
Goblin Balloon Brigade	.75	1.50
Goblin King	8.00	10.00
Granite Gargoyle	6.00	10.00
Gray Ogre	.15	.50
Green Ward	.75	1.50
Grizzly Bears	.15	.50
Guardian Angel	.75	1.50
Healing Salve	.15	.50
Helm of Chatzuk	3.25	4.00
Hill Giant	.15	.50
Hive, The	4.00	6.00
Holy Armor	.15	.50
Holy Strength	.15	.50
Howl from Beyond	.15	.50
Howling Mine	6.00	10.00
Hurkyl's Recall	3.50	5.00
Hurloon Minotaur	.15	.50
Hurricane	.75	1.50
Hypnotic Specter	2.25	3.00
Instill Energy	.75	1.50
Iron Star	.75	1.50
Ironroot Treefolk	.15	.50
Island	.05	.10
Island Fish Jasconius	3.50	5.00
Island Sanctuary	3.50	5.00
Ivory Cup	.75	1.50
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	.15	.50
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
Lifeforce	.75	1.50
Lifeleace	2.25	3.00
Lifetap	.75	1.50
Lightning Bolt	.15	.50
Living Artifact	3.50	5.00
Living Lands	3.25	4.00
Living Wall	1.50	2.50
Llanowar Elves	.15	.50
Lord of Atlantis	6.00	10.00
Lord of the Pit	8.00	12.00
Lure	.75	1.50
Magical Hack	5.00	8.00
Magnetic Mountain	2.50	3.50
Mahamoti Djinn	7.00	10.00
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	.15	.50
Mesa Pegasus	.15	.50
Mijae Djinn	4.00	6.00
Millstone	3.25	4.00
Mind Twist	5.00	8.00
Mishra's War Machine	3.25	4.00
Mons's Goblin Raiders	.15	.50
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
Obsianus 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	.15	.50
Pearled Unicorn	.15	.50
Personal Incarnation	5.00	8.00
Pestilence	.15	.50
Phantasmal Forces	.75	1.50
Phantasmal Terrain	.15	.50
Phantom Monster	.75	1.50
Pirate Ship	3.50	5.00
Plague Rats	.15	.50
Plains	.05	.10
Plateau	10.00	18.00
Power Leak	.15	.50
Power Sink	.15	.50
Power Surge	3.50	5.00

TOP TEN HOTTEST CARDS

7) Autumn Willow

Holy macaroni! Ms. Willow, the hottest card to come out of the Homelands expansion, can't be targeted by anything you don't want targeting her. No Maze of Ith, no Icy, no nuthin'. To top it off, she's a babe!

Primal Clay	2.50	3.50
Prodigal Sorcerer	.15	.50
Psychic Venom	.15	.50
Purelace	2.25	3.00
Rack, The	1.25	2.00
Raise Dead	.15	.50
Reconstruction	.75	1.50
Red Elemental Blast	.15	.50
Red Ward	.75	1.50
Regeneration	.15	.50
Regrowth	3.50	5.00
Resurrection	2.25	3.00
Reverse Damage	5.00	8.00
Reverse Polarity	.75	1.50
Righteousness	5.00	8.00
Rix 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	.15	.50
Savannah	10.00	18.00
Savannah Lions	3.50	5.00
Scathe Zombies	.15	.50
Scavenging Ghoul	.75	1.50
Scrubland	10.00	18.00
Scryb Sprites	.15	.50
Sea Serpent	.15	.50
Sedge Troll	8.00	12.00
Sengir Vampire	3.50	5.00
Serendib Efreet	10.00	15.00
Serra Angel	5.00	8.00
Shanodin Dryads	.15	.50
Shatter	.15	.50
Shatterstorm	4.00	6.00
Shivan Dragon	15.00	20.00
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 Net	.75	1.50
Spell Blast	.15	.50
Stasis	3.25	4.00
Steal Artifact	.75	1.50
Stone Giant	.75	1.50
Stone Rain	.15	.50
Stream of Life	.15	.50
Sunglasses of Urza	3.25	4.00
Swamp	.05	.10
Swords to Plowshares	1.25	2.00
Taiga	10.00	18.00
Terror	.15	.50
Thicket Basilisk	2.25	3.00
Thoughtlace	2.25	3.00
Throne of Bone	.75	1.50
Timber Wolves	3.25	4.00
Titania's Song	2.50	3.50
Tranquility	.15	.50
Tropical Island	10.00	18.00
Tsunami	.75	1.50
Tundra	10.00	18.00
Tunnel	.75	1.50
Underground Sea	10.00	18.00
Unholy Strength	.15	.50
Unstable Mutation	.15	.50
Unsummon	.15	.50
Uthden 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	.75	1.50
Wall of Wood	.15	.50
Wanderlust	.75	1.50
War Mammoth	.15	.50
Warp Artifact	3.25	4.00
Water Elemental	1.25	2.00
Weakness	.15	.50
Web	3.25	4.00
Wheel of Fortune	8.00	12.00
White Knight	1.50	2.50
White Ward	.15	.50
Wild Growth	.15	.50
Will-O'-The-Wisp	5.00	8.00
Winter Orb	3.25	4.00
Wooden Sphere	.75	1.50
Wrath of God	4.00	6.00
Zombie Master	5.00	8.00

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	.10	.40
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	.10	.40
Animate Wall	2.25	3.00
Ankh of Mishra	2.50	3.50
Apprentice Wizard	.10	.40
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
Benalish Hero	.10	.40
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	.10	.40
Blessing	2.50	3.50
Blight	1.50	2.50
Blood Lust	.60	1.00
Blue Elemental Blast	.10	.40
Blue Mana Battery	3.50	5.00
Blue Ward	.10	.40
Bog Imp	.10	.40
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	.10	.40
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	.10	.40
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	.10	.40
Creature Bond	.10	.40
Crimson Manticore	3.25	4.00
Crumble	.10	.40
Crusade	4.00	6.00
Crystal Rod	.60	1.00
Cursed Land	.10	.40
Cursed Rack	1.50	2.50
Cyclopean Mummy	.15	.35
Dancing Scimitar	2.50	3.50
Dark Ritual	.10	.40
Deathgrip	.75	1.50
Death Ward	.10	.40
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	.10	.40
Disintegrate	.10	.40
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	.10	.40
Drain Power	3.50	5.00
Drudge Skeletons	.10	.40
Durkwood Boars	.15	.35
Dwarven Warriors	.10	.40
Earth Elemental	.75	1.50
Earthquake	3.25	4.00
Ebony Horse	2.50	3.50
El-Hajjaj	3.50	5.00
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 Tap	.10	.40
Erg Raiders	.10	.40
Erosion	.15	.35
Eternal Warrior	.60	1.00
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00
Fear	.10	.40
Feedback	.10	.40
Fellwar Stone	2.00	3.00
Fire Elemental	1.25	2.00

Key: ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

Fireball	.10	.40
Firebreathing	.10	.40
Fissure	.15	.35
Flashfires	.75	1.50
Flight	.10	.40
Flood	.10	.40
Flying Carpet	3.25	4.00
Fog	.10	.40
Force of Nature	6.00	10.00
Fortified Area	.10	.40
Forest	.05	.10
Frozen Shade	.10	.40
Fungusaur	3.50	5.00
Goea's Liege	6.00	10.00
Gaseous Form	.15	.35
Ghost Ship	.10	.40
Giant Growth	.10	.40
Giant Spider	.10	.40
Giant Strength	.10	.40
Giant Tortoise	.10	.40
Glasses of Urza	.60	1.00
Gloom	.75	1.50
Goblin Balloon Brigade	.75	1.50
Goblin King	6.00	10.00
Goblin Rock Sled	.15	.35
Grapeshot Catapult	.10	.40
Gray Ogre	.10	.40
Greed	2.50	3.50
Green Mana Battery	3.50	5.00
Green Ward	.10	.40
Grizzly Bears	.10	.40
Healing Salve	.10	.40
Helm of Chatzuk	2.50	3.50
Hill Giant	.10	.40
Hive, The	3.50	5.00
Holy Armor	.10	.40
Holy Strength	.10	.40
Howl from Beyond	.10	.40
Howling Mine	5.00	8.00
Hurkyl's Recall	3.25	4.00
Hurloon Minotaur	.10	.40
Hurr Jackal	2.25	3.00
Hurricane	.75	1.50
Hypnotic Specter	1.50	2.50
Immolation	.10	.40
Inferno	3.50	5.00
Instill Energy	.75	1.50
Iron Star	.60	1.00
Ironclaw Orcs	.15	.35
Ironroot Treefolk	.10	.40

TOP TEN HOTTEST CARDS

6) Mana Drain

It bites giant monkey ass to have a clutch card countered, but nothing beats countering a clutch card (put that to music, get Billy Ray to sing it and you got... uh, never mind). And you get the mana for the spell countered!

Island	.05	.10
Island Fish Jasconius	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	.10	.40
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
Lifetap	.75	1.50
Lightning Bolt	.10	.40
Living Artifact	2.50	3.50
Living Lands	2.50	3.50
Llanowar Elves	.10	.40
Lord of Atlantis	5.00	8.00
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	6.00	8.00
Mana Clash	1.50	2.50
Mana Flare	3.50	5.00
Mana Short	3.25	4.00
Mana Vault	2.50	3.50
Manabarbs	2.50	3.50
Marsh Gas	.15	.35
Marsh Viper	.15	.35
Meekstone	3.25	4.00
Merfolk of the Pearl Trident	.10	.40
Mesa Pegasus	.10	.40
Millstone	2.50	3.50
Mind Bomb	1.50	2.50
Mind Twist	4.00	6.00
Mishra's Factory	3.50	5.00
Mishra's War Machine	2.50	3.50
Mons's Goblin Raiders	.10	.40
Morale	.15	.35
Mountain	.05	.10
Murk Dwellers	.15	.35
Naf's Asp	.10	.40
Nether Shadow	3.25	4.00
Nevinyrral's Disk	3.25	4.00
Nightmare	7.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.25	3.00
Obsianus Golem	.75	1.50
Onulet	.75	1.50
Orcish Artillery	.75	1.50
Orcish Oriflamme	1.50	2.50
Ornithopter	.10	.40
Osai Vultures	.15	.35
Paralyze	.10	.40
Pearled Unicorn	.10	.40
Personal Incarnation	4.00	6.00
Pestilence	.10	.40
Phantasmal Forces	.75	1.50
Phantasmal Terrain	.10	.40
Phantom Monster	.75	1.50
Pirate Ship	3.25	4.00
Piety	.10	.40
Pikemen	.15	.35
Pit Scorpion	.15	.35
Plague Rats	.10	.40
Plains	.05	.10
Power Leak	.10	.40
Power Sink	.10	.40
Power Surge	2.50	3.50
Pradesh Gypsies	.10	.40
Primal Clay	2.25	3.00
Prodigal Sorcerer	.10	.40
Psionic Entity	3.50	5.00
Psychic Venom	.10	.40
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	.10	.40
Rebirth	2.50	3.50
Red Elemental Blast	.10	.40
Red Mana Battery	3.50	5.00
Red Ward	.10	.40
Regeneration	.10	.40
Relic Bind	3.25	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	.75	1.50
Royal Assassin	10.00	15.00
Samite Healer	.10	.40
Sandstorm	.10	.40
Savannah Lions	3.25	4.00
Scathe Zombies	.10	.40
Scavenging Ghoul	.75	1.50
Scryb Sprites	.10	.40
Sea Serpent	.10	.40
Seeker	.10	.40
Segovian Leviathan	1.25	2.00
Sengir Vampire	3.25	4.00
Serra Angel	4.00	6.00
Shanodin Dryads	.10	.40
Shapeshifter	3.50	5.00
Shatter	.10	.40
Shivan Dragon	12.00	18.00
Simulacrum	.10	.40
Sindbad	2.50	3.50
Siren's Call	.75	1.50
Sisters of the Flame	.10	.40
Sleight of Mind	3.25	4.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Net	.10	.40
Spell Blast	.10	.40
Spirit Link	3.50	5.00
Spirit Shackle	.75	1.50
Stasis	2.50	3.50
Steal Artifact	.75	1.50
Stone Giant	.75	1.50
Stone Rain	.10	.40
Stream of Life	.10	.40
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	.10	.40
Tetravus	4.00	6.00
Thicket Basilisk	1.50	2.50
Thoughtlace	1.50	2.50
Throne of Bone	.60	1.00
Timber Wolves	3.25	4.00
Time Elemental	6.00	10.00
Titania's Song	2.25	3.00
Tranquility	.10	.40
Triskelion	4.00	6.00
Tsunami	.75	1.50
Tundra Wolves	.10	.40
Tunnel	.10	.40
Twiddle	.75	1.50
Uncle Istvan	1.50	2.50
Unholy Strength	.10	.40
Unstable Mutation	.10	.40
Unsummon	.10	.40
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	.10	.40
Wall of Wood	.10	.40
Wanderlust	.75	1.50
War Mammoth	.10	.40
Warp Artifact	2.50	3.50
Water Elemental	.75	1.50
Weakness	.10	.40
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	.10	.40
Wild Growth	.10	.40
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	.10	.40
Word of Binding	.15	.35
Wrath of God	4.00	6.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	.10	.40
Zephyr Falcon	.10	.40
Zombie Master	4.00	6.00

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	.50	1.00
Bottle 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
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	5.00	8.00
El-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	.75	1.50
Erhnam Djinn	5.00	8.00
Eye for an Eye	6.00	10.00
Fishliver Oil	.50	1.00
Flying Carpet	5.00	8.00
Flying Men	3.25	4.00
Ghazban Ogre	.50	1.00
Giant Tortoise	.75	1.50
Guardian Beast	40.00	70.00
Hasran Ogress	.75	1.50
Hurr Jackal	2.25	3.00
Ifh-biff Efreet	15.00	25.00
Island Fish Jasconius	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
Junun Efreet	10.00	15.00
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	.50	1.00
Mijae Djinn	8.00	12.00
Moorish 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	.50	1.00
Wyluli Wolf	4.00	6.00
Ydwen Efreet	10.00	15.00

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	.15	.50
Argivian Archaeologist	20.00	35.00
Argivian Blacksmith	.40	1.00

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

Argothian Pixies	.15	.50
Argothian Treefolk	1.25	2.00
Armageddon Clock	3.50	5.00
Artifact Blast	.40	1.00
Artifact Ward	.40	1.00
Artifact Possession	.40	1.00
Ashnod's Altar	1.25	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrant	1.25	2.00
Atog	1.50	2.50
Battering Ram	.15	.50
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	.40	1.00
Clockwork Avian	8.00	12.00
Colossus of Sardia	10.00	18.00
Coral Helm	4.00	6.00
Crumble	.40	1.00
Cursed Rack	2.50	3.50
Damping Field	2.00	3.50
Detonate	2.25	3.00
Dralna's Restoration	1.25	2.00
Dragon Engine	1.50	2.50
Dwarven Weaponsmith	2.25	3.00
Energy Flux	1.25	2.00
Feldon's Cane	2.25	3.00
Gaea's Avenger	12.00	20.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.25	2.00
Golgothian Sylex	7.00	10.00
Grapeshot Catapult	.40	1.00
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	5.00	8.00
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
Orcish Mechanics	.40	1.00
Ornithopter	.40	1.00
Phyrexian Gremlins	1.50	2.50
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest of Yawgmoth	.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	6.00
Sage of Lat-Nam	.40	1.00
Shapeshifter	8.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	.40	1.00
Strip Mine	3.50	5.00
Strip Mine (Tower)	5.00	8.00
Su-Chi	3.25	4.00
Tablet of Epityr	.15	.50
Tawnos's Coffin	12.00	20.00
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	.15	.50
Urza's Mine	.40	1.00
Urza's Miter	7.00	10.00
Urza's Power Plant	.40	1.00
Urza's Tower	.40	1.00
Wall of Spears	.75	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yotion 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

TOP TEN HOTTEST CARDS

5) Jester's Mask

Ever notice that the Jester's Mask card is wearing a cap that looks nothing like the cap in the Jester's Cap card? Somebody get Scully and Mulder on this. With the ability to replace your opponent's hand, the Mask is clutch.

Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00
Active Volcano	.40	1.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Ærathi Berserker	4.00	6.00
Aisling Leprechaun	.75	1.50
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Al-abara's Carpet	10.00	15.00
Alabaster Potion	.75	1.50
Alchor's Tomb	10.00	15.00
Amrou Kithkin	.15	.50
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 Sabboth	9.00	12.00
Arena of the Ancients	4.00	6.00
Avoid Fate	.75	1.50
Axelrod Gunnarson	8.00	10.00
Ayesha 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
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	.40	1.00
Boris Devilboon	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	.75	1.50
Carrion Ants	12.00	18.00
Cat Warriors	.40	1.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lighting	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	.15	.50
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Craw Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	.35	.75
Crimson Manticore	6.00	8.00
Crookshank Kobolds	.15	.50
Cyclopean Mummy	.15	.50
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	.15	.50
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	.40	1.00
Enchanted Being	1.25	2.00
Enchantment Alteration	1.50	2.50
Energy Tap	.15	.50
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	.40	1.00
Floral Spuzzem	4.00	6.00
Force Spike	.75	1.50
Forethought Amulet	10.00	15.00
Fortified Area	.75	1.50
Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	.15	.50
Gauntlets of Chaos	6.00	8.00
Ghosts of the Damned	.75	1.50
Giant Slug	.40	1.00
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	.15	.50
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
Green Mana Battery	2.50	3.50
Gwendlyn Di Corei	12.00	15.00
Halfdane	8.00	12.00
Hammerheim	4.00	6.00
Hazezon Tamar	12.00	20.00
Headless Horseman	.15	.50
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
Hunding 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	.40	1.00
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 Boreal	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	.50	1.00
Kei Takahashi	4.00	6.00
Killer Bees	10.00	18.00
Kismet	6.00	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	.15	.50
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	12.00	18.00
Living Plane	12.00	18.00
Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	.15	.50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marhault Elsdragon	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	.40	1.00
Nebuchadnezzar	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	.15	.50
Palladia-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Maliki	4.00	6.00
Pendelhaven	3.50	5.00
Petra Sphynx	5.00	8.00
Pit Scorpion	.15	.50
Pixie Queen	10.00	15.00
Planar Gate	10.00	15.00
Pradesh Gypsies	.40	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
Quagmire	3.50	4.50
Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radjan Spirit	3.50	5.00
Raging Bull	.75	1.50
Ragnar	10.00	15.00
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	.40	1.00
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 Turnbull	4.00	6.00
Rohgahh 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 Shandlar of Eberyn	4.00	6.00
Sivitri Scarzam	3.25	4.00
Sol'kanar Swamp King	8.00	10.00

Key: ARTIFACT · BLACK · BLUE · GOLD · GREEN · RED · WHITE · LAND

Spectral Cloak	7.00	10.00
Spinal Villain	12.00	18.00
Spirit Link	7.00	10.00
Spirit Shackle	.75	1.50
Spiritual Sanctuary	8.00	12.00
Stangg	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	1.25	2.00
Sunastian 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 Andrion	3.00	5.00
Tolaria	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	.40	1.00
Triassic Egg	5.00	8.00
Tuknir Deathlock	8.00	12.00
Tundra Wolves	.75	1.50
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
Vaevictis 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 Caltrops	.75	1.50
Wall of Dust	3.25	4.00
Wall of Earth	.75	1.50
Wall of Heat	.40	1.00
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	.40	1.00
Wall of Tombstones	3.25	4.00
Wall of Vapor	.40	1.00
Wall of Wonder	2.25	3.00

TOP TEN HOTTEST CARDS

4) Fork

How wacky is this card? For two red mana, you can duplicate the effects of any sorcery or instant just cast. While cheeseheads are undoubtedly miffed, the rest of us can sleep easier now that this utensil's been restricted.

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 Arien	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)	4.00	6.00
Booster Box (60 packs)	240.00	325.00

Amnesia	3.50	5.00
Angry Mob	3.25	5.00
Apprentice Wizard	.75	1.50
Ashes to Ashes	.15	.40
Ball Lightning	8.00	12.00
Banshee	1.50	2.50
Barl's Cage	4.00	6.00
Blood Moon	6.00	8.00
Blood of the Martyr	2.25	3.00
Bog Imp	.15	.40
Bog Rats	.15	.40
Bone Flute	1.25	2.00
Book of Rass	2.25	3.00
Brainwash	.15	.40
Brothers of Fire	1.25	2.00
Carnivorous Plant	.15	.40
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	.15	.40
Dark Sphere	3.50	5.00
Deep Water	.15	.40
Diabolic Machine	2.25	3.00
Drowned	.15	.40
Dust to Dust	.15	.40
Eater of the Dead	4.00	6.00
Electric Eel	1.50	2.50
Elves of Deep Shadow	2.50	3.50
Erosion	.15	.40
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	.15	.40
Fire and Brimstone	2.25	3.00
Fire Drake	1.50	2.50
Fissure	.15	.40
Flood	.75	1.50
Fountain of Youth	1.50	2.50
Frankenstein's Monster	8.00	12.00
Gaea's Touch	.75	1.50
Ghost Ship	.15	.40
Giant Shark	.15	.40
Goblin Caves	.15	.40
Goblin Digging Team	.15	.40
Goblin Hero	.15	.40
Goblin Rock Sled	.15	.40
Goblin Shrine	.15	.40
Goblin Wizard	6.00	8.00
Goblins of the Flarg	.15	.40
Grave Robbers	5.00	8.00
Hidden Path	6.00	8.00
Holy Light	.15	.40
Inferno	4.00	6.00
Inquisition	.15	.40
Knights of Thorn	6.00	10.00
Land Leeches	.15	.40
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	.15	.40
Marsh Goblins	.15	.40
Marsh Viper	.15	.40
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	.15	.40
Morale	.15	.40
Murk Dwellers	.15	.40
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	.15	.40
Preacher	10.00	15.00
Psychic Allergy	4.00	6.00
Rag Man	4.00	6.00
Reflecting Mirror	3.50	5.00
Riptide	.15	.40
Runesword	1.50	2.50
Safe Haven	4.00	6.00
Savaen Elves	.15	.40
Scarecrow	3.50	5.00
Scarwood Bandits	5.00	8.00
Scarwood Goblins	.15	.40
Scarwood Hag	2.50	3.50
Scavenger Folk	.15	.40
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	.15	.40
Standing Stones	2.25	3.00
Stone Calendar	6.00	8.00
Sunken City	.15	.40
Tangle Kelp	1.50	2.50
Tivadar's Crusade	1.50	2.50
Tormod'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	.15	.40
Wand of Ith	2.50	3.50
War Barge	3.50	5.00
Water Wurm	.15	.40
Whippoorwill	2.50	3.50
Witch Hunter	4.00	6.00
Word of Binding	.15	.40
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	1.25	2.00
Armor Thrull	.10	.40
Balm of Restoration	1.25	2.00
Basal Thrull	.10	.40
Bottomless Vault	3.25	4.00
Brassclaw Orcs	.10	.40
Breeding Pit	1.25	2.00
Combat Medic	.10	.40
Conch Horn	.75	1.50
Deep Spawn	.50	1.25
Delif's Cone	.10	.40
Delif's Cube	.75	1.50
Derelor	1.25	2.00
Draconian Cylix	2.25	3.00
Dwarven Armorer	2.25	3.00
Dwarven Catapult	.50	1.25
Dwarven Hold	2.25	3.00
Dwarven Lieutenant	.50	1.25
Dwarven Ruins	.50	1.25
Dwarven Soldier	.10	.40
Ebon Praetor	3.50	5.00
Ebon Stronghold	.75	1.50
Elven Fortress	.10	.40
Elvish Farmer	2.25	3.00
Elvish Hunter	.10	.40
Elven Lyre	.75	1.50
Elvish Scout	.10	.40
Farrel's Mantle	.50	1.25
Farrel's Zealot	.10	.40
Farrelite Priest	.10	.40
Feral Thallid	1.25	2.00
Fungal Bloom	3.50	5.00
Goblin Chirurgeon	.10	.40
Goblin Flotilla	2.25	3.00
Goblin Grenade	.10	.40
Goblin Kites	.50	1.25
Goblin War Drums	.10	.40
Goblin Warrens	3.25	4.00
Hand of Justice	4.00	6.00
Havenwood Battleground	.75	1.50
Heroism	.50	1.25
High Tide	.10	.40
Hollow Trees	3.25	4.00
Homarid	.10	.40
Homarid Shaman	2.25	3.00
Homarid Spawning Bed	.50	1.25
Homarid Warrior	.10	.40
Hymn to Tourach	.10	.40
Icatian Infantry	.10	.40
Icatian Javelineers	.10	.40
Icatian Lieutenant	2.25	3.00
Icatian Moneychanger	.10	.40
Icatian Phalanx	.50	1.25
Icatian Priest	.50	1.25
Icatian Scout	.10	.40
Icatian Skirmishers	3.25	4.00
Icatian Store	3.25	4.00
Icatian Town	3.50	5.00
Implements of Sacrifice	1.25	2.00
Initiates of the Ebon Hand	.10	.40
Merseine	.10	.40
Mindstab Thrull	.10	.40
Necrite	.10	.40
Night Soil	.10	.40
Orcish Captain	.50	1.25
Orcish Spy	.10	.40
Orcish Veteran	.10	.40
Order of Leitbur	.10	.40
Order of the Ebon Hand	.10	.40
Orgg	2.25	3.00
Raiding Party	.50	1.25
Rainbow Vale	2.25	3.00
Ring of Renewal	2.25	3.00
River Merfolk	2.25	3.00
Ruins of Trokair	.75	1.50
Sand Silos	2.25	3.00
Seasinger	2.25	3.00
Soul Exchange	.75	1.50
Spirit Shield	2.25	3.00
Spore Cloud	.10	.40
Spore Flower	.50	1.25
Svyelunite Priest	.50	1.25
Svyelunite Temple	.50	1.25
Thallid	.10	.40
Thallid Devourer	.50	1.25
Thelon's Chant	.75	1.50
Thelon's Curse	2.25	3.00
Thelonite Druid	.50	1.25
Thelonite Monk	2.25	3.00
Thorn Thallid	.10	.40
Thrull Champion	3.50	5.00
Thrull Retainer	.50	1.25
Thrull Wizard	.50	1.25
Tidal Flats	.10	.40
Tidal Influence	.10	.40
Tourach's Chant	.10	.40
Tourach's Gate	2.25	3.00
Vodalian Knights	3.50	5.00
Vodalian Mage	.10	.40
Vodalian Soldiers	.10	.40
Vodalian War Machine	2.50	3.50
Zelyon Sword	2.25	3.00

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	3.50
Booster Box (36 packs)	90.00	125.00

Abyssal Specter	1.50	2.50
Adarkar Sentinel	2.50	3.50
Adarkar Unicorn	.15	.40
Adarkar Wastes	4.00	6.00
Aegis of the Meek	5.00	7.00
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	.15	.40
Arcum's Sleigh	1.50	2.50
Arcum's Weathervane	2.00	3.00
Arcum's Whistle	2.00	3.00
Arenson's Aura	.15	.40
Armor of Faith	.15	.40
Arnjlot's Ascent	.15	.40
Ashen Ghoul	1.50	2.50
Aurochs	.15	.40
Avalanche	2.25	3.00
Balduvian Barbarians	.15	.40
Balduvian Bears	.15	.40
Balduvian Conjurer	1.50	2.50
Balduvian Hydra	7.00	9.00
Balduvian Shaman	.15	.40
Barbarian Guides	.15	.40
Barbed Sextant	.15	.40
Baton of Morale	2.00	3.00
Battle Cry	1.50	2.50
Battle Frenzy	.15	.40
Binding Grasp	3.00	5.00
Black Scarab	1.50	2.50
Blessed Wine	.15	.40
Blinking Spirit	5.00	8.00
Blizzard	4.00	6.00
Blue Scarab	1.50	2.50
Bone Shaman	.15	.40
Brainstorm	.15	.40

WENT UP | WENT DOWN | HEAVILY TRADED

IQ price guide

■	Brand of Ill Omen	5.00	8.00
■	Breath of Dreams	1.50	2.50
■	Brine Shaman	.15	.40
■	Brown Ouphe	.15	.40
■	Brushland	4.00	6.00
■	Burnt Offering	.15	.40
❑	Call to Arms	6.00	8.00
❑	Caribou Range	5.00	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	.15	.40
❑	Circle of Protection: Black	.15	.40
❑	Circle of Protection: Blue	.15	.40
❑	Circle of Protection: Green	.15	.40
❑	Circle of Protection: Red	.15	.40
❑	Circle of Protection: White	.15	.40
■	Clairvoyance	.15	.40
■	Cloak of Confusion	.15	.40
❑	Cold Snap	2.50	3.50
■	Conquer	2.50	3.00
❑	Cooperation	.15	.40
■	Counterspell	.15	.40
■	Crown of the Ages	6.00	9.00
■	Curse of Marit Lage	6.00	8.00
■	Dance of the Dead	2.25	3.00
■	Dark Banishing	.15	.40
■	Dark Ritual	.15	.40
❑	Death Ward	.15	.40
■	Deflection	10.00	15.00
■	Demonic Consultation	2.25	3.00
■	Despotic Scepter	4.00	6.00
■	Diabolic Vision	2.25	3.00
■	Dire Wolves	.15	.40
❑	Disenchant	.15	.40
■	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	.15	.40
■	Elder Druid	7.00	10.00
■	Elemental Augury	5.00	8.00
■	Elkin Bottle	4.00	6.00
❑	Elvish Healer	.15	40
❑	Enduring Renewal	7.00	10.00
❑	Energy Storm	7.00	10.00
■	Enervate	.15	40
■	Errant Minion	.15	40
■	Errantry	.15	40
■	Essence Filter	.15	40
■	Essence Flare	.15	40
■	Essence Vortex	2.00	3.00
■	Fanatical Fever	2.50	3.50
■	Fear	.15	.40
■	Fiery Justice	5.00	7.00
■	Fire Covenant	2.00	3.00
■	Flame Spirit	2.00	3.00
■	Flare	.15	.40
■	Flooded Woodlands	5.00	7.00
■	Flow of Maggots	5.00	7.00
■	Folk of the Pines	.15	.40
■	Forbidden Lore	4.00	6.00
■	Force Void	1.50	2.50
■	Forest	.05	.10
■	Forgotten Lore	2.00	3.00
❑	Formation	5.00	8.00
■	Foul Familiar	.15	.40
■	Foxfire	.15	.40
■	Freyalise Supplicant	1.50	2.50
■	Freyalise's Charm	1.50	2.50
■	Freyalise's Winds	5.00	7.00
■	Furnarole	2.25	3.00
❑	Fylgja	.15	40
■	Fyndhorn Bow	2.25	3.00
■	Fyndhorn Brownie	.15	40
■	Fyndhorn Elder	2.50	3.50
■	Fyndhorn Elves	.15	40
■	Fyndhorn Pollen	4.00	6.00
■	Game of Chaos	6.00	8.00
■	Gangrenous Zombies	.15	.40
■	Gaze of Pain	.15	.40
❑	General Jarkeld	6.00	8.00
■	Ghostly Flame	6.00	9.00
■	Giant Growth	.15	.40
■	Giant Trap Door Spider	2.00	3.00
■	Glacial Chasm	2.00	3.00
■	Glacial Crevasses	4.00	6.00

TOP TEN HOTTEST CARDS

3) Deflection

Is it us, or when battling weasels playing permission decks, do you just wanna push the cartilage in their nose up into their brain? Yeah? Right on, brother! Love it or hate it, though, Deflection, which re-targets a spell, is pretty awesome.

