

TRINITY QUEST™

GUIDE TO COLLECTIBLE CARD GAMES • 10



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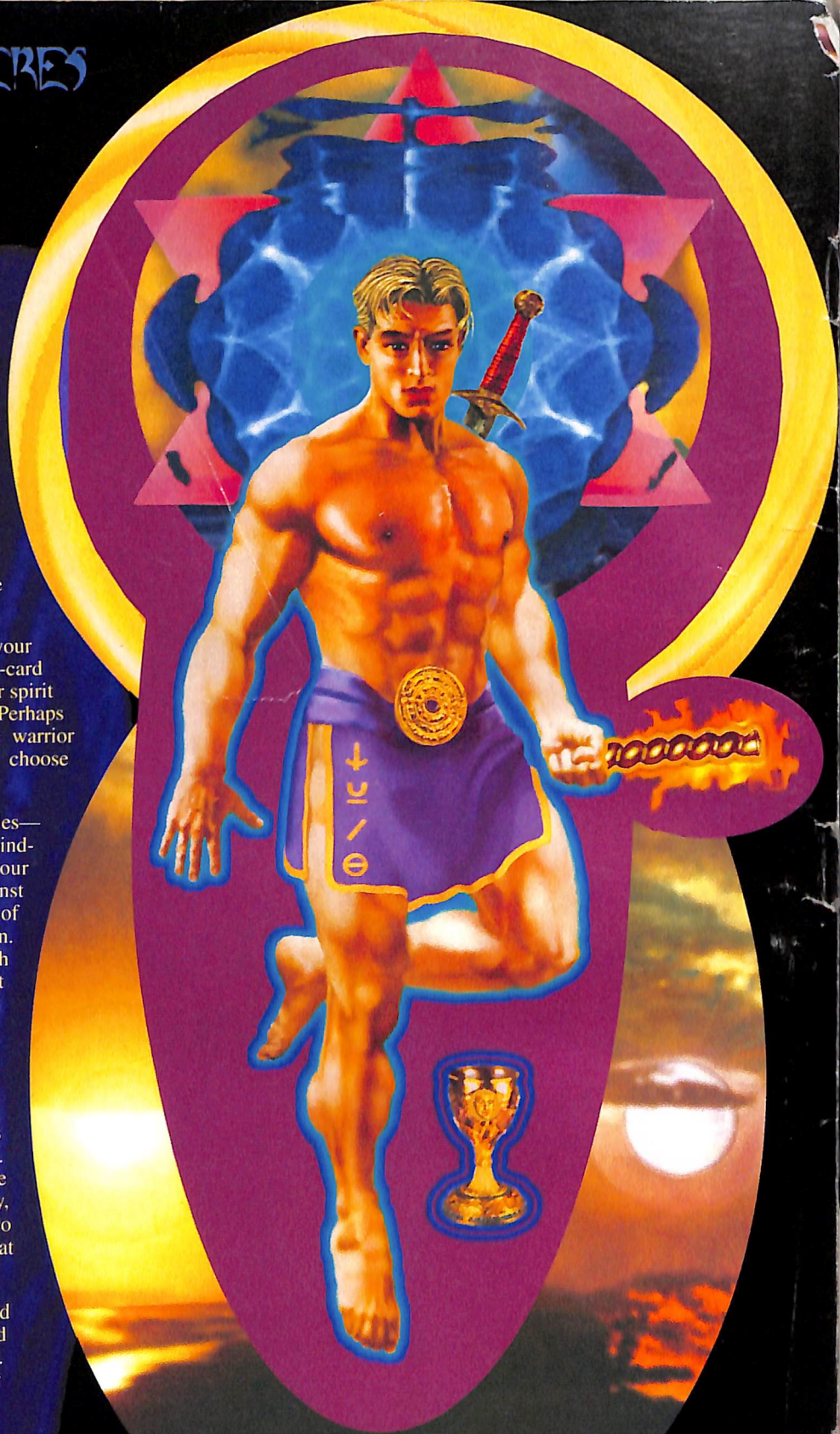
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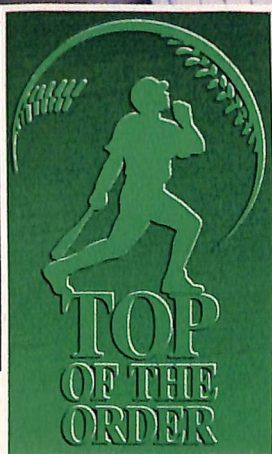
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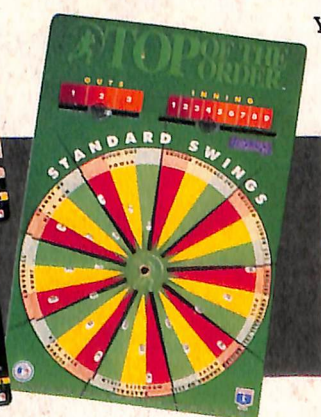


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FEBRUARY 1996

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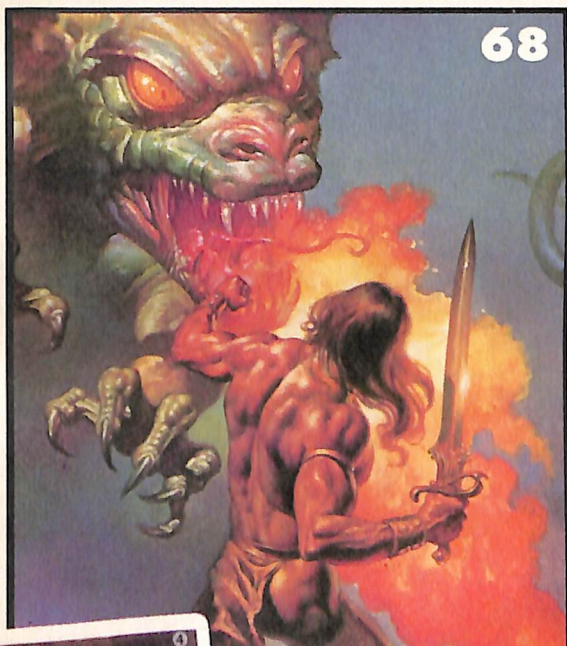
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Invasion of the Card Tappers

Have you ever seen *Invasion of the Body Snatchers*? It's a great flick. Everyone in town starts off perfectly normal. Then strange, latex-seed pods from space crop up in hothouses, and the whole town goes to hell in a hand basket. People go to sleep with little green buds under their bed, unaware they're being subtly transformed. When they wake, they're glassy-eyed, silent, flipping blankly past *The Tick* without even cracking a smile.

Imagine my shock when I discovered strange similarities between this and *Magic: the Gathering*.

It all started the day I caved in to this strange alien compulsion and left my neighborhood hobby store with three packs of *Magic* cards.

Pretty soon I had binders full of cards. I thought it would end there, but the call persisted. The next phase in the transformation was overcoming me. "Build decks," I heard. "Build decks." Before long, I had 10 to 15 highly concentrated killer decks. It was clear I had been taken; I even welcomed it.

Thus I embarked on the final, dreadful stage in this transformation. I culled my surroundings for opponents. I was innocent about it. I'd pull out a binder here, shuffle a deck there. Considering who I was hanging out with ("I'm a Toys 'R' Us kid forever" 25-year-olds), hooking friends was easy.

How crafty and malevolent I felt as I drew in others. Sometimes I would let them win, to whet their taste for the game. (More often, they'd win despite my honest competition. I'd grumble, but try to focus on the larger picture.)

Usually it took only a night before I'd see the familiar glow in their eyes. The final step: I left it behind. Yes, the complimentary deck I'd made for them to keep, consisting mostly of commons, with a few uncommons thrown in. I knew it would sit on their night stand that night, and they would dream of flying, and trampling, and tapping...

And in the morning they'd wake: glassy-eyed, yes, but smiling contentedly. I too was content. There was one more *Magic* player in the world...

OK, reality check.

I'm not saying *Magic* is the tool of some dark cult or communist conspiracy. I'm just saying I find it damn curious how compelling that game is. I never collected anything before *Magic*, yet now I have several binders full of cards. I've never been interested in competitive card games before, but get me rolling with my stasis deck and I'm a man possessed. And I've never seen so many people play one night's worth of hands, then go out the next day to buy a starter deck and two or three boosters. And go out again, and again, and again...

Magic is a phenomenon. A phenomenon other card games are capitalizing on. And with good reason. These games sell.

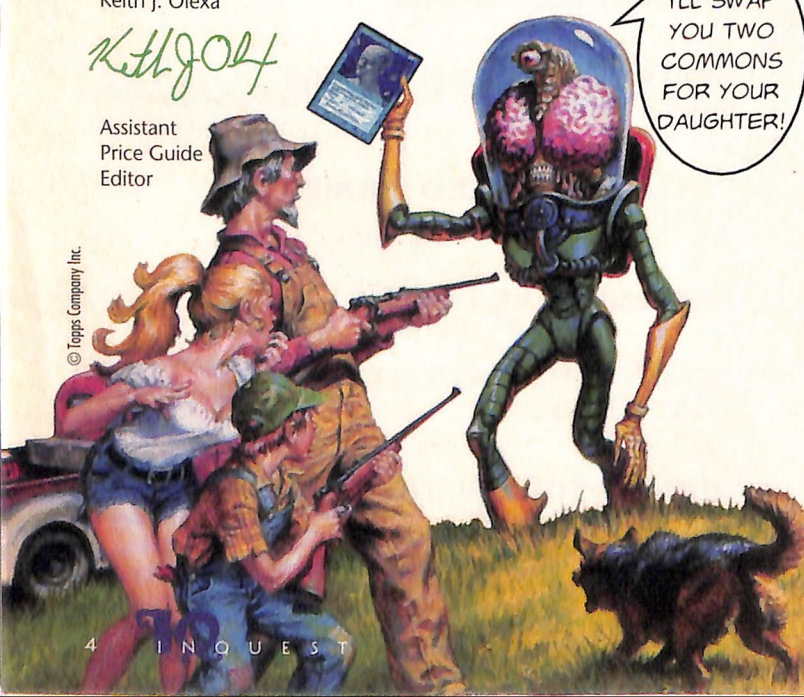
Some might say it's an obsession. It was with me. But hey, I can't complain—it's how I got my job.

Keith J. Olexa

Keith J. Olexa

Assistant
Price Guide
Editor

HEY,
I'LL SWAP
YOU TWO
COMMONS
FOR YOUR
DAUGHTER!



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INQUISITION



HOMELANDS: HIT OR MISS?

Yee-doggy! The release of the first all-new *Magic* set since 1994's ill-received *Fallen Empires* has certainly provoked a mixed reaction from the peanut gallery. Some feel it's an excellent set, while others think it sucks sour turkey ass.

Well, since we like nothing better than stirring up debate (or taking pot shots at Newt Gingrich), we asked gamers what they thought about *Homelands*. And they told us...

HOMELANDS HOTLINE

*"Is this set a glorified *Fallen Empires*?"*

I say thee nay! *FE* was a very vanilla set; it was home to many a useful card, but too many were by the same token utterly straightforward, guileless, and obvious. It also had an inordinate number of "*Spellfire*" cards (i.e., cards with one and only one use, such as Dwarven Lieutenant and Vodalian War Machine). I firmly believe the best *Magic* cards should have the ability to surprise even their creators, and few *FE* citizens did.

Now, every set has its faults, and cards like Combat Medic and Breeding Pit go a long way toward redeeming *FE*, so I don't necessarily rate it below the other sets. *Homelands* appears to be more versatile; it has some good weenies, but also provides a good card for almost every strategy, opens up many new ideas, and actually endorses new strategies while laying old, annoying ones to rest. We should get some respite from Discard decks, at least.

"Are there too many weird (useless?) cards like Sea Troll, Prophecy, and so on?"

Every set needs its Cyclopean Mummies to make fun of, paper walls with, and inspire thinkers and sages to new heights of twistedness.

*"Homelands marks the fourth *Magic* release in the last few months. Is that a bad thing or a good thing?"*

Badbadbad. This practice floods the marketplace, makes it difficult for *WotC* to

get anything out in quantity, fosters speculation and sharking, puts an undue burden on players who want to have at least a look at every set, and prevents truly complex and subtle strategies and counterstrategies from having full life spans.

I think two well-developed, large sets a year would be quite sufficient. (This refers to *any* new release, including new editions and re-releases like *Chronicles*.) This may sound overly conservative, but bear in mind that barring any massive change at Carta Mundi, any release schedule is likely to be stretched for at least an extra month.

Omar Ravenloft
Houston, TX

I'm concerned about the lack of *Homelands* tournament cards, except for Primal Order (a sideboard card).

I feel that Wizards of the Coast is losing its market by eliminating the controversies over cards and eliminating game breakers. It's fun to worry about game breakers. Are we trying to achieve parity like the NFL? I don't think that works or is exciting. *Ice Age* was cool because it had controversy and game breakers.

Homelands is nice, but so is my sister.
Jeff Slaga
Denver, CO

Here's a great combo: any *Homelands* card and a trash can.

NirvanaMAR
Cyberspace

No, *Homelands* isn't a glorified *Fallen Empires*, because there is less "interdependency" among the cards. It was dif-

ficult to get maximum benefit from a Thallid or a Thrull without lots of other Thallid- or Thrull-affecting cards. Most of the cards in *Homelands* are a tad more independent.

It wouldn't really matter how many expansions *WotC* had come out with if they'd been able to meet demand. As it is, folks are only just now beginning to get enough *Ice Age*. Also, enjoy the quantity while you can, because it's going to be a long time before another expansion comes out.

I don't think anybody likes *WotC*'s new policy that all new mana lands have to be worse than basic lands. That policy stinks. However, as far as "suck lands" go, the *Homelands* trilands aren't so bad. It'd be awful to get one as your only land in your first draw, though!

David Joyce
Temple, TX

Why *Homelands* rules? Simple! The ferrets!! The ferrets rock!

Herbie Piland
Portsmouth, VA

And there you have it. Most of the feedback was positive, with an overwhelming majority really, really digging all the new vampire-related cards.

*(If you think Baron Sengir and all his cronies are so much fun, go check out the Vampire: The Eternal Struggle CCG, also by *WotC*. A revised version of *Jyhad*, it should be out by now, and it should be pretty cool.)*

*The top complaint was that too many sets had come out too close together. People seem to want fewer sets, but larger, more-impressive releases like *Legends* or *Ice Age*, and they want to be able to buy them without having to hear "*WotC* only shipped me a 10th of my order." Yeah, us too.*



Super Cheese

Which superability do you think is better?

A) The ability to control cottage cheese with

your mind

B) The ability to change any part of your body into plumbing equipment

Tom Flock
Morril, NE

Well, most of us here at InQuest already have plumbing equipment, so we'd go with the ability to control cheese with our minds. That way we'd never be Channel/Fireballed out of a Magic game.



Tongue Twister

If a Tim tims a Tim can the timmed Tim tim the timing Tim before the timer's Tim tims the timmed?

Jason Earle Helgerson
St. Paul, MN

What language uses "tim" as a verb? We sent this question into our editorial dungeon for deciphering and this is what they came back with:

"When a Tim tims a Tim, that Tim is timmed. He can tim Tim back, but then all the timing must be resolved, and both go off, so even though he timmed Tim back, he himself can't avoid being timmed. Both Tims are timmed."

Just the Facts, Ma'am

InQuest: The Guide to Collectible Card Games.

Who are you people kidding? A

guide to collectible card games should cover all card games. You cover 90 percent *Magic!* I have purchased your last three issues searching for certain price lists, which I and most people I know also use as checklists. So why do you not list all CCGs?

I collect 12 different CCGs, and I must buy four different "guides" to get good lists. I also play four of these 12. Buy a clue, guys... I don't collect *Magic* at all. That's 12 different games and no *Magic*.

And what's up with the contests? You want some fun—quiz someone on *Dixie* or *SimCity*. See what you get. Be innovative. *Hyborian Gates* was an excellent start—keep it up! Add *Everway*, *Guardians*, *Heresy*, and some *Star Trek*. Make *InQuest* more than "a guide"—make it "the ultimate guide"! Put some real work into it.

Michelle Custer
Columbus, GA

Sorry, Michelle, but we don't devote 90 percent of our book to Magic. Sure, we cover it above and beyond the other CCGs, but that's because it's the most popular. Actually, we did a little fact-checking on a copy of InQuest (issue #8), and here's what we found... nearly 60 percent of it was dedicated to games other than Magic.

And as far as contests go, we've had more contests on games like Guardians, Rage, and Hyborian Gates than Magic. Count 'em.

Late Bloomer

Is it too late for me to start gaming? I hope not, because I am really interested in them and ready to learn. I would like to hear from you guys and find out the best game for a starting gamer like myself.

Joshua Dull
St. Marys, OH

It's never too late to start gaming. The best advice we can give you, though, is to take it slow. Don't go out and blow your savings on one game. Sample a few and find something you like. If you know some friends who will teach you their games, or loan them to you, so much the better.

Enjoy fantasy games with monsters, heroes, and magic? Give Middle-earth: The Wizards,

Wyvern, or Magic: The Gathering a shot. Like superheroes? Give OverPower a try. Action/adventure fan? Give Legends of the Five Rings a whirl. Horror? Try Vampire: The Eternal Struggle. And those are only a handful of the CCGs out there. Try some roleplaying games like AD&D, White Wolf's Storyteller games, or some tougher-to-find stuff like Champions and Amber.

Real Runes

Ice Age's Chaos Lord has some runic writing on his shield. Being curious, I found a book to translate Falfards Runes. This is what they said: "I am reale mean." Too funny... I now have a deck named after it.

Kort Kramer
Orange Park, FL

Keen.

Wanted: Fantasy Stories

I'm into fantasy stories, and I was wondering if one of you guys could whip up a fantasy game-related story and continue it each month. Maybe you could even have loyal readers send in ideas or something.

Shaughn Bell
Cyberspace

We've got something in the works. Stay tuned.

Too Much Time

Did you know that you wrote the word "Magic" in your mag 141 times?

Jess Bligh
Homewood, Ala.

Yeah? We thought it was 140. Go back and count again. And while you're at it, contemplate the amount of free time on your hands.

Kasimir the Lame Wolf

You people don't understand *Magic* at all. I mean we all know that Kasimir the Lone Wolf is one of the awesomest cards in the game!

Sam McNulty
Wilmington, NC

Praise the heavens, you've brought us back to our senses! For a second there we were possessed by the evil spirits of Baywatch. Of course Kasimir of No Special Abilities is one of the best cards in the game!

P E N P A L S

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: *InQuest Pals*, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!



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Interview with the Devil

The article done by Jim McLaughlin ("Interview with the Devil") in *InQuest* #7 was very offensive to myself and my friends who buy your mag, play *Magic*, play *AD&D*, and share the same political beliefs as myself. Basically, in an indirect way, Mr. McLaughlin called those that vote GOP and Republicans insidious pawns of Satan and disciples who sacrifice part of their soul whenever they vote for Newt Gingrich or a Republican. He implied that you cannot play these games and like the GOP at the same time. He is being the judge, he is labeling people, and I am very offended and would very much appreciate an apology.

Why did he have to say such things in his article? They have nothing to do with *Magic*. He has confused conservatives and Newt Gingrich's followers with those that chastise and debase innocent games, such as *Magic* and *AD&D*. He has classified us, in his own little shallow manner, as the people who think *Magic* is a "devil."

Granted, there are people in my spectrum that think the way he thinks they do, but there are very few, and I would sure argue them down without snide little political propaganda such as he has written. Why do editors, journalists, writers, and reporters hate us, anyway? What have we done to people like Jim McLaughlin? He could just as easily have said Democratic instead of Republican or used Richard Gephardt instead of Newt Gingrich, but it is obvious he is biased and seeks to sway those that play these games to his own point of view.

His entire comment on Republicanism could have been removed without detriment to the article, saving

me from typing this letter and actually becoming angry with the fine magazine you ladies and gentleman publish—also saving some poor soul the trouble of having to read this. Is it so much to ask that a magazine article actually be about what it is supposed to be about? Is it so much to ask that this guy even remain neutral?

Marty Smith
Cyberspace

We received loads of mail from fans who thought "Interview with the Devil" was either funny or blasphemous and wanted to know who Jim McLaughlin thought he was. So we asked him. Jim?

"I always thought I was Jim, and the last time I checked the label in my underwear, I found I was right."

"Anywho, the article was a farce, and that fact should have been apparent to anyone who read it. I did not actually travel to Purgatory, and that person in the photos with me was not really the Devil. (It was InQuest senior art director Robin James Ramos.) The whole thing was intended to be a light romp, and if that is not what you got out of the article, then I do indeed apologize for not doing a good enough job conveying that message."

"By the way, you're right. The Republican Party had nothing to do with the article. Neither did Pearl Jam, the Dallas Cowboys, or Ozzy Osbourne, but I threw all of them in as vehicles to point up that fact that—just as you stated—to 'chastise and debase innocent games' is a farce. My hope was that, aside from chuckling once or twice, the reader would get nothing more out of this article than the feeling that the whole debate was rather silly. I highly doubt that I influenced anyone's voting behavior with a single flippant remark, and if I did, I'm sure you could 'argue them down without snide little political propaganda.'

"As is your right. As is my right. That's the nature of this pluralistic society that we live in. You've got your views, I've got mine—and we're both equally entitled to them. Thanks for this exchange of ideas, brother. And power to the people!"

Sega Sol Rings?

Will there be a version of *Magic* for home video game systems like Sega or Super Nintendo?

John Connolly
Albany, NY

Not that we know of, but last we heard, MicroProse was (still) working on the IBM computer version.

The Name of the Game

True stories behind the names of game cards

Jayemdae Tome: "Jayemdae" is a phonetic spelling of the initials JMD. J. Michael Davis, *Magic* designer Richard Garfield's co-worker at Bell Labs in 1992, was co-designer of the *RoboRally* board game and is now director of research and development at Wizards of the Coast.

Laces: Deathlace, Thoughtlace, and all the rest change a card's color. Garfield derived "lace" from the Wizards of the Coast roleplaying game *The Primal Order*. In that game, deities can "lace" an object or spell with primary energy, imbuing it with a portion of their own divine nature.

Drudge Skeletons: Until just before *Magic*'s first publication in 1993, most cards had short, dull play-test names: Bears, Skeletons, and so on. Garfield knew he could turn Bears into Grizzly Bears or Brown Bears, but how to individualize his Skeletons? Play-tester Tom Fontaine had the solution. "Tom sent me a message with about two dozen names," says Garfield.

"Samite Healer, Drudge Skeletons, Scathe Zombies, Scryb Sprites—I used most of them. That kicked the 'adjective thing' into gear."

Mana: Garfield borrowed the word mana, which in *Magic* represents the energy that powers magic, from writer Larry Niven's "Warlock" fantasy stories. In the stories, mana powers spells and nourishes magical creatures, and can be exploited or exhausted. "Niven's view of magic as very mechanistic, following regular laws, was a fundamental inspiration for the game," says Garfield. The concept of mana originated in the Pacific island chains of Melanesia and Polynesia.

—Allen Varney

HEY, MY HORSE'S NAKED. WAIT A MINUTE, I'M NAKED TOO!



Wanna know where a card came from? Drop us a line with the name of the card, the game and set it's from, and your full name & mailing address to:

The Name of the Game
c/o *InQuest*
151 Wells Ave.
Congers, NY 10920
email: InQuestmag@aol.com

P

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S

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Helena, MT 59601
Likes: *Magic*

MAGIC: The Creations

The fan who invented the best *Magic* card this month wins three different foreign edition *Magic* packs and a Royal Assassin card signed by Tom Wänerstrand! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

FORREST GUMP

Santos Aleman & John Stevens, Poughkeepsie, NY



AMULET OF CHAOS

Stuart Froman, Kent, WA



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

Magic: The Creations

c/o InQuest

151 Wells Ave.

Congers, NY 10920

CONTEST WINNERS

- Sandi Hier of Davenport, Iowa, took home a set of *Star Trek: The Next Generation Customizable Card Game* bridge personnel and *Enterprise* cards. She was the grand prize winner in issue #3's *Trek Dreck InQuest* Contest.
- Donna J. Kubrak's *Magic* card recreation for issue #4's *Build-It-Yourself InQuest* Contest won her a 60-card *Chronicles* deck built by Richard Garfield.

More Grade-A Letters



Sickened

I think your mag is great, but issue #8 made me feel a bit disgusted.

The "Deck Stoppers" article was pretty sick. If people resort to making decks filled with anti-typical cards, that's pretty sad. Most of the fun in playing *Magic* is the idea of cards working together in a deck. If people depend on cards like *Pyroblast* to beat a good merfolk deck, it's pretty lame and takes the fun out of the game. How would you feel after you finally pull out that *Rock Hydra* and it's immediately rejected by a one-casting-cost *Blue Elemental Blast*? Please. That article just gave the people without originality and ideas a boost to beat that awesome *Serra* deck the kid next door made up.

I also think that stupid combo section in the back is pretty dumb. If people can't come up with their own combos, then they look there to copy others who had to think 'em up. I mean, it's fun when you think up an awesome combo and you put it into play and then totally smash that cheese deck that the loser up the street plays with. But to see it used by some dumb schmuck who saw it out of a magazine and plays it against you—that, like, destroys the fun of the game.

Anyways, consider taking out a few of the combos that will totally turn the tide of the game. The people back in the real world who think them up should get the credit, not some editor from a magazine.

Superboy Stino
Cyberspace

Hey, what's with that editor crack? A) We fit into the category of "people back in the real world," and B) we make up the friggin' tips, so who else should get credit for them?

*As for the rest of your letter. How would I feel if I finally pulled out a *Rock Hydra* and it got rejected by a one-mana *Blue Elemental Blast*? I'd have to say...outwitted. A big part of *Magic* is anticipating what your opponent will play and arming your deck with cards to combat those attacks. It's called strategy.*

The next time you're getting battered by a barrage of direct damage, see if you think it's cheesy when you pull that COP: Red.

Ornithopter Man

Who's that foreign-talking Ornithopter man at the top of the *Stumpers* page?

Joshua Slone
Roann, IN

That's Mike Fasolo, one of InQuest's editor types. Aside

from being the hairiest editor we've got, thanks to the magic of word balloons, he's also the most multilingual.



Magic Vitamins

In addition to being essential for proper development of red blood cells and the optimum functioning of the nervous system, vitamin B-12 helps to protect us from those nasty spells that are cast upon us every day.

Vitamin B-12: C₆₃ H₈₈ N₁₄ O₁₄ C₀P

The only problem is, I don't know which color this C₀P is for. Any ideas?

Ben Gibson
Adamsville, AL

Circle of Protection: Red seems right.

Who Do We Appreciate?

I have one minor problem... *Where are the freakin' cheerleaders!?* How do you expect me, the reader, to complete each page with the same veracity and enthusiasm as the last without any jumping, screaming cheerleaders?

Kenneth Keith
Tulsa, OK

Bad news, Ken. Our lovely cheerleading team was involved in an "accident" involving 20 pounds of horse laxative and half a dozen circus midgets. They'll be out in 10 to 20.

Hey, we're done. Thanks for stopping by, make sure you always have a deck ready, and we'll see you back here in 30.

Send yer letters to InQuestMag@aol.com or:

INQUISITION

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

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IF IT'S NEWS,
IT'S HERE!

WOTC CUTS GAMES, STAFF, DISTRIBUTORS

In moves that it says are unrelated, Wizards of the Coast discontinued production and support of most of its non-CCG products—laying off some 30 personnel in the process—and also announced a “streamlining” of its distribution channels.

According to Richard Garfield, vice president of research and development and the designer of *Magic: The Gathering*, WotC “has stopped most of its role-playing products and at least temporarily stopped its table games, such as *The Great Dalmuti* and *RoboRally*.” The games being dropped include *Ars Magica*, *Everway*, *The Primal Order*, and *SLA Industries*. The book publishing division was also disbanded.

“Certain departments were cut, and those people were either let go or moved to other projects” depending on what they were working on and whether there was another suitable position in the company, Garfield says. He estimates that WotC’s worldwide staff has dropped from about 200 people to 150 or 170.

Garfield stresses that the company is trying to help the dismissed employees find new positions. “We’re giving a generous severance package because we want people to not have to worry about things until after the holidays,” he says. “There’s also talk of the company helping to set up smaller companies to support the product that’s been cut. I don’t expect the product to suffer from this; it should all re-surface....”

“We’re giving David Alsop, the prime creator of *SLA Industries*, final say on where that product goes. My expectation is that they will return it to Nightfall,” Garfield adds.

“Table games” like *Dalmuti* and *RoboRally* will remain available. “We’ll continue to provide them, just as Avalon Hill continues to provide *Titan*, but the teams that actively try to come up with supplemental products for those items have been disbanded.”

Garfield says there was a mix of reasons for the decision to drop the non-CCG products. “Certainly partly because of disappointment with how the games were doing,” he admits. “In the case of table games, we think that, in order to do them justice, we are going to have to move more into the Toys ‘R’ Us type of market, and we’re not ready to do that. We don’t have the skills to do that yet.

“Even with the CCG market going soft—if that’s the case—it’s doing better for us than the other products, and we think we ought to deal with it very carefully,” Garfield says. “We’re trying to anticipate a tapering off, a leveling of demand, and move from a growth economy to a stable economy.”