■	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	.15	.40
■	Goblin Ski Patrol	.15	.40
■	Goblin Snowman	2.00	3.00
■	Gorilla Pack	.15	.40
■	Gravebind	4.00	6.00
❑	Green Scarab	1.50	2.50
■	Grizzled Wolverine	.15	.40
❑	Hallowed Ground	2.00	3.00
■	Halls of Mist	5.00	8.00
❑	Heal	.15	.40
■	Hecatomb	7.00	10.00
■	Hematite Talisman	1.50	2.50
❑	Hippurion	1.50	2.50
■	Hoar Shade	.15	.40
■	Hot Springs	4.00	6.00
■	Howl from Beyond	.15	.40
■	Hurricane	1.50	2.50
■	Hyalopterous Lemure	2.00	3.00
■	Hydroblast	.15	.40
■	Hymn of Rebirth	2.50	3.50
■	Ice Berg	2.50	3.50
■	Ice Cauldron	5.00	8.00
■	Ice Floe	2.50	4.00
■	Icequake	2.50	3.50
■	Icy Manipulator	8.00	15.00
■	Icy Prison	5.00	7.00
■	Illusionary Forces	.15	.40
■	Illusionary Presence	4.00	6.00
■	Illusionary Terrain	2.25	3.00
■	Illusionary Wall	.15	.40
■	Illusions of Grandeur	6.00	8.00
■	Imposing Visage	.15	.40
■	Incinerate	.15	.40
■	Infernal Darkness	6.00	8.00
■	Infernal Denizen	6.00	8.00
■	Infinite Hourglass	5.00	7.00
■	Infuse	.15	40
■	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
■	Jokulhaups	6.00	8.00
■	Juniper Order Druid	.15	.40
❑	Justice	2.50	3.50
■	Karplusan Forest	5.00	7.00
■	Karplusan Giant	2.50	3.50
■	Karplusan Yeti	6.00	8.00
❑	Kelsinko Ranger	.15	.40
■	Kjeldoran Dead	.15	.40
❑	Kjeldoran Elite Guard	2.25	3.00
■	Kjeldoran Frostbeast	2.00	3.00
❑	Kjeldoran Guard	.15	40
❑	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	.15	.40
❑	Kjeldoran Warrior	.15	.40
■	Knights of Stromgald	2.25	3.00

TOP TEN HOTTEST CARDS

2) Dual Lands

What?!? Dual lands, which give you two colors of mana with no ill effects, have been bumped from the No. 1 slot? It can only mean one thing! That totally evil *Ice Age* card has grabbed the top slot! No! Noooooooooo...

■	Krovikan Elementalist	2.25	3.00
■	Krovikan Fetish	.15	.40
■	Krovikan Sorcerer	.15	.40
■	Krovikan Vampire	3.50	5.00
■	Land Cap	4.00	6.00
■	Lapis Lazuli Talisman	1.50	2.50
■	Lava Burst	.15	.40
■	Lava Tubes	5.00	7.00
■	Legions of Lim-Dûl	.15	.40
■	Leshrac's Rite	1.50	2.50
■	Leshrac's Sigil	1.50	2.50
■	Lhurgoyf	8.00	12.00
■	Lim-Dûl's Cohort	.15	.40
■	Lim-Dûl's Hex	2.25	3.00
❑	Lightning Blow	4.00	6.00
❑	Lost Order of Jarkeld	6.00	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
■	Marton Stromgald	10.00	15.00
■	Melee	1.50	2.50
■	Melting	1.50	2.50
❑	Mercenaries	4.00	6.00
■	Merieke Ri Berit	5.00	7.00
■	Mesmeric Trance	4.00	6.00
■	Meteor Shower	.15	.40
■	Mind Ravel	.15	.40
■	Mind Warp	2.00	3.00
■	Mind Whip	4.00	6.00
■	Minion of Leshrac	8.00	10.00
■	Minion of Tevesh Szat	6.00	8.00
■	Mistfolk	.15	.40
■	Mole Worms	2.25	3.00
■	Monsoon	4.00	6.00
■	Moor Fiend	.15	.40
■	Mountain	.05	.10
■	Mountain Goat	.15	.40
■	Mountain Titan	5.00	7.00
■	Mudslide	5.00	7.00
■	Musician	5.00	8.00
■	Mystic Might	4.00	6.00
■	Mystic Remora	.15	.40
■	Nacre Talisman	1.50	2.50
■	Naked Singularity	5.00	7.00
■	Nature's Lore	1.50	2.50
■	Necropotence	5.00	7.00
■	Norritt	.15	.40
■	Oath of Lim-Dûl	4.00	6.00
■	Onyx Talisman	1.50	2.50
■	Orcish Cannoneers	1.50	2.50
■	Orcish Conscripts	.15	.40
■	Orcish Farmer	.15	.40
■	Orcish Healer	2.00	3.00
■	Orcish Librarian	4.00	6.00
■	Orcish Lumberjack	.15	40
■	Orcish Squatters	4.00	6.00
❑	Order of the Sacred Torch	6.00	8.00
❑	Order of the White Shield	2.00	3.00
■	Pale Bears	3.50	5.00
■	Panic	.15	.40
■	Pentagram of the Ages	7.00	10.00
■	Pestilence Rats	.15	.40
■	Phantasmal Mount	2.50	3.50
■	Pit Trap	2.25	3.00
■	Plains	.05	.10
■	Polar Kraken	8.00	12.00
■	Portent	.15	.40
■	Power Sink	.15	.40
■	Pox	6.00	8.00
❑	Prismatic Ward	.15	.40
■	Pygmy Allosaurus	4.00	6.00
■	Pyknite	.15	.40
■	Pyroblast	.15	.40
■	Pyroclasm	3.25	4.00
❑	Rally	.15	.40
■	Ray of Command	.15	.40
■	Ray of Erasure	.15	.40
■	Reality Twist	6.00	9.00
■	Reclamation	4.00	6.00
❑	Red Scarab	1.50	2.50
■	Regeneration	.15	.40
■	Rime Dryad	.15	.40
■	Ritual of Subdual	5.00	8.00
■	River Delta	4.00	6.00
■	Runed Arch	5.00	8.00
■	Sabretooth Tiger	.15	.40
❑	Sacred Boon	2.25	3.00
■	Scaled Wurm	.15	.40
■	Sea Spirit	2.25	3.00
■	Seizures	.15	.40
❑	Seraph	10.00	15.00
■	Shambling Strider	.15	.40
■	Shatter	.15	.40
❑	Shield Bearer	.15	.40
■	Shield of the Ages	2.25	3.00
■	Shyft	5.00	8.00
■	Sibilant Spirit	6.00	8.00
■	Silver Erne	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	.40
■	Snow-Covered Island	.15	.40
■	Snow-Covered Mountain	.15	.40
■	Snow-Covered Plains	.15	.40
■	Snow-Covered Swamp	.15	.40
■	Snow Devil	.15	.40
■	Snow Fortress	5.00	8.00
❑	Snow Hound	2.00	3.00
■	Snowblind	4.00	6.00
■	Snowfall	.15	.40
■	Soldevi Golem	5.00	7.00
■	Soldevi Machinist	1.50	2.50
■	Soldevi Simulacrum	2.00	3.00
■	Songs of the Damned	.15	.40
■	Soul Barrier	2.00	3.00
■	Soul Burn	.15	.40
■	Soul Kiss	.15	.40
■	Spectral Shield	2.00	3.00
■	Spoils of Evil	4.00	6.00
■	Spoils of War	5.00	8.00
■	Staff of the Ages	4.00	6.00
■	Stampede	5.00	8.00
■	Stench of Evil	2.50	3.50
■	Stone Rain	.15	.40
■	Stone Spirit	2.00	3.00
■	Stonehands	.15	.40
■	Storm Spirit	5.00	7.00
■	Stormbind	5.00	7.00
■	Stromgald Cabal	4.00	6.00
■	Stunted Growth	4.00	6.00
■	Sulfurous Springs	4.00	6.00
■	Sunstone	1.50	2.50
■	Swamp	.05	.10
❑	Swords to Plowshares	1.50	2.50
■	Tarpan	.15	.40
■	Thermokarst	2.25	3.00
■	Thoughtleech	2.25	3.00
■	Thunder Wall	2.50	3.50
■	Timberline Ridge	4.00	6.00
■	Time Bomb	5.00	7.00
■	Tinder Wall	.15	.40
■	Tor Giant	.15	.40
■	Total War	4.00	6.00
■	Touch of Death	.15	.40
■	Touch of Vitae	2.00	3.00
■	Trailblazer	4.00	6.00
■	Underground River	4.00	6.00
■	Updraft	1.50	2.50
■	Urza's Bauble	1.50	2.50

Key: ■ ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED ❑ WHITE ■ LAND

Veldt	4.00	6.00
Venemous Breath	2.00	3.00
Vertigo	2.00	3.00
Vexing Arcanix	5.00	8.00
Vibrating Sphere	3.50	5.00
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	.15	.40
Whalebone Glider	2.00	3.00
White Scarab	1.50	2.50
Whiteout	2.25	3.00
Wild Growth	.15	.40
Wind Spirit	2.25	3.00
Wings of Aesthir	2.25	3.00
Winter's Chill	5.00	7.00
Withering Wisps	1.50	2.50
Wiitigo	6.00	8.00
Woolly Mammoths	.15	.40
Woolly Spider	.15	.40
Word of Blasting	2.00	3.00
Word of Undoing	.15	.40
Wrath of Marit Lage	4.00	6.00
Yavimaya Gnats	2.50	3.50
Zur's Weirding	5.00	7.00
Zuran Enchanter	.15	.40
Zuran Orb	3.50	5.00
Zuran Spellcaster	.15	.40

CHRONICLES

WIZARDS OF THE COAST- 1995

Full Set (125 cards)	$60.00	90.00
Booster Pack (12 cards)	1.75	3.00
Booster Box (45 packs)	85.00	130.00

Abu Ja'far	1.50	2.50
Active Volcano	.15	.40
Akron Legionnaire	3.00	5.00
Aladdin	5.00	8.00
Angelic Voices	5.00	8.00
Arcades Sabboth	5.00	8.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	.15	.40
Ashnod's Altar	.25	.75
Ashnod's Transmogrant	.25	.75
Axelrod Gunnarson	4.00	6.00
Ayesha Tanaka	2.00	4.00
Azure Drake	1.00	2.00
Banshee	.25	.75
Barl's Cage	2.00	3.00
Beasts of Bogardan	1.00	2.00
Blood of the Martyr	.25	.75
Blood Moon	4.00	6.00
Bog Rats	.15	.40
Book of Rass	1.50	2.50
Boomerang	.15	.40
Bronze Horse	2.00	4.00
Cat Warriors	.15	.40
Chromium	5.00	8.00
City of Brass	6.00	10.00
Cocoon	1.00	2.00
Concordant Crossroads	5.00	8.00
Craw Giant	2.00	4.00
Cuombojj Witches	.15	.40
Cyclone	3.00	5.00
D'Avenant Archer	.25	.75
Dakkon Blackblade	5.00	8.00
Dance of Many	2.00	4.00
Dandan	.15	.40
Divine Offering	.25	.75
Emerald Dragonfly	.15	.40
Enchantment Alteration	.25	.75
Erhnam Djinn	3.00	5.00
Fallen, The	1.00	2.00
Fallen Angel	2.00	4.00
Feldon's Cane	.25	.75
Fire Drake	1.00	2.00
Fishliver Oil	.15	.40
Flash Flood	.15	.40
Fountain of Youth	.25	.75
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	.15	.40
Giant Slug	.15	.40
Goblin Artisans	.25	.75
Goblin Digging Team	.15	.40
Goblin Shrine	.15	.40
Goblins of the Flarg	.15	.40
Hasran Ogress	.15	.40
Hell's Caretaker	5.00	8.00
Horn of Deafening	3.00	5.00

TOP TEN HOTTEST CARDS

1) Jester's Cap

..oooooooo!! It was created to cripple killer decks, but this card is pure evil! It takes three cards from a library and eliminates them from the game! You never get a chance to play those cards! Hey WotC... restrikt this card!

Indestructible Aura	.15	.40
Ivory Guardians	.75	1.50
Jalum Tome	2.00	3.00
Jeweled Bird	2.00	3.00
Johan	5.00	7.00
Juxtapose	3.00	5.00
Keepers of the Faith	.15	.40
Kei Takahashi	.75	1.50
Land's Edge	4.00	6.00
Living Armor	.75	1.50
Marhault Elsdragon	1.50	2.50
Metamorphosis	.15	.40
Mountain Yeti	.15	.40
Nebuchadnezzar	4.00	6.00
Nicol Bolas	6.00	8.00
Obelisk of Undoing	4.00	6.00
Palladia-Mors	5.00	8.00
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	3.00	5.00
Remove Soul	.15	.40
Repentant Blacksmith	.15	.40
Revelation	3.00	5.00
Rubinia Soulsinger	4.00	6.00
Runesword	.25	.75
Safe Haven	2.00	3.00
Scavenger Folk	.15	.40
Sentinel	3.00	5.00
Serpent Generator	5.00	8.00
Shield Wall	.75	1.50
Shimian Night Stalker	2.00	3.00
Sivitri Scarzam	.75	1.50
Sol'kanar the Swamp King	5.00	8.00
Stangg	3.50	5.00
Storm Seeker	2.00	3.00
Takklemaggot	1.50	2.50
Teleport	2.00	4.00
Tobias Andrion	.75	1.50
Tor Wauki	.75	1.50
Tormod's Crypt	.25	.75
Transmutation	.15	.40
Triassic Egg	3.00	5.00
Urza's Mine (4 versions)	.15	.40
Urza's Power Plant (4 ver.)	.15	.40
Urza's Tower (4 versions)	.15	.40
Vaevictis Asmadi	6.00	8.00
Voodoo Doll	3.00	5.00
Wall of Heat	.15	.40
Wall of Opposition	1.00	2.00
Wall of Shadows	.15	.40
Wall of Vapor	.15	.40
Wall of Wonder	1.00	2.00
War Elephant	.15	.40
Witch Hunter	2.00	3.00
Wretched, The	6.00	8.00
Xira Arien	3.00	5.00
Yawgmoth Demon	4.00	6.00

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

Abbey Gargoyles	2.50	3.50
Abbey Matron (ver. 1)	.15	.50
Abbey Matron (ver. 2)	.15	.50
Æther Storm	6.00	8.00
Aliban's Tower (ver. 1)	.15	.50
Aliban's Tower (ver. 2)	.15	.50
Ambush	.15	.50
Ambush Party (ver. 1)	.15	.50
Ambush Party (ver. 2)	.15	.50
An-Havva Constable	3.00	5.00
An-Havva Inn	3.00	5.00
An-Havva Township	4.00	6.00
An-Zerrin Ruins	5.00	7.00
Anaba Ancestor	4.00	6.00
Anaba Bodyguard (ver.1)	.15	.50
Anaba Bodyguard (ver.2)	.15	.50
Anaba Shaman (ver. 1)	.15	.50
Anaba Shaman (ver. 2)	.15	.50
Anaba Spirit Crafter	3.50	5.00
Apocalypse Chime	6.00	8.00
Autumn Willow	8.00	10.00
Aysen Abbey	4.00	6.00
Aysen Bureaucrats (ver.1)	.15	.50
Aysen Bureaucrats (ver.2)	.15	.50
Aysen Crusader	5.00	7.00
Aysen Highway	4.00	6.00
Baki's Curse	4.00	6.00
Baron Sengir	8.00	10.00
Beast Walkers	4.00	6.00
Black Carriage	4.00	6.00
Broken Visage	5.00	7.00
Carapace (ver. 1)	.15	.50
Carapace (ver. 2)	.15	.50
Castle Sengir	4.00	6.00
Cemetery Gate (ver. 1)	.15	.50
Cemetery Gate (ver. 2)	.15	.50
Chain Stasis	6.00	8.00
Chandler	.15	.50
Clockwork Gnomes	.15	.50
Clockwork Steed	.15	.50
Clockwork Swarm	.15	.50
Coral Reef	.15	.50
Dark Maze (ver. 1)	.15	.50
Dark Maze (ver. 2)	.15	.50
Daughter of Autumn	5.00	7.00
Death Speakers	3.00	5.00
Didgeridoo	4.00	6.00
Drudge Spell	3.00	5.00
Dry Spell (ver. 1)	.15	.50
Dry Spell (ver. 2)	.15	.50
Dwarven Pony	4.00	6.00
Dwarven Sea Clan	5.00	7.00
Dwarven Trader (ver. 1)	.15	.50
Dwarven Trader (ver. 2)	.15	.50
Ebony Rhino	.15	.50
Eron the Relentless	5.00	7.00
Evaporate	2.50	3.50
Faerie Noble	4.00	6.00
Feast of the Unicorn (ver. 1)	.15	.50
Feast of the Unicorn (ver. 2)	.15	.50
Feroz's Ban	5.00	7.00
Folk of An-Havva (ver. 1)	.15	.50
Folk of An-Havva (ver. 2)	.15	.50
Forget	4.00	6.00
Funeral March	.15	.50
Ghost Hounds	3.50	5.00
Giant Albatross (ver. 1)	.15	.50
Giant Albatross (ver. 2)	.15	.50
Giant Oyster	3.00	5.00
Grandmother Sengir	4.00	6.00
Greater Werewolf	.15	.50
Hazduhr the Abbot	4.00	6.00
Headstone	.15	.50
Heart Wolf	4.00	6.00
Hungry Mist (ver. 1)	.15	.50
Hungry Mist (ver. 2)	.15	.50
Ihsan's Shade	5.00	7.00
Irini Sengir	3.50	5.00
Ironclaw Curse	4.00	6.00
Jinx	.15	.50
Joven	.15	.50
Joven's Ferrets	.15	.50
Joven's Tools	5.00	7.00
Koskun Falls	4.00	6.00
Koskun Keep	4.00	6.00
Labyrinth Minotaur (ver. 1)	.15	.50
Labyrinth Minotaur (ver. 2)	.15	.50
Leaping Lizard	.15	.50
Leeches	4.00	6.00
Mammoth Harness	4.00	6.00
Marjhan	4.00	6.00
Memory Lapse (ver. 1)	.15	.50
Memory Lapse (ver. 2)	.15	.50
Merchant Scroll	.15	.50
Mesa Falcon (ver. 1)	.15	.50
Mesa Falcon (ver. 2)	.15	.50
Mystic Decree	5.00	7.00
Narwhal	5.00	7.00
Orcish Mine	2.00	4.00
Primal Order	7.00	9.00
Prophecy	.15	.50
Rashka the Slayer	3.50	5.00
Reef Pirates (ver. 1)	.15	.50
Reef Pirates (ver. 2)	.15	.50
Renewal	.15	.50
Retribution	3.00	5.00
Reyeka, Wizard Savant	4.00	6.00
Root Spider	2.50	4.00
Roots	2.00	4.00
Roterothopter	.15	.50
Rysorian Badger	5.00	7.00
Samite Alchemist (ver. 1)	.15	.50
Samite Alchemist (ver. 2)	.15	.50
Sea Sprite	3.00	5.00
Sea Troll	2.00	3.50
Sengir Autocrat	5.00	7.00
Sengir Bats (ver. 1)	.15	.50
Sengir Bats (ver. 2)	.15	.50
Serra Aviary	5.00	7.00
Serra Bestiary	.15	.50
Serra Inquisitors	2.00	3.50
Serra Paladin	.15	.50
Serrated Arrows	.15	.50
Shrink (ver. 1)	.15	.50
Shrink (ver. 2)	.15	.50
Soraya the Falconer	4.00	6.00
Spectral Bears	3.50	5.00
Timmerian Fiends	4.00	6.00
Torture (ver. 1)	.15	.50
Torture (ver. 2)	.15	.50
Trade Caravan (ver. 1)	.15	.50
Trade Caravan (ver. 2)	.15	.50
Truce	5.00	7.00
Veldrane of Sengir	5.00	7.00
Wall of Kelp	5.00	7.00
Willow Faerie (ver. 1)	.15	.50
Willow Faerie (ver. 2)	.15	.50
Willow Priestess	6.00	8.00
Winter Sky	4.00	6.00
Wizards' School	4.00	6.00

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 Editon" 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

WENT UP | WENT DOWN | HEAVILY TRADED

INQUEST price guide

BLOOD WARS
TSR-1995

Full Set (334 cards)	$300.00	400.00
Starter Deck (50 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	75.00	85.00
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

FACTOLS AND FACTIONS
TSR-1995

Full Set (134 cards)	$40.00	60.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	70.00	80.00

PROXIES & POWERS
TSR-1995

Full Set(134 cards)	$40.00	60.00
Booster Pack(15 cards)	2.00	2.50
Booster Box(36 packs)	70.00	85.00

DIXIE
COLUMBIA GAMES-1995

Full Set (200 cards)	$50.00	70.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	70.00	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)	$70.00	$90.00
Starter Deck (60 cards)	$8.00	10.00
Starter Box (12 decks)	95.00	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)	70.00	85.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
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)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

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
DESTINI 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)	$165.00	200.00
Starter Deck (55 cards)	8.00	9.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Dragon Hatchling	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	80.00
Ancient Spacefarer	2.50	3.50
Fighter Pilot	2.50	3.50
Spiritual Leader	2.50	3.50
Stellar Map	2.25	3.50
Volatile Cargo	3.25	4.00

GRIDIRON-SWEEP

GRIDIRON
PRECEDENCE/UPPER DECK-1995

Full Hobby Set (306 cards)	$180.00	$300.00
Full Retail Set (306 cards)	180.00	300.00
Starter Decks (60 cards)	8.00	10.00
Booster Packs (15 boosters)	2.00	3.00
Booster Box (48 packs)	95.00	145.00

GUARDIANS
FPG-1995

Full Set (287 cards)	$150.00	250.00
Starter Deck (60 cards)	$8.00	10.00
Starter Deck Box (10 decks)	75.00	95.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00

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
CARDZ-1995

Full Set (450 cards)	$200.00	300.00
Starter Deck (110 cards)	8.00	10.00
Starter Box (6 dual decks)	45.00	60.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION
STEVE JACKSON GAMES-1994

Card names are in gold printing.

Full Set (412 cards)	$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted Singles	.20	.40
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
Censorship	.75	1.50
Center For Disease Control	.75	1.50
CFL-AIO	1.50	2.50
China	1.50	2.50
Church of Elvis	.75	1.50
Clone	1.25	2.00
Combined Disasters	1.50	2.50
Comic Books	.75	1.50
Commitment	.75	1.50
Computer Security	1.50	2.50
Computer Virus	.75	1.50
Congressional Wives	.75	1.50
Corruption	1.50	2.50
Count Dracula	1.50	2.50
Counter-Revolution	1.50	2.50
Counterspell	.75	1.50
Cover of Darkness	1.50	2.50
Cover-Up	1.50	2.50
Criminal Overlords	1.50	2.50
Crystal Skull	1.50	2.50
Cyborg Soldiers	3.25	4.00
Deasil Engine	1.50	2.50
Death Mask	.75	1.50
Democrats	.75	1.50
Deprogrammers	1.50	2.50
Dinosaur Park	.75	1.50
Discordian Society	1.50	2.50
Dollars for Decency	.75	1.50
Eat the Rich	1.50	2.50
EFF	1.50	2.50
18 1/2 Minute Gap	1.50	2.50
Elders of Zion	1.50	2.50
Eliza	.75	1.50
Elvis	3.25	4.00
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Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards	0.5–1x Limited Price	

JYHAD

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Political Ally	4.00	6.00

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LEGEND OF THE FIVE RINGS

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ON THE EDGE

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Cyril Doros	3.50	5.00
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Starter Box (12 decks)	90.00	110.00
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Booster Box (36 packs)	70.00	90.00

RAGE

WHITE WOLF-1995

Full Set (321 cards)	$200.00	250.00
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Fomori	.75	1.25
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IQ price guide

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Son of Moonlight	2.50	3.50
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Spirit Drain	2.50	3.50
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Stag	.75	1.25
Stands-Like-Mountain	2.50	3.50
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Sticky Paws	.75	1.25
Stinging Wound	.75	1.25
Stolen Wolf, The	1.50	2.50
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Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
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Thunder Tiger	2.50	3.50
Tim Rowantree	1.50	2.50
Trackless Waste	.75	1.25
Tribal Alliance	1.50	2.50
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Wyrm Taint	2.50	3.50
Yuri Tvanivich	25.00	35.00
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UMBRA: THE RAGE EXPANSION SET

WHITE WOLF-1995

Full Set (90 cards)	40.00	60.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
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Amanda Withers-in-Sun	1.50	2.50
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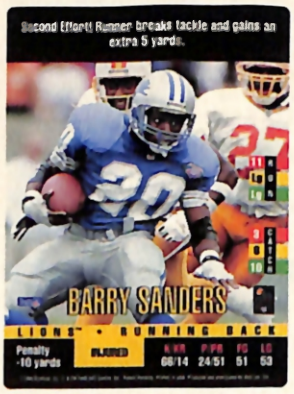
Bunyip Spirit	.15	.40
Caern of Awakening	.75	1.25
Caern of Bygone Visions	1.00	2.00
Caern of the Bloodfist	.75	1.25
Caern of the Cresent Moon	.75	1.25
Caern of Ichiyo Modoribashi	1.00	2.00
Caern of the Painted Sands	1.00	2.00
Caernssandra Shadow-Watcher	1.50	2.50
Caern of the Snow Leopard	.75	1.25
Caern of the Tri-Spiral	.75	1.25
The Council for Universal Trade	.75	1.25
Caern of the Walking Dream	.75	1.25
Caern of the Weeping Daughter	1.00	2.00
Caern of the Western Eye	.75	1.25
Childling	1.50	2.50
Close Gauntle	.75	1.25
Deep Journey	1.00	2.00
Drattosi	.15	.40
Dreamspeaker Mage	3.00	5.00
Dr. Stephen "Mindbender" Garrison	1.50	2.50
Engling	.15	.40
Faerie Armor	1.50	2.50
Fast Shift	.75	1.25
Fireclaw	.75	1.25
Flux	10.00	15.00
Gateway of the Hyena	.15	.40
Gauntlet Flux 1	.15	.40
Gauntlet Flux 2	.15	.40
Gauntlet Flux 3	.15	.40
Gauntlet Flux 4	.15	.40
Guardian Spider	.15	.40
Glass Elemental	.15	.40
Heart of Midnight	2.50	3.50
Hyperion	.75	1.25
Jackally's Quest	.15	.40
Jannok	.15	.40
Jennifer Moon-Wizened	1.00	2.00
Ka Spirit	1.50	2.50
Kinfolk Shamen	.25	.75
Laughs-at-Death	1.50	2.50
Legendary	10.00	15.00
Memory Ribbon	1.50	2.50
Moon Bridge Assault	.75	1.25
Moon Bidge Attack	.75	1.25
Morozhki	.15	.40
Nadia Wyrmfoe	.75	.40
Naomi	1.50	2.50
Nexus Crawler	2.50	3.50
Nightmaster	1.50	2.50
Nightmare Coin	.75	1.25
Nocturna	.75	1.25
Opening of the Moonbridges	.75	1.25
Opening the Silver Window	.75	1.25
Pack Reprimand	4.50	5.50
Pangea	10.00	15.00
Porting the Velvet Curtian	.15	.40
Pattern Spider	.15	.40
Petrov Tzarovitch	1.50	2.50
Phantasmi	1.00	2.00
Phoebe	.75	1.25
Power of the Ways	.25	.75
Purity of Spirit	.25	.75
Quest of Spirit	.15	.40
Quest of Valor	.15	.40
Reject	.15	.40
Redirected Attack	.75	1.25
Rite of Binding	.25	.75
Rite of Claiming	.25	.75
Rite of Realm Binding	1.50	2.50
Rite of the Returning	.75	1.25
Runs-without-Pack	1.50	2.50
Sap Spirit	.75	1.25
Scent of Distinction	.15	.40
Seeks-the-Truth	.75	1.25
Sees-through-Stars	1.00	2.00
Step Sideways	1.50	2.50
Serpntine	.15	.40
Shakey Mac	2.00	3.00
Stormcrow	.75	1.25
Stuck Sideways	1.00	2.00
Summer Country	10.00	15.00
The Battleground	10.00	15.00
Umbral Flurry	.75	1.25
Umbral Wave	2.00	3.00
Wahya-Ohni	1.50	2.50
The Wheel of Ptah	.15	.40
World of Man	.15	.40
Wyldstorm	2.50	3.50
Wyldstone	.75	1.25
Wyldling	.15	.40

REDEMPTION

CACTUS GAME DESIGN-1995

Full Set (300 cards)	$200.00	250.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (6 dual decks)	80.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00



RED ZONE-BARRY SANDERS

RED ZONE

DONRUSS- 1995

Full Set (336 cards)	200.00	275.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

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

Ful 1st Edition Set (445 cards)	$150.00	225.00
(Set price includes 25 booster exclusive cards)		
1st Edition. Starter Dual (110 cards)	8.00	10.00
1st Edition Starter Box (6 dual decks)	450.00	60.00
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)	8.00	10.00
2nd Edition Starter Box (6 duals)	45.00	60.00
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
So-ut	1.50	2.50

ARTIFACTS EXPANSION

TSR-1995

Full Set (100 cards)	60.00	80.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

RAVENLOFT EXPANSION

TSR-1994

Full Set (100 cards)	$80.00	110.00
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	100.00
(Set price includes 25 booster-exclusive cards)		
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00
Bupu's Emerald	1.50	2.50
Hazy Image	1.50	2.50
Inn of the Last Home	1.50	2.50
Krymn Minotauis	1.50	2.50
Tasslehoff Burrfoot	1.50	2.50

FORGOTTEN REALMS

TSR-1994

Full Set (125 cards)	$90.00	130.00
(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)	7.00	9.00
Starter Box (12 decks)	80.00	100.00
Booster Pack (14 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00
Atheism Fate	2.50	3.50
Cult Following Modifer	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

CONIC 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)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER-1994

Cards are black-bordered.