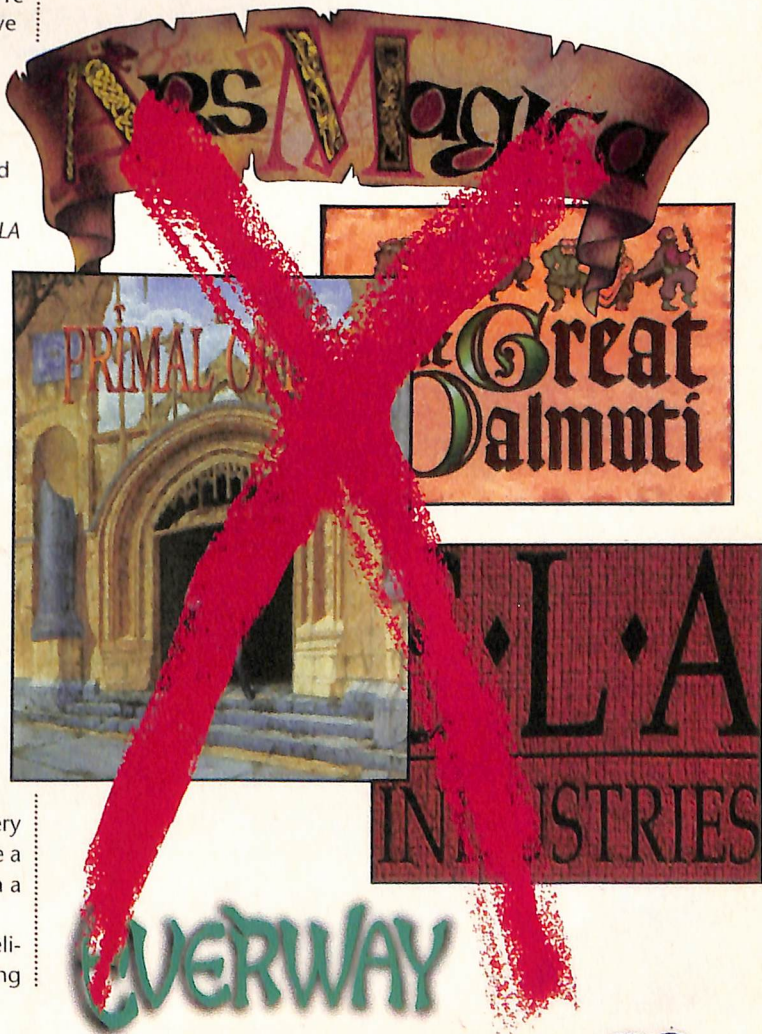
Garfield suggests that WotC will be “more reliable” producing and shipping *Magic* and upcoming

card games like *Netrunner* and *BattleTech*.

Shortly before the game and staff cuts were announced, WotC disclosed the “streamlining” of its distribution. The company said it would continue dealing only with distributors noted for service and reliability. A spokeswoman claimed this would help alleviate the distribution and availability problems with *Magic Fourth Edition* and *Ice Age* cards (“Fourth of Supply?,” *News & Notes*, *InQuest* #3; “Left Out in the Cold,” *News & Notes*, *InQuest* #5).

As for the future of WotC and the game business, Garfield expects a return to established product lines. “WotC will continue to explore trading card games in the next year, hopefully bringing card and table games together after that,” he concluded. “My expectation is that roleplaying is going to come back for that industry; there’s too many CCGs out there, and it’s a lot easier to put together an RPG anyway.”

—Patrick Daniel O’Neill and Rich Anderson



All logos shown are © Wizards of the Coast.



Beaming Aboard

SkyBox's *Star Trek: The Original Series* collectible card game, scheduled for summer 1996, is moving full speed ahead. After looking at many proposals, SkyBox decided on a game system designed by Mag Force 7, best known for the card game *Star of the Guardians*.

"The game system is easy to learn—we had learned the game and started playing in 15 minutes. At the same time, it's a lot of fun and involves a lot of strategy," says Games Editor Steve Domzalski, who also worked on the *Marvel OverPower* game done by SkyBox's owner, Fleer.

Most of the cards will feature photos from the original 79 episodes of the 1960s television show, but SkyBox will commission some art for the game. "If we need a card to show a planetary surface that was never entered," Domzalski explains, "we'll have cards made to display that."

Every starter deck will have cards of Captain Kirk, Mr. Spock, Dr. McCoy, and the starship *Enterprise*—the four cards needed to play the game. Missions completed using these core cards move everyone toward victory.

Each player can create his own secondary team of characters using cards such as Lt. Uhura, Ensign Chekov, Chief Engineer Scott, and Lt. Sulu; victory points gained by those cards go to that player, not the group. Secondary team cards can be assembled from starters and booster packs.

"We're going to have just about everything you can imagine in these decks," Domzalski says. "Minor characters such as Nurse Chapel, for instance, will appear. Villains such as con man Harry Mudd and genetic superman Khan Noonian Singh will be there as well. And what *Star Trek* game would be complete without Tribbles?"

The card set will not have pictures or characters from the *Star Trek* motion pictures or other material based on but not

part of the original television show. "For the time being," Domzalski says, "our contract is just for the episodes of the television show. That could change, but for the moment this is what we're focusing on."

Star Trek card games have attracted a lot of attention over recent months, some of it bad. Last fall, Decipher, which Paramount licensed to produce *Star Trek: The Next Generation Customizable Card Game*, publicly accused Paramount of delaying promised expansions for the game ("Paramount Problems," *InQuest* News, *InQuest* #9). Decipher claimed Paramount was retaliating because Decipher had refused to pay more money for the game license. Paramount denied the allegations.

More recently, a Buffalo, N.Y., organization named the Charity Fellowship called for a boycott of the SkyBox *Star Trek* game, claiming that by blocking *Star Trek: The Next Generation* expansions and launching a new game Fleer and Paramount have ignored the needs and wishes of fans and players.

—Greg McElhatton with the *InQuest* staff

CAR WARS

Car Wars in the Virtual World

VictorMaxx Technologies, one of the leading companies in the arena of virtual reality programming, has signed on with Steve Jackson Games for the development of a *Car Wars*-based VR game.

VictorMaxx President Richard Currie expressed a great deal of enthusiasm over the project, and says he is "certain that the combination of Steve Jackson's creative genius and VictorMaxx technology will create a virtual reality success."

With a working title of *AutoDuel* (the title of a *Car Wars*-based computer game released in the 1980s by Origins), the game will start in location-based entertainment centers called "AutoDuel Centers." (If you remember the Photon and Laser-Tag centers of a decade or so ago, that's the kind of installation VictorMaxx has in mind.) The prototype is set to open in downtown Chicago in summer '96; it will include a series of fully themed environments, as well as a snack bar, retail merchandise area, and memorabilia.

The second phase of the launch involves creation of an on-line *AutoDuel* game, slated for late '96 release, allowing players from around the world to compete with each other via modem.



JANUARY

- Decipher announces it has the collectible card game license for the *Star Wars* films.
- *Dixie* CCG released by Columbia Games.
- *Ice Age*, originally announced in the August 1993 *Duelist Companion* as the first expansion for *Magic: The Gathering*, remains unreleased.
- *Wyvern* Premiere Edition CCG released by U.S. Games Systems.

FEBRUARY

- Acclaim Comics' Armada imprint publishes the first *Magic: The Gathering* comic books.
- *On the Edge* Standard Edition CCG released by Atlas Games.
- TSR announces plans for an AD&D feature film, a *Wildspace* television series, an animated *Dragonlance* made-for-TV movie, and *Wildspace* attractions at both Universal Studio theme parks.

- TSR goes on-line with both America Online and GENIE.
- Wizards of the Coast buys Andon, the company that runs the GAMA trade show and Origins convention, among others.

MARCH

- *Blood Wars* CCG released by TSR.
- The GAMA trade show was in New Orleans again. No one was mugged this year, and

- lots of new stuff was promised for 1995. Some of it was even delivered.
- Still no sign of *Ice Age*.
- *Illuminati: New World Order* Unlimited Edition CCG released by Steve Jackson Games.
- *Towers in Time* CCG preview decks released by Thunder Castle Games.
- *Ultimate Combat!* CCG released by Ultimate Games.
- *Wizards of the Coast*

THE WAR OF THE AMAZON™

The war between Werewolf and Wyrms has spilled over into the Amazon, the last pure place, the last hope of Gaia.

It is here that the Garou make their stand.
It is here that the Wyrms plan to rend the heart of Mother Earth.
And it is here that something angry waits, hidden in the shadows...

The War of the Amazon introduces new fetishes, victory conditions, and shapeshifting races into the collectible card game of savage fury. Completely compatible with Rage and The Wyrms decks.

Available in March.

RAGE

The Werewolf: The Apocalypse
Collectible Trading Card Game



A CD-ROM version of the game is scheduled for early 1997.

In other news from Steve Jackson Games, the company has signed on Bob Choby, a six-year veteran of TSR's marketing department, as its chief operating officer. The idea, according to Choby, is to let Jackson himself get back into the design side of the business. "We want to get Steve out of the day-to-day," Choby says. "His bailiwick is creative, and he can't be both creative and a manager. My bailiwick is business, including 16-plus years of marketing."

One of Choby's priorities is to get *In Nomine* back on track. He describes the long-awaited, long-delayed game as "the ultimate good-vs.-evil game, angels vs. devils."

Finally, Steve Jackson Games now has its own site on the World Wide Web at <http://www.io.com/sjgames/>. The Web page is handled by Robert Apthorpe, who comes to SJG with a background in computer communications.

—Jeff Franzmann and Patrick Daniel O'Neill

junctions. It also bolsters the Four Monarchs and the Jammers factions.

Flashpoint begins with another fiendish plot by the Architects of the Flesh. In this 110-card expansion set, the Dragons step in to stop them, but become drawn into a war that ranges from the modern-day Amazon to the Architects' gray future. While the set focuses on the Architects, Dragons, and Jammers, other groups will appear in surprising ways. Says Heinsoo, "This is definitely the war side of action movies: lots of people with very big guns shooting each other, battlefields, tanks, house-to-house fighting. It's definitely the gritty side." *Flashpoint* is scheduled for March.

Heinsoo mentioned plans for two expansions after *Flashpoint*, but would only reveal that the earlier one takes place in ancient China.

However, Heinsoo would talk about *Shadowfist* Second Edition, due in April. With this printing, Daedalus plans to replace approximately 50 common and very common cards, keeping the total number of cards at about 320. By removing many cards that people typically don't use, Daedalus hopes to make the game more interesting, especially for beginners. The new cards promise to be more fun while also allowing a better variety of strategies.

Feng Shui, Daedalus' roleplaying game, set for an April release, also promises to expand *Shadowfist*. The rule book will provide detailed information on the *Shadowfist* world, while *Feng Shui* supplements parallel information from the card game. *Back for Seconds* will offer *Feng Shui* statistics for *Shadowfist* characters. *Elevator to the Netherworld* and *Flashpoint* will mirror their respective expansion sets. Players will also see abilities and equipment from *Feng Shui* appearing on *Shadowfist* cards.

Finally, those with access to the World Wide Web can check out the *Shadowfist* FAQ at <http://www.halcyon.com/~rev/faq.html>. This site includes links to other *Shadowfist* pages, including Robin Laws' short story "Operation Killdeer"—the narrative tale behind the deaths of eight first-printing characters. (Dead characters drop out of print, so don't look for the deceased in the Second Edition.) A second story, included in the yet-unprinted players guide, details the plot behind the *Netherworld* expansion. Says Heinsoo, "I think the stories will definitely be a part of the *Shadowfist* line, in one way or another."

Asked if future stories will involve more character deaths, he says, "People die in Hong Kong action movies. Heroes die. Villains die.... I would be extremely surprised if everyone manages to live."

—Rich Warren

Shadowfist © Daedalus Games



Shadowfist Set Postponed

Combat in Kowloon, an expansion set for the *Shadowfist* CCG originally scheduled for release last August, has been postponed indefinitely. Ian Brannen, an editor for Daedalus, says, "Something had to go. There are only seven of us here, and we had a rather ambitious schedule."

That schedule includes a story arc that stretches into 1997. Besides building on the basic storyline, new *Shadowfist* releases will also improve two-player games, increase the variety of deck concepts, and encourage general butt-kicking. Says *Shadowfist* co-designer Rob Heinsoo, "Each expansion set will have its own distinct flavor. *Netherworld* is about a place. *Flashpoint* is all-out war."

The 134-card *Netherworld* should already be available in stores. This expansion is based on a labyrinth of underground passageways and caverns that connect various time



announces that it will re-release *Jyhad* as *Vampire: The Eternal Struggle* in July.

APRIL

- *Echelons of Fire* and *Echelons of Fury* CCGs released by Medallion Simulations.
- *Illuminati: New World Order* Factory Set CCG released by Steve Jackson Games.
- *InQuest* #1 released by Wizard Press.

- Terrorists bomb a federal building in Oklahoma City.

MAY

- *Magic: The Gathering* Fourth Edition CCG released by Wizards of the Coast.
- *Powercardz* CCG released by Caliber Game Systems.
- *Rage* CCG released by White Wolf.

JUNE

- Frost in the summer? *Ice Age*,

a *Magic: The Gathering* expansion, released at long last by Wizards of the Coast.

- *SimCity—The Card Game* released by Mayfair Games.
- *Warp Packs*, free supplements that guarantee you can actually play the *Star Trek: The Next Generation Customizable Card Game*, released by Decipher.
- Roger Zelazny, scheduled to be Gen Con's guest of honor, passes away.

JULY

- *Changeling* RPG, the final game in the *World of Darkness* series, is released by White Wolf.
- Someone leaks the *Chronicles* list to the Internet. Wizards of the Coast responds by publishing an official list, even though the expansion set isn't due for two months.
- Dragon*Con is held and is well-attended, especially by the home-town Atlantans at

White Wolf, who kept away from Origins.

- *Dragon Dice*, a collectible dice game, released by TSR.
- Three people inducted into the GAMA Academy of Gaming Arts and Design Hall of Fame: Julie Guthrie, miniatures sculptor extraordinaire; Jordan Weisman, designer of *BattleTech*, founder of FASA and Virtual World Entertainment; and the late Nigel Findley, legendary game designer and writer.



New Directions for Shadowrun

For close to a year, *Shadowrun* has been a ship without a captain. Now Mike Mulvihill has taken over as head developer for the futuristic FASA roleplaying game, and changes are on the way.

"A lot of what we've been hearing from players is that while we've got cool source books and a cool world, there isn't a lot for players to play in," Mulvihill says. As a result, he explains, "we're looking at releasing more adventure-style material and fewer \$18 sourcebooks." In addition, a *Rigor* sourcebook is in the planning stages, with a tentative release date in early '97.

Mulvihill started with FASA in 1992 as a developmental assistant and became the interim *Shadowrun* developer when Tom Dowd left in 1994. Mulvihill returned as interim developer in mid-'95 when Carl Sargent left FASA. In the meantime, Mulvihill developed *Awakenings* and *Virtual Realities 2.0*.

Mulvihill wants to see the *Shadowrun* universe lose its static, unchanging feel and become more alive for players. "Another big thing was the progression of time," he says. "The real world isn't static; it changes every day, every year. We want to put in some events to activate the world—elections, corporate takeovers, things we see every day. Bug City is an example of what we'd like to do more of—show ramifications of the event, snowball it."

—Jeff Franzmann



New Dragon Dice Peripherals

Amid rumors of production problems with its basic dice, TSR has released two supplementary products for its *Dragon Dice* game.

One product is Battleground, "a heavy canvas playing mat for rolling your dice," production manager Dori Hein says. "It shows you where to place your dice in reserve, in the front tier, in your home terrain. It also cushions the dice on hard tables."

The mats come in five different versions, one for each race in the game. Unfortunately, buyers can't tell which mat they're getting without opening the package. "They all function identically, however," Hein assures consumers. "To design a package that allowed you to view the mat would have made us miss the holiday season." Each box includes a 32-page short story. They're in stores now, at a suggested retail price of \$12.95.

Also out is the Dragon Shield, containing components needed to keep track of spells cast during the game: counters, with stickers indicating the number of points each spell is worth; and spell cards, with spaces for your name, so you can place the card next to the army that you've cast the spell on.

"If you play a heavy magic army game, and especially if you play a multiplayer game, keeping track of who-all has which spells on which armies is a little hard," Hein says. "This helps you do that."

But, she adds, "the really neat product in there is a five-panel shield [that] shows all six sides of the dice for each race, helping you see at a glance the specific attributes of each group. The monsters connected to each race are also laid out on the shield."

Each package of Dragon Shield, which retails for \$12.95, also includes a 32-page story set in the *Dragon Dice* world.



Dragon Dice © TSR

- *Hyborian Gates* CCG released by Cardz.
- In Philadelphia, Origins has its best attendance in several years. A scheduling conflict put this on the same weekend as Dragon*Con, causing some problems for people and companies that wanted to attend both.
- *Redemption* CCG released by Cactus Game Design.
- *Shadowfist* CCG released by Daedalus Games.

- No sign of *Vampire: The Eternal Struggle*.

AUGUST

- *Battlelords* CCG released by New Millennium Entertainment.
- *Birthright* RPG, a new AD&D world and system, released by TSR.
- *Everway* RPG, Wizards of the Coast's first original roleplaying game, released.
- Gen Con, the world's biggest

- adventure gaming show, hosts a ton of CCG tournaments along with all the traditional roleplaying, miniatures, and wargaming events. Nearly 30,000 gamers, a record, descend upon Milwaukee.
- *Guardians* CCG released by FPG.
- *Highlander* CCG released by Thunder Castle Games.
- *Marvel OverPower* CCG released by Fleer.
- *Magic: The Gathering* world championships held in Seattle

- and won by Swiss player Alexander Blumke.
- *Umbra*, a *Rage* expansion, released by White Wolf.

SEPTEMBER

- *Chronicles*, a *Magic: The Gathering* expansion, released by Wizards of the Coast.
- Games Workshop announces that it will now sell product directly to retailers, mostly bypassing distributors.
- The Army, Wargames West,

- and Greenfield Hobby Distributors file suit against Games Workshop alleging unfair trade practices.
- *StarQuest* CCG released by Comic Images.
- *Super Nova* CCG released by Heartbreaker Hobbies & Games.
- *Wing Commander* CCG released by Mag Force 7.
- Wizards of the Coast raises prices of *Magic: The Gathering* cards.

But what about those rumors of production problems? "Trying to get dice out of Hong Kong—I!" Hein chuckles. "TSR has a reputation for always meeting our ship dates. We very seldom have product ship late, but Hong Kong is virtually the only place that can deliver these dice." She says the production facility is now up to speed.

However, she notes, "we rushed some dice to have ready for Gen Con, and there was a slip in the production molding," she says. "The top half on a set of dice slipped and moved over to another set of dice... so we wound up having double-headed goblins on one set and no-headed goblins on another. We had a total of, I think, 6,000 dice fouled up out of 300,000 in the initial run. Depending on how you build your army, having these double-headed or no-headed goblin dice can actually give you an advantage."

—Patrick Daniel O'Neill



Blood Wars Escalate

Despite delays, TSR says its *Blood Wars* will rage on.

Although the original release of some "escalation packs" for the card game has been delayed, designer Steven Schend says, development continues. *Insurgence of the Inner Planes* and *Weapons and Warmongers*, originally slated for January and May releases, can be expected in March and July. *Hand of Fates*, the third escalation pack series, is tentatively scheduled for September '96.

There's also the *Warlord Manual*, due in January 1996, which will provide players with a strategy guide and manual to available cards. If the manual proves successful, Schend says, it may pave the way for future support material in the same vein.

—Jeff Franzmann

Task Force Calls in Marines

Task Force Games is releasing a new set of figurines designed for use with *Prime Directive*, *Starfleet Battles*, and the *Starfleet Marines* supplement.

Starting in January 1996 and continuing over a two-month span, Task Force will release 21 different marines. Several races will be represented, including the ever-popular Vulcans, and some of the marines will be female.

"The figurines will be 28 millimeters and made of tin pewter, not the lead stuff, so you don't have to worry about your little brother chewing on them," says Task Force Vice President Tim Olsen.

—David Joyce



Stone Ring is Beyond Horizon

Horizon Games, has changed its name to Stone Ring Games, according to David F. Nalle, marketing director for the company.

The company publishes *Quest for the Grail*, the new Arthurian card game (reviewed this month in On Deck, starting on page 44).

"There are already four other companies in game or game-related industries who have the name Horizon," Nalle explains. "We wanted to position ourselves as being separate and unique." Among the other gaming companies with Horizon in their names are Horizon Miniatures and Horizon Marketing, which publishes *MormonQuest*.

The edition of *Quest for the Grail* that was released in December will reflect the name change in its card design and labeling.

The new name was chosen to reflect the fantasy-historical nature of the company's game. A stone ring is a monument such as Britain's Stonehenge.

—David Joyce

OCTOBER

- *The Crow* CCG released by Heartbreaker Hobbies & Games.
- *Homelands, a Magic: The Gathering* expansion, released by Wizards of the Coast.
- *The Last Crusade* CCG released by Chameleon Eclectic.
- *Legend of the Five Rings* CCG released by Alderac Entertainment Group.
- O.J. found not guilty (and still part of a well-

balanced breakfast).

- *Tempest of the Gods* CCG released by Black Dragon Press.
- *WildStorms* CCG is released by WildStorm Productions, Jim Lee's division of Image Comics.
- Unlike last year, the World Series actually happens. The Braves bring Atlanta its first major professional sports crown.

NOVEMBER

- Cleveland, whose long-suffering Indians finally made it to

but then lost the World Series in October, is told the National Football League's Browns are leaving town.

- *Red Zone* CCG released by Donruss.
- *Top of the Order* CCG released by Donruss.
- *Upper Deck Gridiron Fantasy Football* CCG released by Upper Deck and Precedence Publishing.
- *Vampire: The Eternal Struggle* finally released by Wizards

of the Coast.

- *Warzone, a Doomtrooper* expansion, released by Heartbreaker Hobbies & Games.

DECEMBER

- *Alternate Universe, a Star Trek: The Next Generation Customizable Card Game* expansion, released by Decipher.
- *Assassins, an Illuminati: New World Order* expansion, released by Steve Jackson Games.

- *Dark Sovereigns, a Vampire: The Eternal Struggle* expansion, released by Wizards of the Coast.

- *Middle-earth: The Wizards* CCG released by Iron Crown Enterprises.
- *Quest for the Grail* CCG released by Stone Ring Games.
- *Star Wars Limited Edition* CCG released by Decipher.

—Matt Forbeck

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WORF FACTOR NONE!

• *Star Trek* fans may be a bit disappointed by Michael "Worf" Dorn's appearance in *Mission Critical*, out now from Legend Entertainment. As the captain of a human vessel, he isn't wearing Klingon makeup, and, after a brief opening sequence, his character and everyone else on the ship (except, of course, you) gets caught at ground zero of a nuclear explosion. As the survivor, your goal is to determine what your captain's mission was and complete it. Do well and you may get to see a bit more of your favorite former Klingon.

• Mindscape's new game, based on Games Workshop's popular and enormously fun *Warhammer* miniatures rules system, should be hot off the presses as you read this. While *Shadow of the Horned Rat* is strictly a solitaire game, this real-time fantasy battlefield simulator contains many of the most popular elements from the tabletop game, such as Trollslayers (rabidly suicidal dwarves), special heroes, and, of course, Skaven (rat-people that worship the Horned Rat). There are also some new surprises, such as Squig Hoppers (difficult-to-control mounts for goblin warriors) and a magic system that has been modified for the computer game.

• If you want a peek at the next level of action games beyond *DOOM*, check out Bethesda Softworks' demo of *Terminator: Future Shock*. It's available in CompuServe's GAMAPUB forum; check out SHOCKDEM.ZIP in Library 10. The game itself was rushed for holiday release to capitalize on some favorable press coverage it received. While the robot made famous by "The Arnold" (Schwarzenegger, that is) is around, this action game covers new ground. Set in 2015, your mission is to save mankind from destruction at the hands of 20 different types of hostile robots.

• Disney Interactive is supporting a massive marketing blitz for its *Toy Story* game (for Sega and Super Nintendo Entertainment System, \$55). Under the philosophy of "anything that sells the movie sells the game, and vice versa," Disney Interactive can reasonably claim to have the largest ad campaign ever for a video game: the graphics for the popular animated movie and the game are provided by Pixar. If you don't own these game systems and your software store doesn't have a demo running, you can still check out Pixar's extraordinary game ani-

mation: special theaters have a kiosk with a demo of the game. The game's player interacts with characters seen in the movie, from Woody to the squad of elite toy army men.

• Babbage's, the software retail chain, gives the official release month for the *Magic: The Gathering* computer game as March. If you can't wait that long (or if—gasp!—MicroProse fails to make the deadline), you could look at Spectrum HoloByte's *Magic: The Gathering Desktop Themes* software for Windows 95 (\$22). This program allows you to turn *Magic* art into backgrounds, icons, and even cursors.

• What? You don't want to open your new games when you haven't finished the ones from last year's holidays? Here're some tips that should help out... For *Master of Orion*, hold down the Alt key and type "moola" for lots of cash—this is quite a boon on the "Impossible" difficulty setting. Some of the more important cheats for *Dark Forces* include typing in "lmaxout" to max out all your equipment, "lacs" for a full map, and, for the wimps, "laimlame" to get total invulnerability. *Magic Carpet* likewise has many cheats; just type "/ratty" and experiment with Alt-F1 through Alt-F7 to see which powerup you like the most.

• Having a bit of trouble with *Crusader* (Origin, \$48)? Typing in "Jassica16" will activate a cheat mode, and you can use the F10 key to get weapons and cash. You need more? Try shift-F10 to toggle invulnerability.

—Rick Moscatello



Michael Dorn stars in *Mission Critical*, but not as everyone's favorite Klingon.



Disney capitalizes on its merchandising powers with the *Toy Story* game.

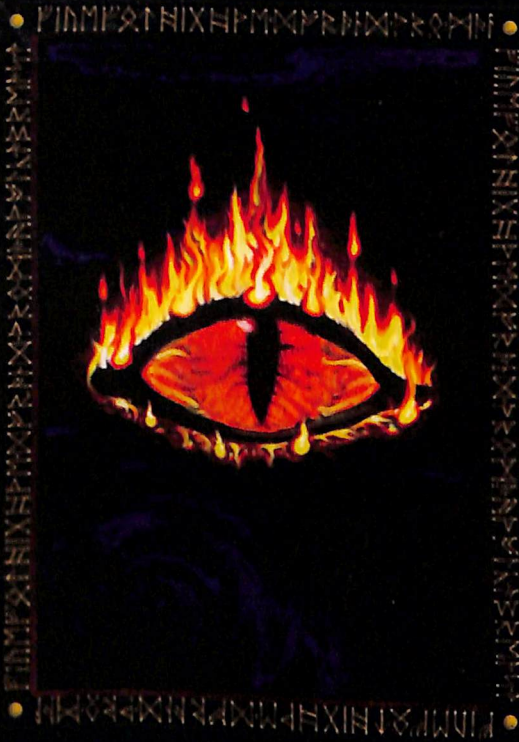


Future Shock features that cuddly, human-hunting cyborg battle-chasis, the Terminator.

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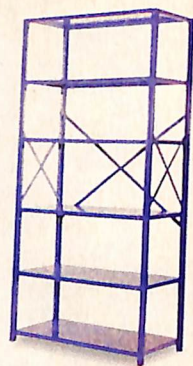


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ON THE SHELVES

THE GUIDE TO UPCOMING GAME RELEASES



TM New Millennium Enterprises

NAME:	Genesis
PUBLISHER:	New Millennium Entertainment
SET SIZE:	Approximately 100 cards
RELEASE:	January 1996
PACKAGING:	15-card booster packs
SUGGESTED RETAIL:	\$2.50 per pack

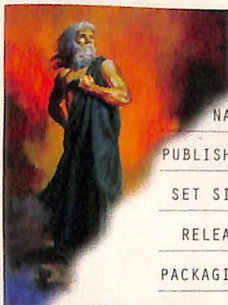
Here's the Deal: This expansion provides assets and opportunities for the mercenaries of the *Battlelords* universe. Since an invasion by the Arachnids will be featured in a forthcoming set, you'd best take advantage while you can! *Genesis* includes new aliens, like the Fott (a race of killer bunnies), Artificial Intelligence (robots), and a race of religious minotaurs. Also included are rule-bending operations, such as some that permit players to have permanent battle cards.



TM & © Heartbreak Hobbies

NAME:	Mortificator
PUBLISHER:	Heartbreak Hobbies
SET SIZE:	122 cards
RELEASE:	January 1996
PACKAGING:	Eight-card booster packs
SUGGESTED RETAIL:	\$1.75 per pack

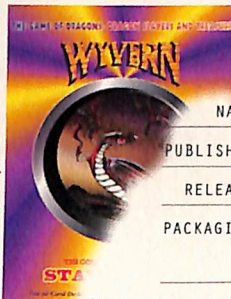
Here's the Deal: Mortificators are the ninjas of the Doomtrooper Brotherhood, known for their lightning raids and assassinations. This expansion for the *Doomtrooper* card game will include many of the characters from the *Mutant Chronicles* comic book *Golgotha*, coming soon from Acclaim Comics. The cards also include a new concept for the game, poison.



TM & © Thunder Castle Games

NAME:	Towers in Time Greek Edition
PUBLISHER:	Thunder Castle Games
SET SIZE:	165 cards
RELEASE:	January 1996
PACKAGING:	54-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	\$8.95 per deck; \$2.95 per pack

Here's the Deal: The fauna of Greek mythology join the cast of Thunder Castle's time-traveling CCG in this new edition. The Greek Edition can be played as a stand-alone game, or its cards can be added to existing *Towers in Time* decks. Among the featured characters are heroes such as Heracles, creatures such as Pegasus, and gods such as Zeus.



TM & © U.S. Games Systems

NAME:	Wyvern Starter Set
PUBLISHER:	U.S. Games Systems
RELEASE:	January 1996
PACKAGING:	Two 60-card limited edition decks, rule book, and a copy of <i>Wyvern: The Insider's Guide</i>
SUGGESTED RETAIL:	\$25

Here's the Deal: If you purchased these items separately, it would cost about \$4 more. If you purchase this starter set, you'll have everything two people need to begin playing *Wyvern* immediately. *The Insider's Guide* is a 152-page handbook that details the game's history and strategy.



TM & © U.S. Games Systems

NAME:	Chameleon
PUBLISHER:	U.S. Games Systems
SET SIZE:	90 cards
RELEASE:	February 1996
PACKAGING:	Nine-card booster packs (includes one rule card)
SUGGESTED RETAIL:	\$1.50 per pack

Here's the Deal: Nothing is ever what it seems" is the catchphrase for *Wyvern's Chameleon* expansion, which brings the total number of cards in the game to 419. The new set, illustrated by Virginijus Poshkus, features terrain cards that, when discovered, can be turned into dragons. Look out, scouts—the lay of the land is now more deceptive, and dangerous, than ever!