Full Set (363 cards)	$750.00	1,000.00
Starter Deck (60 cards)	18.00	25.00
Starter Box (12 decks)	200.00	300.00
Booster Pack (15 cards)	8.00	12.00
Booster Box (36 packs)	250.00	400.00
Unlisted Singles	.30	.60
Albert Einstein	5.00	8.00
Alexander Rozhenko	1.25	2.00
Alidar Jarok	5.00	8.00
Alien Abduction	.75	1.50
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amanda Rogers	1.50	2.50
Amarie	1.25	2.00
Anaphasic Organism	.75	1.50
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus—Skin of Evil	8.00	12.00
Asteroid Sanctuary	.75	1.50
Auto-Destruct Sequence	1.50	2.50
Avert Disaster	4.00	6.00
B'Etor	10.00	15.00
B'ijik	.75	1.50
Ba'el	2.25	3.00
Baran	.75	1.50
Barclay's Protoplasmic Disease	6.00	10.00
Benjamin Maxwell	.75	1.50
Betazoid Gift Box	8.00	12.00

• PRICE NOT AVAILABLE

Beverly Crusher	18.00	25.00
Bochra	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	20.00
Bynars Weapon Enhancement	7.00	10.00
Chalnoth	.75	1.50
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Covert Installation	.75	1.50
Covert Rescue	.75	1.50
Crosis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherians	4.00	6.00
Darian Wallace	.75	1.50
Data	30.00	40.00
Deanna Troi	20.00	30.00
Devil, The	7.00	10.00
Devinoni Ral	1.50	2.50
Devoras	8.00	12.00
Diplomacy Mission	.75	1.50
Distortion Field	1.50	2.50
Distortion of...Continuum	2.25	3.00
Divok	1.50	2.50
Dr. La Forge	5.00	7.00
Dr. Leah Brahms	5.00	7.00
Dr. Reyga	.75	1.50
Dr. Selar	1.50	2.50
Dukath	1.50	2.50
Duras	8.00	12.00
El-Adrel Creature	1.50	2.50
Energy Vortex	.75	1.50
Engineering Kit	1.50	2.50
Eric Pressman	.75	1.50
Etana Jol	1.50	2.50
Evacuation	1.50	2.50
Evaluate Terraforming	4.00	6.00
Exocomp	1.25	2.00
Explore Black Cluster	2.50	3.50
Explore Dyson Sphere	3.50	5.00
Explore Typhone Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'lhr	1.50	2.50
Female's Love Interest	.75	1.50
Firestorm	.75	1.50
First Contact	1.50	2.50
Fleet Admiral Shanthi	1.50	2.50
Full Planet Scan	2.25	3.00
Gaps in Normal Space	1.25	2.00
Genetronic Replicator	2.25	3.00
Geordi La Forge	18.00	25.00
Giusti	.75	1.50
Goddess of Empathy	5.00	8.00
Gorta	.75	1.50
Gowron	12.00	18.00
Gravitic Mine	1.50	2.50
Haakona	8.00	12.00
Hannah Bates	1.25	2.00
Holo-Projectors	1.25	2.00
Hologram Ruse	1.50	2.50
Honor Challenge	5.00	8.00
Horga'hn	12.00	18.00
Hugh	12.00	18.00
Hunt for DNA Program	3.50	5.00
Husnock Ship	2.25	3.00
Hyper-Aging	1.50	2.50
I.K.C. Bortas	8.00	10.00
I.K.C. Buruk	7.00	10.00
I.K.C. Hegh'ta	7.00	10.00
I.K.C. K'Vort	1.50	2.50
I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Vat	7.00	10.00
I.K.C. Vor'Cha	.75	1.50
I.K.C. Vorn	.75	1.50
Iconia Investigation	3.50	5.00
Iconian Computer Weapon	.75	1.50
Impassable Door	.75	1.50
Incoming Message–Federation	3.25	4.00
Incoming Message–Klingon	2.25	3.00
Incoming Message–Romulan	2.25	3.00
Interphase Generator	8.00	12.00
Investigate Alien Probe	4.00	6.00
Investigate Disappearance	4.00	6.00
Investigate Disturbance	4.00	6.00
Investigate Massacre	4.00	6.00
Investigate Raid	3.50	5.00
Investigate Rogue Comet	3.25	4.00
Investigate "Shattered Space"	3.50	5.00
Investigate Sighting	2.50	3.50
Investigate Time Continuum	3.50	5.00
Ishara Yar	2.25	3.00
Jaglon Shrek–Information Broker	5.00	8.00
Jean-Luc Picard	40.00	60.00
Jenna D'Sora	1.50	2.50
Jo'Bril	1.25	2.00
Juggler, The	.75	1.50
K'Ehleyr	7.00	10.00
K'mpec	.75	1.50
K'Tal	.75	1.50
K'Vada	1.25	2.00
Kahless	6.00	10.00
Kareel Odan	.75	1.50
Kargan	5.00	8.00
Kell	1.50	2.50
Kevin Uxbridge	1.50	2.50
Khazara	8.00	12.00
Khitomer Research	3.50	5.00
Kivas Fajo–Collector	2.25	3.00
Klag	.75	1.50
Kle'eg	.75	1.50
Klingon Death Yell	6.00	10.00
Klingon Right of Vengeance	.75	1.50
Konmel	.75	1.50
Korol	.75	1.50
Koroth	1.50	2.50
Korris	1.50	2.50
Krios Suppression	.75	1.50
Kromm	.75	1.50
Ktarian Game	4.00	6.00
Kurak	5.00	8.00
Kurlan Naikos	8.00	12.00
Kurn	7.00	10.00
L'Kor	1.25	2.00
Leah Brahms	5.00	8.00
Life-Form Scan	1.50	2.50
Long-Range Scan	.75	1.50
Lore Returns	8.00	12.00
Lore's Fingernail	7.00	10.00
Lursa	10.00	15.00
Lwaxanna Troi	8.00	12.00
Matriarchal Society	.75	1.50
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Tricorder	1.25	2.00
Mendak	6.00	10.00
Mendon	.75	1.50
Menthar Booby Trap	.75	1.50
Mercenary Ship	2.25	3.00
Metaphasic Shields	.75	1.50
Microvirus	.75	1.50
Mirok	1.50	2.50
Morag	.75	1.50
Morgan Bateson	5.00	8.00
Mot the Barber	1.50	2.50
Movar	1.50	2.50
N'Vek	1.25	2.00
Nagilum	6.00	8.00
Nanites	.75	1.50
Narik	2.25	3.00
Nausicaans	.75	1.50
Near-Warp Transport	1.25	2.00
Neela Daren	8.00	12.00
Neral	.75	1.50
Neural Servo Device	1.50	2.50
New Contact	3.50	5.00
Nikolai Rozhenko	1.50	2.50
Nitrium Metal Parasites	2.25	3.00
Norah Satie	1.50	2.50
Nu'Daq	1.50	2.50
Null Space	1.50	2.50
Nutational Shields	1.25	2.00
Ocett	2.25	3.00
Palor Taff–Alien Trader	.75	1.50
Pardek	2.25	3.00
Parem	1.50	2.50
Particle Fountain	.75	1.50
Pegasus Search	3.50	5.00
Phased Matter	.75	1.50
Pi	5.00	8.00
Plunder Site	1.50	2.50
Portal Guard	1.25	2.00
Q	10.00	15.00
Q2	3.50	5.00
Radioactive Garbage Scow	1.50	2.50
Raise the Stakes	1.25	2.00
Rebel Encounter	1.50	2.50
Reginald Barclay	8.00	12.00
Relief Mission	1.25	2.00
REM Fatigue Hallucinations	2.25	3.00
RES-Q	.75	1.50
Restore Errant Moon	2.25	3.00
Richard Galen	5.00	8.00
Riva	1.50	2.50
Ro Laren	8.00	12.00
Roga Danar	10.00	15.00
Runabout	.75	1.50
Sarek	10.00	15.00
Sarjenka	4.00	6.00
Sarthong Plunder	3.25	4.00
Satelk	7.00	10.00
Science Vessel	.75	1.50
Secret Salvage	1.50	2.50
Seek Life-form	3.50	5.00
Selo	10.00	15.00
Shaka, When the Walls Fell	1.50	2.50
Shelby	7.00	10.00
Sir Isaac Newton	8.00	12.00
Sima Kolrami	1.50	2.50
Soren	1.50	2.50
Spacedock	.75	1.50
Static Warp Bubble	.75	1.50
Strategic Diversion	1.25	2.00
Study "Hole in Space"	3.25	4.00
Study Lonka Pulsar	3.50	5.00
Study Nebula	3.50	5.00
Study Plasma Streamer	.75	1.50
Study Stellar Collision	.75	1.50
Subspace Schism	.75	1.50
Supernova	7.00	10.00
Survey Mission	4.00	6.00
T'Pan	1.50	2.50
Taibak	1.25	2.00
Tam Elbrun	6.00	10.00
Tarellian Plague Ship	1.50	2.50
Tasha Yar	10.00	15.00
Tebok	1.25	2.00
Telepathic Alien Kidnappers	2.25	3.00
Temporal Causality Loop	4.00	6.00
Temporal Rift	1.50	2.50
Test Mission	1.25	2.00
Thei	.75	1.50
Thomas Riker	12.00	18.00
Thought Maker	10.00	15.00
Time Travel Pod	5.00	8.00
Toby Russell	.75	1.50
Tokath	1.50	2.50
Tomalak	7.00	10.00
Toq	1.25	2.00
Torak	1.50	2.50
Toral	1.25	2.00
Toreth	6.00	10.00
Torin	.75	1.50
Tox Uthat	8.00	12.00
Transwarp Conduit	1.25	2.00
Traveler, The: Transcendence	2.25	3.00
Treaty: Federation/Klingon	.75	1.50
Treaty: Federation/Romulan	.75	1.50
Treaty: Romulan/Klingon	.75	1.50
Tsiolkovsky Infection	4.00	6.00
Two-Dimensional Creatures	2.25	3.00
U.S.S. Brittain	8.00	12.00
U.S.S. Enterprise	30.00	50.00
U.S.S. Excelsior	1.50	2.50
U.S.S. Galaxy	1.50	2.50
U.S.S. Hood	8.00	12.00
U.S.S. Phoenix	8.00	12.00
U.S.S. Sutherland	2.50	3.50
U.S.S. Yamato	8.00	12.00
Vagh	1.50	2.50
Voron-T Disruption	8.00	12.00
Vash	8.00	10.00
Vulcan Mindmeld	1.25	2.00
Vulcan Stone of Gol	12.00	18.00
Warp Core Breach	3.50	5.00
Wesley Crusher	18.00	25.00
Where No One Has Gone Before	.75	1.50
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00
Worf	20.00	30.00
Wormhole	.75	1.50
Wormhole Negotiations	4.00	6.00
Zibalian Transport	.75	1.50

STAR TREK: THE NEXT GENERATION UNLIMITED

DECIPHER 1995

Cards are white-bordered

Full Set (363 cards)	$225.00	300.00
Starter Deck (60 cards)	7.00	10.00
Starter Box (12 decks)	80.00	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

TOP OF THE ORDER

DONRUSS 1995

Full Set (336 cards)	$200.00	275.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

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	110.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	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

VAMPIRE: THE ETERNAL STRUGGLE

WIZARDS OF THE COAST 1995

Full Set (436 cards)	•	•
Booster Pack (19 cards)	•	•
Booster Box (36 packs)	•	•

WILDSTORMS

WILDSTORMS PRODUCTIONS 1995

Full Set (315 cards)	$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	95.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

WING COMMANDER-MANEUVER

WING COMMANDER

MAG FORCE 7 1995

Full Set (310 cards)	$180.00	250.00
Booster Packs (15 cards)	2.00	3.00
Booster Box (36 packs)	90.00	110.00

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
Secret Treasure	.75	1.50
Silver Card	40.00	60.00
Wyvern	.75	1.50

PHOENIX EXPANSION

U.S. GAME SYSTEMS 1995

Full Set (90 cards)	$50.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	85.00	95.00

WENT UP | WENT DOWN | HEAVILY TRADED

InQuest checklists

LEGEND OF THE FIVE RINGS
Full Set (305 cards)
Rty: Rarity R: Rare U: Uncommon C: Common

Artist	Abbreviation	Artist	Abbreviation
Wackwitz & Daily	W&D	Stacy Fitz	SFi
Pete Garcia	PGa	Bryon Wackwitz	BWa
Bob Hobbs	BHo	Brad MCDevitt	BMD
KC Lancaster	KCL	Robin Wood	RWo
Christina Wald	CWa	Carl FranK	CFr
Matt Busch	MBu	Craig Maher	CMa
Stacy Drum	SDr	Will O'Conner	WOC
Wackwitz& Grabski	W&G	Diana Vick	DVi
Matthew D. Wilson	MDW	Heather Bruton	HBr
Kevin Ward	KWa	Randy Elliot	REl
David Trowbridge	DTr	Bonnie Hill	BHi
Eric Anderson	EAn	Ellym Sirac	ESi
April Lee	ALe	C. Siegenthaler	CSi
David Bollt	DBo	Steve Morales	SMo

Stronghold	Artist
War Fortress of the Crab	RGa
Esteemed House of the Crane	DSh
Mountain Keep of the Dragon	MDw
Ancestral Home of the Lion	W&G
Sacred Temple of the Phoenix	MRa
Provincial Estate of the Unicorn	MPo

Rty	Name	Artist
Actions		
R	Ambush	W&D
R	Aviod Fate	SFi
R	Be Prepared to Dig Two Graves	PGa
R	Blackmail	BWa
U	Blazing Arrows	BHo
C	Block Supply Lines	BMc
R	Bountiful Harvest	KCl
U	Breach of Etiquette	RWo
C	Break Morale	REm
C	Brilliant Victory	REm
C	Careful Planning	CWa
C	Charge	CFr
C	Contentious Terrain	KCl
U	Counter Attack	MBu
C	Deadly Ground	BHo
R	Debt of Honor	RWo
C	Dispersive Terrain	KCl
R	Egg of P'an Ku	SVC
C	Encircled Terrain	KCl
C	Entrapping Terrain	REm
R	Evil Portents	M
U	Explosives	BHo
R	Feign Death	CWa
R	Feint	SDu
U	Flight of the Dragons	WOC
R	Focus	MTe
U	Frenzy	W&D
R	Geisha Assassin	SEv
C	Honorable Seppeku	W&G
C	Iajitsu Challenge	SDu
C	Iajitsu Duel	QHo
C	Intersecting Highways	BMc
R	Investigation	BWa
R	Kharmic Strike	REm
U	Kolat Assassin	RSp
U	Kolat Infiltrator	DVi
R	Kolat Master	WOC
U	Legendary Victory	MPo
U	Marries a Barbarian	RWo
U	Martyr	KMe
C	Meditation	W&G
R	Mercy	REm
U	Ninja Thief	MBu
C	Oath of Fealty	KCl
C	Occupied Territory	REm
C	Outflanked	PGa
R	Poisoned Weapon	RSp
C	Rally Troops	EAn
C	Rallying Cry	WOC

RALLYING CRY

R	Refuse Advantage	PGa
C	Remorseful Seppeku	EAn
R	Resist Magic	MPo
U	Retreat	PGa
U	Ring of Air	MDw
U	Ring of Earth	MDw
U	Ring of Fire	MDw
U	Ring of Void	MDw

RING OF VOID

U	Ring of Water	MDw
U	Shady Dealings	W&G
U	Shame	CWa
R	Sneak Attack	DTr
U	Strength of Purity	SVC
C	Superior Tactics	PGa
R	Test of Honor	DVi
C	Traversible Terrain	REm
U	Way of Deception	BHi
Events		
U	Alliance	EAn
R	Bloom of the White Orchid	EAn
U	Bon Festival	ESi
R	Celestial Alignment	EAn
R	Chrysanthemum Festival	ALe
R	Dead Walk the Earth	W&G
R	Emergence of the Tortoise	QHo
U	Emperor's Peace	KCl
U	Evil Feeds Upon Itself	RGa
U	Glimpse of the Unicorn	SEv
U	Hurricane	CSi
R	Imperial Gift	MRa
R	Imperial Quest	EAn
R	Inheritance	KCl
R	Iris Festival	CWa
U	Occult Murders	RSp
U	Peasant Revolt	SDu
U	Plague	DBo
R	Proposal of Peace	DVi
R	Rise of the Phoenix	QHo
R	Solar Eclipse	DBo
U	Test of Stone	BHo
R	Test Of the Emerald Champion	RWo
U	Unexpected Allies	REm
Holdings		
U	Barbican	SDu
C	Black Smith	MBu
C	Copper Mine	SMo
U	Dance Troupe	HBu
U	Diamond Mine	DTr
C	Famous Poet	Bhi
U	Fantastic Gardens	KCl
C	Forest	KMe
R	Forgotten Tomb	RWo
R	Fort on the Bhi	MPo
C	Go Master	CWa
C	Gold Mine	SFi
C	Hawks and Falcons	QHo
R	Imperial Acrobats	BHi
C	I Mine	CSi
C	Jade Works	DVi
C	Market Place	NLe
R	Master of the Tea Ceremony	CWa
U	Master Smith	W&G
C	Moat	BMc
R	Ninja Stronghold	WOC
R	Oracle of the Earth	REl
R	Oracle of Fire	KMe
R	Oracle of Water	ALe
R	Oracle Of Wind	QHo
C	Pearl Divers	ALe
C	Port	KWa
C	Retired General	W&G
U	Sacrificial Altar	EAn
U	Sake Works	REm
C	Sanctified Temple	KMe
R	School of Wizardry	ESi
C	Silver Mine	EAn
C	Small Farm	EAn
C	Stables	HBu
U	Temple of the Ancestors	MKi
U	Trade Route	EAn
C	Unscalable Walls	DTr
Items		
R	Ancestral Sword of the Crab	W&G
R	Ancestral Sword of the Crane	RWo
R	Ancestral Sword of the Dragon	W&G
R	Ancestral Sword of the Lion	MKi
R	Ancestral Sword of the Phoenix	W&G
R	Ancestral Sword of the Unicorn	HBu
U	Armour of Sun-Tao	BSn
U	Armour of the Golden Samurai	BSn
C	Blood Sword	DSh
U	Climbing Gear	MPo
C	Crystal Katana	RWo
R	Deafening War Drums of Fu'Leng	JCa
U	Dragon Helm	WOC
R	Fan of Command	MPo
C	Jade Bow	BSn
R	Jade Hand	BHo
U	Mask of the Oni	DBo
C	Naginata	RAl
R	Night Medallion	DGe
C	Shuriken of Serpents	ESi
U	Star of Laramun	NLe
R	Terrible Standard of Fu'Leng	JCa
U	Mists of Illusion	HBu
R	Reflective Pool	DVi
U	Secrets on the Wind	NLe
C	Summon Faeries	SVC
U	Summon Undead Champion	DBo
R	Summon Swamp Spirits	JMy
R	Torrential Rain	SDu
R	Touch of Death	ESi
U	Walking the Way	QHo
C	Wind Born Speed	CWa
U	Winds of Change	HBu
C	Wings of Fire	SVC
Spells		
U	Animate Dead	DBo
C	Biting Steel	DTr
C	Call Upon The Wind	KWa
C	Castle of Water	ESi
R	Cloak of Night	BHi
U	Counterspell	CSi
U	Earthquake	BHo
U	Elemental Ward	CWa
C	Energy Transference	DBo
U	Fires of Purity	RGa
R	Fist of Osano Wo	KWa
R	Heart of the Inferno	KMe
R	Immortal Steel	BHo
C	Lightning	RGa
C	Look into the Void	QHo
U	Mists of Illusion	HBu
R	Reflective Pool	DVi
U	Secrets of the Wind	NLe
C	Summon Faeries	SVC
U	Summon Swamp Spirits	JMy
R	Summon Undead Champion	DBo
R	Torrential Rain	SDu
R	Touch of Death	ESi
U	Walking the Way	QHo
C	Wind Born Speed	CWa
U	Winds of Change	HBu
C	Wings of Fire	SVC
Followers		
R	Apprentice	ALe
C	Archers	AMa
U	Battering Ram Crew	DTr
R	Fire Breather	BHo
R	Foxwife	HBu
R	Gaijin Mercenaries	MTe
C	Goblin Chuckers	WOC
C	Goblin Mob	Mdw
U	Greater Mujina	CSi
R	Hawk Riders	SVC
U	Heavy Cavalry	BHo
U	Heavy Infantry	SDu
C	Lesser Mujina	CSi
C	Light Cavalry	W&D
C	Light Infantry	KWa
U	Marsh Troll	REl
C	Medium Cavalry	RGa
C	Medium Infantry	MRa
U	Naga Bowmen	REl
C	Naga Bushi	RGa
U	Naga Spearmen	WOC
U	Ninja Genin	RGa
R	Personal Champion	BHo
U	Rattling Bushi	REl
C	Rattling Pack	REl

R	Samurai Cavalry	WOC
R	Samurai Warriors	MPo
C	Scout	REm
R	Scribe	HBu
R	Shadow Samurai	RGa
C	Skeleton Troops	SDu
C	Spearmen	PGa
R	Spirit Guide	RAl
U	Wyrm Riders	DBo
U	Zombie Troops	RGa

Rty	Name	Personality	Artist
Personalities			
U	Crab Beserker	Hida Amoro	RSp
R	Crab Champion	Hida Kisada	MDw
C	Crab Samurai	Hida Sukune	AMa
C	Crab Samurai	Hida Tampako	BSn
U	Crab Cavalry Leader	Hida Tsuru	MTe
R	Crab Hero	Hida Yakomo	MDw
R	Crab Oni	Hida Yakomo	RSp
U	Crab Shugenja	Kuni Yori	AMa
C	Crab Wily Trader	Yasuki Taka	MKi
U	Crane Shugenja	Asahina Tamako	DSh
C	Crane Shugenja	Asahina Tomo	EAn
C	Crane Samurai	Daidoji Uji	MPo
R	Crane Champion	Doji Hoturi	DSh
C	Crane Samurai	Doji Yosai	SVC
R	Crane Iajitsu Master	Katika Toshimoko	QHo
U	Crane Master Orator	Katika Yinobu	JBa
R	Crane Liaison	Katika Yoshi	ALe
U	Crane Negotiator	Katika Yuri	RWo
C	Dragon Shugenja	Agasha Tamori	REl
R	Dragon Justicator	Kitsuki Yasu	PSh
C	Dragon Samurai	Mirumoto Daini	RGa
C	Dragon Samurai	Mirumoto Hitomi	MDw
U	Dragon Samurai	Mirumoto Sukune	BSn
R	Dragon Beast-Man	Togashi Hoshi	BWa
U	Dragon Tattooed-Man	Togashi Mitsu	B&D
R	Dragon Champion	Togashi Yokuni	MDw
U	Dragon Shugenja	Togashi Yoshi	KMe
U	Lion Revered Sensei	Akodo Kage	AMa
R	Lion Samurai	Ikoma Ujiake	CRu
C	Lion Shugenja	Kitsu Toju	SVC
U	Lion Samurai	Matsu Agetoki	B&G
C	Lion Samurai	Matsu Gohei	WOC
U	Lion Beastmaster	Matsu Imura	QHo
R	Lion Champion	Matsu Tsuko	BSn
C	Lion Samurai	Matsu Yojo	SVC
R	Phoenix Interrogator	Asako Yasu	MKi
U	Phoenix Master of Void	Isawa Kaede	SVC
U	Phoenix Master of Earth	Isawa Tadaka	DGe
U	Phoenix Master of Water	Isawa Tumo	DBo
R	Phoenix Master of Fire	Isawa Tsuke	QHo
C	Phoenix Master of Air	Isawa Uona	KCl
C	Phoenix Samurai	Shiba Katsuda	MRa
C	Phoenix Samurai	Shiba Tsukune	RAl
R	Phoenix Champion	Shiba Ujimitsu	RAl
R	Scorpion Seductress	Bayushi Kachiko	MDw
R	Scorpion Samurai	Bayushi Togai	WOC
R	Unaligned	Air Dragon	DSh
R	Fallen Lion Champion	Akodo Toturi	RGa
U	Explosive Master	Alhundro Cornejo	EAn
R	Unaligned Samurai	Dairya	BSn
R	Unaligned	Dragon of Fire	DBo
R	Unaligned	Earth Dragon	MDw
C	Unaligned Samurai	Ginawa	B&G
C	Unaligned Goblin	Goblin Warmonger	MDw
C	Unaligned Shugenja	Heichi Chokei	JBa
C	Unaligned Samurai	Hisa	JCa
R	Unaligned	Ki-Rin	KCl
U	Unaligned	Kolat Servant	CRu
C	Unaligned Oni	Kyoso So Oni	DBo
U	Ninja Assassin	Matsu Hitoru	B&D
C	Unaligned Arbitrator	Miya Yoto	RWo
C	Unaligned	War Machine of Feng'Lun	BSn
C	Unaligned Samurai	Morito	AMa
C	Unaligned Shugenja	Morito Tokei	KMe
C	Unaligned Shugenja	Morito Wakiza	B&W
C	Unaligned Samurai	Moto Tsume	B&W
R	Naga	Naga Abomination	REl
C	Naga	Naga Shugenja	RSp
C	Naga	Naga Warlord	MDw
R	Grand Master of the Elements	Naka Kuro	RWo
C	Unaligned Shugenja	Necromancer	B&W
U	Ninja	Ninja Shapeshifter	RSp
C	Ninja	Ninja Spy	KMe
U	Unaligned	Ogre Bushi	CFr
R	Unaligned Oni	Oni no Akuma	B&W
U	Unaligned Oni	Oni no Shikibu	DGe
U	Unaligned Oni	Oni no Tsuburu	RSp
C	Unaligned Samurai	Sanzo	DSh
U	Hungry Spirit	Shuten Doji	SMo
R	Unaligned	The Demon Bride	SMo
R	Unaligned Samurai	Toku	SDu
R	Unaligned	Void Dragon	WOC
R	Unaligned	Water Dragon	REl
R	Undead Shugenja	Yogo Junzo	B&W
C	Unaligned Shugenja	Yotsu Seiki	RSp
C	Unicorn Shugenja	Horiuchi Shoan	SVC
R	Unicorn Diplomat	Ide Tadaji	BWa

IUCHI DAIYU

U	Unicorn Shugenja	Iuchi Daiyu	PSh
U	Unicorn Shugenja	Iuchi Karasu	RSp
R	Unicorn Shugenja	Iuchi Takaai	ALe
C	Unicorn Battle Maiden	Otaku Kamoko	WOC
U	Unicorn Samurai	Shinjo Hanari	DGe
C	Unicorn Samurai	Shinjo Yasamura	MRa
R	Unicorn Champion	Shinjo Yokatsu	MTe

STAR TREK: THE NEXT GENERATION—ALTERNATE UNIVERSE

Full Set (122 cards)

Rarity	Affiliation
R: Rare	F:Federation
U: Uncommon	K: Klingon
C: Common	R: Romulan
	N: Non-aligned

Name	Type	Aff	Rty
Ajur	Personnel	N	U
Alien Labyrinth	Dilemma		C
Alternate Universe Door	Doorway		C
Anti-Matter Spread	Interrupt		C
Barclay Transport Phobia	Interrupt		U
Baryon Buildup	Event		C
Berlingoff Rasmussen	Personnel	N	R
Beverly Picard	Personnel	F	R
Boratus	Personnel	N	U
Brain Drain	Interrupt		U
Brute Force	Mission	K	R
Captain's Log	Event		U
Cardassian Trap	Dilemma		U
Coalescent Organism	Dilemma		R
Commander Tomalak	Personnel	R	R
Comrpised Mission	Mission	RK	R
Conundrum	Dilemma		C
Countermanda	Interrupt		C
Crysolite	Artifact		R
D'Tan	Personnel	R	U
Data's Head	Artifact		R
Dathon	Personnel	N	R
Dead in Bed	Interrupt		U
Decius	Ship	R	R
Destroy Radioactive Gargabe Scow	Interrupt		C
Devidian Door	Doorway		R
Devidian Foragers	Interrupt		C
Diplomatic Conference	Mission	FKR	
Echo Papa 607 Killer Drone	Equipment		R
Edo Probe	Dilemma		U
Edo Vessel	Ship	N	R
Empathic Echo	Dilemma		C
Engage Shuttle Operations	Event		U
Eyes in the Dark	Interrupt		C
Ferengi Attack	Dilemma		C
FGC-47 Research	Mission	FKR	
Fire Sculptor	Interrupt		C
Fissure Research	Mission	FKR	
Frame of Mind	Dilemma		U
Future Enterprise	Ship	F	V
Gomtu	Ship	N	R
Governor Worf	Personnel	K	R
Hail	Interrupt		C
Hidden Entrance	Dilemma		C
Howard Heirloom Candle	Interrupt		C
Humuhumunukunukuapua'a	Interrupt		C
Hunter Gangs	Dilemma		C
I.K.C Fek'lhr	Ship	K	R
I.K.C K'Ratak	Ship	K	C
I.P. Scanner	Equipment		C
Ian Andrew Troi	Personnel	F	R
Iconian Gateway	Artifact		R
Inc. Message: Attack Author.	Interrupt		U
Interphasic Plasma Creatures	Dilemma		C
Interrogation	Event		R
Intruder Force Field	Event		U
Isabella	Interrupt		U
Jack Crusher	Personnel	F	R
Jamaharon	Interrupt		C
K'mtar	Personnel	K	R
Kevin Uxbridge: Convergence	Interrupt		C
Klim Dokachin	Event		U
La Forge Maneuver	Interrupt		U
Lakanta	Personnel	N	U
Latinum Payoff	Interrupt		C
Lower Decks	Event		U
Lt.(j.g.) Picard	Dilemma	F	U
Major Rakal	Personnel	R	R
Malfunctioning Door	Dilemma		C
Maman Picard	Dilemma		U
Maques	Personnel	N	U
Micky D.	Personnel	N	U
Montgomery Scott	Personnel	F	C
Mot's Advice	Event		U
Neutral Outpost	Outpost		C
Ophidain Cane	Artifact		R
Outpost Raid	Dilemma		C
Parallel Romance	Dilemma		U
Particle Scattering Field	Event		C
Paul Rice (holo re-creation)	Personnel	F	U
Phaser Burns	Interrupt		C
Punishment Zone	Dilemma		C
Qualor II Renezvous	Mission	N	U
Quantum Singularity Lifeforms	Dilemma		U
Quash Conspiracy	Mission	R	R
Rachel Garrett	Personnel	F	R
Rascals	Dilemma		U
Receptacle Stone	Artifact		R
Rescue Captives	Interrupt		U
Rossikan Flute	Artifact		R
Reunion	Mission	F	R
Revolving Door	Event		R
Richard Callisto	Personnel	F	U
Risa Shore Leave	Mission	F	R
Rishon Uxbridge	Event		C
Romulan Ambush	Interrupt		U
Royale Casino: Blackjack	Dilemma		U
Samuel Clemens' Pocketwatch	Artifact		R
Security Sacrifice	Interrupt		C
Seize Wesley	Interrupt		R
Senior Staff Meeting	Interrupt		U
Stefan DeSeve	Personnel	R	R
Tama	Ship	N	U
Targ	Personnel	K	C
Tasha Yar—Alternate	Personnel	F	R
Temporal Nacosis	Interrupt		U
The Charybdis	Event		U
The Gathers	Dilemma		C
The Higher . . . The Fewer	Dilemma		U
The Mask of Korgano	Event		C
Thermal Deflectors	Event		U
Thine Own Self	Interrupt		C
Thought Force	Dilemma		C
U.S.S Enterprise-C	Ship	F	R
Vorgon Raiders	Interrupt		R
Vulcan Nerve Pinch	Interrupt		C

MONTGOMERY SCOTT

YELLOW ALERT

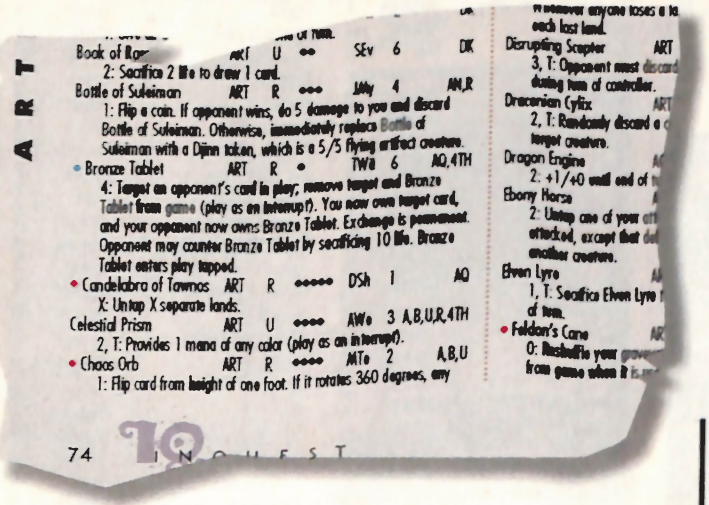
Warped Space	Mission	K	R
Wartime Conditions	Event		R
Worshipper	Dilemma		C
Yellow Alert	Event		C
Zaldan	Dilemma		U

HAND BOOK

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.