TM & © Corglenburg Limited

NAME:	Gangland
PUBLISHER:	Corglenburg
SET SIZE:	170 cards
RELEASE:	February 1996
PACKAGING:	Starter set with 170 cards, die, and rule book
SUGGESTED RETAIL:	\$19.95 per starter set

Here's the Deal: Set in Prohibition Chicago, *Gangland* allows players to take on the part of one of many gang leaders battling for control of the underworld. The starter sets contain 50 character cards, 120 action cards, a six-sided die, and a fully illustrated rule book. The first printing also includes two limited edition cards. Three to eight people can begin playing immediately with this basic set.



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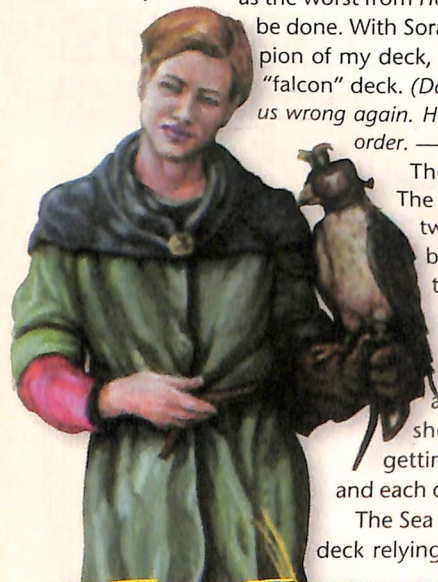
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Up, Up, And AWAY!

By Jeff Hannes

When *Homelands* came out, the editors at *InQuest* gave me a nearly impossible task. I had to build a killer deck using cards primarily from *Homelands*, and I couldn't use a lot of green. Oh, and no "faerie" or "minotaur" decks either—those were going to be theme decks. Great...

So what did that leave me with? Not a heck of a lot, but when I found out which card the editors had picked as the worst from *Homelands*, I knew what had to be done. With Soraya the Falconer as the champion of my deck, I sought out to make a killer "falcon" deck. (*Damn him, Jeff's set out to prove us wrong again. He'll have to be killed. Give the order.* —MjS)



The key to this deck is speed. The colors are blue and white—two of *Magic's* slowest colors, but the amount of cheap creatures and spells makes this deck deceptively effective. Between the four Mesa Falcons, four Zephyr Falcons, and four Sea Sprites, you should never have a problem getting a flying weenie into play, and each one has its own little bonuses.

The Sea Sprites can wreak havoc on a deck relying heavily on red, the Zephyr

Falcons make for good offense and defense if pumped up with other cards, and the Mesa Falcons can take on those first strike white weenies head on. (Just remember to save two mana to pump up the Mesa's defense.)

The Abbey Gargoyles have gotten a pretty bad rap from a lot of players, but if you've played with them before, than you probably already know that they're well worth their five-mana casting cost. Not much harder to cast than a Serra Angel (just an extra white instead of a colorless), they're almost as big, and if your opponent is relying on Fireballs and Lightning Bolts, they're pretty tough to get rid of.

As for creature boosters, the ones in this deck are choice. A Divine Transformation can make even the lowliest of creatures look fearsome. That piddly Zephyr Falcon suddenly becomes a formidable "Serrakeet," and even a Giant Oyster starts to look pretty scary.

Even if the misunderstood Falconer is the worst card in *Homelands*, Soraya is a key card in this deck, as is the direct damage-dealing Reveka, Wizard Savant. Use the Spectral Shields to protect your legends from untimely deaths.

Even though this deck is a falcon deck, it doesn't hurt to add some all-purpose cards. Since you don't need too much mana to get going, the Zuran Orb can give you a good use for those extra lands you draw late in the game. Recall is also a must for any deck with blue in it, and in this deck, it can be used to get back key cards like the Serra Aviary.

The Icy Manipulator is always helpful, and like the Aysen Bureaucrats, it can be used very effectively with the Giant Oyster. Just tap those annoying beasts your opponent has out and use the Oyster to suck them dry.

Speaking of neat combos, Serrated Arrows is such a useful card I threw two in the deck. In addition to knocking off pesky 1/1 creatures (especially those with protection from white), it can be used to bring larger creatures down to size. Got a Sengir Vampire coming your way and your only blocker is an Abbey Gargoyle? Fire an arrow at the vampire and finish it off with your superior creature.

Swords to Plowshares and Disenchants round out the essentials, giving the deck the ability to deal with just

Falcon Frenzy

CREATURES

BLUE

- 1 Giant Oyster
- 1 Reveka, Wizard Savant
- 4 Sea Sprites
- 4 Zephyr Falcons

WHITE

- 3 Abbey Gargoyles
- 1 Aysen Bureaucrats

- 4 Mesa Falcons

- 1 Soraya the Falconer

SPELLS

BLUE

- 1 Recall

GOLD

- 2 Spectral Shields

WHITE

- 3 Disenchants
- 4 Divine Transformations
- 1 Serra Aviary
- 3 Swords to Plowshares

ARTIFACTS

- 1 Icy Manipulator
- 2 Serrated Arrows
- 1 Zuran Orb

LAND

- 4 Adarkar Wastes
- 7 Islands
- 10 Plains
- 2 Strip Mines

SIDEBOARD

- 3 Blue Elemental Blasts
- 3 Circles of Protection: Red
- 4 Death Speakers

- 1 Disenchant

- 2 Karmas

- 2 Sleights of Mind

Up Your Sleeve

Getting the most out of your *Magic* cards

MAZE OF ITH

By Beth Moursund

is a powerful card and helpful in almost any deck. By just tapping it, the Maze untaps a target attacking creature and prevents that creature from dealing or receiving combat damage. But this effect does not remove the creature from combat; it's like a temporary Gaseous Form.

The Maze's most obvious use needs no explanation. Simply target your enemy's biggest attacking creature each turn, and you won't need to worry about blocking it. Also, if you're being

attacked by a creature with a certain land-walking ability or some unblockable creature, you can use the Maze to stop it from damaging you. It's almost like having a "Circle of Protection: Everything" that you can use once each combat! It even works on a creature like the Serra Angel, which doesn't tap to attack. (It didn't for a while, but Wizards of the Coast changed the ruling when *Magic: The Gathering's* Fourth Edition came out.)

Its defensive value alone would make the Maze of Ith worth hav-

ing. But the Maze is far more than a substitute for blocking. Its full power becomes clear when you consider its uses on your own creatures. How often have you attacked with a good-sized monster against an opponent with puny 1/1 critters, only to have it slain by a sudden Giant Growth or Howl from Beyond?

The Maze can save you from such mishaps. When your opponent casts the surprise spell, reply, "Oh dear, what a pity," and tap your Maze, targeting your own creature. Your opponent's spell is wasted, and your creature is not only saved from an undignified death, but is untapped and ready for use as a blocker.

Another thing to remember about the Maze: it prevents the target creature from dealing or receiving combat damage, but does *not* remove it from combat. Any special effects caused by the creature's attack will still happen, and the creature can still be blocked. In fact, if the creature has a Lure on it, everything that can block it is still required to do so.

Remember the old Lure/Basilisk combo? It works even better with a Maze of Ith. Attack with the Lured Basilisk, and untap it with the Maze. The Basilisk takes no damage from the blockers, but the Basilisk's special ability will still destroy them all. Or use the same trick with The Wretched, and take control of all the blockers instead of destroying them.

Several creatures from *Fallen Empires* have special abilities that say, "If X attacks and is not blocked, you may...." If your opponent attacks with one of these, and you use the Maze of Ith on it, you still need to block the creature to prevent your opponent from using its special ability. Don't forget, or the consequences could be painful.

Finally, the Maze of Ith is the centerpiece of one of the simplest infinite-mana combinations I've yet seen. You need a Maze of Ith, a Ley Druid and a First or Second Edition Wild Growth.

(The older version of Wild Growth provides mana any time the enchanted land is tapped for any reason; the newer versions only give the extra point of mana if the land is tapped for mana, so it won't work. Wizards of the Coast officially recommends you use the new wording, so you can't pull this trick in tourneys...but it's still *really* cool.)

Cast Wild Growth on the Maze of Ith, then attack with the Druid. Use the Maze to untap the Druid, and get a point of green mana from it due to the Wild Growth. Then use the Druid to untap the Maze. Repeat this as many times as you want; remember, the Druid is still an attacking creature! Then use the mana for a big Howl from Beyond, a massive Dragon Engine inflation or some other fast effect.

Just be sure to use up the mana before the end of the attack or you'll die of the biggest mana burn seen yet!

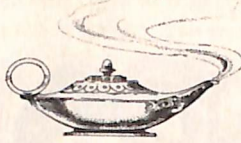
Beth Moursund once got lost in a maze of mirrors and had to ask a pack of rabid children for help.



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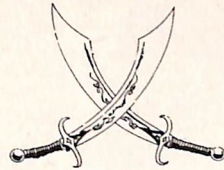
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Stumpers

By Beth Moursund

Stumper of the Month

Q: If I have a Gangrenous Zombies with a Spirit Link on it and a snow-covered swamp, and my opponent has five creatures, do I gain 14 points of life when I sacrifice the Zombies?

—J. Gray, Gray, ME

A: No. Spirit Link only works if it's still in play at the time the damage takes effect. When you sacrifice the Zombies, they and the Link go to the graveyard immediately, but the damage doesn't happen until after that effect (and others, if applicable) resolve. This question wins the prize because we had to check with three different Wizards of the Coast reps before they could agree on how it worked!

This month's winner walks off with three different foreign edition Magic packs and a pack of Legends!

Q: Is Solkantar invincible to Terror? Can you stop his damage using a Circle of Protection: Black?

—J. Lindsay, Maryville, TN

A: Yes to both. A card with more than one color in its casting cost counts as all those colors simultaneously.

Q: If a Juggernaut does not attack but could have, what happens?

—F. Rugolo, Oceanside, NY

A: Same thing as any other time someone accidentally breaks a rule: you reset everything to the point where the mistake was made and do it right from there.

Q: I tap all of my lands to bring out a Serra Angel. If my opponent Strip Mines a Plains, what will happen to the Serra?

—D. Johnston, Hastings, MI

A: Nothing. Strip Mine, an instant-speed fast effect, can't keep you from getting mana from a land, which is an interrupt-speed fast effect.

Q: If I Sacrifice or cast Burnt Offering on a Rock Hydra, how much mana do I get?

—BPF8, Cyberspace

A: Two mana, no matter how many heads the hydra has. Whenever you need to figure out the casting cost of a card that's already in play and it has an X in the casting cost, X equals zero.

Q: Does Spectral Cloak protect the creature it enchants from things that don't target the creature specifically, like Nevinyrral's Disk or City in a Bottle? What about Anti-Magic Aura?

—A. Glasgow, Buffalo, NY

A: Nope. Neither one can do anything about untargeted effects.

Q: If I play a Meekstone, can my opponent use an Icy Manipulator to tap it? And if he can, will it counter its effect for that turn?

—K. Vohra, Siglap, Singapore

A: Yes, he can, and a tapped artifact stops working until it untaps again.

Q: If your opponent is at one life point and you kill his Personal Incarnation, is he dead?

—E. Oberle, St. Johnsbury, VT

A: He'll be at zero life. He'll lose unless he can cast a Healing Salve or some other life-gaining effect before the end of the phase.

Q: If Energy Flux is in play, can I get out of paying upkeep by Hurkyl's Recalling all artifacts back to my hand?

—J. Shore, Topeka, KS

A: A: Yep.

Q: If I turn a Mishra's Factory to a 2/2 Assembly Worker and then cast an enchant creature on it, does the enchantment still stay on it after the turn is over?

—Tlmccoy, Cyberspace

A: No such luck. Enchantments are always checking and re-checking their targets. If the target ever stops being legal, the enchantment goes straight to the graveyard. So as soon as the Assembly Worker changes back into a Factory, the enchant

creature is history.

Q: Does Fear on a creature prevent a wall from blocking it? I know a wall works as a creature that cannot attack, but can a wall be afraid?

—C. Cobb, Lake City, FL

A: You bet. Terror can get rid of a wall, too.

Q: If two creatures enchanted with Lure attack, what happens?

—S. Force, Fontana, CA

A: All the creatures that can block the attackers must block them, but the defending player chooses which assailant each creature blocks.

Q: What happens if you Unsummon a creature with Animate Dead on it?

—S. Force, Fontana, CA

A: The creature goes back to its owner's hand, and the Animate Dead enchantment goes to the graveyard.

Q: Since Tranquility says all enchantments in play are discarded, if I have a Library of Leng in play, do they go to the top of my library?

—F. Rugolo, Oceanside, NY

A: No. You must have an old version of Tranquility. The newer version says "Destroy all enchantments." The old versions have errata changing "discard" to "destroy."

Q: If a number of goblins have attacked and are tapped, can they still be sacrificed to feed the Goblin Warrens?

—J. Kilby, United Kingdom

A: Yep. You usually need to sacrifice them before damage dealing, though. It's illegal to sacrifice a creature that's on the way to the graveyard.

Q: If a Lord of the Pit enchanted with Lance is blocked by two Serra Angels, what happens?

—R. McNally, Reasterville, PA

A: The Lord of the Pit does seven points of damage, divided up between the two Angels however the attacking player wants. Then you



■ "Hey... neat! I've never owned a smoking jacket before!"



■ "Mmm... tastes like shi... uh, chicken. Yeah, chicken."

do damage resolution for that damage, and any Serras who end up with lethal damage go to the graveyard, and any excess damage tramples over to the defending player. Then any Serras who didn't end up with lethal damage get to deal damage back to the Pitlord.

Most likely, the Pitlord's player will assign all the damage to one Serra; if so, that Serra will die and the defending player will take three damage. Then the other Serra will do four points of damage to the Pitlord. Not enough to kill it, but if a Lightning Bolt should strike...

Q: Can I Deflect a Demonic Tutor, Regrowth, Recall, Raise Dead, or so on to myself?
—GDogA, Cyberspace

A: Deflection can only change the target of a spell. Demonic Tutor has no target, so it can't be deflected. Regrowth and Raise Dead each target the card that they're retrieving; Deflection can make them retrieve a different card, but can't change who gets the card. Recall targets one or more cards. If it's targeting more than one card, you can't Deflect it; if it's targeting just one card, then you can Deflect it to a different card, but still can't change who gets the card.

Q: Do you take mana burn from tapping land for Forbidden Lore?
—J. Lindsay, Maryville, TN

A: No, because Forbidden Lore and its cousins tap the land as a part of their effect. It's just like casting Twiddle to tap a land—you don't get any mana.

If you tap the land for mana before the Forbidden Lore resolves, then the Forbidden Lore effect fizzles.

Q: What would happen if a Sentinel blocked another Sentinel and Transmutation was then played on both Sentinels? How high could their power get?
—D. Pritchard, Scarborough, Canada

A: How high do you want it to get? (But only if they're *Chronicles* Sentinels. The older Sentinels can only change toughness once per turn.)

Q: My friend attacks with two creatures. I Maze of Ith one of them, use a Ley Druid to untap the Maze, and Maze the second one. Is this legal?
—J. Berg, Brooten, MN

A: Sure is.

Q: Must you use Aladdin's Lamp in place of your draw phase, or is it a fast effect that you can do at any time?
—M. Fee, Okinawa, Japan

A: Yes, but you can only untap it during your own turn, not during your partner's turn.

Q: Can you give a Walking Wall +3/-1 three times in one turn?
—G. Bolen, Woodstock, GA

A: No. Normally, the only limit on the number of times you can use an ability activated by mana alone is the available mana. However, Walk-

ing Wall says "Use this ability only once a turn." The same rule covers Grizzled Wolverine.

Q: You have one Forest with four Wild Growths on it and a Ley Druid with Paralyze on it. During your upkeep, could you tap the enchanted Forest to untap the Ley Druid, leaving one extra green mana, then tap the Ley Druid to untap the Forest, then repeat the cycle, effectively generating unlimited green mana?
—J. Ware, Riverview, FL

A: Yep. Aren't infinite loops fun?

Q: I steal an opponent's creature with Preacher and put it in Safe Haven. Next upkeep, I sacrifice Safe Haven. Does the creature come into play on my side or my opponent's side?
—B. Kringle, Kailua, HI

A: Your opponent's side. Anything in a Safe Haven comes out as if it were just summoned (or just cast or just played or whatever, if it's no longer a creature when the Haven is sacrificed). The owner of the creature will control it, no matter who put it in the Haven.

Q: My evil, nasty opponent casts a Control Magic on my big, giant creature. The very next turn, I draw Despot's Scepter. Since the card says "own" as opposed to "control," can I bury the creature?
—D. Breen, Highland Mills, NY

A: Yep. That's one of the main uses for the Despot's Scepter, actually. (It's also good for using

MAGIC RULINGS

Reversals

Some mana has restrictions, such as "may only be used to cast artifacts" or "only to cast the spell on Ice Cauldron." Restricted mana can only be used for the actual casting of the spell. This includes "extra" mana from the spell's description (like Drain Life), but does not include penalties from other cards such as Gloom or Power Sink.

When you tap a Rainbow Vale for mana, you pick a target opponent. If the card is still in play at the end of the turn, that opponent gets control of it, even if it's not a Rainbow Vale any more. For example, if you tap a Rainbow Vale for mana and then cast Evil Presence on it, your opponent will get the Swamp that used to be a Vale.

Errata

Giant Shark only gets its bonus if it is assigned to block a damaged creature, or if a damaged creature is assigned to block the Shark. If the Shark ends up blocking/being blocked by a damaged creature without being assigned to do so (for example, because of Banding or General Jarkeld) then there's no bonus.

Energy Flux gives every artifact an upkeep cost. Each of these is dealt with as a separate effect during upkeep, not as one big Energy Flux effect. If you don't pay an artifact's upkeep, the artifact is considered to be destroying itself (so Guardian Beast won't protect it).

Clarifications/Metarules

Artifacts "shut off" when tapped. In most cases, this

means you treat the card as if it had all of its text erased. However, if an artifact has an upkeep cost (either built-in, such as Forethought Amulet, or given to it by another card such as Energy Flux), the cost still applies even if the artifact is tapped. Also, any "untap" abilities on an artifact are not erased when it is tapped—otherwise, they'd be useless!

If an effect says to skip a phase or a turn to do something, skipping that phase/turn is a cost of the effect. If you've already started the phase/turn, you can't skip it. Skipping one phase/turn only powers one effect. For example, you can only activate Fasting at the end of your upkeep, and this activation skips your draw phase. Even if you have several Fastings in play, you can only activate one of them per turn, because you don't have two draw phases to skip. Similarly, skipping one turn only untaps one Time Vault.

If a card's continuous effect says to skip a phase (such as Necropotence or Library of Leng), you only apply it when you get to what would be the start of that phase. If the card causing the skip is destroyed before then, you don't skip the phase. And if you're already in a phase and a card comes into play which says to skip the phase, you still finish the rest of the phase as normal.

If two (or more) triggered effects all want to resolve at the same time, you first resolve all the effects controlled by the player whose turn it is, in whatever order that player chooses. Then you resolve all the effects controlled by the other player, in whatever order that

player chooses.

Effects that say "if something goes to X, put it in Y" only work if the card is still in X when the effect resolves. For example, Enduring Renewal says whenever a creature goes to your graveyard, put it into your hand. But Cyclopean Mummy says that if the Mummy goes to the graveyard, it is removed from the game. Only one of these two effects—whichever one resolves first—will work; the second one will fizzle, because the Mummy won't be in the graveyard when it resolves. To determine which one resolves first, see the rule above.

Effects that trigger or end when something "leaves play" trigger after the card in question reaches its destination. For example, Krovikian Vampire's victims are buried when the Vampire leaves play, and Gaea's Liege's forest-counters are removed. Each of these effects happens after the Vampire/Liege is placed in the graveyard, in your hand, or wherever it was going. If two (or more) such effects happen at the same time, see the rule above.

BRING ME A SHRUBBERY!



■ Gaea's Liege controls the forest

only so long as he remains in play.

on Rukh Eggs and Blazing Effigies, or for getting rid of a hungry Lord of the Pit.)

Q: Because the Norritt can force any creature to attack, can I use it on Leviathan and not have to sacrifice any islands?

—C. Basgier, Virginia Beach, VA

A: The Norritt forces a creature to attack if able, and destroys it at the end of the turn if it didn't attack. If you don't sacrifice any islands, then the Leviathan can't attack, so it'll just get destroyed. Not very useful if it's your own Leviathan. You could use a Norritt to untap your Leviathan instead of sacrificing islands during your upkeep, but there's no way around the cost to attack.

Q: If I cast two Thoughtlaces on two Norritts, then put Seizures on one of them, could I tap and untap them repeatedly, accumulating damage from Seizures, and then cast Reverse Damage?

—J. Franzmann, Winnipeg, Manitoba

A: Yep. You don't even need two of them—a Norritt that's been Thoughtlaced, or Sleighted to untap black creatures, can tap to untap itself. (That's just as legal as a Maze of Ith targeting an attacking Serra Angel.)

Q: In a melee, what happens if two people have a legend on the table when the worlds collide—when one person is removed from the game?

—C. Sweigard, Chester, VA

A: If you're playing in a multiplayer game where players and their cards can't affect each other from a distance, bury both legends of the same name as soon as they can "see" each other. Do the same thing if two enchant worlds come into range of each other when someone is eliminated. (For more information on melees, see "Survival of the Fittest," *InQuest* #7.)

Q: Can you use Pentagram of the Ages to prevent all damage done to you by Manabarbs, including the activation cost of the Pentagram?

—C. Sweigard, Chester, VA

A: Yes, but only if you do it just right. Pentagram of the Ages, like any other damage-prevention effect, can only prevent damage that hasn't yet converted into life loss. Unlike a Circle of Protection, though, it prevents all of the damage from one source, even if that damage is divided into lots of little packets. When Manabarbs is in play, each time you tap a land, it does a one-point damage packet and throws you right into a damage-prevention subphase, before you can tap any more land or cast any spells.

Now here's the key to sparing yourself Manabarbs damage: if anything deals additional damage when you're already in a damage-prevention subphase, that damage resolves in that same subphase. So tap the first land; then, during damage prevention, tap enough land to power the Pentagram and everything else you want to do. (Be sure you count right!) Then pay four from that pool of mana to power the Pentagram and prevent all of the Manabarbs damage.

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

STUMPERS c/o *InQuest*

151 Wells Ave.

Congers, NY 10920

Stumpers

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

S P O T L I G H T :

Vampire: The Eternal Struggle Stumpers

Q: Can I put a flak jacket on an ally?

A: Nope. Only vampires and minions can use equipment.

Q: Can I steal an ally using a "steal equipment" card?

A: Nope again.

Q: Does a tapped minion count as "ready"?

A: Yes, so long as she's not in torpor. "Ready" means "in the active region."

Q: Can I play a Discipline card on someone else's vampire?

A: No, you can only play Disciplines on vampires you currently control. (You can't play them on your uncontrolled vampires, either.)

Q: One of my vampires attacks with a weapon, and her opponent uses a First Strike Steal Weapon. Does this change her strike to a hand attack?

A: No, she doesn't get to strike at all this round. She just sits there going "Duh!"

Q: Will Skin of Steel prevent the damage from a Wolf Companion?

A: No, Skin of Steel only prevents damage from strikes. Skin of Rock can prevent any kind of damage—use it instead.

Q: What happens if a vampire takes both normal and aggravated damage in the same round of combat?

A: Apply the normal damage first, then the aggravated damage. If the total is more than the vampire's blood, the vampire is burned.

Q: If I use Bum's Rush to attack a vampire directly, does it tap that vampire?

A: Nope.

Q: Can more than one vampire use the Cloak the Gathering on the same action, if I have several in my hand?

A: Yes. The rules prevent the same vampire from using an action modifier more than once on one action, but it's OK if several different vampires are using it.

Q: How exactly does stealing blood work? The examples in the rules seem to contradict each other.

A: Ignore the example in section 21.1—it's wrong. Add the stolen blood to your vampire, and subtract the damage. It doesn't matter whether the blood was just stolen or not.

Q: What happens when someone uses a Steal Blood strike, and then at the end of the combat plays Taste of Vitae?

A: The vampire gains blood twice. Taste of Vitae doesn't care where the "lost" blood went, only how much was lost. It's a great combo.



■ A Bum's Rush does not tap a defending vampire.



■ Taste of Vitae sucks the blood of your enemies and gives it to you.

For answers to additional *V:TES* stumpers, call Wizards of the Coast Customer Support at (206) 624-0933, or send e-mail to questions@wizards.com.

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MAGIC™

The Creations

2

More of the best fan-made *Magic: The Gathering* cards

Geez Louise. Waaaay back in *InQuest* #1, we ran a contest in which readers could win a complete set of *Magic: The Gathering* cards by creating the best original *Magic* card. We thought it would get a pretty good response.

Boy, were we ever wrong. The Every *Magic* Card *InQuest* Contest drew an *incredible* response. After we dug the office out from the avalanche of cards, we chose the winners and showcased 'em in "*Magic: The Creations*" in issue #7.

And we got hit by a second avalanche of mail: you wanted to see more of these keen homemade *Magic* cards.

Hey, no problem. And even though the Every *Magic* Card *InQuest* Contest only had one prize (albeit one totally awesome prize), we can't just run a wad of cool cards and not give anything away. Every person who created a card on these pages wins an autographed Anson Maddocks print of the cover art to *InQuest* #2. The creator of the coolest card takes home a box of *Ice Age* boosters!

And we're off...

GRAND PRIZE

TROJAN HORSE Jennifer Rarey and Robert Shelek Galeena, Ohio

Stronger than the Bronze Horse.
Cooler than Jandor's Saddlebags.

Neater-looking than Clockwork Steed. The "I should have been legendary" Trojan Horse—it coulda been a contender.



The winners were chosen by Wizard Press. The entries were not shown to Wizards of the Coast.



**IMAGINARY LANDS:
CITY OF THE ORACLE,
GRAND ILLUSIONS, AND
ORACLE'S VISION**
Robert Brandt
Albuquerque, N.M.

This group of special lands can get really insane really fast. Can you say *Mazes of Ith?*



The "Hey, Neat Card! I'll Put It With The Other Cool Cards That No One Ever Plays With" Award



LIGNIFY
Eleanor Coy and Mark Gilston
Boca Raton, Fla.
Hey, combine this with that loser Tunnel card and you have a two-card combo that... ah, never mind.



JUMBLED THOUGHTS
Frank Schober
Cincinnati, Ohio
A combination Counterspell and Hymn to Tourach. Cool, since the spell requires both blue and black mana. It certainly would be hot in a discard deck.



PURGATORY
Avrom Tobias
New York, N.Y.

Bizarre—an enchant world that traps dead creatures and can resurrect them for life points. Definitely not one of the Lhurgoyf's favorite cards.



CHAOS FROG

Rob Fenner
Palm Bay, Fla.

Exploding frogs, kaleidoscopic colors—what more could we ask for in a card?



Orcish Illiterate

Rob Fenner
Palm Bay, Fla.

Instant
Delete and ignore the text of target card until end of turn
"UH?"
- Broglad the Unlearned, Orcish scientist

Illus. Roberto "Rog" Gigh

ORCISH ILLITERATE
Roberto Gigli
Florence, Italy

Hey, what a great card to generate questions for our Stumpers page.



LADY OF THE LAKE
Renée Franke
Virginia Beach, Va.

Arthurian legends. Great art. Cool special ability. 'Nuff said.



Misfortune

Rick Parks
Las Vegas, Nev.

Instant
Attacking creatures get -2/-2
"Such bad luck was only told in tales of days long gone, but was upon us that dark day."

Illus. © Rick Parks

MISFORTUNE
Rick Parks
Las Vegas, Nev.

Sandstorm on steroids, and it's blue! A little painful, but then again, shipwrecks tend to hurt.

HUMOR AWARDS



JAYEMDAE TOME CLIFFNOTES
Jeff Carr
Edison, N.J.

Great premise. Now if only there was a version for Wizards of the Coast card errata.



THE BRAIN
William Levy
Louisville, Ky.

This guy's rough. Good thing it would only take the Duelists' Convocation two or three years to restrict him.



ECLIPSE
Christopher Corbin
Newark, Del.

This is one cool card. Great idea... just don't plan on playing more than one game a night.



FARREL'S SUNDIAL
George Ashcroft and
Rick Smith
Burnaby, British
Columbia

Kind of like an instant reverse Living Artifact. And another card guaranteed to clog up our Stumpers page.



GAEAN DRAGON
Brian Choo
Perth, Australia

A 5/5 pumpable flyer for six mana—yowza! The fact that he gets a little hot under the collar if your forestland thins out is a great balance for his power.

TELWAR'S HOOK
Mike Ebert
Novato, Calif.

The ultimate in blue trickery. Can you imagine how steamed your opponent'll be when you pinch his Time Walk? That'll teach 'im to play with discontinueds!



TOOTH FAIRY
Tony Johnson
Asheville, N.C.

This is one tough freakin' fairy. Who's he been takin' on, the Molar Kraken? Check out the flavor text.



LEACH ORB
Richard Bruggink
Ottawa, Ontario

Cool, an artifact that cripples enchantments. Eat that, Ms. Verduran Enchantress!



GUARDIAN OF THE WOODS
Troy Adam
Simi Valley, Calif.

Hey, it's the Guardian Beast's twin brother Frank! Cute li'l guy.

ALTIMER'S AEDES AEGYPTI
Arthur Gette
Fargo, N.D.

We have no idea who Altimer is, but "Aedes Aegypti" is Latin for "Egyptian temple." What does it all mean? No idea, but it's a pretty cool card.



WIZARD[®]

#55

A muscular woman with dark, curly hair is the central focus. She is wearing a red bikini and is flexing her biceps. She is positioned in front of a stained-glass window with blue and green panels. The lighting is dramatic, highlighting her physique.