SAMPLE LISTING



ART

Book of Ro... ART U ●● SEv 6 DK
2: Sacrifice 2 life to draw 1 card.
Bottle of Suleiman ART R ●●● AMy 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 ● TWa 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 ●●●● AWo 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

Disrupting Scepter ART
3, T: Opponent must discard ... during turn of controller.
Draconian Cyclix ART
2, T: Randomly discard a ... target creature.
Dragon Engine ...
2: +1/+0 until end of ...
Ebony Horse ...
2: Untap one of your ... attacked, except that ... another creature.
Elven Lyre ...
1, T: Sacrifice Elven Lyre ... of them.
• Feldon's Cane ...
0: Reshuffle your ... from game when it is ...

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▲ Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and Revised. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 5 damage. How do we know all that? Because our Lord Sauron told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Sauron had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournament settings. And banned cards, well, are a no-no for tournaments.

A B C D E F G H

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 for creatures.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon, or rare.

Guess what? We've got a real simple abbreviation system for those words—check it out below.

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

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

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

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.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

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

SPOTLIGHT:

STAR TREK THE NEXT GENERATION

This month's Spotlight takes us where no one has gone before. The most popular space adventure ever to warp across your television, *Star Trek: The Next Generation*, is now a high-flying card game. Play the Federation, Klingons, or Romulan empire, encountering episode-based dilemmas, treacherous missions, and all of your favorite (and least favorite) *Star Trek* personnel. Pilot your ships across the spaceline, completing missions, collecting points toward victory, and smashing your opponent's ships to rubble—all in the interests of intergalactic peace.

STAR TREK: THE NEXT GENERATION CARD DESCRIPTION

A. Name: This is the name of your card. Not much more to it than that.

B. Affiliation: Wily Romulan, fierce Klingon, noble Federation—this symbol tells all. Also indicates if the card is non-aligned, or if it's an artifact, dilemma, equipment, event, or interrupt card.

C. Type: Describes the type of starship or the type of crew member. Useful against certain dilemmas.

D. Category: Artifacts, dilemmas, equipment, and events, oh my! All in big print so you don't get confused and try to use your tricorder as an interrupt.

E. Flavor Text: So you never lose the feeling of being in an episode. Not helpful for playing the game, but it'll make the stream of Romulan characters in your deck seem more important.

F. Description: Important! This box will describe all manner of good and bad effects on certain cards.

G. Skills or Devices: Exclusive to characters and ships, a skill or device can help you overcome dilemmas or give you an edge over your opponent.

H. Integrity: How honorable your character is. It's not hard to figure out the least honorable race in space (psst: Romulans).

I. Cunning: How clever your character is.

J. Strength: Clutch in away-team combat.

K. Range: How far a ship can travel per turn.

L. Weapons: How effective your ship is in combat.

M. Shields: How well your ship can defend.

N. Ability: Denotes staff- (four-point star) and command-level (six-point star) ability on personnel. On a ship, the minimum number of staff- and command-level personnel required to take that baby out of Spacedock. Command-level personnel can serve as staff, but not vice

O. Points: The bread and butter of *Star Trek: TNG CCG*, these are what you receive when you overcome a mission. One hundred points makes you the new Captain Picard, or the winner—your choice.

P. Span: The distance from one end of a mission to the other. To move two cards to your left in the same turn, your ship's range must equal or exceed the total span of those two cards. (Don't count the span of the card you're starting from.)

INQUEST players guide

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.

Aladdin's Lamp ART U ●●● MTe 10 AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.

Aladdin's Ring ART U ●●● DFr 8 AN,R,4TH
8, T: Do 4 damage to any target.

Alchor's Tomb ART R ●●● HMc 4 LG
2, T: Change the color of target permanent you control.

Amulet of Kroog ART C ● MOK 2 AQ,4TH
2, T: Prevent 1 damage to any target.

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.

Ashnod's Battle Gear ART U ●● MPo 2 AQ, 4TH
2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.

Ashnod's Transmogrant ART C ●●● MTe 1 AQ, CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrant 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.

Barl's Cage ART R ●●●● TWa 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 AQ,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.

Bronze Tablet ART R ● TWa 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).

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 AQ,4TH
2: Regenerates. 3/1.

Clockwork Avian AC R ●●● RAF 5 AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps 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

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.

Mystic Decree & Island Sanctuary & Howling Mine: Mystic Decree takes away all flying and islandwalk. Island Sanctuary says if you take one less card on your draw phase, no creatures can attack you unless they have flying or islandwalk. Put the two together and what have you got? Next to really bad BO, the best combo for insuring that no creatures come your way while you attack at will. Toss in a Howling Mine to draw your one card per turn and you're in business.

MYSTIC DECREE | ISLAND SANCTUARY | HOWLING MINE

Apocalypse Chime ART R MPo 2 HL
2, T: All cards in play from *Homelands* expansion are buried, including Apocalypse Chime.

Arcum's Sleigh ART U ●●● TWa 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.

Arcum's Weathervane ART U ●● TWa 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 ● TWa 3 LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.

Armageddon Clock ART U ●● AWe 6 AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.

Ashnod's Altar ART C ●● AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

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

Coal Golem AC U ● CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool.3/3.

Colossus of Sardia AC R ●●●● JMy 9 AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.

Conch Horn ART R ●●● PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.

Conservator ART U ● AWe 4 A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.

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

Coral Helm ART R ●● AWe 3 AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.

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 AQ,4TH
Opponent must discard to 4 cards during discard phase.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Cyclopean Tomb 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.	ART	R	●●●	AMa	4	A,B,U
Dancing Scimitar Flying. 1/5.	AC	R	●●●	AMa	4	AN,R,4TH
Dark Sphere T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	●●●●	MTe	0	DK
Delif's Cone 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.	ART	U	●●	MTe	0	FE
Delif's Cube 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	●●●●	MTe	1	FE
Despotic Scepter T: Bury target permanent you own.	ART	R	●●●	RTh	1	IA
Diabolic Machine 3: Regenerates.4/4.	AC	U	●●	AMa	7	DK,4TH
Didgeridoo 3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.	ART	R		MBe	1	HL
Dingus Egg Whenever anyone loses a land, do 2 damage to that player for each lost land.	ART	R	●●	DFr	4	A,B,U,R,4TH
Disrupting Scepter 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.	ART	R	●●●	DFr	3	A,B,U,R,4TH
Draconian Cylix 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	●●	EBe	2	FE
Dragon Engine 2: +1/+0 until end of turn. 1/3.	AC	C	●●	AMa	3	AN,R,4TH
Ebony Horse 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.	ART	R	●	DWi	3	AN,R,4TH
Ebony Rhino Trample. 4/5.	AC	C		AWe	7	HL
Elven Lyre 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.	ART	R	●●	KFo	2	FE
Elkin Bottle 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.	ART	R	●	QHo	3	IA
•**Feldon's Cane** 0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.	ART	C	●●●●	MTe	1	AQ, CH
Fellwar Stone T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	●●●●	QHo	2	DK,4TH
Feroz's Ban Summon Spells cost and additional 2 to cast.	ART	R		HHu	6	HL
Flying Carpet 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.	ART	R	●●●●	MTe	4	AN,R,4TH
Forcefield 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.	ART	R	●●●●●	DFr	3	A,B,U
Forethought Amulet Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	●●●	MBe	5	LG
Fountain of Youth 2, T: Gain 1 life.	ART	C	●●●●	DGe	0	DK, CH
Fyndhorn Bow 3, T: Give target creature first strike until end of turn.	ART	U	●●●	RAl	2	IA
Gauntlet of Might All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	●●●●●	CRu	4	A,B,U
Gauntlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	●●●●	DFr	5	LG, CH
Glasses of Urza T: Look at opponent's hand. No, his cards!	ART	U	●●●	DSh	1	A,B,U,R,4TH
Goblin Lyre 0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.	ART	R	●●●	MKi	3	IA
Golgothian Sylex 1: Discard all Antiquities cards, including Golgothian Sylex, from play.	ART	R	●	KKa	4	AQ
Grapeshot Catapult T: Do 1 damage to a target flying creature. 2/3	AC	C	●●●	DFr	4	AQ,4TH
Green Mana Battery 2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	R	●●●	CRu	4	LG,4TH
Helm of Chatzuk 1, T: Give one creature banding ability until end of turn.	ART	R	●●●	MTe	1	A,B,U,R,4TH
Hematite Talisman 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.	ART	U	●●	LWi	2	IA
Hive, The 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	●●●	SEv	5	A,B,U,R,4TH
Horn of Deafening 2, T: Target creature deals no damage in combat this turn.	ART	R	●●●●	DFr	4	LG, CH
Howling Mine Everyone must draw an extra card during his or her draw phase.	ART	R	●●●●	MPo	2	A,B,U,R,4TH
Ice Cauldron 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.	ART	R	●●●●	DFr	4	IA
Icy Manipulator 1, T: Tap any land, creature, or artifact.	ART	U	●●●●●	AWe	4	A,B,U,IA
Icy Manipulator 1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.	ART	U	●●●●●	DSh	4	A,B,U
Illusionary Mask X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.	ART	R	●●●	AWe	2	A,B,U
Implements of Sacrifice 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	●●●	MOK	2	FE
Infinite Hourglass Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.	ART	R	●●●	HMc	4	IA
Iron Star 1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	●●	DFr	1	A,B,U,R,4TH
Ivory Cup 1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	●●	AMa	1	A,B,U,R,4TH
•**Ivory Tower** Take 1 life for each card over four you have in hand during upkeep.	ART	U	●●●●●	MOK	1	AQ,R,4TH
Jade Monolith 1: Take all damage done to any creature on yourself instead.	ART	R	●●	AMa	4	A,B,U,R,4TH
Jade Statue 2: Make Jade Statue a 3/6 artifact creature that may only attack or block.	ART	U	●●●●	DFr	4	A,B,U
Jalum Tome 2,T: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	●●●	TWa	3	AQ, CH
Jandor's Ring 2, T: Discard a card you just drew, and draw another to replace it.	ART	R	●●	DFr	6	AN,R
Jandor's Saddlebags 3, T: Untap a creature.	ART	R	●●●●	DWi	2	AN,R,4TH
Jayemdae Tome 4, T: Draw 1 extra card.	ART	R	●●●●	MTe	4	A,B,U,R,4TH
Jester's Cap 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.	ART	R	●●●●●	DFr	4	IA
Jester's Mask Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.	ART	R	●●●●	DFr	5	IA
Jeweled Amulet 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.	ART	U	●●●●	DFr	0	IA
•**Jeweled Bird** T: Exchange Bird for your ante, then draw a new card.	ART	R	●	AWe	1	AN, CH
Joven's Tools 4, T: Target creature cannot be blocked except by walls until end of turn.	ART	R		NLe	6	HL
Juggernaut Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	●●●●	DFr	4	A,B,U,R
Knowledge Vault 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.	ART	R	●●●	AWe	4	LG
Kormus Bell Treat all swamps in play as 1/1 creatures that can be tapped for B.	ART	R	●●	CRu	4	A,B,U,R,4TH
Kry Shield 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	●●	RTh	2	LG
Lapis Lazuli Talisman 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.	ART	U	●●	AWe	2	IA
Library of Leng Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	●●●	DGe	1	A,B,U,R,4TH
Life Chisel During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	U	●●●	AWa	4	LG
Life Matrix 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	●●●●	AWe	4	LG
Living Armor Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creatures casting cost.	ART	C	●●●	AMa	4	DK, CH
Living Wall Counts as a wall. 1: Regenerates. 0/6.	AC	U	●●●	AMa	4	A,B,U,R
Malachite Talisman 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.	ART	U	●●	CRu	2	IA
Mana Matrix Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	●●	MTe	6	LG
Mana Crypt T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.	ART	R	●●●	MTe	0	BOOK
Mana Vault 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.	ART	R	●●●●	MTe	1	A,B,U,R,4TH
Marble Priest All walls able to black Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.	AC	U	●	MBe	5	LG
Meekstone Any creature with power greater than 2 may not be untapped as normal during the untap phase.	ART	R	●●●●	QHo	1	A,B,U,R,4TH
Mightstone All attacking creatures gain +1/+0.	ART	U	●●	PVe	4	AQ

TAWNOS'S COFFIN FUNERAL MARCH

Tawnos's Coffin & Funeral March: Tawnos's Coffin lets you tap to trap a creature within, removing it from the game. Hmm... what would happen if that creature had Funeral March on it? Well, its controller would have to put a creature in the graveyard whenever the coffin took it. See what we're gettin at? Suck a creature into the coffin, release it, suck it back in, repeat ad nauseam, offing another of your opponent's creatures each time!

•/• 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 / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Millstone	ART	U	●●●	KFo	2	AQ,R,4TH
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
• **Mirror Universe**	ART	R	●●●●	PFo	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
Mishra's War Machine	AC	R	●	AWe	7	A,B,U,R,4TH
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
• **Mox Emerald**	ART	R	●●●●●	DFr	0	A,B,U
T: Add G to your mana pool.						
• **Mox Jet**	ART	R	●●●●●	DFr	0	A,B,U
T: Add B to your mana pool.						
• **Mox Pearl**	ART	R	●●●●●	DFr	0	A,B,U
T: Add W to your mana pool.						
• **Mox Ruby**	ART	R	●●●●●	DFr	0	A,B,U
T: Add R to your mana pool.						
• **Mox Sapphire**	ART	R	●●●●●	DFr	0	A,B,U
T: Add U to your mana pool.						
Nacre Talisman	ART	U	●●	MTe	2	
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
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. O: 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	●●	TWa	1	AQ, CH
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Obsianus Golem	AC	U	●●●	JMy	6	A,B,U,R,4TH
4/6.						
Onulet	AC	U	●●	AMa	3	AQ,R,4TH
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
Onyx Talisman	ART	U	●●	SEv	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
Ornithopter	AC	U	●●	AWe	0	AQ,R,4TH
Flying. 0/2.						
Pentagram of the Ages	ART	R	●●●●	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
Pit Trap	ART	U	●●●	AMa	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
Planar Gate	ART	R	●●●	MBe	6	LG
Pay 2 colorless mana less when casting a summon spell.						
Primal Clay	AC	U	●●	KFo	6	AQ,R,4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
Pyramids	ART	R	●●	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Rack, The	ART	U	●●●	RTh	1	AQ,R,4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
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, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Reflecting Mirror	ART	U	●●	MPo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic 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 you 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.						
Roterothopter	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.						
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.						

MARJHAN

HIGH TIDE

Marjhan & High Tide: The most useful ability of the Marjhan (other than clocking your opponent with it) is that for two blue mana and -1/-0, you can cause a point of damage to an attacking non-flyer. Since you can bring Marjhan below zero power if you want, the only thing stopping you from wiping out all attacking creatures is a lot of blue, which High Tide's mana-doubling provides.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
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.						
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.						
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. O: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.						
Soldevi Simulacrum	AC	U	●●●	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.						
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.						
• **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 Epityr	ART	C	●	CRu	1	AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Tawnos's Coffin	ART	R	●●●●	CRu	4	AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
Tawnos's Wand	ART	U	●●	DSh	4	AQ,4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
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.						
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 ●●●● RGa 4 IA
3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.

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 ●● RGa 3 IA
Counts as wall. Banding. 0/4.

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 ●● JHa 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).

Zelyon Sword ART R ●●● SKi 3 FE
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.

Zuran Orb ART U ●●●● SEv 0 IA
0: Sacrifice a land to gain 2 life.

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.
of turn.

All Hallow's Eve EN R ●●● CRu BB2 LG
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.

Animate Dead EC U ●●●● AMa B1 A,B,U,R,4TH
Bring a creature from any graveyard into play on your side with -1 power.

Armor Thrull SC C ●●●● Multi B2 FE
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.

Artifact Possession EA C ●● CRu B2 AQ
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.

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 SC U ●● JMy BB2 DK, CH
X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.

Baron Sengir SL R PVe BBB5 HL
Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.

Basal Thrull SC C ● Multi BB FE
T: Sacrifice Basal Thrull to add BB to you mana pool. Artists: KFo, PFo, RKF, CRu. 1/2.

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.

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.

LEECHES REVERSE DAMAGE

Leeches & Reverse Damage: Sheesh, talk about your sideboard-only cards! Leeches are still kinda cool, though. Though not common, poison decks are rough cause regardless of how much life you have, if you get 10 poison counters, yer dead! With Leeches, though, you can remove all your poison counters. Drawback: you lose a point of damage for each counter. No worries—just turn your unhappy sighs into sunny skies with Reverse Damage.

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.

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.

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.

Burnt Offering INT C ●● DGe B IA
Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.

Carrion Ants SC U ●●●● RTh BB2 LG,4TH
1: +1/+1 until end of turn. 0/1.

Cemetery Gate SC C MBe B2 HL
Protection from black. 0/5. (Two versions)

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.

• **Contract from Below** SOR R ●●●● DSh B A,B,U,R
Discard your hand; draw a new ante card plus seven cards.

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.

Cuombajj 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.

Cursed Land EL U ●●● JMy BB2 A,B,U,R,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 ●●●● RGa B1 IA
Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.

Dark Banishing INS C ●●●● DTu B2 IA
Bury target creature. Cannot target black creatures.

Dark Ritual INT C ●●●●● JHa B A,B,U,R,4th,IA
Add BBB to your mana pool.

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 ●● RAl 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.

Drain Life SOR C ●●● DSh B1X A,B,U,R,4TH
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.

Dread Wight SC R ●●● DGe BB3 IA
At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay 4 to remove a paralyzation counter at any time. 3/4.

Drift of the Dead SC U ●●● BSn B3 IA
Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.

Drudge Skeletons SC C ●●●● SEv B1 A,B,U,R,4TH
B: Regenerates. 1/1.

Key

●/• 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
Drudge Spell	EN	U				HL
B: Remove 2 creatures from graveyard out of game. Bring token 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)						
Eater of the Dead	SC	U	●●●	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	●●●	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
El-Hajjaj	SC	R	●●●	DWi	BB1	AN,R,4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	●●	DWi	B1	AN,R,4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Evil Eye Orms-By-Gore	SC	U	●●	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Evil Presence	EL	U	●●●	SEv	B	A,B,U,R,4TH
Target land is now a 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.						
Feast of the Unicorn	EC	C		DDe	B3	HL
Target creature gets +4/+0. (Two versions)						
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.						
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.						
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.						
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.						
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.						
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.						
Grandmother Sengir	SC	R		PVe	B4	HL
B1, T: Target creature -1/-1 until end of turn. 3/3.						
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.						
Greater Werewolf	SC	C		DDer	B4	HL
After combat, put a -0/-1 counter all creatures that blocked werewolf. 2/4.						
Greed	EN	R	●●●	PFo	B3	LG, 4TH
B: Draw an extra card and sacrifice 2 life.						
Guardian Beast	SC	R	●●●●	KMe	B3	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasran Ogress	SC	C	●	DFr	BB	AN, 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.						
Headless Horseman	SC	C	●●	QHo	B2	LG
2/2.						
Headstone	INS	C		DCh	B1	HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.						
Hecatomb	EN	R	●●●●●	Nth	BB1	IA
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	●	CRu	B	LG
Make all creatures -1/-0 until end of turn.						
Hell's Caretaker	SC	R	●●●●●	SEv	B3	LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						
Hellfire	SOR	R	●●●●	PVe	BBB2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Hoar Shade	SC	C	●●●	RTh	B3	IA
B: +1/+1 until end of turn. 1/2.						
Horror of Horrors	EN	U	●●●	MTe	BB3	LG
Sacrifice a swamp to regenerate a black creature.						
Howl from Beyond	INS	C	●●●●	MPo	BX	A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn.						
Hymn to Tourach	SOR	C	●●●●	Multi	BB	FE
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi,SVC.						
Hyalopterous Lemure	SC	U	●●●	RTh	B4	IA
0: Gains flying and -1/-0 until end of turn. 4/3.						
Hypnotic Specter	SC	U	●●●●	DSh	BB1	A,B,U,R,4TH
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2						
Icequake	SOR	U	●●●	RKF	BB1	IA
Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.						
Imprison	EC	R	●●●●	CRu	B	LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.						
Infernal Darkness	EN	R	●●	PFo	BB2	IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.						
Infernal Denizen	SC	R	●●●	DTu	B7	IA
During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.						
Infernal Medusa	SC	U	●●●	AMa	BB3	LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.						
Initiates of the Ebon Hand	SC	C	●●●	Multi	B	FE
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, KFo, HHu. 1/1.						
Inquisition	SOR	C	●	AMa	B2	DK
Examine target player's hand. Do 1 damage to for each white card in hand.						
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.						
Jovial Evil	SOR	R	●●	CRu	B2	LG
Do 2 damage to opponent for each white creature opponent controls.						
Junun Efreet	SC	U	●●●	CRu	BB1	AN,4TH
Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.						
Juzam Djinn	SC	R	●●●●●	MTe	BB2	AN
Lose 1 life during upkeep. 5/5.						
Khabal Ghoul	SC	R	●●●●	DSh	B2	AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
Kjeldoran Dead	SC	C	●●●●	MBe	B	IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.						
Knights of Stromgald	SC	U	●●●●	MPo	BB	IA
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.						
Koskun Falls	EW	R		RAl	BB2	HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.						
Krovikan Elementalist	SC	U	●●●	DSh	BB	IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.						
Krovikan Fetish	EC	C	●●	HHu	B2	IA
Target creature gets +1/+1. Draw a card at the beginning of the next turn.						
Krovikan Vampire	SC	U	●●●	QHo	BB3	IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature i fKrovikan Vampire leaves play or your control. 3/3.						
Legions of Lim-Dûl	SC	C	●●	AMa	BB1	IA
Snow-covered swampwalk. 2/3.						
Leshrac's Rite	EC	U	●●●	RTh	B	IA
Give target creature swampwalk.						
Leshrac's Sigil	EN	U	●●●●	DTu	BB	IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.						
Lesser Werewolf	SC	U	●●●	QHo	B3	LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.						
Lich	EN	R	●●	DGe	BBBB	A,B,U
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.						
Lim-Dûl's Cohort	SC	C	●●	DSh	BB1	IA
Creatures blocking or blocked by Lim-Dûl's Cohort cannot regenerate this turn. 2/3.						
Lim-Dûl's Hex	EN	U	●●●	LDa	B1	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.						
Lord of the Pit	SC	R	●●●	MTe	BBB4	A,B,U,R,4TH
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.						
Lost Soul	SC	C	●●	RAF	BB1	LG,4TH
Swampwalk. 2/1.						
Marsh Gas	INS	C	●	DSh	B	DK,4TH
Make all creatures -2/-0 until end of turn.						

SHRINK

TRANSMUTATION

Shrink & Transmutation: Got Demonic Hordes trampling up your yard? Juzam Djinn playing ring and run? Does Baron Sengir come over without calling first? Have we got a solution for you! First, zap that ill-mannered miscreant with Shrink, giving him -5 power. Then, while it's busy trying to figure out why its clothes don't fit, nail the delinquent with a Transmutation, reversing its power and toughness. That'll learn 'em some manners!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Mindstab Thrull	SC	C	••	Multi	BB1	FE
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.						
Mind Ravel	SOR	C	•	MTe	B2	IA
Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.						
• **Mind Twist**	SOR	R	•••••	JBa	BX	A,B,U,R,4TH
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.						
Mind Warp	SOR	U	•••	LDa	B3X	IA
Look at a player's hand and discard X cards of your choice from that hand.						
Mind Whip	EC	R	•••	DTu	BB2	IA
During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.						
Minion of Leshrac	SC	R	••••	LWi	BBB4	IA
Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.						
Minion of Tevesh Szat	SC	R	•••••	JBa	BBB4	IA
Pay BB during upkeep or take 2 damage. T: Give target creature +3/-2 until end of turn. 4/4.						
Mold Demon	SC	R	•	JMy	BB5	LG
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.						
Mole Worms	SC	U	••••	DGe	B2	IA
T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.						
Moor Fiend	SC	C	•••	AMa	B3	IA
Swampwalk. 3/3.						
Murk Dwellers	SC	C	•••	DTu	B3	DK,4TH
If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.						
Nameless Race	SC	R	•••	QHo	B3	DK
Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.						
Necrite	SC	C	••	Multi	BB1	FE
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.						
Necropotence	EN	R	•	MTe	BBB	IA
Skip your draw phase. 0: 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.						
Nether Shadow	SC	R	•••	CRu	BB	A,B,U,R,4TH
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.						
Nether Void	EW	R	•••	HMc	B3	LG
Counter all spells unless their casters pay an extra 3.						
Nettling Imp	SC	U	•••	QHo	B2	A,B,U,R
T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.						
Nightmare	SC	R	••••	MBe	B5	A,B,U,R,4TH
Flying. Power and toughness equal number of swamps controller has in play. */*.						
Norritt	SC	C	••••	MRa	B3	IA
T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.						
Oath of Lim-Dûl	EN	R	•••	DSh	B3	IA
For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.						
Order of the Ebon Hand	SC	C	••••	Multi	BB	FE
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.						
Oubliette	EN	C	••••	DSh	BB1	AN
Place target creature out of play.						
Paralyze	EC	C	•••	AMa	B	A,B,U,R,4TH
Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.						
Pestilence	EN	C	•••••	JMy	B2	A,B,U,R,4TH
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.						
Pestilence Rats	SC	C	••	JMe	B2	IA
* equals the number of other Rats in play. */3.						
Phyrexian Gremlins	SC	C	••••	AWe	B2	AQ
T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.						
Pit Scorpion	SC	C	••	SKi	B2	LG, 4TH
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.						
Plague Rats	SC	C	••	AMa	B2	A,B,U,R,4TH
Power and toughness equal number of Plague Rats in play. */*.						
Pox	SOR	R	••••	CBr	BBB	IA
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.						
Priest of Yawgmoth	SC	C	•	MTe	B1	AQ
T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.						
Quagmire	EN	U	••	DFr	B2	LG
Creatures with swampwalk may be blocked.						

An-Zerrin Ruins: Hmm... choose a creature type when this is cast. Pow—none of them can untap. We've got one word for this card: prettyfreakinamazing! Not only does it hammer those annoying Thrull or Merfolk decks, if your opponent has some crazy creature with a killer upkeep like Lord of the Pit in play, simply freeze 'im in place.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Rag Man	SC	R	•••	DGe	BB2	DK,4TH
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.						
Raise Dead	SOR	C	•••	JMe	B	A,B,U,R,4TH
Bring a creature from your graveyard into your hand.						
Royal Assassin	SC	R	•••••	TWa	BB1	A,B,U,R,4TH
T: Destroy any tapped creature. Hey, TW's the subject of an *IQ #1* feature! 1/1.						
Sacrifice	INT	U	•	DFr	B	A,B,U,R
Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.						
Scathe Zombies	SC	C	••	JMy	B2	A,B,U,R,4TH
2/2.						
Scavenging Ghoul	SC	U	•••	JMe	B3	A,B,U,R,4TH
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.						
Season of the Witch	EN	R	••	JMy	BBB	DK
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.						
Seizures	EC	C	•••	JBa	B1	IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.						
Sengir Autocrat	SC	R		DCh	B3	HL
When Sengir Autocrat comes into play, put three serf tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all serf 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)						
Sengir Vampire	SC	U	••••	AMa	BB3	A,B,U,R,4TH
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.						
Sewers 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
Retroactively 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	•••	RAl	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 Shackle	EC	U	••	EBe	BB	LG,4TH
Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackle is removed.						
Spoils of Evil	INT	R	•••	QHo	B2	IA
Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						
Spoils of War	SOR	R	••••	PVe	BX	IA
Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Stench of Evil	SOR	U	••••	MTe	BB2	IA
Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.						
Stone-Throwing Devils	SC	C	•••	KMe	B	AN
First strike. 1/1.						
Stromgald Cabal	SC	R	•••••	AMa	BB1	IA
T: Sacrifice 1 life to counter a white spell. 2/2.						
Syphon Soul	SOR	C	•••	MBe	B2	LG
Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Takklemaggot	EC	U	••	DGe	BB2	LG, CH
Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Terror	INS	C	••••	RSP	B1	A,B,U,R,4TH
Bury target creature. Cannot target black or artifact creatures.						
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.						
Thrull Champion	SC	R	••••	DGe	B4	FE
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.						
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.						
Torture	EC	C		MTe	B	HL
B1: Place -1/-1 token on creature Torture enchants. (Two versions)						
Touch of Darkness	INS	U	•••	PVe	B0	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. 0: 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.						
Veldrane of Sengir	SC	R		SVC	BB5	HL
BB1: Forestwalk and -3/-0. 5/5						

Key

•/• 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
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.						

TORTURE CROWN OF THE AGES

Torture & Crown of the Ages: Ooo... this one's rough. First, slap a Torture on your opponent's most troublesome critter. Then, spend two mana (one black) to give it -1/-1 again and again until it's only got one toughness left. Then use Crown of the Ages to move the Torture to your foe's second-most-annoying creature, cutting that bad boy down to size as well. Repeat until all the veins on your opponent's forehead bulge.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Weakness	EC	C	●●●●	DSh	B0	A,B,U,R,4TH
Target creature loses -2/-1.						
Withering Wisps	EN	U	●●●●	Nth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end						
Will-O'-The-Wisp	SC	R	●●●●●	JMy	B	A,B,U,R,4TH
Flying. B: Regenerates. 0/1.						
Word of Binding	SOR	C	●●●	RSp	BBX	DK,4TH
Tap X creatures.						
Word of Command	INS	R	●	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
Worms of the Earth	EN	R	●	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	●●●	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
Xenic Poltergeist	SC	R	●●●	DFr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
Yawgmoth Demon	SC	R	●●	SEv	BB4	AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts Yawgmoth Demon taps to do 2 damage to you. 6/6.						
Zombie Master	SC	R	●●	JMe	BB1	A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						

BLUE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Acid Rain	SOR	R	●●●	NTh	U3	LG
Destroy all forests in play.						
Æther Storm	EN	U		MTe	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Æther Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						
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						
Arnjlot's Ascent	EN	C	●●●	DTu	UU1	IA
CU: U. 1: Target creature gains flying until end of turn.						
Azure Drake	SC	U	●●●	DFr	U3	LG, CH
Flying. 2/4.						
Baki's Curse	SOR	R		NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.						
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.						
Bakuvian Conjurer	SC	U	●●●	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.						
Balduvian Shaman	SC	C	●●	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Binding Grasp	EC	U	●●●●	RTp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.						
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.						
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.						
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 charateristics even if target creature is destroyed. */*.						
Control Magic	EC	U	●●●●●	DWi	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
• **Copy Artifact**	EN	R	●●●●	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
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.						
Counterspell	INT	U	●●●●●	MPo	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
Creature Bond	EC	C	●●	AMa	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	●●●	SEv	UU	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	●	DTu	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
Dark Maze	SC	C		RAl	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)						
Deep Spawn	SC	U	●●●	MTe	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. Tap Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
Deep Water	EN	C	●●	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	●●●●●	MRo	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	●●	LDa	U2	LG
Islandwalk. 1/2.						
Drafna's Restoration	SOR	C	●●	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Drain Power	SOR	R	●●●●	DSh	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Dream Coat	EC	U	●●●	AWa	U	LG
Change target creature's color to another color (play as an interrupt).						
Dreams of the Dead	EN	U	●●●	HHu	U3	IA
U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
Drowned	SC	C	●	QHo	U1	DK
B: Regenerates. 1/1.						
Elder Spawn	SC	R	●	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	●	AMa	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Enchantment Alteration	INS	U	●●●●	BSn	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.						
Energy Flux	EN	U	●●●	KFo	U2	AQ,R,4TH
Each artifact requires 2 during upkeep or it must be destroyed						
Energy Tap	SOR	C	●●	DGe	U	LG,4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool						
Enervate	INS	C	●	LWi	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Erosion	EL	C	●●	PVe	UUU	DK,4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	●	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
Essence Flare	EC	C	●●●	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Feedback	EE	U	●●	QHo	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	●●●	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	●●●	AMa	U1	AN, CH
Give target creature islandwalk.						
Flash Counter	INT	C	●●●	HMc	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	●	TWa	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Flight	EC	C	●●●●	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	C	●●●	DDe	U	DK,4TH
UU: Tap target non-flying creature.						
Flying Men	SC	C	●●●●	CRu	U	AN
Flying. 1/1.						