Free Vampirella **Exclusive** Vampirella
Mini-Comic. # **1/2**

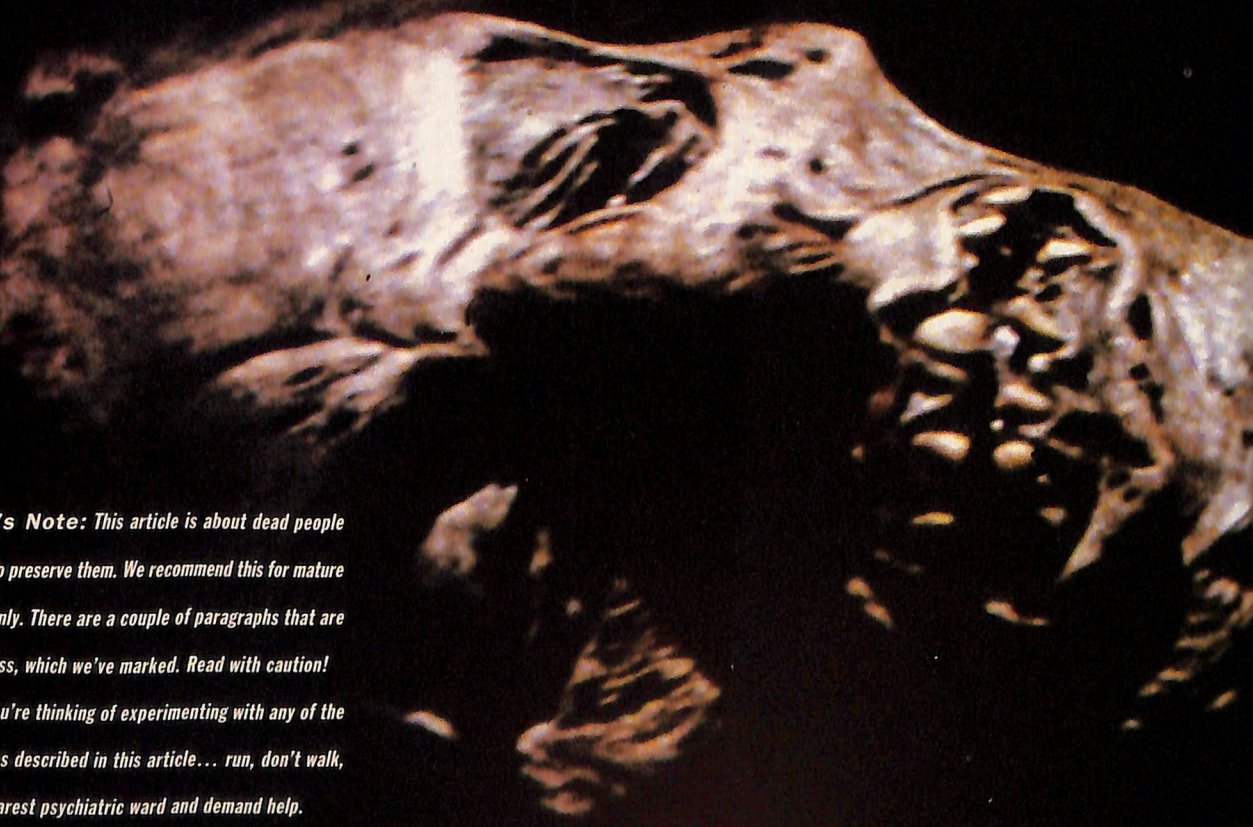
WRAP STARS



How to make a mummy, stock up for the afterlife, and pull your brain through your nose

Editor's Note: This article is about dead people and how to preserve them. We recommend this for mature readers only. There are a couple of paragraphs that are really gross, which we've marked. Read with caution!

P.S.: If you're thinking of experimenting with any of the techniques described in this article... run, don't walk, to the nearest psychiatric ward and demand help.



Remember when you thought mummies were cool? Of all the movie monsters, they had the best lairs, the best costumes, and the best attitudes. Unlike that attention-starved ham Frankenstein, who would take off for the nearest village at the drop of a hat, the Mummy never had to go look for his victims. He knew they would come to him. Now that's cool.

But then something happened. In fourth-grade social studies, to be precise. One day, your teacher announced your class would spend the next six weeks studying ancient Egypt. Oh, cool, you thought. Mummies! But instead, he talked about irrigation and the invention of the plow. Next thing you knew, you were stuck with this "Cradle of Civilization" garbage, when what you really wanted was the "Cradle of Undead Hunger for Human Flesh." So you lost interest.

Well, it's time to right that wrong. It's time you learned all the cool stuff about mummies. It's time to heal your inner pharaoh.

What King Tut & Slim Jim Have in Common

People around the world have been mummifying the dead for thousands of years. Scientists studying relics of the Chinchorro tribe along the coast of Chile have carbon dated mummies there as far back as 5050 B.C. By comparison, the earliest Egyptian attempts started around 3000 B.C.

The term "mummy" refers to any preserved body, but usually it's one preserved through drying. Without moisture, bacteria can't break down a body, whether it's a cat, a cow, or Aunt Mabel. Thus, in one of life's great ironies, the principle that allows us to study the bodies of centuries-dead pharaohs also allows your local convenience store clerk to sell beef jerky left over from the Carter administration.

The catch is that humans and animals are 75 percent water. If Aunt Mabel weighs 160 pounds and you want to preserve her, how exactly do you dry up 120 pounds worth of moisture? (Insert wisecrack here.)

The ancient Egyptians were masters at this, and thanks to archaeological evidence, we have a good idea of how their mummification process evolved.

Remember that fourth-grade teacher who blathered on and on about Egyptian irrigation? Well, he was actually telling you something important about mummies. Egypt is pretty much one big desert. The only fertile land available to the ancient Egyptians was along the Nile, and it was too valuable to use for anything but crops. They wouldn't even build houses on it.

Instead, the Egyptians lived on the edge of the desert. When it came time to bury someone, they would go out into the desert, dig a simple grave, and cover the body with sand when they were done. At first, the Egyptians probably didn't realize there was anything unusual about this type of grave. But at some point, they must have discovered that people they had buried stayed well-preserved over long periods of time. Incredibly long periods of time. Archaeologists have recovered 5,000-year-old bodies from the Egyptian desert with recognizable features.

What happened in these graves was that the heat of the sun and the dryness of the sand quickly sucked all the moisture out of the remains buried there, preventing decay.

Somehow, the Egyptians decided these preserved remains were a sign that spirits still needed their bodies after death and the bodies had to be as lifelike as possible. They believed if a jackal dug up ol' Uncle Imhotep and made off with one of his legs, he'd be stuck hopping around through the afterworld for the rest of eternity. But they found out that if you tried to protect a body by burying it in a tomb, it rotted away.

So they experimented, and by 1100 B.C., they had perfected the art of making mummies.

By Eric Black

How To Make A Mummy

I could go on and on about the religious importance of mummification to the ancient Egyptians, but let's be honest. Grisly details are what you paid for, and grisly details are what you'll get. So let's just say only specialized priests and embalmers could make mummies and leave it at that.

The first step in mummifying a body was to clean it with a solution of water and natron. Natron is a naturally occurring mixture of baking soda and salt found in certain dry riverbeds in the Egyptian desert. It has the distinctive property of absorbing moisture from anything it touches, and as you're about to see, Egypt wouldn't have mummies without it.

The next step was to make an incision in the deceased's abdomen on the left side, cutting diagonally from the hip to the pubic area with a stone knife. Once this was done, the embalmers would chase off the priest who made the incision by throwing rocks at him. No, seriously. (Though standard procedure, cutting open the corpse was considered an act of defilement.) They would then reach in and pull out the intestines, stomach, liver, and lungs; wash them; and put them in natron to dry. The heart was always left in place, as the Egyptians believed it to be the seat of intelligence and wisdom.

The brain, however, was a pesky nuisance. The embalmers would stick a long, thin rod up the deceased's nose and jam it through the ethmoid bone into the cranium. A couple of good pokes would turn the brain into a viscous mush they could easily scoop out through the nostrils and throw away. They would then fill the cranium with tree resin.

At this point, the body would be covered inside and out with natron crystals and allowed to dry for 40 days (any longer and the limbs would fall off). After the drying period, the body would have lost most of its weight, the skin would be discolored and leathery, and the face would appear gaunt. The embalmers would remove the natron and



Ramses, once-proud king of Egypt, strikes a pose for eternity.

“Thus, in one of life’s great ironies, the principle that allows us to study the bodies of centuries-dead pharaohs also allows your local convenience store clerk to sell beef jerky left over from the Carter administration.”

pack the corpse with linen, sawdust, and aromatic spices in an attempt to restore a pleasing appearance. Sometimes they got a little too eager. A 10th-century B.C. mummy that had been overstuffed was found with a burst face.

The embalming incision would then be sealed with a wax or metal tablet. In later periods, the embalmers would also jam fake eyes into the sockets and decorate the nipples of female corpses with gold leaf, leading one to believe there was some mighty strange partying going on in the afterworld.

At this point, the body was ready to be wrapped.

All Wrapped Up

The linen used for wrapping mummies almost always came from used bed sheets, probably those belonging to the deceased. This was true even for the high and mighty.

Embalmers tore the sheets into strips 2 to 8 inches wide and 16 yards long. They started by individually wrapping each of the body's smaller extremities,

“Yuck! This paragraph makes us turn green and feel like puking. Remember, we’re talking about professional editors with cast-iron stomachs who lunch regularly at Taco Bell!”

such as fingers and toes. Yes, the penis counts as a "small extremity," and yes, it was wrapped separately.

They then wrapped the limbs and torso and began covering the body with layer upon layer of linen strips, using up to 1,010 square yards of material per mummy. In each layer of wrapping, the embalmers would place protective amulets across the body and secure them in place with resin. When this was done, they would wrap the body in a few layers of shrouds, stick a mask on it (such as Tutankhamen's famous gold one), and cover the whole thing with yet more resin. The entire wrapping process took 15 days.

Despite the elaborate wrappings, it's really the natron that preserved the mummies. Archaeologists have found mummies from earlier periods where embalmers used linen bandages without natron, only to discover the bandages are just shells hardened into human form by all that resin. Underneath, the bodies have rotted away.

When the preparations were done, the deceased's family would carry the mummified remains to the tomb, accompanied by priests, servants bearing funeral gifts, and professional mourners. Yes, people were paid to mourn.

After a whole slew of rituals, the priests would take the mummy into the tomb and lay it in the coffin. The coffin would then be placed inside a bigger coffin or sarcophagus. Tutankhamen was buried in three coffins inside a sarcophagus inside four gilded wooden shrines; the innermost coffin was solid gold and weighed 296 pounds.

Near the coffin, the priests would place four vessels, called canopic jars, containing the dried internal organs. They would bury all of the embalming tools somewhere nearby, along with the soiled linen used to clean up after the body. Then, I guess, they would go get a beer.

From death to burial, the whole shebang took 70 days.

Mummies for the Rest of Us

If all of the above sounds to you like it might have been expensive, you're right. When the ancient Egyptians first started practicing mummification, it was strictly reserved for pharaohs and a few

of their hoity-toity pals. But gradually it became a must-have throughout the Egyptian nobility and eventually trickled down to the middle class, in much the same way that Wolfgang Puck pizzas, once the province of the elite, now duke it out with Hot Pockets over supermarket freezer space.

Fortunately for Egyptians who had their money tied up in papyrus futures, or who just didn't care if Grandpa's eternal soul had a usable torso or not, there were other, more affordable ways to have bodies mummified. The Greek historian Herodotus wrote in the fifth century B.C. that his Egyptian contemporaries offered three pricing plans for mummification.

The most expensive was the elaborate procedure described above. If you wanted to save some money, Herodotus said the embalmers would skip the removal of organs by hand and instead fill the corpse's bowels with oil of cedar (don't ask how). They would follow this with the regular, 40-day natron treatment, during which the oil of cedar would supposedly dissolve all the internal organs. At the end of the 40 days,

they would let the dissolved organs drain out the same way the oil of cedar got in, and then turn the body over to the family unwrapped. You could save even more money by skipping the oil of cedar and settling for a simpler, intestinal purge plus the standard 40-day natron bath (again, no wrapping).

Archaeologists aren't really sure if anyone ever tried the oil of cedar bit. If anything organ-like drained out of the deceased after 40 days, it would have been the result of normal decomposition. Oil of cedar does not have the effect Herodotus describes (nor does anything else, for that matter). It might be worth remembering that Herodotus also claimed that ants the size of foxes mined gold in India, and that the king of Persia had several of them in his zoo.

Nevertheless, mummies have been found whose internal organs were never removed. This may well have been a way of keeping costs down. But the poorest of the poor couldn't even afford this and had to resort to the traditional desert graves.

Yuck! We don't want anyone to sue us (especially Taco Bell). Think about skipping this paragraph.



Hollywood's mummies are a bit more dramatic. Is he signing gangsta-style?

Like An ATM— But Better!

Besides receiving the better grade of mummification, the wealthy got to have their tombs stocked with all the various goods they would need in the afterworld. Food, furniture, tools, musical instruments, figurines of servants ready to do one's bidding—all of it was piled in the tombs of the rich, along with plenty of gold. None of which escaped the notice of the local commoners.

Grave robbery was a common feature of ancient Egypt. When everyone knows tombs are filled with gold and when you decide to mark your grave with a giant pyramid, you might as well stick a big "Rob Me" sign on top of it. The pyramid-building pharaohs tried security measures such as trick passageways that lead nowhere, stone portcullises that could seal entrances, and the ever-popular big-ass stone blocks, all of which they supplemented with armed guards. None of it worked. By 1600 B.C., every pyramid had been broken into and robbed.

Around 1567 B.C., the pharaohs began building their tombs in the Valley of the Kings, a remote site near Thebes. Royal architects tried to excavate in secret, but a rock tomb took years to dig and required teams and teams of workers. The result was that by 1000 B.C., nearly all the tombs in the Valley of the Kings had been robbed, in many cases with the cheerful assistance of the soldiers and priests assigned to guard duty. Even the "intact" tomb of Tutankhamen—the only discovery of its kind—was broken into twice.

Grave robbers took a rather carefree attitude toward the sacred grounds that, according to their own religion, they were desecrating. They often ripped mummies apart searching for amulets, or set them on fire. In 1906, an explorer named Theodore Davis was surprised when he opened a tomb and saw a dog sniffing a monkey. After a moment, he realized that both animals were mummified pets of the tomb's owner. Grave robbers had removed the animals' bandages and carefully placed them near the entrance. It was a 3,000-year-old practical joke.

Today's Mummy

So what's a millennia-old, mummified human body like?

Surprisingly, almost none of them smell bad. They actually tend to smell sweet, thanks to all the perfume and resin the embalmers doused them with. They're also very light, with skin that has been described as feeling papery. And while they're fragile, they don't crumble to dust when you touch them.

Most of the mummies that have been found in modern times are now in museums, at universities, or back in their tombs. Some of them are in good shape; some are deteriorating. In 1977, Rameses II was flown from Cairo, Egypt, to Paris to be treated for a fungal infection. He traveled with a passport that listed his occupation as "King (deceased)."

The relentless forward march of science has brought festive advances to the study of mummies. Scientists no longer need to unwrap mummies to examine them; they can now use CAT scans. They have also succeeded in extracting DNA from mummies, and once all that cloning technology is up and running, we'll no doubt have dozens of Cheopses running around, building Sphinx-brand Pyramid Attractions in every minimall across America.