Force Spike INT C ●● BWa U LG
Counter target spell unless its caster spends 1 extra colorless mana.
Force Void INT U ● MTe U2 IA
Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.
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.
Gaseous Form EC C ●● PFo U2 LG,4TH
Target creature deals nor recieves damage in combat.
Ghost Ship SC U ●●●● TWa UU2 DK,4TH
Flying. UUU: Regenerates. 2/4.
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
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.
Giant Shark SC C ●● TWa U5 DK
When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.
Giant Tortoise SC C ●● KFo U1 AN,4TH
+0/+3 while untapped. 1/1.
Glacial Wall SC U ●●● DWi U2 IA
0/7.
Glyph of Delusion INS C ● SVC U LG
Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.
High Tide INS C ●●●● Multi U FE
All islands produce an additional U until end of turn.
Artists: AMa, DTu, AWe.
Homarid SC C ● Multi U2 FE
Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.
Homarid Shaman SC R ●●● AWe UU2 FE
U: Tap target green creature. 2/1.
Homarid Spawning Bed EN U ●●●● DSh UU FE
UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.
Homarid Warrior SC C ●● Multi U4 FE
U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase.
Artists: RAF, DGe, DSh. 3/3.
Hurkyl's Recall INS R ●●● NTh U1 AQ,R,4TH
Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.
Hydroblast INT C ●●● KFo U IA
Counter a red spell being cast or destroy a red permanent.
Iceberg EN U ●●● JMe UUX IA
Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.
Icy Prison EN R ●●● AMa UU IA
Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.
Illusionary Forces SC C ●●● JHa U3 IA
Flying. CU: U. 4/4.
Illusionary Presence SC R ●●● KFo UU1 IA
CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.
Illusionary Terrain EN U ●●● RAl UU IA
CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.
Illusionary Wall SC C ●●● MPo U4 IA
Flying, first strike. CU: U. 7/4.
Illusions of Grandeur EN R ●●● QHo U3 IA
CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.
In the Eye of Chaos EW R ● CRu U2 LG
Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.
Infuse INS C ● RGa U2 IA
Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.
Invisibility EC C ●●●● AMa UU A,B,U
Target creature may only be blocked by walls.

Invoke Prejudice EN R ●● HMc UUUU LG
Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.
Island Fish Jasconius SC R ●● JMy UUU4 AN,R,4TH
Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.
Jinx INS C MKi U1 HL
Target land becomes basic land of your choice until end of turn. Draw a card at the begining of the next turn's upkeep.
Jump INS C ●● MPo U A,B,U,R,4TH
Target creature has flying until end of turn.
Juxtapose SOR R ●●● JHa 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 ●●● PMo U2 IA
T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.
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)
Land Equilibrium EN R ●●● JMy UU2 LG
If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.
Leviathan SC R ●●● MTe UUUU5 DK,4TH
Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.
Lifetap EN U ●●●● AMa UU A,B,U,R,4TH
Gain 1 life whenever opponent taps a forest.
Lord of Atlantis SC R ●●● MBe UU A,B,U,R,4TH
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.

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.
Merchant Ship SC R ●● TWa U AN
Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.
Merfolk Assassin SC U ●●● DDe UU DK
T: Destroy target creature that has islandwalk. 1/2.
Merfolk of the Pearl Trident SC C ●● JMe U A,B,U,R,4TH
1/1.
Merseine EC C ●●● Multi UU2 FE
Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.
Artists: HHu, MOK, DTu, PVe.
Mesmeric Trance EN R ●●● DFr UU1 IA
CU: 1. U: Discard a card from your hand to draw a card.
Mind Bomb SOR U ●● MTe U DK,4TH
Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.
Mistfolk SC C ●●● QHo UU IA
U: Counter any spell that targets Mistfolk. 1/2.
Musician SC R ●●● DTu U2 IA
CU: 1. T: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays 1 for each music counter, or the creature is destroyed. 1/1.
Mystic Decree EW R LDa UU2 HL
All creatures loose flying and islandwalk.
Mystic Might EL R ● NLe U IA
CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.
Mystic Remora EN C ●● KMe U IA
CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.
Narwhal SC R DCh UU2 HL
First strike, Protection from red. 2/2.

WILLOW PRIESTESS SEA SPRITE

Willow Priestess & Sea Sprite: Sure, the Priestess can tap to bring faeries into play, but most of the little buggers are 1/1s and cost next to nothing to cast anyway. More importantly, she can give any green creature protection from black. Talk about useful! Not only can you prevent your own creatures from being Terrored, but you can also foil your opponent's attempt to Soul Exchange a Thrull token or Howl from Beyond his Lhurgoyf.

Magical Hack INT R ●●●● JBa U A,B,U,R,4TH
Change the text of a card being played or in play by switching one basic land type with another.
Magus of the Unseen SC R ●●●●● KFo U1 IA
U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.
Mahamoti Djinn SC R ●●●●● DFr UU4 A,B,U,R,4TH
Flying. 5/6.
Mana Drain INT U ●●●●● MTe UU LG
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.
Mana Short INS R ●●●● DWi U2 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 ●● DSh UU1 DK
Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.
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)

Old Man of the Sea SC R ●●●● SVC UU1 AN
T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.
Part Water SOR U ●●● NTh UXX LG
Give X target creatures islandwalk until end of turn.
Phantasmal Forces SC U ●● MPo U3 A,B,U,R,4TH
Flying. Pay U during upkeep or card is destroyed. 4/1.
Phantasmal Mount SC U ●●●● MBe U1 IA
Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.
Phantasmal Terrain EL C ●●●● DWi UU A,B,U,R,4TH
Target land switches to any basic land type chosen by caster.
Phantom Monster SC U ●●●● JMy U3 A,B,U,R,4TH
Flying. 3/3.
Pirate Ship SC R ●●●● TWa U4 A,B,U,R,4TH
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.
Polar Kraken SC R ●●● MTe UUU8 IA
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.
Portent SOR C ●●●● LDa U IA
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.

Key
●/● 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
Power Artifact	EA	U	●●	DSh	UU	AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.						
Power Leak	EE	C	●●	DTu	U1	A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						
Power Sink	INT	C	●●●●	RTh	UX	A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.						
Prodigal Sorcerer	SC	C	●●●●	DSh	U2	A,B,U,R,4TH
T: Do 1 damage to any target. 1/1.						
Psionic Blast	INS	U	●●●●	DSh	U2	A,B,U
Do 4 damage to any target and 2 damage to you.						
Psionic Entity	SC	R	●●	JHa	U4	LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Allergy	EN	R	●●●●	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	●●●	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Venom	EL	C	●●	BSn	U1	A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.						
Puppet Master	EC	U	●●●	SEv	UUU	LG, CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
Ray of Command	INS	C	●●●●●	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
Ray of Erasure	INS	C	●●	MRa	U	IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
Reality Twist	EN	R	●●	JEr	UUU	IA
CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
• **Recall**	SOR	U	●●●●●	BSn	UXX	LG, CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	●●●	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand						
Reef Pirates	SC	C		TWa	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) blocked a blue creature or a blue creature blocked Sea Troll. 2/1.						
Relic Bind	EA	R	●●	CRu	U2	LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	●●●	BSn	U1	LG, CH
Counter target summon spell.						
Reset	INT	U	●●	NLe	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
Reverberation	INS	R	●●●●	JHa	UU2	LG
Redirect damage from a sorcery to its caster.						
Reyeka, Wizard Savant	SL	R		SVC	UU2	HL
Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1						
Riptide	INS	C	●●	RAF	U	DK
Tap all blue creatures.						
River Merfolk	SC	R	●●●●	DSh	UU	FE
U: Give River Merfolk mountainwalk until end of turn 2/1						
Sage of Lat-Nam	SC	C	●	PVe	U1	AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1						
Sea King's Blessing	INS	U	●●	RAF	U	LG
Change the color of any number of target creatures to blue until end of turn.						
Sea Serpent	SC	C	●●	JMe	U5	A,B,U,R,4TH
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5						
Sea Spirit	SC	U	●●●	RAI	U4	IA
U: +1/+0 until end of turn. 2/3						
Sea Troll	SC	U		DGe	U2	HL
U: Regenerate. Use this ability only during a turn in which Sea Troll						
Seasinger	SC	U	●●●	AWe	UU1	FE
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.						
Sea Sprite	SC	U		SVC	U1	HL
Flying. Protection from red. 1/1						
Segovian Leviathan	SC	U	●●●	MBe	U4	LG,4TH
Islandwalk. 3/3.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Tangle Kelp	EC	U	●●	RAI	U	DK
Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						
Telekinesis	INS	R	●●	DGe	UU	LG
Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
Teleport	INS	R	●●●	DSh	UUU	LG, CH
Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						

ANABA BODYGUARD ALIBAN'S TOWER

Anaba Bodyguard & Aliban's Tower: Actually, this trick works with any first strike creature, but minotaurs are so cool, we'll go with the bodyguard. All you gotta do is block with a first strike beastie, and, when your opponent thinks he's scored a win, zap your blocker with the tower of power, making him an impressive 5/4 first striker. Then smile, look smug, and say, "Hey, you mess with the bull, you get the horns."

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Serendib Djinn	SC	R	●●	AMa	UU2	AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.						
Serendib Efreet	SC	R	●●●●	AMa	U2	AN,R
Flying. Does 1 damage to you during upkeep. 3/4.						
Shyft	SC	R	●●●	RTh	U4	IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.						
Sibilant Spirit	SC	R	●●●●●	RSp	U5	IA
Flying. When Sibilant Spirit attacks, defending player may draw a card. 5/6.						
Silver Erne	SC	U	●●●	MBe	U3	IA
Flying, trample. 2/2.						
Silhouette	INS	U	●	KFo	U4	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Sinbad	SC	U	●	JBa	U1	AN,4TH
T:Draw new card, you may only keep it if it's a land. 1/1.						
Siren's Call	INS	U	●●●	AMa	U	A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
Sleight of Mind	INT	U	●●●●●	NLe	U	A,B,U,R,4th,IA
Change the text of a card being played or in play by switching one color word with another.						
Snow Devil	EC	C	●●●	KMe	U1	IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.						
Snowfall	EN	C	●●	PFo	U2	IA
CU: U: Islands may produce an addition U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.						
Soldevi Machinist	SC	U	●●	JMe	U1	IA
T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1						
Soul Barrier	EN	U	●	HMc	U2	IA
Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.						
Spectral Cloak	EC	U	●●●●	RAI	UU	LG
Target creature may not be targeted by spells or fast effects unless it is tapped.						
Spell Blast	INT	C	●●●●	BSn	UX	A,B,U,R,4TH
Counter target spell. X is costing cost of target spell.						
Stasis	EN	R	●●●	FJo	U1	A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.						
Steal Artifact	EA	U	●●●	AWe	UU2	A,B,U,R,4TH
Take control of target artifact.						
Sunken City	EN	C	●●●	JMy	UU	DK,4TH
All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.						
Svyelunite Priest	SC	U	●●●	RSp	U1	FE
UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Thoughtlace	INT	R	●●●	MPo	U	A,B,U,R,4TH
Change the color of a card being played or already in play to blue.						
Thunder Wall	SC	U	●●●	RTh	UU1	IA
Flying. U: +1/+1 until end of turn. 0/2.						
Tidal Flats	EN	C	●●	Multi	U	FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creatures to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions), SEv.						
Tidal Influence	EN	U	●●	TWa	U2	FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influences, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.						
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	●●●	AMa	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	UUX	LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.						
Vesuvan Doppelganger	SC	R	●●●●●	QHo	UU3	A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creture 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.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Vodalian Mage U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	●●●	Multi	U2	FE
Vodalian Soldiers Artists: MBe, RKF, JMe, SVC. 1/2.	SC	C	●	Multi	U1	FE
Vodalian War Machine Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	●●●	AWe	UU1	FE
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	●●●	DSh	UUUX	A,B,U,R,4TH
Wall of Air Flying. 1/5.	SC	U	●●●	RTh	UU1	A,B,U,R,4TH
Wall of Kelp UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R		ARa	UU	HL
Wall of Water U: +1/+0. 0/5.	SC	U	●●	RTh	UU1	A,B,U,R,4TH
Wall of Vapor Cannot be damaged by creatures it blocks. 0/1.	SC	C	●●●	RTh	U3	LG, CH
Wall of Wonder UU2: Give Wall of Wonder +4/-4 and enable it to attack. 1/5.	SC	U	●●	RTh	UU2	LG, CH
Water Elemental 5/4.	SC	U	●●	JMe	UU3	A,B,U,R,4TH
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	●●	RSp	U	DK
Arcades Sabboth 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.	SL	R	●●●●	EBe	UUGGWW2	LG, CH
Axelrod Gunnarson 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.	SL	R	●●●	SKi	BBRR4	LG, CH
Ayesha Tanaka T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SL	R	●●●	BWa	UUWW	LG, CH
Barktooth Warbeard 6/5.	SL	U	●●	ARu	BRR4	LG
Bartel Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	●●●●	ARu	BGR3	LG
Boris Devilboon BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	●●●	JMy	BR3	LG
Centaur Archer T: Deal 1 damage to target flying creature. 3/2.	SC	U	●●●	MBe	GR1	IA
Chromatic Armor Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	●●●●	MPo	UW1	IA
Giant Trap Door Spider GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	●●●	HHu	GR1	IA
Glaciers All mountains become plains.	EN	R	●●●●	MTe	UW2	IA
Gosta Dirk First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.	SL	R	●●●	RTh	UUWW3	LG
Gwendlyn Di Corei T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SL	R	●●●●●	JBa	BBUR	LG
Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	●●●●	MBe	BUW1	LG
Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SL	R	●●●●	RKF	GRW4	LG
Hunding Gjornersen Rampage: 1. 5/4.	SL	U	●●	RTh	UUW3	LG
Hymn of Rebirth Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	●●●●	RKF	GW3	IA
Jacques le Vert Make all your green creatures +0/+2. 3/2.	SL	R	●●●	ARu	GRW1	LG

HAZDUHR THE ABBOT | REGENERATION | ALCHOR'S TOMB

Hazduhr the Abbot & Regeneration & Alchor's Tomb: Just put some drool on his chin, a beer in one hand, and a home enema kit in the other, and he looks just like my grandpa. Anywho, Hazduhr can re-direct X damage from any of your white creatures to himself. Alchor's Tomb, which can change the color of any of your permanents, can make any of your critters eligible. Slap a Regeneration on Hazduhr to keep 'im coming back for more.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Wind Spirit Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	●●●●	KFo	U4	IA
Winter's Chill Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	●●●	EBe	UX	IA
Word of Undoing Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	●●●●	CRu	U	IA
Wrath of Marit Lage Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	●●●●	MRa	UU3	IA
Zephyr Falcon Flying. Does not tap to attack. 1/1.	SC	C	●●	HHu	U1	LG,4TH
Zur's Weirding All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	●●●●●	LDa	U3	IA
Zuran Enchanter B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	●●●	DSh	U1	IA
Zuran Spellcaster T: Do 1 damage to any target. 1/1	SC	C	●●●●	EBe	U2	IA

GOLD

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adun Oakenshield GRB, T: Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●	JMe	BGR	LG
Altar of Bone Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.	SOR	R	●●●●	MBe	GW	IA
Angus Mackenzie UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.	SL	R	●●●	BWa	UG	LG
Chromium Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	●●●	EBe	BBUUWW2	LG, CH
Dakkon Blackblade * equals the number of lands you control. */*.	SL	R	●●●●	RKF	BUUW2	LG, CH
Dark Heart of the Wood Sacrifice a forest to gain 3 life.	EN	C	●●●	CRu	BG	DK
Diabolic Vision Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	●●●●	AWa	BU	IA
Earthlink Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	●●	RKF	BGR3	IA
Elemental Augury 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	●●●●	AWa	BUR	IA
Essence Vortex Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	●●●	MOK	BU1	IA
Fiery Justice Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	●●●	MBe	GRW	IA
Fire Covenant Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	●●●	DFr	BR1	IA
Flooded Woodlands No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	●●●	KFo	BU2	IA
Fumarole Sacrifice 3 life to destroy a land and a creature.	SOR	U	●●●●	DTu	BR3	IA
Gabriel Angelfire During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SL	R	●●	DGe	GGWW3	LG, CH
Ghostly Flame Black and red permanents and spells are considered colorless sources of damage.	EN	R	●●●●●	RGa	BR	IA
Jasmine Boreal 4/5.	SL	U	●●	RKF	GW3	LG
Jedit Ojanen 5/5.	SL	U	●●●	MPo	UWW4	LG
Jerrard of the Closed Fist 6/5.	SL	U	●●●	ARu	GGR3	LG
Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SL	R	●●●●	MTe	GRW3	LG, CH
Kasimir the Lone Wolf 5/3.	SL	U	●	RKF	UW4	LG
Kei Takahashi T: Prevent up to 2 damage to target creature. 2/2.	SL	R	●●●	SKi	GW2	LG, CH
Kjeldoran Frostbeast Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	●●●●	MPo	GW3	IA
Lady Caleria T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	●●●●	BWa	GGWW3	LG
Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SL	R	●●●	MPo	BUW	LG
Lady of the Mountain 5/5.	SL	U	●●	RKF	GR4	LG
Lady Orca 7/4.	SL	U	●●	SEv	BR5	LG
Livonya Silone First strike, legendary landwalk. 4/4.	SL	R	●●●	RKF	GGRR2	LG
Lord Magnus First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SL	U	●●●	MTe	GWW3	LG
Marhault Elsdragon Rampage: 1. 4/6.	SL	U	●●	MPo	GRR3	LG, CH
Marsh Goblins Swampwalk. 1/1.	SL	C	●●	QHo	BR	DK
Merieke Ri Berit Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	SL	R	●●●	HHu	BUW	IA

Key

●/● 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
Monsoon If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.	EN	R	●●●●	Nth	GR2	IA
Mountain Titan RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.	SC	R	●●●●	MBe	BR2	IA
Nebuchadnezzar Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.	SL	R	●●●●●	RKF	BU3	LG, CH
Nicol Bolas Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.	SL	R	●●●	EBe	BBUURR2	LG, CH
Palladia-Mors Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.	SL	R	●●●	EBe	GGRRWW2	LG, CH
Pavel Maliki BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.	SL	U	●	ARu	BR4	LG
Princess Lucrezia T: Add U to your mana pool (play as an interrupt). 5/4.	SL	U	●	SEv	BUU3	LG
Ragnar UGW, T: Regenerate target creature. 2/2.	SL	R	●●●	MBe	BGW	LG
Ramirez DePietro First strike. 4/3.	SL	U	●●●	PFo	BBU3	LG
Ramses Overdark T: Destroy a target creature with an enchantment on it. 4/3.	SL	R	●●●	RKF	BBUU2	LG
Rasputin Dreamweaver Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.	SL	R	●●	ARu	UW4	LG, CH
Reclamation No black creature may attack unless its controller sacrifice a land when that creature attacks.	EN	R	●●●	DWi	GW2	IA
Riven Turnbull T: Add B to your mana pool (play as an interrupt). 5/7.	SL	U	●●	RKF	BU5	LG
Rohgahh of Kher Keep All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.	SL	R	●●●	EBe	BBRR2	LG
Rubinia Soulsinger T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.	SL	R	●●●●●	RAl	UGW2	LG
Scarwood Goblins 2/2.	SC	C	●●	RSp	GR	DK
Sir Shandlar of Eberyn 4/7.	SL	U	●●	ARu	GW4	LG
Sivitri Scarzam 6/4.	SL	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	SL	R	●●●●●	Multi	BU3	IA
Sol'kanar Swamp King Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.	SL	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
Stangg Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.	SL	R	●●●●	MPo	GR4	LG, CH
Storm Spirit Flying. T: Do 2 damage to target creature. 3/3.	SL	R	●●●●	PVe	UGW3	IA
Stormbind 2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMo	EN	R	●●●	Multi	GR1	IA
Sunastian Falconer T: Add 2 to your mana pool. 4/4.	SL	U	●●●	CRu	GR3	LG
Tetsuo Umezawa BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.	SL	R	●●●●●	JBo	BUR	LG
Tobias Andrion 4/4.	SL	U	●●	ARu	UW3	LG, CH
Tor Wauki T: Do 2 damage to attacking or blocking creature. 3/3.	SL	U	●●●	RAF	BBR2	LG, CH
Torsten Von Ursus 5/5.	SL	U	●●	MPo	GGW3	LG
Tuknir Deathlock Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2	SL	R	●●●●	LDo	GGRR	LG
Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SL	R	●●●	CRu	BBUU3	LG
Vaevictis Asmadi Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmadi. 7/7.	SL	R	●●●	ARu	BBRRGG2	LG, CH
Wings of Aesthir Give target creature flying, first strike, and +1/+0.	EC	U	●●●●●	EBe	UW	IA
Xira Arien Flying. GRB, T: Make target player draw a card. 1/2.	SL	R	●●●	MBe	BRG	LG, CH

GREEN

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Aisling Leprechaun All creatures blocking or blocked by Leprechaun become green. 1/1.	SC	C	●●	QHo	G	LG
An-Havva Constable Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+*	SC	U		DFr	GG1	HL
An-Havva Inn Gain 1+X life where X is the number of green creatures in play.	SOR	U		BSn	GG1	
Arboria 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.	EW	U	●●●	DGe	GG2	LG
Argothian Pixies Cannot be blocked by artifact creatures. damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.	SC	C	●●●	AWe	G1	AQ, CH
Argothian Treefolk Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.	SC	C	●●●	AWe	GG3	AQ
Aspect of Wolf Increase target creature's power and toughness by half the number of forests caster has in play.	EC	R	●●●●	JMe	G1	A,B,U,R,4TH
Aurochs Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.	SC	C	●●●	KMe	G3	IA
Autumn Willow Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn.	SL	R		MOK	GG4	HL
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
Camouflage Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.	INS	U	●●●	JMy	G	A,B,U
Carapace Target creature gets +0/+2. Sacrifice Carpace to regenerate the creature it enchants. (Two versions)	EC	C		AMa	G	HL
Carnivorous Plant Counts as a wall. 4/5.	SC	C	●●●	QHo	G3	DK,4TH
Cat Warriors Forestwalk. 2/2.	SC	C	●●●●	MBe	GG1	LG, CH
Chub Toad Gains +2/+2 until end of turn when blocked or blocking. 1/1	SC	C	●●●	DGe	G2	IA
• **Channel** Add 1 colorless mana to your pool for each life point you sacrifice.	SOR	U	●●	RTh	GG	A,B,U,R,4TH
Citanul Druid Add a +1/+1 counter whenever opponent casts an artifact. 1/1.	SC	U	●●	JMe	G1	AQ
Cockatrice Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.	SC	R	●●●●●	DFr	GG3	A,B,U,R,4TH
Cocoon 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.	EC	U	●●●	MTe	G	LG, CH
Concordant Crossroads Creatures may attack or tap during the turn they are brought into play.	EW	R	●●●	AWe	G	LG, CH
Craw Giant Trample. Rampage: 2. 6/4.	SC	U	●●●●	CRu	GGGG3	LG, CH
Craw Wurm 6/4.	SC	C	●●	DGe	GG4	A,B,U,R,4TH
Crumble Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.	INS	C	●●●●	JMy	G	AQ,R,4TH
Cyclone 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.	EN	R	●●	MTe	GG2	AN,CH
Daughter of Autumn W: Redirect 1 damage from white creature to Daughter of Autum. 2/4.	SC	R		MOK	GG2	HL
Deadfall Creatures with forestwalk may be blocked.	EN	U	●●	NTh	G2	LG
Desert Twister Destroy any one card in play.	SOR	U	●●●●	SVC	GG4	AN,R,4TH
Dire Wolves Gains banding if you control any plains. 2/2.	SC	C	●●●	RSp	G2	IA
Drop of Honey Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.	EN	R	●●●	AMa	G	AN
Durkwood Boars 4/4.	SC	C	●●●	MKi	G4	LG,4TH
Earthlore 0: Tap target land to give target blocking creature +1/+2 until end of turn.	EL	C	●●●●	DTu	G	IA
Elder Druid G3, T: Tap or untap one creature, land, or artifact. 2/2.	SC	R	●●●●●	RKF	G3	IA
Elven Fortress G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWa.	EN	C	●●●	Multi	G	FE
Elven Riders Cannot be blocked except by walls and flying creatures. 3/3.	SC	U	●●●	MBe	GG3	LG,4TH
Elves of Deep Shadow T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.	SC	U	●●●	JMy	G	DK
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

SENGIR AUTOCRAT HECATOMB

Sengir Autocrat & Hecatomb: Is it us or does the Sengir Autocrat look like that Fred Mertz guy from *I Love Lucy*? Anyway, Mr. Autocrat here seems tailor-made for *Ice Age*'s rather ridiculous targetable Pestilence, Hecatomb. For one black and three other mana, the Autocrat pops out with three 0/1 drinking buddies… ready-to-go sacrificial fodder for ol' Give-'em-Hecatomb.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Elvish Scout	SC	C	●●●	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						
Erhnam Djinn	SC	U	●●●	KMe	G3	AN, CH
Give forestwalk to an opponent's creature until next upkeep. 4/5.						
Essence Filter	SOR	C	●●●●	REm	GG1	IA
Destroy all enchantments or destroy all enchantments that are not white.						
Eureka	SOR	R	●●●●	KFo	GG2	LG
Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.						
Faerie Noble	SC	R		SVC	G2	HL
Flying. All faeires gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.						
Fanatical Fever	INS	U	●●●	JBa	GG2	IA
Give a creature +3/+0 and trample until end of turn.						
Fastbond	EN	R	●●	MPo	G	A,B,U,R
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Feral Thallid	SC	U	●●	RAl	GGG3	FE
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.						
Fire Sprites	SC	C	●●	JBa	G1	LG
Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.						
Floral Spuzzem	SC	U	●●	RAl	G3	LG
If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.						
Fog	INS	C	●●●	JMy	G	A,B,U,R,4TH
Creatures do not damage one another in combat.						
Folk of An-Havva	SC	C		JBa	G	HL
If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1. (Two versions)						
Folk of the Pines	SC	C	●●●●	Multi	G4	IA
G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu						
Forbidden Lore	EL	R	●●●●	CRu	G2	IA
0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.						
Force of Nature	SC	R	●●●●	DSh	GGGG2	A,B,U,R,4TH
Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.						
Forgotten Lore	SOR	U	●●●●	HMc	G	IA
Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.						
Foxfire	INS	C	●●	MOK	G2	IA
Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.						
Freyalise Supplicant	SC	U	●●	Multi	G1	IA
T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDa & DSh						
Freyalise's Charm	EN	U	●●●	MOK	GG	IA
GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.						
Freyalise's Winds	EN	R	●●●	MTe	GG2	IA
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.						
Fungal Bloom	EN	R	●●●●	DGe	GG	FE
GG: Put a spore counter on target Fungus.						
Fungusaur	SC	R	●●●	DGe	G3	A,B,U,R,4TH
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Fyndhorn Brownie	SC	C	●●●	RTh	G2	IA
G2, T: Untap a creature. 1/1.						
Fyndhorn Elder	SC	U	●●●●	CRu	G2	IA
T: Add GG to your mana pool. 1/1.						
Fyndhorn Elves	SC	C	●●●●	JHa	G	IA
T: Add G to your mana pool. 1/1.						
Fyndhorn Pollen	EN	R	●●●	PFo	G2	IA
CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.						
Gaea's Avenger	SC	R	●●●	PVe	GG1	AQ
*=number of artifacts opponent has in play. *+1/*+1.						
Gaea's Liege	SC	R	●●●●●	DWi	GGG3	A,B,U,R,4TH
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.						
Gaea's Touch	EN	C	●●●	MPo	GG	DK
You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).						
Ghazban Ogre	SC	C	●	JMy	G	AN, CH
During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.						
Giant Badger	SC	R	●●●	LDa	GG1	BOOK
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Giant Growth	INS	C	●●●●	SEv	G	A,B,U,R,4TH,IA
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	●●●●	SEv	G3	A,B,U,R,4TH
Doesn't fly, but can block flying creatures. 2/4.						
Giant Turtle	SC	C	●	JMe	GG1	LG
Giant Turtle may not attack if it did so during your last turn. 2/4.						
Glyph of Reincarnation	INS	C	●●	SVC	G	LG
Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.						
Gorilla Pack	SC	C	●●	AWa	G2	IA
Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.						
Grizzly Bears	SC	C	●●●	JMe	G1	A,B,U,R,4TH
2/2.						
Hidden Path	EN	R	●●●●	RAl	GGGG2	DK
All green creatures gain forestwalk.						
Hornet Cobra	SC	C	●	SEv	GG1	LG
First strike. 2/1.						
Hot Springs	EL	R	●●●	NLe	G1	IA
0: Tap land Hot Springs enchants to prevent 1 damage to any target.						
Hungry Mist	SC	C		HHu	GG2	HL
6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)						
Hurricane	SOR	U	●●●●	DWi	GX	A,B,U,R,4TH,IA
Do X damage to all players and flying creatures.						
Ice Storm	SOR	U	●●●	DFr	G2	A,B,U
Destroy any one land.						
Ichneumon Druid	SC	U	●	MBe	GG1	LG
Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.						
Ifh-biff Efreet	SC	R	●●●	JMy	GG2	AN
Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.						
Instill Energy	EC	U	●●●●	DWi	G	A,B,U,R,4TH
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	●●●	JMy	G4	A,B,U,R,4TH
3/5.						
Johtull Wurm	SC	U	●●●	DGe	G5	IA
Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.						
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						
Juniper Order Druid	SC	C	●●●	JMe	G2	IA
T: Untap a land of your choice at the speed of an interrupt. 1/1.						
Killer Bees	SC	U	●●●●●	PFo	GG1	LG,4TH
Flying. G: Give Bees +1/+1 until end of turn. 0/1.						
Kudzu	EL	R	●	MPo	GG1	A,B,U,R
When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Land Leeches	SC	C	●●	QHo	GG1	DK,4TH
First strike. 2/2.						
Leaping Lizard	SC	C		AWe	GG1	HL
1G: Flying and -0/-1 until the end of turn.						
Ley Druid	SC	U	●●●	SEv	G2	A,B,U,R,4TH
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lhurgoyf	SC	R	●●●●	PVe	GG2	IA
* equals the total number of creatures in all graveyards. */*+1.						
Lifeforce	EN	U	●●●●	DWi	GG	A,B,U,R,4TH
GG: Counter a black spell as it is being cast (play as an interrupt).						
Lifelace	INT	R	●	AWe	G	A,B,U,R,4TH
Changes the color of one card in play to green.						
Living Artifact	EA	R	●●●	AMa	G	A,B,U,R,4TH
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	●●	JMy	G3	A,B,U,R,4TH
Treat all forests in play as 1/1 creatures that can be tapped for G.						
Living Plane	EW	R	●●●	BWa	GG	LG
Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.						
Llanowar Elves	SC	C	●●●●	AMa	G	A,B,U,R,4TH
T: Add G to your mana pool. Played as an interrupt. 1/1.						
Lure	EC	U	●●●●●	AMa	GG1	A,B,U,R,4TH,IA
All creatures that can block target creature must do so.						
Lurker	SC	R	●●●	AMa	G2	DK
Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.						
Maddening Wind	EC	U	●●●	DWi	G2	IA
CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.						
Mammoth Harness	EC	R		MBe	G3	HL
Target creature looses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.						
Marsh Viper	SC	C	●●●	RSp	G3	DK,4TH
Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.						
Master of the Hunt	SC	R	●●●●●	JMe	GG2	LG
GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.						
Metamorphosis	SOR	C	●	CRu	G	AN, CH
Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.						
Moss Monster	SC	C	●●	JMy	GG2	LG
3/6.						
Naf's Asp	SC	C	●●	CRu	G	AN,4TH
If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.						
Natural Selection	INS	R	●	MPo	G	A,B,U
Look at the top 3 cards of any library. You may then shuffle that library.						
Nature's Lore	SOR	U	●●●	REm	G1	IA
Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.						
Niall Silvain	SC	R	●●●	CRu	GGG	DK
GGGG, T: Regenerate target creature. 2/2.						
Night Soil	EN	C	●●●	Multi	GG	FE
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SEv, HHu, DTu.						
Pale Bears	SC	R	●●●	AWa	G2	IA
Islandwalk. 2/2.						
People of the Woods	SC	U	●●●	DTu	GG	DK
=number of forests controlled by controller of People of the Woods. 1/.						
Pixie Queen	SC	R	●●●	QHo	GG2	LG
GGG, T: Give target creature flying until end of turn. 1/1.						

CLOCKWORK GNOMES ASHNOD'S TRANSMOGRANT

Clockwork Gnomes & Ashnod's Transmogrant: Wizards of the Coast would make a fortune selling li'l wind-up gnomes like this. Tell me you wouldn't buy one. Anyway, this one's easy. All you gotta do is have an Ashnod's Transmogrant ready, and when someone toasts your clutch creature, transmogrify him into an artifact critter and regenerate him with the gnomes. Ta-daa!

●/● 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
Powerleech	EN	U	●●●	CRu	GG	AQ
Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.						
Pradesh Gypsies	SC	C	●●	QHo	G2	LG,4TH
G1, T: Give target creature -2/-0 until end of turn. 1/1.						
Primal Order	EN	R		RAl	GG2	HL
During player's upkeep, Primal Order deals 1 damage to that player for each non-basic land he or she controls.						
Pygmy Allosaurus	SC	R	●●●	AMa	G2	IA
Swampwalk. 2/2.						
Pyknite	SC	C	●	EBe	G2	IA
Draw a card at the beginning of the next turn. 1/1.						
Rabid Wombat	SC	U	●●●	KFo	GG2	LG, CH
Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.						

DARK MAZE

DARK MAZE

Dark Maze & Dark Maze: The Dark Maze is kinda cool, since it's a beefy 4/5 that can join in the attack. But after it attacks, it's removed from the game. (Wow, harsh penalty.) If you can't work up enough enthusiasm to play with this card, then check out the picture that results when you fit the two versions of the card together. Neat, huh? Now go find the other *Homelands* cards that join to form a bigger pic.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Radjan Spirit	SC	U	●●●●	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2.						
• **Rebirth**	SOR	R	●●	MTe	GGG3	LG,4TH
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Regeneration	EC	C	●●●	QHo	G1	A,B,U,R,4TH,IA
G: Target creature regenerates.						
• **Regrowth**	SOR	U	●●●●●	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	●●●	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Renewal	SOR	C		KFo	G2	HL
Sacrifice a land to search your libarary 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.						
Revelation	EW	R	●●	KFo	G	LG,CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	●●●	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	●●●	JHa	GG4	IA
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.						
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.						
Rust	INT	C	●●	LDa	G	LG
Counter target artifact effect that requires an activation cost.						
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.						
Sandstorm	INS	C	●●	BSn	G	AN,4TH
Do 1 damage to all attacking creatures.						
Savaen Elves	SC	C	●●	RSp	G	DK
GG, T: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	C	●●●	DGe	G7	IA
7/6.						
Scarwood Bandits	SC	R	●●●●	MPo	GG2	DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.						
Scarwood Hag	SC	U	●●●	AMa	G1	DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	●●●	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Scryb Sprites	SC	C	●●●●	AWe	G	A,B,U,R,4TH
Flying. 1/1.						
Shambling Strider	SC	C	●●●	DSh	GG4	IA
GR: +1/-1 until end of turn. 5/5.						
Shanodin Dryads	SC	C	●●●●	AMa	G	A,B,U,R,4TH
Forestwalk. 1/1.						
Shelkin Brownie	SC	C	●	DSh	G1	LE
T: Remove the banding ability from target creature until end of turn. 1/1.						
Shrink	INS	C		LDa	G	HL
Target creature gets -5/-0 until the end of turn. (Two versions)						
Singing Tree	SC	R	●●●●	RAl	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						
Snowblind	EC	R	●	DSh	G3	IA
Target creature gets -*/-*. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.						
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.						
Spitting Slug	SC	U	●●	AMa	GG1	DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
Spore Cloud	INS	C	●●●●	Multi	GG1	FE
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.						
Spore Flower	SC	U	●●●	MOK	GG	FE
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.						
Stampede	INS	R	●●●●●	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
Storm Seeker	INS	U	●●●●	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he or she has in hand.						
Stream of Life	SOR	C	●●●●	MPo	GX	A,B,U,R,4TH
Target player gains X life.						
Stunted Growth	SOR	R	●●●●	Nth	GG3	IA
Target player must choose three cards from his or her hand and put them on top of his library in any order.						
Subdue	INS	C	●●	BSn	G	LG
Target creature deals no damage. It gains X toughness, where X equals its casting cost.						
Sylvan Library	EN	R	●●●●	HMc	G1	LG,4TH
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	●●	RAF	G	LG
Change the color of one or more target creatures to green until end of turn.						
Tarpan	SC	C	●●●	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
Thallid	SC	C	●●●	Multi	G	FE
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.						
Thallid Devourer	SC	U	●●	RSp	GG1	FE
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.						
Thelonite Druid	SC	U	●●●●	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	●●●●	BWa	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.						
Thelon's Chant	EN	U	●●●	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	●●●	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
Thermokarst	SOR	U	●●●	KMe	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
Thicket Basilisk	SC	U	●●●●	DFr	GG3	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	●●●	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.						
Thoughtleech	EN	U	●●●●	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	●●●	MBe	G	A,B,U,R,4TH
Bands. 1/1.						
Tinder Wall	SC	C	●●●●	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
Titania's Song	EN	U	●●●	KKa	G3	AQ,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Touch of Vitae	INS	U	●●●	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	●●●●	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	●●●●	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	●●●●	DSh	G2	A,B,U,R,4TH
Discard all enchantments in play.						
Tsunami	SOR	U	●●	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
Typhoon	SOR	R	●●	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	●●	NTh	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
Venom	EC	C	●●●	TWä	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venemous Breath	INS	U	●●●	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	●●	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	●●●	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2/3.						
Wall of Ice	SC	U	●●●	RTh	G2	A,B,U,R,4TH
0/7.						
Wall of Pine Needles	SC	U	●●●	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	●●	MTe	G	A,B,U,R,4TH
0/3.						
Wanderlust	EC	U	●●●	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	●●●●	JMe	G3	A,B,U,R,4TH
Trample. 3/3.						
Web	EC	R	●●●●	RAl	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	●●●●	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Whirling Dervish	SC	U	●●●●	SVC	GG	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						

Joven's Ferrets & Lure & Siren's Call: Any creatures that block the ferrets can't untap on the following turn, and a Lure on the li'l buggers will insure that *everybody* blocks. "But why would I wanna kill my li'l ferret guys? They're soooo cute!" Hey, there're casualties in every war. On your opponent's next turn, zap him with Siren's Call, forcing all his creatures to attack or die. Uh-oh...they're all tapped, meaning your post-mortem ferrets are about to have company.

JOVEN'S FERRETS | LURE | SIREN'S CALL

Whiteout INS U ●●●● Nth G1 IA
All flying creatures lose flying until end of turn. If Whiteout is in your graveyard, you may sacrifice a snow-covered land to return it to your hand.

Willow Faerie SC C SVC G1 HL
Flying. 1/2.

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.

Wiitigo SC R ●●● MBe GGG3 IA
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.

Wild Growth EL C ●●● MRa G A,B,U,R,4th,IA
Whenever target land is tapped for mana, Wild Growth provides an extra G.

Willow Satyr SC R ●● JMe GG2 LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.

Winter Blast SOR U ●●●● KFo GX LG,4TH
Tap X target creatures. Do 2 damage to each target creature with flying.

Wolverine Pack SC C ●● JMe GG2 LG
Rampage: 2. 2/4.

Wood Elemental SC R ● BSn G3 LG
*=the number of untapped forests you sacrificed when casting Wood Elemental. */*.

Woolly Mammoths SC C ●●● DFr GG1 IA
Gains trample if you control any snow-covered lands. 3/2.

Woolly Spider SC C ●●●● DGe GG1 IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.

Wormwood Treefolk SC R ●●● JMy GG3 DK
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.

Wyluli Wolf SC C ●●●● SVC G1 AN
T: Give a creature +1/+1 until end of turn. 1/1.

Yavimaya Gnats SC U ●●●● DFr G2 IA
Flying. G: Regenerate. 0/1

RED

Active Volcano INS C ● BSn R LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.

Ærathi Berserker SC U ●● MBe RRR2 LG
Rampage: 3. 2/4.

Aggression EC U ●●●● REm R2 IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.

Aladdin SC R ●●●● JBa RR2 AN.CH
RR1: Steal artifact. 1/1.

Ali Baba SC U ●●● JBa R AN,4TH
R: Tap a wall. 1/1.

Ali from Cairo SC R ●●●● MPo RR2 AN
You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.

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 M PoR 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
All minotaurs are +0/+1. 1/3.

Anarchy SOR U ●●●●● PFo RR2 IA
Destroy all white permanents

Artifact Blast INT C ● MPo R AQ
Counter any artifact as it is being cast.

Atog SC C ●● JMy R1 AQ,R
O: +2/+2; sacrifice one of your artifacts in play. 1/2.

Avalanche SOR U ●●● BSn RR2X IA
Destroy X snow-covered lands.

Backdraft INS U ●●● BSn R1 LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.

Balduvian Barbarians SC C ●● MPo RR1 IA
3/2.

Balduvian Hydra SC R ●●● MBe RRX IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. O: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.

Ball Lightning SC R ●●●● QHo RRR DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.

Barbarian Guides SC C ●●● RTh R2 IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.

Battle Frenzy INS C ●●● BSn R2 IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

Beasts of Bogardan SC U ●●● DGe R4 LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.

Bird Maiden SC C ●● KFo R2 AN,4TH
Flying. 1/2.

Blazing Effigy SC C ●● SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.

Blood Lust INS C ●●●● AMa R1 LG,4TH
Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.

Blood Moon EN R ●●●● TWa R2 DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.

Bone Shaman SC C ●● AMa RR2 IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.

Brand of Ill Omen EC R ●●● RAl R3 IA
CU: R. Target creature's controller may not cast summon spells.

Brassclaw Orcs SC C ● Multi R2 FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAl (two versions), DFr, HHu. 3/2.

Brothers of Fire SC C ●● MTe RR1 DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2

Brute, The EC C ●● MPo R1 LG,4TH
Target creature gains +1/+0. RRR: Regenerates.

Burrowing EC C ●●● MPo R A,B,U,R,4TH
Target creature gains mountainwalk.

Cave People SC U ●●● DTu RR1 DK,4TH
Cave People get +1/-2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.

Caverns of Despair EN R ●● HMc RR2 LG
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.

Chain Lighting SOR C ●● SEv R LG
Do 3 damage to a target. Whenever Chain Lightning does damage, the target or target controller may pay RR for Chain Lightning to do 3 damage to a target of his or her choosing.

Chandler SL C DSh R4 HL
RRR, T: Destroy target artifact creature. 3/3.

Chaos Lord SC R ●●● BSn RRR4 IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R ●●● DTu R3 IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Chaoslace INT R ●●● DWi R A,B,U,R,4TH
Changes the color of a card being played or in play to red.

Crevasse EN U ●● RAl R2 LG
Creatures with mountainwalk may be blocked.

Conquer EL U ●●●●● RGa RR3 IA
Take control of target land.

Crimson Kobolds SC C ● AMa 0 LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticore SC R ●●● DGe RR2 LG,4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.

Crookshank Kobolds SC C ● CRu 0 LG
Crookshank Kobolds are red creatures. 0/1.

Curse of Marit Lage EN R ●●●● AWe RR3 IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.

Desert Nomads SC C ●● CRu R2 AN
Desertwalk. Immune to damage from Deserts. 2/2.

Detonate SOR U ●● RAF RX AQ,4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.

Disharmony INS R ●●● BWa R2 LG
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.

Disintegrate SOR C ●●●● AMa RX A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.

Dwarven Song INS U ●● DFr R LG
Change the color of any number of target creatures to red until end of turn.

Dragon Whelp SC U ●●●● AWe RR2 A,B,U,R,4TH
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.

/ 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 / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Dwarven Armorer R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	●●●●	BWa	R	FE
Dwarven Armory 2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	●●●●	RTh	RR2	IA
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 Pony R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R		MOK	R	HL
Dwarven Sea Clan 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.	SC	U		AWe	R2	HL
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
Dwarven Trader 1/1. (Two versions)	SC	C		MOK	R	HL
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 4/5.	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
Eron the Relentless RRR: regenerates. Can attack the turn it comes into play on your side. 5/2	SL	U		CRu	RR3	HL
Errantry Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	●●●	LWi	R1	IA
Evaporate Deal 1 damage to each blue and white creature.	SOR	U		ARa	R2	HL
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 Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	●●	BSn	R	LG
Fire Drake	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	SC	R	●●●●	JMe	RR4	LG
Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.						
Fissure Bury target land or creature.	INS	C	●●●●	DSh	RR3	DK,4TH
Flame Spirit R: +1/+0 until end of turn. 2/3.	SC	U	●●	JHa	R4	IA
Flare Flare does 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	●●	DTu	R2	IA
Flashfires	SOR	U	●●●●	DWi	R3	A,B,U,R,4TH
Destroy all plains in play.						
● **Fork** Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	●●●●●	AWe	RR	A,B,U,R
Frost Giant Rampage: 2. 4/4.	SC	U	●●●	DGe	RRR3	LG
Game of Chaos	SOR	R	●●●	DTu	RRR	IA
Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.						
Giant Strength Make target creature +2/+2.	EC	C	●●●●	JHa	RR	LG,4TH
Glacial Crevasses	EN	R	●●	MRa	R2	IA
O: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.						
Glyph of Destruction	INS	C	●●	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	●●	JBa	R	AQ, CH
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.						
Goblin Balloon Brigade R: Gains flying until end of turn. 1/1.	SC	U	●●●	ARu	R	A,B,U,R,4TH
Goblin Caves	EL	C	●●●	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Chirurgeon	SC	C	●●●	Multi	R	FE
Sacrifice a Goblin to regenerate a creature. Artists: PFo, DFr, DGe. 0/2.						
Goblin Digging Team	SC	C	●●	RSp	R	DK
T: Sacrifice Digging Team to destroy target wall. 1/1.						
Goblin Flotilla	SC	R	●●●	TWä	R2	FE
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	●●●	Multi	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp						
Goblin Hero 2/2.	SC	C	●●	MTe	R2	DK
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.						
Goblin Kites	EN	U	●●	AMa	R1	FE
R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin 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.						
Goblin Rock Sled	SC	C	●●	DDe	R1	DK,4TH
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.						
Goblin 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.						
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.						
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.						
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.						
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.						
Goblin Warrens	EN	R	●●●●	DFr	R2	FE
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Goblin Wizard	SC	U	●●●	DGe	RR2	DK
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.						
Goblins of the Flarg	SC	C	●●●	TWä	R	DK, CH
Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.						
Granite Gargoyle	SC	R	●●●	CRu	R2	A,B,U,R
Flying. R: +0/+1. 2/2.						
Gravity Sphere	EW	R	●●●●●	BSn	R2	LG
All creatures lose flying ability.						
Gray Ogre 2/2.	SC	C	●●	DFr	R2	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.						
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.						
Hill Giant 3/3.	SC	C	●●	DFr	R3	A,B,U,R,4TH
Hurloon Minotaur 2/3.	SC	C	●●	AMa	RR1	A,B,U,R,4TH
Hurr Jackal	SC	R	●●●	DTu	R	AN,4TH
T: Prevent creature from regenerating this turn. 1/1.						
Hyperion Blacksmith	SC	U	●●●	DFr	RR1	LG
T: Tap or untap target artifact opponent controls. 2/2.						
Immolation	EC	C	●●●●	SKi	R	LG,4TH
Make target creature +2/-2.						
Imposing Visage	EC	C	●●●	PFo	R	IA
Target creature cannot be blocked by less than 2 creatures.						
Inferno	INS	R	●●●	RAF	RR5	DK,4TH
Do 6 damage to all players and all creatures.						
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.						
Ironclaw Orcs	SC	C	●	AMa	R1	A,B,U,4TH
May only block creatures of power equaling 1 or less. 2/2.						
Incinerate	INS	C	●●●●	MPo	R1	IA
Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.						
Jokulhaups	SOR	R	●●●●●	RTh	RR4	IA
Bury all artifacts, creatures, and lands.						
Joven	SL	C		DSh	RR3	HL
RRR, T: Destroy target non-creature artifact. 3/3.						
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.						
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.						

Æther Storm & Didgeridoo: Oh boy. ÆtherStorm is a rough enchantment that prevents anyone from casting a summon spell unless she sacrifices four life to bury the enchantment. Didgeridoo allows you to bring minotaurs from your hand directly into play by spending three mana. With the awesome new minotaurs from *Homelands*, this killer combo can put your opponent out to pasture.

ÆTHER STORM DIDGERIDOO

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Keldon Warlord	SC	U	●●●	KBr	RR2	A,B,U,R,4TH
Power and toughness equal number of non-wall creatures in play on your side, including Warlord. */*.						
Kird Ape	SC	C	●●●●	KMe	R	AN,R
Kird Ape gains +1/+2 while controller has forests in play. 1/1.						
Kobold Drill Sergeant	SC	U	●●	JBa	R1	LG
Give all your Kobolds +0/+1 and trample. 1/2.						
Kobold Overlord	SC	R	●●	JBa	R1	LG
First strike. Give all your Kobolds first strike. 1/2.						
Kobold Taskmaster	SC	U	●●	RAF	R1	LG
Give all your Kobolds +1/+0.1/2						
Kobolds of Kher Keep	SC	C	●	JBa	0	LG
0/1.						
Land's Edge	EW	R	●●	BSn	RR1	LG, CH
Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.						
Lava Burst	SOR	C	●●●●	TWa	RX	IA
Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.						
Lightning Bolt	INS	C	●●●●●	CRu	R	A,B,U,R,4TH
Do 3 damage to one target.						
Magnetic Mountain	EN	R	●●●	SVC	RR1	AN,R,4TH
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!						
Mana Clash	SOR	R	●	MTe	R	DK,4TH
Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.						
Mana Flare	EN	R	●●●●	CRu	R2	A,B,U,R,4TH
Each land produces an extra mana of its normal type whenever it is tapped for mana.						
Manabarbs	EN	R	●●	CRu	R3	A,B,U,R,4TH
Do 1 damage to controller whenever he or she draws mana from any land.						
• **Marton Stromgald**	SL	R	●●●●●	MPo	RR2	IA
If Marton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.						
Melee	INS	U	●●●●	DWi	R4	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.						
Melting	EN	U	●●	RGa	R3	IA
All snow-covered lands turn into non-snow-covered lands of the same type.						
Meteor Shower	SOR	C	●●●●	REm	RXX	IA
Meteor Shower does X+1 damage divided any way you choose to any number of targets.						
Mijae Djinn	SC	R	●●●	SVC	RRR	AN,R
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.						
Mons's Goblin Raiders	SC	C	●	JMe	R	A,B,U,R,4TH
1/1.						
Mountain Goat	SC	C	●●●	CBr	R	IA
Mountainwalk. 1/1.						
Mountain Yeti	SC	C	●●●●	DFr	RR2	LG, CH
Mountainwalk, protection from white. 3/3.						
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.						
Nalathni Dragon	SC	R	●●●	MWe	RR2	CON
Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1						
Orc General	SC	U	●	JMy	R2	DK
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.						
Orcish Artillery	SC	U	●●●	AMa	RR1	A,B,U,R,4TH
T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
Orcish Cannoneers	SC	U	●●●	DFr	RR1	IA
T: Does 2 damage to any target and 3 damage to you. 1/3.						
Orcish Captain	SC	U	●	MTe	R	FE
1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn . 1/1.						
Orcish Conscripts	SC	C	●	DSh	R	IA
Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.						
Orcish Farmer	SC	C	●●●	DFr	RR1	IA
T: Turn target land into a swamp until its controller's next untap phase. 2/2.						
Orcish Healer	SC	U	●●●	QHo	RR	IA
RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.						
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.						
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.						
Orcish Mechanics	SC	C	●●●	PVe	R2	AQ
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.						
Orcish 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. Orish Mine Deals 2 damage to land's controller.						
Orcish Oriflamme	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.						
Orcish Spy	SC	C	●●●●	Multi	R	FE
T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.						
Orcish 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.						
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.						
Orgg	SC	R	●●●	DGe	RR3	FE
Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.						
Panic	INS	C	●●	MKi	R	IA
Target creature may not block this turn. Draw a card at the beginning of the next turn.						
Power Surge	EN	R	●●●	DSh	RR	A,B,U,R,4TH
Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Primordial Ooze	SC	U	●●	SEv	R	LG, CH
Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.						
Pyroblast	INT	C	●●●●●	KFo	R	IA
Counter target blue spell or destroy target blue permanent.						
Pyroclasm	SOR	U	●●●●	PMo	R1	IA
Do 2 damage to each creature.						
Pyrotechnics	SOR	U	●●●●	AMa	R4	LG,4TH
Do 4 damage divided any way among any number of targets.						
Quarum Trench Gnomes	SC	R	●●●	DFr	R3	LG
T: Target plains produce 1 instead of W until end of game. 1/1.						
Raging Bull	SC	C	●●	RAF	R2	LG
2/2.						
Raging River	EN	R	●●●	SEv	RR	A,B,U
When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.						
Raiding Party	EN	U	●●●	QHo	R2	FE
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.						
Red Elemental Blast	INT	C	●●●●●	RTh	R	A,B,U,R,4TH
Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.						
Retribution	SOR	U		MTe	RR2	HL
Choose Two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.						
Roc of Kher Ridges	SC	R	●●●●	ARu	R3	A,B,U,R
Flying. 3/3.						
Rock Hydra	SC	R	●●●	JMe	R	A,B,U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.						
Rukh Egg	SC	C	●●●●	CRu	R3	AN
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Sabretooth Tiger	SC	C	●●●	MBe	R2	IA
First strike. 2/1.						
Sedge Troll	SC	R	●●●	DFr	R2	A,B,U,R
B: Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.						
Shatter	INS	C	●●●●	AWe	R1	A,B,U,R,4TH,IA
Destroy target artifact.						
Shatterstorm	SOR	R	●●●	MPo	RR2	AQ,R
Bury all artifacts in play. Artifact creatures may not be regenerated.						
Shivan Dragon	SC	R	●●●●●	MBe	RR4	A,B,U,R,4TH
Flying. R: +1/+0. 5/5.						
Sisters of the Flame	SC	C	●●●	JMy	RR1	DK,4TH
T: Add R to your mana pool (play as an interrupt). 2/2.						
Smoke	EN	R	●●	JMy	RR	A,B,U,R,4TH
Each player may only untap one creature during untap phase.						
Spinal Villain	SC	R	●●●	AMa	R2	LG
T: Destroy target blue creature. 1/2.						
Stone Giant	SC	U	●●●	DWi	RR2	A,B,U,R,4TH
T: Give one of your creatures with toughtness less than Stone Giant's power flying until end of turn. Target creature, which can increase its toughnesss 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
Destroy any one land.						
Stone Spirit	SC	U	●●●	JMe	R4	IA
Stone Spirit cannot be blocked by flying creatures. 4/3.						
Stonehands	EC	C	●●●	DFr	R2	IA
Target creature gains +0/+2. R: Gains +1/+0 until end of turn.						
Storm World	EW	R	●●	CRu	R	LG
Do 1 damage to any player for each card below 4 in hand during upkeep.						
• **Tempest Efreet**	SC	R	●	NTh	RRR1	LG,4TH
T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.						
Tor Giant	SC	C	●●	DSh	R3	IA
3/3.						
Total War	EN	R	●●●	DTu	R3	IA
Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.						
Tunnel	SOR	U	●●	DFr	R	A,B,U,R,4TH
Bury one wall.						
Two-Headed Giant of Foriys	SC	R	●●●●	AMa	R4	A,B,U
Trample. May block two creatures in combat. 4/4.						
Uthden Troll	SC	U	●●●●	DSh	R2	A,B,U,R,4TH
R: Regenerates. 2/2.						

Sylvan Paradise & An-Havva Inn: First off, cast a card you've probably never played before: Sylvan Paradise, which allows you to turn as many creatures as you want green till the end of the turn. Turn every creature in sight green. Follow with an An-Havva Inn, which gives you a point of life for every green creature in play—that is, every critter on the board. Then party.

SYLVAN PARADISE AN-HAVVA INN

Key

•/• 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 / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Vertigo	INS	U	●●●	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	●●	RTh	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	●●●●	RTh	R1	LG
0/6.						
Wall of Fire	SC	U	●●●	RTh	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	●●●	RTh	R2	LG,CH
2/6.						
Wall of Lava	SC	U	●●●	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	●●●	HMc	RR3	LG, CH
1: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	●●●	DFr	RR1	A,B,U,R,4TH
0/8.						
• **Wheel of Fortune**	SOR	R	●●●●●	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	●●●	AMa	RR1	BOOK
Does not tap to attack. 2/2.						
Winds of Change	SOR	R	●●●	JHa	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R		MKi	R	HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	●●●	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efreet	SC	R	●●	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						

WHITE

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Abbey Gargoyles	SC	U		CRu	WWW2	HL
Flying. Protection from red. 3/4						
Abbey Matron	SC	C		MKi	2WW	HL
W, T: +0/+3 till end of turn. 1/3 (Two versions)						
Abu Ja'far	SC	U	●●●●	KMe	W	AN, CH
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
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
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Potion	INS	C	●●●●	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	●●	QHo	WW	LG,4TH
Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1						
Angelic Voices	EN	R	●●●●	JBa	WW2	LG, CH
Give all your creatures +1/+1 if you control only white or artifact creatures.						
Angry Mob	SC	U	●●●●	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, *=total number of swamps all opponents control. Otherwise, *=0. 2+*/2+*						
Animate Wall	EC	R	●●	DFr	W	A,B,U,R,4TH
Target wall may now attack.						
Arctic Foxes	SC	C	●●	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	●●	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU Counter an enchantment as it is being cast						
Argivian Archaeologist	SC	R	●●●●●	AWe	WW1	AQ
2, T: Bring an artifact from your graveyard to your hand. 1/1						
Argivian Blacksmith	SC	C	●●	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2						
Armageddon	SOR	R	●●●●●	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Armor of Faith	EC	C	●●●	AMa	W	IA
Target creature gains +1/+1 W +0/+1						
Army of Allah	INS	C	●●●●	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn						
Artifact Ward	EC	C	●●	DSh	W	AQ
Target creature may not be blocked by artifact creatures. damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
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.						
• **Balance**	SOR	R	●●●●●	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	●●●	DSh	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Beast Walkers	SC	R		HHu	WW1	HL
G: Banding until the end of turn. 1/1.						
Benalish Hero	SC	C	●●●	DSh	W	A,B,U,R,4TH
Bands. 1/1.						
Black Scarab	EC	U	●●●	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.						
Black Ward	EC	U	●●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	●●	RTh	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessed Wine	INS	C	●●	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn						
Blessing	EC	R	●●●●	JBa	WW	A,B,U,R,4TH
W: +1/+1.						
Blinking Spirit	SC	R	●●●●●	LWi	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2						
Blood of the Martyr	INS	U	●	CRu	WWW	DK, CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	●●●	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	●●	PVe	W	DK,4TH
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
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
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1						
Caribou Range	EL	R	●●●●	RTp	WW2	IA
WW, Tap land: Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life						
Castle	EN	U	●●●	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	●●●●	PVe	W1	AQ,4TH
2: Prevent all damage against you from an artifact source						
Circle of Protection: Black	EN	C	●●●●	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source						
Circle of Protection: Blue	EN	C	●●●	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source						
Circle of Protection: Green	EN	C	●●●	SEv	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	●●●●	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	●●●	DSh	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleanse	SOR	R	●●●●	PFo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	●●●	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus	SC	C	●●	DGe	W	LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	●●	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	●●●●	Multi	W2	FE
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
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	●●●●	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	●●●	PFo	W2	IA
Target creature gains banding.						
Crusade	EN	R	●●●●	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1.						

JINX

AYSEN HIGHWAY

Jinx & Aysen Highway: First, play with a deck made up of mostly white creatures. Then zap your opponent's Maze of Ith (or any annoying land) with Jinx, turning it into a Plains. Follow with an Aysen Highway, which gives all white creatures plainswalk. Have something like a Despotic Scepter ready in case your opponent's playing white or he Hacks the highway to his benefit.

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
D'Avenant Archer	SC	C	●●●	DSh	W2	LG, CH
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	●	JHa	W2	AQ
No one may untap more than one artifact in each of his or her own untap phases.						
Death Speakers	SC	U		DSh	W	HL
W: Protection from black. 1/1.						
Death Ward	INS	C	●●●	HMc	W	A,B,U,R,4th,IA
Regenerates target creature.						
Disenchant	INS	C	●●●●●	BSn	W1	A,B,U,R,4th,IA
Destroy target enchantment or artifact.						
• **Divine Intervention**	EN	R	●●●	AWe	WW6	LG
Put 7 counters on card. Remove 1 counter during you upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	●●●●	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	U	●●●●	NTh	WW2	LG,4TH
Give target creature +3/+3.						
Drought	EN	U	●●●●●	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
Dust to Dust	SOR	C	●●●	DTu	WW1	DK
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	●●●	QHo	WWW4	LG,4TH
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Elvish Healer	SC	C	●●●	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
Enchanted Being	SC	C	●	DSh	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Enduring Renewal	EN	R	●●●●●	HMc	WW2	IA
Play with your hand face up. If you a draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Energy Storm	EN	R	●●●●	SEv	W1	IA
CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.						
Equinox	EL	C	●●	SVC	W	LG
Tap target land to counter a spell that destroys your land (play as an interrupt).						
Exorcist	SC	R	●●●	DTu	WW	DK
W1, T: Destroy target black creature. 1/1.						
Eye for an Eye	INS	R	●●●●	MPo	WW	AN,R,4TH
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Farmstead	EL	R	●	MPo	WWW	A,B,U,R
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.						
Farrel's Mantle	EC	U	●●●	AWa	W2	FE
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.						
Farrel's Zealot	SC	C	●●	Multi	WW1	FE
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.						
Farrelite Priest	SC	U	●	PFo	WW1	FE
1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3						
Fasting	EN	U	●●	DSh	W	DK
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						
Festival	INS	C	●●	MPo	W	DK
Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Fire and Brimstone	INS	U	●●	JMe	WW3	DK
Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Formation	INS	R	●●	KMe	W1	IA
Give target creature banding until end of turn. Draw a card at the beginning of the next turn.						
Fortified Area	EN	C	●●	RAF	WW1	LG
Give all your walls +1/+0 and banding.						
Fylgja	EC	C	●●●●	EBe	W	IA
Put four healing counters on Fylgja when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgja enchants. 2W: Put a healing counter on Fylgja.						
● **General Jarkeld**	SL	R	●●●	RTh	W3	IA
T: Exchange two blocking creatures without creating an illegal block. 1/2.						
Glyph of Life	INS	C	●	SVC	W	LG
Add to your life points damage done to target wall by attacking creatures.						
Great Defender	INS	U	●●	MPo	W	LG
Give target creature +0/+X until end of turn, where X is the creature's casting cost.						
Great Wall	EN	U	●	SEv	W2	LG
Creatures with plainswalk may be blocked.						
Greater Realm of Preservation	EN	U	●●●●	NTh	W1	LG
W1: Prevent all damage to you from a red or black source.						
Green Scarab	EC	U	●●●	NLe	W	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
Green Ward	EC	U	●●●	DFr	W	A,B,U,R,4TH
Target creature gains protection from green.						
Guardian Angel	INS	C	●●●	AMa	WX	A,B,U,R
Negate X damage dealt to a target. Psst: put this card next to Paralyze.						
Hallowed Ground	EN	U	●●	DSh	W1	IA
WW: Return a non-snow-covered land you control to its owner's hand.						
Hand of Justice	SC	R	●●●●●	MBe	W5	FE
T: Tap 3 target white creatures you control to destroy any target creature. 2/6.						
Hazduhr the Abbot	SC	R		DFr	WW3	HL
X, T: Redirect to Hazduhr X damage dealt to white you control. 2/5.						
Heal	INS	C	●●	MTe	W	IA
Prevent 1 damage to any target. Draw a card at the beginning of the next turn.						
Healing Salve	INS	C	●●●	DFr	W	A,B,U,R,4TH
Gain 3 life, or negate up to 3 damage dealt to a target.						
Heaven's Gate	INS	U	●●	DSh	W	LG
Change the color of one or more target creatures to white until end of turn.						
Heroism	EN	U	●●	MPo	W2	FE
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.						
Hipparion	SC	U	●●●	DWi	W1	IA
Hipparion cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3						
Holy Armor	EC	C	●●●	MBe	W	A,B,U,R,4TH
Target creature gains +0/+2. W: +0/+1.						
Holy Day	INS	C	●●●	JHa	W	LG
Creatures attack and block as normal but deal no damage.						
Holy Light	INS	C	●●	DTu	W2	DK
Give all non-white creatures -1/-1 until end of turn.						
Holy Strength	EC	C	●●●	AMa	W	A,B,U,R,4TH
Target creature gains +1/+2.						
Icatian Infantry	SC	C	●●	Multi	W	FE
1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, DTu. 1/1.						
Icatian Javelineers	SC	C	●●	Multi	W	FE
When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.						
Icatian Lieutenant	SC	R	●	PVe	WW	FE
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icatian Moneychanger	SC	C	●●●	Multi	W	FE
Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, DTu. 0/2.						
Icatian Phalanx	SC	U	●●●	KFo	W4	FE
Bands. 2/4.						
Icatian Priest	SC	U	●●●	DTu	W	FE
WW1: Make target creature +1/+1 until end of turn. 1/1.						
Icatian Scout	SC	C	●●●●	Multi	W	FE
1, T: Give target creature first strike until end of turn. Artists: RAI, PFo, RKF, DSh. 1/1.						
Icatian Skirmishers	SC	R	●●●	HHu	W3	FE
Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.						
Icatian Town	SOR	R	●●●●	TWa	W5	FE
Put 4 Citizen tokens, which are 1/1 white creatures, in play.						
Indestructible Aura	INS	C	●●	MPo	W	LG
Reduce to 0 all damage dealt to target creature until end of turn.						
Infinite Authority	EC	R	●●	DSh	WWW	LG, CH
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.						
Island Sanctuary	EN	R	●●	MPo	W1	A,B,U,R,4TH
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.						
Ivory Guardians	SC	U	●●●	MBe	WW4	LG, CH
Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3						
Jihad	EN	R	●●●●	BSn	WWW	AN
+2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.						
Justice	EN	U	●●●●●	RTp	WW2	IA
Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.						
Karma	EN	U	●●●●●	RTh	WW2	A,B,U,R,4TH
Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.						
Keepers of the Faith	SC	C	●●	DGe	WW1	LG, CH
2/3.						
Kelsinko Ranger	SC	C	●	MPo	W	IA
W1: One green creature gains first strike until end of turn. 1/1.						
King Suleiman	SC	R	●●	MPo	W1	AN
T: Destroy an Efreet or Djinn. 1/1.						
Kismet	EN	U	●●●●	KFo	W3	LG,4TH
All opponent's creatures, lands, and artifacts enter play tapped.						
Kjeldoran Elite Guard	SC	U	●●●	MBe	W3	IA
T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.						
Kjeldoran Guard	SC	C	●●	AWa	W1	IA
T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.						
Kjeldoran Knight	SC	R	●●●●	RSp	WW	IA
Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.						
Kjeldoran Phalanx	SC	R	●●●	RKF	W5	IA
First strike, banding. 2/5.						
Kjeldoran Royal Guard	SC	R	●●●●	LWi	WW3	IA
T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.						
Kjeldoran Skycaptain	SC	U	●●●●	MPo	W4	IA
Flying, banding, first strike. 2/2.						
Kjeldoran Skyknight	SC	C	●●●●	MPo	W2	IA
Flying, banding, first strike. 1/1.						
Kjeldoran Warrior	SC	C	●●●	MPo	W	IA
Banding. 1/1.						
Knights of Thorn	SC	R	●●●●	CRu	W3	DK
Protection from red, banding. 2/2.						
Lance	EC	U	●●	RAI	W	A,B,U,R
Target creature gains first strike.						
Land Tax	EN	R	●●●●	BSn	W	LG,4TH
If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.						
Leeches	SOR	R		ARa	WW1	HL
Target player removes all poison counters. Player takes 1 damage for each poison counter removed.						
Lifeblood	EN	R	●●●●	MTe	WW2	LG
Take 1 life whenever opponent taps a mountain.						
Lightning Blow	INS	R	●●●	HMc	W1	IA
Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.						
Lost Order of Jarkeld	SC	R	●●●	ARu	WW2	IA
* equals the number of creatures controlled by target opponent. 1+*/1+*.						
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 Falcon	SC	C		MPo	W1	HL
Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)						
Mesa Pegasus	SC	C	●●●●	MBe	W1	A,B,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	
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	A,B,U,R,4TH
WW, T: Destroy a black card in play. 3/3.						
Order of Leitbur	SC	C	●●●●	Multi	WW	FE
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1						

CLOCKWORK SWARM **JOVEN'S TOOLS**

Clockwork Swarm & Joven's Tools: Joven's Tools is a neat li'l artifact that can make a creature unblockable except by walls until the end of turn. Seeing how a lotta people don't even play with walls, that could be pretty useful. Combine the Tools with Clockwork Swarm, a nasty 4/3 beastie that can't be blocked by walls, and you've got yourself one of the more irritating combos in *Magic*.

●/○ 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
C Summon Creature
SOR Sorcery

players guide

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
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.						
Pearled Unicorn	SC	C	●●	CBr	W2	A,B,U,R,4TH
2/2.						
Personal Incarnation	SC	R	●●●	KBr	WWW3	A,B,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.						
Pikemen	SC	C	●●●	DDe	W1	DK,4TH
Banding, first strike. 1/1.						
Preacher	SC	R	●●●	QHo	WW1	DK
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.						
Presence of the Master	EN	U	●●●	PFo	W3	LG
Counter all new enchantments cast whenever Presence of the Master is in play.						
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.						
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.						
Purelace	INT	R	●●●	SEv	W	A,B,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.						
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 unitl the end of turn. 3/3.						
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	A,B,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	A,B,U,R
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	●●●●●	DWi	WW1	A,B,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	A,B,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 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)						
Samite Healer	SC	C	●●●	TWa	W1	A,B,U,R,4TH
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	●●●	DGe	W	A,B,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	A,B,U,R,4TH
Flying. Does not tap to attack. 4/4.						
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 Beastiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.						
Serra Inquisitors	SC	U		DDe	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						

Memory Lapse: Yes, you thwart your opponent's schemes only temporarily, and yes, he gets the card back, but you still slow him down by forcing him to draw that card all over again and re-casting the exact same spell. If you can get rid of your opponent's card (say, with a Ray of Erasure or a Millstone), so much the better!

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
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.						
• **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.						
Snow Hound	SC	U	●●●	PMo	W2	IA
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.						
Soraya the Falconer	SL	R		DDe	WW1	HL
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.						
Spirit Link	EC	U	●●●●●	KFo	W	LG,4TH
Take 1 life for every point of damage target creature does.						
Spiritual Sanctuary	EN	R	●●●	AWe	WW2	LG
Any player controlling plains takes 1 life during his or her upkeep.						
Squire	SC	C	●	DDe	W1	DK
1/2.						
Swords to Plowshares	INS	U	●●●●●	KFo	W	A,B,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Thunder Spirit	SC	R	●●●●	RAF	WW1	LG
Flying, first strike. 2/2						
Tivadar's Crusade	SOR	U	●	DDe	WW1	DK
All Goblins are destroyed.						
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.						
Tundra Wolves	SC	C	●●	QHo	W	LG,4TH
First strike. 1/1.						
Veteran Bodyguard	SC	R	●●●●	DSh	WW3	A,B,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	A,B,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	A,B,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	A,B,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	A,B,U,R,4TH
Bury all creatures in play.						

LANDS

Name / Description	Kind	CR	Rating	Artist	Cost	Sets Found
Adventurers' Guildhouse	LAN	U	●	TWa		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.						
An-Havva 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.						
Arena	LAN	R	●●●●	RAl		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.						
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.						
Badlands	LAN	R	●●●●●	RAl		A,B,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	●●●●●	JMy		A,B,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	●●	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	●●●	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Brushland	LAN	R	●●●	BWo		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
Castle Sengir	LAN	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.						
Cathedral of Serra	LAN	U	●	MPo		LG
All your white legends may band with other legends.						
City of Brass	LAN	R	●●●●	MTe		AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.						
City of Shadows	LAN	R	●●	TWa		DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.						
Desert	LAN	C	●●●	JMy		AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.						
Diamond Valley	LAN	R	●●●●●	BSn		AN
T: Sacrifice a creature to gain life equal to its toughness.						
Dwarven Hold	LAN	R	●●●	PMo		FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	●	MPo		FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	●	MPo		FE
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Elephant Graveyard	LAN	R	●●●	RAl		AN
T: Add 1. T: Regenerate an Elephant or Mammoth.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Forest LAN C — CRu A,B,U,R,4TH,IA
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.

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

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

• **Hammerheim** LAN U •••• BWa LG
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.

Havenwood Battleground LAN U • MPo FE
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.

Hollow Trees LAN R ••• PMo FE
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.

Icatian Store LAN R ••• PMo FE
Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.

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

Island LAN R — MPo A,B,U,R,4TH,IA
T: Add U to your mana pool.

Island of Wak-Wak LAN R ••••• DSh AN
T: Reduce the power of one flying creature to 0 until end of turn.

• **Mishra's Workshop** LAN R ••• KFo AQ
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.

Mountain LAN C — DSh A,B,U,R,4TH,AN,IA
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.

Mountain Stronghold LAN U • TWä LG
All your red legends may band with other legends.

Oasis LAN U ••• BSn AN,4TH
T: Negate 1 damage to any creature.

• **Pendelhaven** LAN U •••• BWa LG
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.

Plains LAN C — JMy A,B,U,R,4TH,IA
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.

Plateau LAN R ••••• DTu A,B,U,R
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.

Rainbow Vale LAN R ••• KFo FE
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.

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

Ruins of Trokair LAN U • MPo FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.

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

Svyelunite Temple LAN U • MPo FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Svyelunite Temple to add UU to your mana pool.

Swamp LAN C — DFr A,B,U,R,4TH,IA
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.

Taiga LAN R ••••• RAI A,B,U,R
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.

•**Tabernacle of Pendrell Vale** LAN R ••• NLe LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.

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

• **Tolaria** LAN U ••• NLe LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.

Tropical Island LAN R ••••• JMy A,B,U,R
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.

Tundra LAN R ••••• JMy A,B,U,R
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.

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

Underground Sea LAN R ••••• RAI A,B,U,R
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.

Unholy Citadel LAN U • MPo LG
All your black legends may band with other legends.

• **Urborg** LAN U ••• BWa LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.

Urza's Mine LAN C •• AMa AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Power Plant LAN C •• MTe AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.

Urza's Tower LAN C •• MPo AQ
T: Add 1 to your mana pool If you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.

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

Volcanic Island LAN R ••••• BSn B,U,R
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.

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.

GIANT OYSTER

SORCERESS QUEEN

Giant Oyster & Sorceress Queen: The oyster can tap to keep any tapped creature from untapping (get all that?). During your upkeep, your opponent's tapped creature begins to drown, getting a -1/-1 token. Worried that a trapped Force of Nature might break free before your oyster's done with the main course? Invite the Sorceress Queen over for dinner and she'll knock ol' swampy into 0/2 fast food, leaving your friendly neighborhood mollusk plenty of room for dessert..

• **Karakas** LAN U •••• NLe LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.

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

Koskun Keep LAN 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.

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

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

• **Library of Alexandria** LAN R ••••• MPo AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.

• **Maze of Ith** LAN U ••••• AMa DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.

Mishra's Factory LAN U •••• KFo,PFo AQ,4TH
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.

Safe Haven LAN R •••• CRu DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.

Sand Silos LAN R ••• PMo FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.

Savannah LAN R ••••• RAI A,B,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.

Scrubland LAN R ••••• JMy A,B,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.

Seafarer's Quay LAN U • TWä LG
All your blue legends may band with other legends.

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

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

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

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

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

Sorrow's Path LAN R • RAF DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.

Strip Mine LAN U ••••• DGe AQ,4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.

Turn the page for Star Trek: The Next Generation complete card descriptions

Key

•/• 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

INQUEST

players guide

STAR TREK THE NEXT GENERATION

PERSONNEL

Name / Description	Category	Type	Aff	Attrib	Ldr	Rarity
Albert Einstein Physics (x2), Astrophysics	Personnel	Science	F	9/11/2	—	R
Alexander Rozhenko Honor, Youth	Personnel	Civilian	F	6/4/2	—	U
Alidar Jarok Navigation, Leadership	Personnel	Officer	R	2/8/8	C	R
Alyanna Nechayev Diplomacy, Leadership	Personnel	Officer	F	7/8/3	C	R
Alyssa Ogawa Medical, Biology	Personnel	Medical	F	7/6/4	S	U
Amarie Music	Personnel	Civilian	N	5/9/2	—	U
Ba'el Anthropology, Youth	Personnel	Civilian	K	6/6/4	—	U
Baran Greed, Archeology, Exobiology, Computer Skill	Personnel	Officer	N	3/8/6	C	U
Batrell Honor	Personnel	Officer	K	7/3/7	C	C
Benjamin Maxwell Leadership	Personnel	Officer	F	9/7/5	C	U
B'Etor Treachery, Leadership, Physics, Youth, Greed	Personnel	V.I.P.	K	2/8/7	C	R
Beverly Crusher Medical (x2), Biology, Exobiology	Personnel	Medical	F	8/8/5	C	R
B'iJik Navigation	Personnel	Oficer	K	4/6/6	S	C
Bochra Navigation, Youth	Personnel	Officer	R	7/7/6	S	U
Bok Engineer (x2), Greed, Treachery, Computer Skill	Personnel	Engineer	N	4/9/4	C	U
Calloway Youth	Personnel	Medical	F	7/5/3	—	C
Christopher Hobson Computer Skill	Personnel	Officer	F	6/7/6	C	C
Darian Wallace Anthropology	Personnel	Security	F	7/5/6	—	C
Data Engineer (x2), Computer Skill (x2), Music, Astrophysics, Exobiology	Personnel	Officer	F	8/12/12	C	R
Deanna Troi Empathy, Diplomacy	Personnel	Officer	F	8/7/4	C	R
Devinoni Ral Empathy, Diplomacy, Treachery	Personnel	V.I.P.	N	3/9/3	—	U
Divok Biology, Youth	Personnel	Medical	K	6/6/8	S	C
Dr. Farek Greed	Personnel	Medical	N	2/8/3	C	C
Dr. La Forge Exobiology	Personnel	Science	F	7/7/4	S	R
Dr. Leah Brahms Engineer (x2)	Personnel	Engineer	F	7/9/2	—	R
Dr. Reyga Engineer (x2), Stellar Cartography, Astrophysics	Personnel	Science	N	6/9/5	S	U
Dr. Selar Computer Skill, Mind Meld	Personnel	Officer	F	7/8/7	S	U
Dukath Archeology	Personnel	Science	K	5/6/7	S	C
Duras Leadership, Computer Skill, Treachery, Greed	Personnel	V.I.P.	K	4/6/8	C	R
Eric Pressman Engineer (x2), Treachery	Personnel	Officer	F	5/6/5	C	U
Etan Jol Treachery, Biology	Personnel	Science	N	2/8/3	C	U
Evek Diplomacy, Leadership, Anthropology	Personnel	Officer	N	7/5/7	C	U
Exocomp Engineer (x2). Repairs ship in two turns.	Personnel	Engineer	F	9/8/1	—	U
Fek'Ihr Honor, Treachery	Personnel	V.I.P.	K	6/1/15	—	U
Fleet Adml Shanthi Leadership, Diplomacy	Personnel	Officer	F	9/6/4	C	U
Galathon Archeology, Greed, Treachery	Personnel	Officer	R	3/7/9	C	C
Geordi La Forge Engineer (x2), Navigation, Physics, Computer Skill	Personnel	Engineer	F	8/8/6	C	R
Giusti Youth	Personnel	Officer	F	7/6/4	S	C
Gorath Honor	Personnel	Security	K	6/4/7	S	C
Gorta Physics, Greed	Personnel	Engineer	N	3/7/4	—	C
Gowron Leadership (x2), Diplomacy, Honor	Personnel	V.I.P.	K	8/7/9	C	R
Hannah Bates Physics	Personnel	Science	F	6/8/2	—	U
Ishara Yar Treachery, Youth	Personnel	Civilian	N	3/7/8	S	U
Jaron Geology, Youth	Personnel	Security	R	4/7/9	S	C
J'Ddan Exobiology, Treachery	Personnel	Science	K	2/6/6	S	C
Jean-Luc Picard Diplomacy (x2), Leadership, Honor, Music, Archeology, Navigation	Personnel	Officer	F	9/8/6	C	R
Jenna D'Sora Stellar Cartography, Music	Personnel	Security	F	7/6/5	S	U
Jera Biology, Youth	Personnel	Medical	R	4/7/6	—	C
Jo'Bril Treachery, Astrophysics, Physics, Greed	Personnel	Science	N	3/8/7	C	U
Kahless Honor (x2)	Personnel	V.I.P.	K	10/6/8	C	R
Kareel Odan Diplomacy, Computer Skill	Personnel	V.I.P.	F	9/7/4	—	U
Kargan Honor, Computer Skill	Personnel	Officer	K	7/5/9	C	R
K'Ehleyr Diplomacy, Honor	Personnel	V.I.P.	F	8/7/7	S	R
Kell Treachery	Personnel	V.I.P.	K	2/6/5	—	U
Klag Navigation	Personnel	Officer	K	6/5/7	C	C
Kle'eg Honor	Personnel	Security	K	6/4/7	S	C
K'mpec Leadership, Diplomacy	Personnel	V.I.P.	K	7/8/5	C	U
Konmel Navigation	Personnel	Officer	K	8/5/8	C	U
Koral Navigation, Archeology	Personnel	Civilian	K	3/4/10	C	U
Koroth Biology, Anthropology, Archeology	Personnel	Science	K	8/6/6	—	U
Korris Honor	Personnel	Officer	K	8/6/8	C	U
Kromm Engineer, Physics	Personnel	Engineer	K	5/6/8	S	C
K'Tal Diplomacy	Personnel	V.I.P.	K	7/5/5	—	U
K'Tesh Engineer, Stellar Cartography	Personnel	Engineer	K	5/5/6	—	C
Kurak Astrophysics, Computer Skill, Physics, Honor	Personnel	Science	K	6/7/6	S	R
Kurn Honor, Diplomacy, Computer Skill, Navigation	Personnel	Officer	K	8/6/8	C	R
K'Vada Leadership, Navigation	Personnel	Officer	K	8/5/7	C	U
Leah Brahms Engineer (x2)	Personnel	Engineer	F	8/9/3	S	R
L'Kor Leadership, Music	Personnel	Civilian	K	7/6/7	C	U
Linda Larson Engineer, Youth	Personnel	Engineer	F	7/5/4	S	C
Lursa Treachery, Leadership, Geology, Greed	Personnel	V.I.P.	K	2/8/8	C	R
Lwaxanna Troi Empathy (x2)	Personnel	V.I.P.	F	7/8/3	—	R
McKnight Navigation, Youth, Music	Personnel	Officer	F	5/6/3	S	C
Mendak Treachery, Exobiology	Personnel	Officer	R	4/7/7	C	R
Mendon Physics	Personnel	Science	F	7/5/2	S	C
Mirok Engineer (x2), Astrophysics, Physics	Personnel	Science	R	3/8/7	S	U
Morag Computer Skill, Greed	Personnel	Officer	K	7/4/8	C	U
Morgan Bateson Leadership, Stellar Cartography	Personnel	Officer	F	8/4/5	C	R
Mot the Barber Barbering	Personnel	Civilian	F	6/4/5	—	U
Movar Treachery, Anthropology	Personnel	Officer	R	5/7/7	C	U
Narik Engineer, Computer Skill	Personnel	Engineer	N	2/7/6	S	C
Neela Daren Astrophysics, Stellar Cartography, Music	Personnel	Science	F	8/8/5	S	R

INCOMING MESSAGE-FEDERATION TOX UHTAT SUPERNOVA

Incoming Message-Federation, Tox Uthat & Supernova: Your opponent's Federation outpost is a thorn in your side, and his *Nebula*-class starship commanded by Captain Picard just won't stay down. Here's what ya do: use an Incoming Message—Federation to send that ship back to its outpost. Then make a clean sweep of it by using the Tox Uthat to create a Supernova, destroying everything at that mission card: ships, personnel, outpost, everything. *Adios*, outpost, and *au revoir*, Jean-Luc!

Name Description	Category	Type	Aff	Attrib	Ldr	Rarity
Neral Treachery, Youth	Personnel	V.I.P.	R	4/7/7	—	U
Nikolai Rozhenko Anthropology, Computer Skill, Treachery	Personnel	Civilian	F	3/7/4	S	U
Norah Satie Leadership	Personnel	V.I.P.	F	9/6/2	C	U
Nu'Daq Archeology, Navigation, Exobiology	Personnel	Officer	K	8/5/8	C	U
N'Vek Honor, Biology, Computer Skill	Personnel	Science	R	6/8/8	C	U
Ocett Archeology, Navigation, Honor	Personnel	Officer	N	6/8/6	C	U
Palteth Engineer, Computer Skill	Personnel	Engineer	R	3/8/7	S	C
Pardek Diplomacy (x2), Treachery	Personnel	V.I.P.	R	4/8/6	—	U
Parem Treachery	Personnel	Officer	R	4/8/9	S	U
Reginald Barclay Engineer, Computer Skill	Personnel	Engineer	F	7/7/5	S	R
Richard Galen Archeology (x2), Biology, Exobiology	Personnel	Science	F	7/9/2	S	R
Riva Diplomacy (x2)	Personnel	V.I.P.	F	6/8/3	—	U
Ro Laren Computer Skill, Navigation, Treachery	Personnel	Officer	F	4/7/5	S	R
Roga Danar Engineer (x2), Computer Skill, Biology, Leadership	Personnel	Security	N	5/9/12	C	R
Sarek Diplomacy (x3), Mindmeld	Personnel	V.I.P.	F	9/10/3	C	R
Satelk Leadership, Mindmeld, Diplomacy	Personnel	Officer	F	8/9/7	C	R
Sela Diplomacy, Leadership, Treachery, Youth	Personnel	V.I.P.	R	6/9/8	C	R
Selok Treachery	Personnel	V.I.P.	R	4/8/5	S	C
Shelby Leadership, Exobiology	Personnel	Officer	F	6/7/4	C	R
Taurik Engineer, Mindmeld	Personnel	Engineer	F	7/7/8	S	C
Tebok Diplomacy, Leadership, Navigation	Personnel	Officer	R	5/7/9	C	U
Thei Geology, Physics	Personnel	Officer	R	4/6/8	C	C
Thomas Riker Leadership, Navigation, Geology, Music	Personnel	Officer	F	8/7/6	C	R
Toby Russell Physics	Personnel	Officer	F	6/7/4	S	U
Tokath Anthropology, Honor	Personnel	Officer	R	6/7/6	S	U
Tomalak Diplomacy, Leadership	Personnel	Officer	R	6/7/9	C	R
Tomek Engineer, Astrophysics	Personnel	Engineer	R	4/7/6	—	C
Toq Leadership, Computer Skill, Youth	Personnel	Civilian	K	6/5/6	—	U
Torak Diplomacy, Geology	Personnel	V.I.P.	K	5/4/7	—	U
Toral Leadership (x1/2), Youth	Personnel	V.I.P.	K	6/5/6	S	U
Toreth Leadership, Honor, Navigation	Personnel	Officer	R	5/8/7	C	R
Torin Astrophysics	Personnel	Science	K	7/6/6	—	C
T'Pan Science	Personnel	Science	F	8/9/4	S	U
Vagh Diplomacy, Anthropology	Personnel	V.I.P.	K	7/5/6	—	U
Varel Physics, Computer Skill, Youth	Personnel	Science	R	4/7/5	S	C
Vash Archeology (x2), Treachery, Anthropology	Personnel	Civilian	F	3/8/4	—	R
Vekma Honor	Personnel	Medical	K	6/5/6	S	C
Vekor Navigation, Geology	Personnel	Science	N	2/7/6	C	C

Betazoid Gift Box & RES-Q: The Betazoid Gift Box is the perfect gift for any occasion. Just discard it to stroll through your draw deck, choose three of your best cards, and put them into your hand. And if you like that, you'll love a little help from the Q. Just play RES-Q, then discard it to retrieve that Gift Box. Merry Christmas!

BETAZOID GIFT BOX RES-Q

Name Description	Category	Type	Aff	Attrib	Ldr	Rarity
Simon Tarses Youth	Personnel	Medical	F	6/5/5	—	C
Sir Isaac Newton Physics (x2)	Personnel	Science	F	7/11/3	—	R
Sirna Kolrami Leadership	Personnel	V.I.P.	F	7/9/2	C	U
Sito Jaxa Navigation, Youth	Personnel	Security	F	8/6/6	S	C
Soren Astrophysics	Personnel	Science	F	6/6/3	S	U
Taibak Treachery, Biology, Computer Skill	Personnel	Science	R	2/8/8	S	U
Takket Exobiology	Personnel	Medical	R	4/7/7	C	C
Taitt Stellar Cartography, Geology	Personnel	Science	F	6/7/4	S	C
Tam Elbrun Empathy (x3), Honor	Personnel	V.I.P.	F	5/7/3	—	R
Tasha Yar Honor, Leadership	Personnel	Security	F	8/7/8	S	R
Tallus Leadership	Personnel	Officer	R	3/7/7	C	C
Tarus Stellar Cartography	Personnel	Science	R	4/8/7	S	C
Taul Treachery, Archeology	Personnel	Security	R	4/7/8	S	C
Wesley Crusher Engineer (x2), Youth, Computer Skill, Navigation, Astrophysics	Personnel	Officer	F	6/8/5	S	R
William T. Riker Diplomacy, Leadership, Navigation, Honor, Music	Personnel	Officer	F	8/7/7	C	R
Worf Honor (x2), Navigation, Diplomacy	Personnel	Security	F	8/6/10	C	R

SHIPS

Name Description	Category	Type	Affl	Attribute	Ldr	Rarity
Combat Vessel	Ship	Combat	N	8/8/6	SS	C
D'deridex Cloaking Device, Tractor Beam.	Ship	D'deridex	R	8/9/7	CSS	C
Devoras Cloaking Device, Tractor Beam.	Ship	D'deridex	R	9/8/8	CSS	R
Federation Outpost	Ship	Outpost	F	-/-/30	—	C
Haakona Cloaking Device, Tractor Beam.	Ship	D'deridex	R	8/9/8	CSS	R
Husnock Ship Holodeck, Tractor Beam.	Ship	Unkown	N	6/9/12	CSS	U
I.K.C. Bortas Cloaking Device, Tractor Beam.	Ship	Vor'Cha	K	9/9/7	CSS	R
I.K.C. Buruk Cloaking Device, Tractor Beam.	Ship	K'Vort	K	8/6/7	S	R
I.K.C. Hegh'ta Cloaking Device, Tractor Beam.	Ship	K'Vort	K	8/7/7	S	R
I.K.C. K'Vort Cloaking Device, Tractor Beam.	Ship	K'Vort	K	8/6/6	S	C
I.K.C. Pogh Cloaking Device, Tractor Beam.	Ship	K'Vort	K	8/7/6	S	R
I.K.C. Qu'Vat Cloaking Device, Tractor Beam.	Ship	Vor'Cha	K	9/8/8	CSS	R

Kevin Uxbridge: If you missed that episode, Kevin was the guy who destroyed an entire race—everyone, everywhere. Now you too can experience that same power wiith this handy card. Just play then discard to nix one card on the board, what a stomper here.

Name Description	Category	Type	Aff	Attrib	Ldr	Rarity
I.K.C. Vor'Cha Cloaking Device, Tractor Beam.	Ship	Vor'Cha	K	9/8/7	CSS	C
I.K.C. Vorn Cloaking Device, Tractor Beam.	Ship	K'Vort	K	8/7/6	S	U
Khazara Cloaking Device, Tractor Beam.	Ship	D'deridex	R	9/9/7	CSS	R
Klingon Outpost	Ship	Outpost	K	-/-/32	—	C
Mercenary Ship Long-Range Scan Shielding	Ship	Unkown	N	7/7/7	SS	C
Pi	Ship	Scout	R	9/4/4	—	R
Romulan Outpost	Ship	Outpost	R	-/-/32	—	C
Runabout	Ship	Runabout	F	7/5/5	—	C
Science Vessel	Ship	Science	R	8/5/6	—	C
Scout Vessel	Ship	Scout	R	9/3/3	—	C
Type IV Shuttlecraft	Ship	Shuttle	F	6/2/2	—	C
U.S.S. Brittain Tractor Beam	Ship	Miranda	F	6/5/6	S	R
U.S.S. Enterprise Holodeck, Tractor Beam	Ship	Galaxy	F	9/8/9	CSS	R
U.S.S. Excelsior Tractor Beam	Ship	Excelsior	F	6/6/7	SS	C
U.S.S. Galaxy Holodeck, Tractor Beam	Ship	Galaxy	F	8/7/9	CSS	C
U.S.S. Hood Tractor Beam	Ship	Excelsior	F	7/6/7	SS	R
U.S.S. Miranda Tractor Beam	Ship	Miranda	F	6/5/5	S	C
U.S.S. Nebula Holodeck, Tractor Beam	Ship	Nebula	F	8/7/8	CS	C
U.S.S. Oberth Tractor Beam	Ship	Oberth	F	6/4/7	S	C
U.S.S. Phoenix Holodeck, Tractor Beam	Ship	Nebula	F	7/7/8	CS	R
U.S.S. Sutherland Holodeck, Tractor Beam	Ship	Nebula	F	7/7/7	CS	U

Key

F Federation
N Non-Aligned
K Klingon
C Command
R Romulan
S Staff

players guide

U.S.S. Yamato	Ship	Galaxy	F	8/8/8	CSS	R
Holodeck, Tractor Beam						
Yridrian Shuttle	Ship	Shuttle	N	6/1/3	—	C
Zibalian Transport	Ship	Zibalian	N	6/2/4	—	C

Name Description	Category	Type	Affl	Span	Pts	Rarity
Investigate Disturbance	Mission	Planet	K	4	35	R
Honor + Leadership + Integrity >30 or Gowron + Biology						
Investigate Massacre	Mission	Planet	F, R	3	35	R
Diplomacy + Integrity >35 + Cunning >35						
Investigate Raid	Mission	Planet	R	2	35	R
Exobiology + Diplomacy						
Investigate Rogue Comet	Mission	Space	F	3	30	R
Archaeology + Exobiology + Computer Skill						
Investigate Sighting	Mission	Space	F, R	4	35	R
Empathy (x3) or Treachery + Exobiology + Cunning >40						
Investigate Time Continuum	Mission	Planet	F	3	35	R
Guinan or Data or Time Travel Pod						
Khitomer Research	Mission	Planet	R	4	35	R
Honor (x3) + Computer Skill + Treachery						
Krios Suppression	Mission	Planet	K	2	30	U
Honor + Diplomacy + Strength >35						

THOUGHT MAKER MASAKA TRANSFER

Thought Maker & Masaka Transfer: Pay attention to your opponent's deck and cards in play when you use this strategy-wrecker. Use Thought Maker to rifle through your opponent's draw deck and top it with as many bad cards and card combos as you can. Then use Masaka Transfer to force him to discard his present hand and draw the useless one you just set up. But be quick—you only have 10 seconds to look through his deck!

MISSION

Name Description	Category	Type	Affl	Span	Pts	Rarity
Avert Disaster	Mission	Planet	F	3	40	R
Geology + Honor + Integrity >35						
Cloaked Mission	Mission	Planet	K	3	30	U
Navigation + Diplomacy + Honor						
Covert Installation	Mission	Planet	R	3	35	C
Engineer + Leadership + Treachery						
Covert Rescue	Mission	Planet	R	4	30	U
Diplomacy + Leadership + Cunning >35						
Cultural Observation	Mission	Planet	F	4	40	R
Anthropology + Leadership + Strength >30						
Diplomacy Mission	Mission	Planet	F	3	30	U
Diplomacy + Integrity >30 + Cunning >30						
Evacuation	Mission	Planet	F	3	30	U
Diplomacy (x3) + Strength >35						
Evaluate Terraforming	Mission	Planet	F	3	35	R
Medical + Biology + Exobiology or Geordi La Forge + Medical (x2)						
Excavation	Mission	Planet	F, R	3	25	C
Archeology or Cunning >32						
Explore Black Cluster	Mission	Space	F, K	3	35	R
Stellar Cartography + Leadership or Cunning >50						
Expose Covert Supply	Mission	Planet	R	4	30	U
Treachery (x3) + Navigation						
Explore Dyson Sphere	Mission	Space	F	2	35	R
Engineering (x3) + Navigation + Computer Skill + Physics						
Explore Typhone Expanse	Mission	Space	R, K	5	35	R
Astrophysics + Stellar Cartography or Cunning >50						
Extraction	Mission	Planet	R	3	35	R
Treachery + Biology + Medical						
Fever Emergency	Mission	Planet	K	3	35	C
Medical (x3) or Biology + Officer						
First Contact	Mission	Planet	F	2	30	U
Diplomacy + Empathy						
Hunt for DNA Program	Mission	Planet	F, R, K	5	55	R
Archaeology (x3) + Computer Skill + Biology + Leadership + Strength >40						
Iconia Investigation	Mission	Planet	R	3	35	R
Archaeology + Computer Skill (x2)						
Investigate Shattered Space	Mission	Space	R	5	45	R
Leadership + Computer Skill + Astrophysics (x2) + Stellar Cartography						
Investigate Alien Probe	Mission	Space	K	2	40	R
Anthropology + Biology + Computer Skill						
Investigate Anomaly	Mission	Space	F, R, K	4	30	C
Exobiology + Strength >35						
Investigate Disappearance	Mission	Space	F	5	35	R
Physics + Navigation + Cunning >40 or Astrophysics (x3)						
Medical Relief	Mission	Planet	K	3	35	R
Biology + Exobiology + Medical						
New Contact	Mission	Planet	R, K	4	40	R
Diplomacy + Leadership + Empathy + Anthropology						
Pegasus Search	Mission	Space	F, R, K	4	50	R
Navigation + Diplomacy + Leadership + Treachery + Integrity >40 or Interphase Generator						
Plunder Site	Mission	Planet	R, K	2	30	U
Treachery + Archaeology + Strength >30						
Relief Mission	Mission	Planet	R, K	2	20	C
Geology or Physics						
Repair Mission	Mission	Space	F	2	35	C
Engineer (x3) + Computer Skill						
Restore Errant Moon	Mission	Planet	F	3	30	U
Engineer + Astrophysics + Leadership						
Sarthong Plunder	Mission	Planet	R, K	3	35	R
Archaeology (x2) + Strength >40						
Secret Salvage	Mission	Space	R, K	3	30	U
Treachery (x4) or Navigation (x2) + Computer Skill						
Seek Life-Form	Mission	Space	K	3	40	R
Exobiology + Astrophysics + Engineer						
Strategic Diversion	Mission	Planet	R	3	30	U
Treachery (x3) + Strength >30						
Study Hole in Space	Mission	Space	F, K	4	35	R
Leadership + Diplomacy + Integrity >40						
Study Lonka Pulsar	Mission	Space	R	2	40	R
Navigation + Astrophysics + Stellar Cartography						
Study Nebula	Mission	Space	F	4	35	R
Astrophysics + Stellar Cartography + Cunning >40						
Study Plasma Streamer	Mission	Space	F, R, K	4	30	C
Astrophysics + Youth						
Study Stellar Collision	Mission	Space	F, R, K	3	25	C
Stellar Cartography						
Survey Mission	Mission	Space	K	5	35	R
Stellar Cartography + Physics						
Test Mission	Mission	Space	F, K	3	25	C
Physics + Integrity >28						
Wormhole Negotiations	Mission	Space	F, K, R	4	45	R
Diplomacy x5 or Honor x4 or Treachery x4						

EQUIPMENT, EVENTS, INTERRUPTS

Name Description	Category	Rarity
Engineering Kit	Equipment	C
Gives Engineer skill to all Officer Personnel.		
Engineering PADD	Equipment	C
Gives Engineer skill to all Science Personnel.		
Federation PADD	Equipment	C
Give +2 Cunning to all Federation Personnel.		
Klingon Disruptor	Equipment	C
Give +2 Strength to all Klingon Personnel.		
Klingon PADD	Equipment	C
Give +2 Cunning to all Klingon Personnel.		
Medical Kit	Equipment	C
Gives Medical skill to all Officer Personnel.		
Medical Tricorder	Equipment	C
Gives Medical skill to all Science Personnel.		
Romulan Disruptor	Equipment	C
Gives +2 Strength to all Romulan Personnel.		
Romulan PADD	Equipment	C
Gives +2 Cunning to all Romluan Personnel.		
Starfleet Type II Phaser	Equipment	C
Gives +2 Strength to all Federation Personnel.		
Tricorder	Equipment	C
Gives Science skill to all Engineer Personnel.		
Alien Probe	Event	U
Both players continue game with hands face up on the table.		
Anti-Time Anomaly	Event	R
Play on table. At the end of your third full turn, all personnel on the table are killed.		
Atmospheric Ionization	Event	C
Play on a planet location. No more than three personnel can be beamed up or down at this location.		
Bynars Weapon Enhancement	Event	R
Play on table. All of your ship gain +2 weapons.		
Distortion Field	Event	U
Play on a planet location. Every other turn, personnel cannot beam down to this planet unless they have Pattern Enhancers.		
Espionage: Klingon on Federation	Event	C
Allows Klingon personnel to attempt Federation missions.		
Espionage: Romulan on Federation	Event	C
Allows Romulan personnel to attempt Federation missions.		
Espionage: Romulan on Klingon	Event	C
Allows Romulan personnel to attempt Klingon missions.		
Espionage: Federation on Klingon	Event	C
Allows Federation personnel to attempt Klingon missions.		
Gaps in Normal Space	Event	U
Play between two Mission cards. This creates a gap with a span of 4. If a ship stops in the gap, one random personnel is killed.		
Genetronic Replicator	Event	U
If 2 Medical are present on an away team, none of your away team members can be killed.		
Goddess of Empathy	Event	R
Neither player may play interrupts until the end of your next turn.		
Holo-Projector	Event	U
Allows Holographic creations to beam down to planet.		
Kivas Fajo-Collector	Event	U
Target play immediately draws three cards.		

Red Alert: When the Enterprsie says red alert it ain't kidding. Just play this card and, faster than you can say, "Ferengi," you can put into play as many ships, personnel, and equipment cards as you like from your hand. Now that's gotta feel good after a run in with Kevin Uxbridge.

Lore Returns	Event	R
Play on a ship. Borg may now take control of this ship.		
Lore's Fingernail	Event	R
All Soong-type Androids (including Data) and Exocomps become Non Aligned.		
Masaka Transformations	Event	U
Target player must place his or hand of the bottom of draw deck, and then draw the same number of cards from the top.		
Metaphasic Shields	Event	U
Play on table. All of your ships gains +2 Shields for each Science personnel on board.		
Neural Servo Device	Event	U
Play on a non-aligned ship. Unless 2 Security aboard, you may use the ship and crew as your own for one turn.		

Name	Description	Category	Rarity
Nutational Shields	Play on table. All of your ships gain +2 Shields for each Engineer personnel on board.	Event	U
Pattern Enhancers	Play on table. Negates effects of Atmospheric Ionization or Distortion Field.	Event	C
Plasma Fire	Play on any ship except Borg ship. Target ship becomes damaged at the end of the next turn and takes damage each turn thereafter until Security is present.	Event	C
Q-NET	Play between two Missions. No ships may pass the Q-Net unless 2 Diplomacy aboard.	Event	C
Raise the Stakes	Your opponen must forgeit the game or agree that the winner gets a random card from the loser's deck.	Event	U
Red Alert!	Play on table. There is no limit to the number of Ship, Personnel, and Equipment cards you may play each turn.	Event	C
RES-Q	Exchange this card for one card in your discard pile.	Event	C
Spacedock	Play on an outpost. Any of your damaged ships that stop here are immediately repaired.	Event	C
Static Warp Bubble	Play on table. Opponent must discard one card at the end of each turn. (Not cumulative.)	Event	C
Subspace Warp Rift	Play on a spaceline location. Any ship stopping on that location takes damage.	Event	C
Supernova	You must have Tox Uthat on table to use Supernova. Play on a mission. Everything there is destroyed, but leave the mission for span reference.	Event	R
Telepathic Alien Kidnappers	Play on table. At the end of each turn, you may guess a card type and point to one of your opponent's cards. If the guess is correct, the card is discarded.	Event	U
Tetryon Field	Play on a mission. All ships must stop here before preceding on next turn, unless Navigation aboard.	Event	C
The Traveler: Transcendence	Play on table. Target player must draw one extra card at the end of each turn, and Static Warp Bubble is nullified. (Not cumulative.)	Event	U
Treaty: Federation/Klingon	Play on table. Your Federation and Klingon affiliations can cooperate.	Event	C
Treaty: Federation/Romulan	Play on table. Your Federation and Romulan affiliations can cooperate.	Event	C
Treaty: Romulan/Klingon	Play on table. Your Romulan and Klingon affiliations can cooperate.	Event	C
Warp Core Breach	Play on any ship except Borg ship. Target ship is destroyed at the end of the next turn unless Engineer is aboard by then.	Event	R
Where No One Has Gone Before	Play on table. Your ships can leave on end of the spaceline and re enter on the other side.	Event	C
Alien Groupie	Delays beam up of one male for one full turn.	Interrupt	R
Amanda Rogers	Nullifies one Interrupt or Artifact card which was played as an interrupt.	Interrupt	U
Asteroid Sanctuary	Play on a ship with 2 Navigation aboard. All battles gainst target ship this turn are prevented.	Interrupt	C
Auto-Destruct Sequence	Play on one of your ships. Target Ship is destroyed at end of your turn and all ships at that location with Shields <8 are damaged.	Interrupt	U
Crosis	Doubles strength of Rogue Borg mercenaries.	Interrupt	R
Disruptor Overload	Play on a ship or away team. One Equipment card or one Artifact played as an Equipment card is destroyed.	Interrupt	C
Distortion of Space/Time Continuum	One Ship and its Away Team may make another move.	Interrupt	U
Emergency Transporter Armbands	Beam Personnel up or down at any time.	Interrupt	C
Energy Vortex	Play when opponent plays a non-interrupt card. That card goes back to its owner's hand, and opponent must play a different card instead.	Interrupt	U
Escape Pod	Play on a ship that is destroyed. All crew members survive and remain in Escape Pod until rescued by one of your ships.	Interrupt	C
Full Planet Scan	You may look at the Dilemma and Artifact cards located under one planet mission for twenty seconds.	Interrupt	U
Honor Challenge	Each Klingon with Honor kills one opponent with Treachery during an away team combat.	Interrupt	R
Hugh	Destroys all Rogue Borg at one location or nullifies Borg Ship attack for this turn.	Interrupt	R
Incoming Message-Federation	Target Federation ship must return to the nearest Federation outpost at full speed before it can do anything else.	Interrupt	U
Incoming Message-Klingon	Target Klingon ship must return to the nearest Klingon outpost at full speed before it can do anything else.	Interrupt	U
Incoming Message-Romulan	Target Romulan ship must return to the nearest Romulan outpost at full speed before it can do anything else.	Interrupt	U
Jaglon Shrek-Information Broker	Look at opponent's draw deck.	Interrupt	R
Kevin Uxbridge	Destroys one Event or Artifact card.	Interrupt	U
Klingon Death Yell	Play when one of your Klingons dies for a bonus 5 points.	Interrupt	R
Klingon Right of Vengeance	If Klingon is killed during an away team mission, all remaining Klingons may attack again with doubled strength.	Interrupt	C
Life-Form Scan	Glance at one opponent's hand for ten seconds.	Interrupt	U
Long-Range Scan	Glance at cards aboard any ship for ten seconds.	Interrupt	C
Loss of Orbital Stability	Play on a ship at a planet location. Target ship can't move for one turn and is destroyed at the end of next turn unless Shields > 4.	Interrupt	C
Near Warp Transport	Personnel can beam to a neighboring spaceline location.	Interrupt	U
Palor Toff-Alien Trader	Exchange this card for any non-Personnel card in your discard pile.	Interrupt	C
Particle Fountain	If 2 Engineer are in away team, play particle fountain after a completed mission to earn 5 bonus points. Can only be played once per mission.	Interrupt	C
Q2	Nullifies any Amanda Rogers, Kevin Uxbridge, or Q-related dilemmas.	Interrupt	U
Rogue Borg Mercenaries	Play on an occupied ship. The Borg battle the ship's crew at the start of every player's turn. The Borg have a strength of *, where * is the total number of Borg.	Interrupt	C
Scan	Glance at the Dilemma and Artifact cards under one space mission for ten seconds.	Interrupt	C
Ship Seizure	If your ship has tractor beams, it may tow away an empty ship in the orbit as if it were your own ship. (Cannot be used on ships at their outpost.)	Interrupt	C
Subspace Interference	Nullifies Incoming Message, Hail, or Subspace Schism.	Interrupt	C
Subspace Schism	Play to force any player to discard a card just drawn and re-draw.	Interrupt	U
Tachyon Detection Grid	Can only be used if you have at least four ships in play. Play on a cloaked ship to force it to de-cloak for the rest of the turn.	Interrupt	C
Temporal Rift	Play on a ship. Target ship disappears and must reappear after two of your full turns.	Interrupt	U
Devil, The	Destroys a treaty, Horga'hn, or WInd Dancer.	Interrupt	R
Juggler, The	Target player must re-shuffle the cards in his or her draw deck.	Interrupt	U
Transwarp Conduit	Target ship can move double range this turn.	Interrupt	U
Vulcan Mindmeld	Can only be used by a personnel with the Mindmeld skill. That personnel gains all the skills of another personnel who is present until the end of the turn.	Interrupt	U
Wormhole	Requires two wormholes. Play on a ship as it begins to move. Play the other wormhole where you want the ship to immediately emerge.	Interrupt	C

FEMALE'S LOVE INTEREST MATRIARCHAL SOCIETY

Female's Love Interest & Matriarchal Society: It's a battle of the sexes with this dilemma combo. Keep in mind that your opponent must face Female's Love Interest first—placement in the seeding phase is important. When your opponent faces this dilemma, it will automatically move one of his female crew members to the farthest end of spaceline, making it that much harder to overcome Matriarchal Society, which requires two females in the away team.

TIME TRAVEL POD ANTI-TIME ANOMALY

Time Travel Pod & Anti-Time Anomaly: This combo is simple but deadly. First, fill a ship with your best personnel, then use Time Travel Pod to shoot it out of play for, say, four turns. But before you do, put Anti-Time Anomaly in play and let it simmer for three turns until—bam! All personnel everywhere in the spaceline are dead. Your ship can then return to a much friendlier, much emptier universe.

Key

F Federation
N Non-Aligned
K Klingon
C Command
R Romulan
S Staff

ARTIFACT

Name	Category	Type	Rating
Description			
Betazoid Gift Box	Artifact	Interrupt	R
Discard to look through your draw deck and add any three cards to your hand.			
Horga'hn	Artifact	Event	R
Play on table. Take double turns while Horga'hn is in play.			
Interphase Generator	Artifact	Equipment	R
Nullifies: Chalnoths, Archers, Rebels, Impassable Doors, Phased Matter, Crystalline Entities, Armus, & Nausicaans.			
Kurlan Naikos	Artifact	Event	R
Play on ship that has all 7 personnel types aboard. That ship's range, weapons, and shields are tripled.			
Thought Maker	Artifact	Interrupt	R
You may spend ten seconds looking at and rearranging your opponent's draw deck.			
Time Travel Pod	Artifact	Interrupt	R
Play on a ship. That ship leaves the game for up to five turns. Announce when the ship will return when this card is played.			
Tox Uthat	Artifact	Event/Interrupt	R
Play as an Event to allow the use of a Supernova card. Play as an Interrupt to cancel a Supernova.			
Varon-T Disruption	Artifact	Equipment	R
Doubles all of your personnel's Strength where present.			
Vulcan Stone of Gol	Artifact	Event	R
Discard to kill everyone on away team without Youth or Cunning >7			

DILEMMA

Name	Category	Pts	Rating
Description			
Alien Abduction	Dilemma	—	U
Most Cunning away team member is held captive until mission completed or 3 Leadership present.			
Alien Parasites	Dilemma	—	U
Unless Integrity >32, the away team must beam back to the ship, and opponent immediately controls the ship until "stopped".			
Anaphasic Organism	Dilemma	—	C
Female in away team with highest attributes is discarded unless Security and Medicale are present. Discard dilemma.			
Ancient Computer	Dilemma	—	R
Cannot get past unless 2 Computer Skill or 3 Science or 3 Engineer present.			
Archer	Dilemma	—	C
Away team member with the highest total attributes is discarded unless Security and Medical are present. Discard dilemma.			
Armus-Skin of Evil	Dilemma	—	R
One random away team member is killed. Discard dilemma.			
Barclay's Protoplasmic Disease	Dilemma	10	R
All non-android crew members die unless Medical, Science, and Security are present. Discard dilemma.			
Birth of Junior	Dilemma	—	U
The ship's range is reduced by 1 each turn until 3 Engineer are aboard, at which time this dilemma is discarded. If the range becomes 0, the ship is destroyed.			
Borg Ship	Dilemma	45	R
Self-controlled Ship. Weapons=24, Shields=24. Attacks everything. At the end of every turn, the Borg Ship moves 1 card toward and off the spaceline's long end.			
Chalnoth	Dilemma	5	U
One away team member of opponent's choice is killed unless 3 Security or Strength>40 present. Discard dilemma.			
Cosmic String Fragment	Dilemma	5	U
Ship is destroyed unless Astrophysics or Engineer or Navigation is aboard. Discard dilemma.			
Crystalline Entity	Dilemma	5	R
Space: Kills crew unless Shields >6 or Music present. Planet: Kills entire away team unless Science and Medical present. Discard dilemma.			
Cytherians	Dilemma	15	R
Place on ship. That ship can do nothing but travel to the far end of the spaceline at normal speed. When it reaches the end, discard the dilemma and score points.			
El-Adrel Creature	Dilemma	—	U
Attacks 2 strongest members of the away team. 1 is killed at random unless the two have combined Strength>16. Discard dilemma.			
Female's Love interest	Dilemma	—	C
One random female away team member is placed on the farthest planet and remains there until rescued.			
Firestorm	Dilemma	—	U
All away team member with Integrity <5 are killed unless Thermal Deflectors are present. Discard dilemma.			
Gravimetric Mine	Dilemma	—	U
Ship damaged unless Science and Navigation aboard. Discard dilemma			
Hologram Ruse	Dilemma	—	U
Must have Integrity >30 and Cunning >30 to pass dilemma.			
Hyper-Aging	Dilemma	5	U
Away team dies in three turns unless Security and 2 Medical present by that time.			
Iconian Computer Weapon	Dilemma	—	C
Discard all non-Personnel cards in hand and replenish from top of draw deck unless Science present. Discard dilemma.			
Impassable Door	Dilemma	—	C
One away team memeber must have Computer Skill to pass dilemma.			
Ktarian Game	Dilemma	—R	
Place on ship. One random member of the ship's crew is disabled each turn unless android aboard or Cunning >30.			
Male's Love interest	Dilemma	—	C
One random male away team member is placed on the farthest planet and remains there until rescued.			
Matriarchal Society	Dilemma	—	U
Cannot get past unless two female away team members are present.			
Menthar Booby Trap	Dilemma	—	C
One random crew member is killed unless Medical aboard. Ship cannot move until 2 Engineers are aboard.			
Microbiotic Colony	Dilemma	—	C
Ship damaged unless Science, Engineer, and Officer aboard. Discard dilemma.			
Microvirus	Dilemma	5	C
One random away team member is killed unless Medical aboard. Ship cannot move until 2 Engineers are aboard.			
Nagilum	Dilemma	5	R
Half of crew is killed at random unless 3 Diplomacy or Strength >40 aboard. Discard dilemma.			
Nanites	Dilemma	5	R
Damages Ship unles 2 Science or Diplomacy aboard. Discard dilemma.			
Nausicaans	Dilemma	—	U
One random away team member is killed unless Strength >44. Discard dilemma.			
Nitrium Metal Parasites	Dilemma	—	U
Ship destroyed in 2 turns unless 2 Science or 2 Engineer aboard by that time.			
Null Space	Dilemma	5	U
Ship damaged unless 2 Navigation aboard. Discard dilemma.			
Phased Matter	Dilemma	—	C
You must split your away team into two teams. Only the smaller team may beam up until Engineer and Science are present.			
Portal Guard	Dilemma	—	U
One away team member must have Cunning >7 or Honor to continue.			
Q	Dilemma	—	R
Discard all dilemmas at this location if 2 Leadership and Integrity >60 present. Otherwise, opponent may rearrange the spaceline.			
Radioactive Garbage Scow	Dilemma	—	U
This mission cannot be complete until Garbage Scow is towed to a different mission by a ship with a tractor beam and 2 Engineer.			
Rebel Encounter	Dilemma	—	U
One random away team member is killed unless Strength>44 or you discard an equipment card. Discard dilemma.			
REM Fatigue Hallucinations	Dilemma	5	U
Entire rew dies in three turns unless 3 Medical present or ship returns to outpost.			
Sarjenka	Dilemma	5	R
Earn points by stopping to help Sarjenka or discard dilemma and continue.			
Shaka, When the Winds Fell	Dilemma	—	U
Must have 2 Diplomacy and Cunning >30 to continue.			
Tarellian Plague Ship	Dilemma	5	U
Entire crew dies unless you destroy one of your Medical crew members.			
Temporal Casualty Loop	Dilemma	5	R
Unless Science and Cunning >35 undo your last two actions of this turn and end turn. Discard dilemma.			
Tsiolkovsky Infection	Dilemma	—	R
All personnel aboard this ship lose their first listed skill until this dilemma is discarded by 3 Medical.			
Two-Dimensional Creatures	Dilemma	—	U
Empaths are disabled. Ship can't move until Science and Engineer present.			
Wind Dancer	Dilemma	—	R
Lwaxanna Troi must be present or one Personnel with Youth or Music or Strength >9.			

FEK'LHR — KLINGON RITE OF VENGEANCE

Fek'lhr and Klingon Rite of Vengeance: Klingons sure take combat seriously. Where else can you find a card like Fek'lhr, a 15 strength Klingon V.I.P. and Klingon Rite of Vengeance? If you play this last card when one of your Klingon personnel is killed, all remaining Klingons can fight again at double strength. Can you say, 30 Strength Fek'lhr. Can you say, trash fest.

RAISE THE STAKES — PALOR TOFF—ALIEN TRADER

Raise the Stakes & Palor Toff—Alien Trader: Here's a good way to rob your opponent of a card or two. Play Raise the Stakes, giving your foe the chance to bow out gracefully or risk allowing the winner to pick a card at random from the deck. If he refuses, just as well. Play Palor Toff and return that Raise the Stakes card to your hand. Played again, he either forfeits and loses a card anyway or continues and risks yet another.

Make your move in

WIZARD

#54

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Oh, The Humanity!

By Rick Swan

About six months ago, I had what I thought would be a great idea for this column. I'd get in touch with some of our nation's leaders and ask for their thoughts about the game industry in general and card games in particular. I had no idea, of course, if government bigwigs were gamers or not, but I assumed they were. If you were a staffer for the Department of Housing and Urban Development, wouldn't you be a *SimCity* player? Doesn't *Illuminati: New World Order* sound like a natural for the State Department? And after a hard day at the Pentagon, surely the National Security Council unwinds with a few hands of *Nuclear War*.

So I put together a list of three dozen officials—everyone from big city mayors to the president himself—and whipped up a letter explaining who I was, what *InQuest* was all about, and what I wanted to know (games they played as kids, games they play now, games they'd recommend). To prove I was serious, I also sent along some back issues of the magazine. When my stock pile of back issues ran out, I enclosed photocopies of this column instead.

I didn't mention it in the letter, but I planned to send a *Magic* deck to whoever came up with the most inspiring response. I had visions of Bill Clinton and Newt Gingrich sitting around the Oval Office, swapping artifacts and Counterspells. It could be the dawn of a new era.

Except that neither Bill nor Newt bothered to respond. But Chelsea, the president's daughter, did. Or rather, her secretary did. (Chelsea has a secretary?) She was very nice, explaining that Chelsea appreciated my "wonderful letter" but, regretfully, would be unable to answer. I was thanked for my support. (What support?) No explanation why Chelsea couldn't—or wouldn't—respond. I didn't even get an autograph.

Democrat Tom Harkin, United States senator from Iowa, was more cooperative, but not by much. "Having two daughters has provided me with new insights on countless games, the likes of which I never dreamed as a child," he wrote. "Regardless of the level of sophistication, any fun, challenging game is always a favorite of mine. But it is very difficult for me to choose one as being my absolute favorite." C'mon, Tom, take a position! No wonder people hate politicians.

Iowa District 36 State Senator Elaine Szymoniak, another Democrat, said she wasn't much for card games or board games. "As a child, I preferred active outdoor games. If I was in the house, reading was my preferred activity." However, she said she used to like Bridge ("but I don't seem to find much time for it now") and expressed a fondness for Hearts, Gin Rummy, and Old Maid.

I got a polite note from United States Representative Jim Lightfoot, a Republican who also hails from Iowa (an amazing coincidence, or is it just because Iowa's my home state that these were the guys who wrote back?). He recalled that when he was a boy, he didn't have much to do. "I was raised on a farm with no TV." So he whiled away the hours with an occasional round of *Monopoly*, and made up his own games. No *Monopoly* in Washington, however, just the odd computer game "to break the monotony."

And then there was this snotty congressional aide who called me at the crack of dawn (about 9 a.m. at my house) to say that her boss received my letter but "the senator isn't interested in contributing to *InQuest* at this time." He didn't want his name used, either, but I can tell you three things about him: (1) He's a Republican. (2) He's not from Iowa. (3) He ain't getting the *Magic* deck.

As for the other respondents... well, there weren't any. I only heard from five out of 36, and that's if you count Senator Anonymous. Either the leaders of the free world have better things to do than play games—which I find hard to believe—or they really are a bunch of stuffed shirts. I think I'll send the *Magic* deck to Chelsea's secretary.

Rick Swan, game designer and patriotic American, plans to support Richard Garfield for president in 1996.

Nuclear War © Douglas Niskanski

RAGE
The time draws near when the Apocalypse must surely come. The Wyrm and its 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 Wyrm. Join the battle to save the earth realm and cleanse it of the scourge that is corruption: the Wyrm.
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