But perhaps the most intriguing, scientific mummy development of recent times is the actual mummification of a medical cadaver earlier this year. Professor Bob Brier of Long Island University mummified a man who donated his body to science, reconstructing authentic techniques and materials right down to pulling the guy's brain out through his nose. The mummy, which is the first

of its kind in 2,000 years, now resides at the University of Maryland Medical School.

If this sounds like nonstop fun to you, you might want to contact the Summum Corporation in Salt Lake City. For just \$32,000, you can arrange to have your body mummified by Summum Bonum Amon Ra (*né* Claude "Corky" Nowell). Ra will soak you in a preservative and coat you with polyurethane, fiberglass, and gypsum paint. He will then pop you into a "mummiform"—a bronze casket sculpted to look like you—which he will pump full of argon and weld shut. If you want your pet to join you, it will cost an additional \$4,200. No paying customers have been through the process yet, only medical cadavers.

Personally, I don't see the point in paying \$32,000 to be mummified if you're just going to be welded into a coffin. I mean, isn't the point to lumber around the world of the living, arms stretched out before you, scaring the bejeesus out of everyone?

Eric Black is a freelance writer living in Los Angeles. He is proud to have written this without any jokes like "Mummy Dearest," "Crash Test Mummies," or "Yummy, Yummy, Yummy, I've Got Mummy in My Tummy."

The ABCs of Decomposition

Now that you know what mummies are, let's look at what they're not: rotting, smelly corpses.

I hate to be the one to tell you this, but right now there are bacteria in your body that would like nothing more than to dissolve you into a heap of protein and bones. It's not that they don't like you. They just think of you as raw material for making more bacteria.

The only thing that keeps them from doing this is you. Every minute of every day, your body performs all kinds of housecleaning chores that keep the little buggers in line and keep all your cells healthy and well-fed. (Tell your mom this the next time she complains that you never clean anything up.)

But when a person dies, the bacteria take over. And I should warn you it's not pretty.

Let's say Joe Shmoe keels over dead from a heart attack when he unwraps his cards at a sealed-deck *Magic* tournament and finds four Shivan Dragons and a complete set of Moxes. With no natural defenses to stop them, Joe's hungry little bacteria will grow, forming colonies and releasing enzymes that dissolve his tissues. In 24 hours, Joe will turn reddish green and give off a rotting meat odor. By the

end of the third day, his body will be swollen with gas produced by the bacterial enzymes. Mmm, mmm!

Meanwhile, Joe's muscles will lose their supply of adenosine triphosphate, the energy source that enables muscle contraction, and rigor mortis will set in. Rigor mortis is a stiffening of the body that starts in small muscle groups such as the jaw and neck, and spreads to larger ones. Within 12 hours of death, Joe's entire body will become rigid, as if he were frozen. Then his muscles will start to decompose and become flexible again. In another 18 hours, rigor mortis will completely disappear.

In a couple of weeks, Joe's skin will start to fall off. How long it takes him to turn into a skeleton depends on the climate. In the tropics, he'll be reduced to bones in about three weeks. In colder parts of the world, it could take eight weeks or even longer. This process can be helped along by insects (I will spare you the details) and the availability of moisture and oxygen for the bacteria.

And you thought sealed-deck tournaments were wimpy.

—Eric Black

Bad Girls of **WIZARD**®



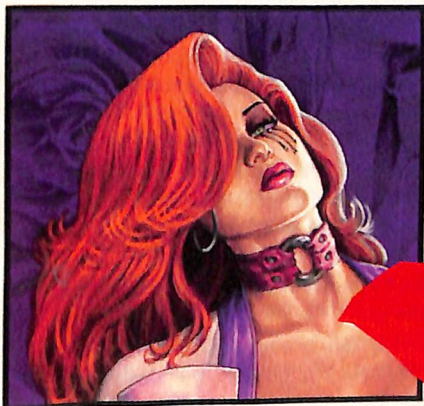
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On Deck

Reviewing the latest releases in collectible card games

THE **BOX**

MIDDLE-EARTH: THE WIZARDS

Limited Edition

Publisher: Iron Crown Enterprises

Designers: Coleman Charlton and Mike Reynolds

Genre: Fantasy

Set Size: 484 cards

Release: December 1995

Packaging: 76-card starter decks; 15-card booster packs

Suggested Retail: \$9.95 per starter; \$2.95 per booster

Rating: * * * * 1/2

Middle-earth: The Wizards

We've been dreaming about playing around in Middle-earth for a long time. You know, joining a fellowship and palling around with Gandalf, Aragorn, and the like... fighting foul orcs and dread Nazgûl... plunking the One Ring into the fiery heart of Mount Doom and making Sauron soil his pants.

Thankfully, we don't have to dream any longer. Middle-earth is finally here!

Fantasy's greatest masterpiece is now a collectible card game, Iron Crown Enterprises' *Middle-earth: The Wizards*. You're one of the five great wizards of Middle-earth (Gandalf, Radagast, Pallando, Alatar, and Saruman—before he went sour), and you're running around Middle-earth gathering forces to combat the evil Sauron. At the same time, you try to convince the leaders of the Free Peoples that you're the right man for the job.

How do you go about this? By having Tolkien's famous characters join your fellowship, by accumulating precious artifacts (including, possibly, the One Ring!), by defeating monsters like the Balrog of Moria, and by rallying to your side neutral factions like the Riders of Rohan.

All this is accomplished with marshalling points, which represent the different cards' importance to the Free Peoples' cause. You can get a single marshalling point for defeating a band of orc-raiders, two for equipping Eowyn with the Sword of Gondolin, three for bringing Aragorn into your fellowship, and so on. A game is usually won when one person reaches the marshalling point total established before play began (20 for a starter game). You can also win by destroying the One Ring at Mount Doom—very, very tough! There are also time limits based on how many times you cycle through your deck.

You start the game with your company already in play. (It's possible to control more than one company, though you run the risk of having weaker groups.) Depending on the power of each character, you usually end up with a company of four or five people, plus some minor magical items to give them a fighting chance against the dangers they're about to face. To begin play, you draw eight cards. You're constantly drawing and discarding cards to combat different situations.

You start off in a haven or safe ground such as Rivendell or Lórien, and set out to the destination of your choice. One of the concepts that makes *Middle-earth* unique, sites (locations), is also the hardest to grasp. If you played on a map, it would be much easier, but since this is a CCG, you're relegated to cards, so figuring out how to get from one region to another can get downright confusing.

Depending on the site your company arrives at, you can find allies, artifacts, or information that will help you defeat Sauron. For example, at Minas Morgul, you can play almost any of the artifacts in your hand to your company, which you couldn't do at a less-powerful site like Bree. (Some artifacts may only originate at specific locations.) Movement



RATINGS

***** THE BEST

**** VERY GOOD

*** AVERAGE

** WEAK

* POOR

Middle-earth: The Wizards™ & © Tolkien Enterprises.

Middle-earth Card Description



A. Name: If you don't know this one, turn the page.
B. Marshalling Points: This represents the character's importance in the game. You usually win the game by putting characters in play with enough marshalling points to match the amount set before the game began (20 points in a starter game).
C. Mind: This determines how many influence points are needed to keep this character in play.
D. Direct Influence: A character's direct influence determines how many other characters he (and thus you) can control. This also affects the chances of influencing factions and your opponent's resources.
E. Skills/Race: Skills are listed first, then the character's race. Skills—diplomat, ranger, sage, scout, warrior—are needed to use certain cards in the game. Race—dúnanad, dwarf, elf, hobbit, man, wizard—is

another criterion for bringing certain items, characters, and factions into play.
F. Description: The card's special abilities or penalties.
G. Flavor Text: A quote from Tolkien's works.
H. Prowess/Body: Prowess is a measure of the character's offensive capabilities in combat. Body is a measure of how difficult it is to damage the character.
I. Artist: Guess who?
J. Corruption Modifier: The character's susceptibility to corruption; either a plus or minus value added to a corruption check. (Aragorn has no corruption modifier.)
K. Home Site: The character's home in Middle-earth. Characters can only be brought into play at a haven or home site.
L. Random Number: If you don't have dice, use this number to synthesize a roll. But for Gandalf's sake, play this game with dice!

around Middle-earth gives you a feel for Tolkien's rich setting, since each site has a unique place in the game.

Although companies travel separately, game play is interactive. During your turn, your opponents can play hazard cards to slow you down. These include creatures, which chomp away at those meaty hobbits. The cool thing about creatures is that they can only be played in their native regions. A wolf attack can be played in wilderness and a Nazgûl in dark-domains, but a Fell Turtle can't be played in ruins. As you cycle through your cards, you'll have to decide which hazards are useful, depending on what area of Middle-earth your opponent is in.

But hey, you ask, what about combat? The meat of most CCGs is combat, so it should be strategic and engaging. *Middle-earth's* combat is just that. Your company can face up to one hazard per member, so expect to do a lot of battling if you want to dethrone Sauron. There are also automatic attacks from the beasts that guard selected sites.

There's lots of strategy involved, since you can spread attacks around to the stronger members of your company, thus sparing the weaker ones. However, keep in mind that combat usually taps your characters, making them unavailable for actions once you reach your destination. Add to that equation multiple hazards, dealing with wounded characters, and getting slain with a single dice roll and you've got lots of trouble heading your way!

There are so many neat things in this game. Complex strategy: cycle through your cards to find the game breaker you need—split up your companies so they can work faster—toss that diabolic hazard at just the right time. Corruption: your characters can succumb to the dark temptation of evil and be lost forever. Long-events: varying effects that stay in play for certain amounts of time, from instantly to permanently. Influence: you must worry about how many characters you can control in your party and how many followers certain members can have—and how susceptible you are enemy companies should you meet one at a site. Wizards: representations of the players and the most powerful characters in the game, though you lose if yours is destroyed.

Middle-earth: The Wizards is a great game, one of the best collectible card games ever. If you're a fan of Tolkien—and what fantasy buff isn't?—you'll want to give it a try. Even if you haven't yet given Tolkien a try, *Middle-earth* has a lot to offer.

This game has done *The Lord of the Rings* proud.

—Michael Searle

The Good, The Bad, and The Ugly

The Good

Middle-earth: The Wizards has an interesting design. You're racing against your opponents as you travel around Middle-earth gathering forces to defeat the evil Sauron. Though *Middle-earth* may be similar to *Star Trek*, it has much more player interactivity and makes for a better game. Also, it has a unique combat system.

ICE took painstaking steps to remain faithful to J.R.R. Tolkien's works. Each site is tied to his books, which gives you a great feel for actually being in Middle-earth.

With a basic set of nearly 500 cards, you have tons to choose from. They are well-thought-out and lend themselves to myriad strategies and options.

As in *Vampire* and *Rage*, you cycle through cards faster than a Vegas dealer. This enables you to play a variety of cards and combinations.

The beautiful, often stunning artwork complements the well-laid-out information on the cards.

The Bad

The biggest drawback, as frequently happens with new games, is a confusing rule book. Though the designers present a lot of examples, certain sections, like movement, hazard long-events, and corruption checks, need more explanation.

Since you need to go to specific places to play certain cards (e.g., the *Mirror of Galadriel* is usable only at Lórien), it can be extremely frustrating if you don't own those site cards. Our solution: pool everyone's site cards into the middle of the table and choose what you need.

The Ugly

You need lots of table space for the companies, play decks, site cards, and other piles.

You need dice to play.

Either you keep track of marshalling points with a score pad or you find a way to mark your cards or your opponent may end up pocketing some of your hazards.

The optional rules, like the special movement to Gorgoroth, or hobbits "burglaring" items, are great, but there should be more.

More than any other card game, *Middle-earth* has the potential to be a really cool solitaire game, but this is only glossed over in rule book.

—Michael Searle

Quest for the Grail

THE BOX

THE BOX

Limited Edition*

Publisher: Stone Ring Games

Designers: Ian Hense, David F. Nalle, Paul Reeves, and Richard Trainham

Genre: Arthurian Fantasy

Set Size: 280 cards

Release: December 1995

Packaging: 56-card starter decks; 14-card booster packs

Suggested Retail: \$8.25 per starter; \$2.75 per booster

Rating: ****

* This review is based on the Preview Edition, which differs from the current release.

If *Quest for the Grail* were a movie, it might be called the sleeper of the year. There's nothing eye-catching about the packaging, but open a deck and it's long live the king!

You know the story: King Arthur rallies knights to fill his court at Camelot. Brave lads from all over England and beyond come to serve, go on quests for honor, battle other knights, become champions to ladies, and so forth. Eventually, they hope to be sent on that ultimate, elusive journey: the quest for the Holy Grail. Well, now you get to join the fun.

One of the things that makes this, Stone Ring Games' first card game, shine is how it blends the codes of chivalry into game play yet remains simple and enjoyable. Knights like Tristan, Malegrance, Gawain, and Percivant are here, bolstering the authenticity and entertainment value of the game.

Your cards are divided into a court deck and a quest deck. I particularly liked the art on the backs of the cards; attention to such tiny details as the heraldic lion on the court cards and the unicorn on the quest cards adds to the game's atmosphere.

The court deck contains your warriors, domains, rewards, companions, events and so on. The quest deck contains the events and creatures your warrior will encounter in an attempt to garner valor—and valor is required to try for the Grail. The quest deck is the focus of *Quest for the Grail*, whereas in most games your objective is to attack your opponent.

The cards that undertake quests are called warriors, and there are three types: regular warriors, knights, and kings. These last two types, the bulk of your warrior court, have certain powers and limitations regular warriors don't. Only knights and kings can quest for the Grail, for example, or take vows or have lady companions. They can also use knightly healing to save themselves from mortal wounds, and thus remain in play. On the down side, valor affects knights and kings profoundly, and certain actions will cause them to lose valor.

The first phase in the game is the draw phase, where you pick up from your court deck. There's no compulsory discard phase, which I like because it means you never have to discard a clutch card.

The next phase is the build phase, in which you play domain cards, to be used in the upkeep phase. Building is followed by the deployment of warriors and the assignment of companions or rewards (see below) to your warriors. Then comes the upkeep phase. If you can't pay the upkeep cost of a card, you must discard it. It helps to have kings in play who rule the domains you have in play, as this gives you extra power to spend on upkeep.

The challenge phase is next. Here's where you send your knights out on quests (you can choose from your deck or your opponent's), vying for valor and special items that will help them in their pursuits. Most of the quests con-

QUEST FOR THE GRAIL



Quest for the Grail Card Description

- A. Card Name:** So you'll know what card you're playing with.
- B. Card Type:** Unassumingly placed. So you'll know what kind of card you're playing with.
- C. Description:** Informs you about that Cunning Blade spell or Saxon Thane you have.
- D. Prowess:** Your skill as a fighter. Combat success is determined by a dice roll against this number.
- E. Strength:** If your attack roll equals or is less than your prowess, your strength is subtracted from your opponent's endurance.
- F. Endurance:** "Gad! A mortal wound!" If you have enough endurance, you should survive at least a few strikes.
- G. Valor:** That distinct diamond-shaped box shows the valor this card possesses or, if it's a quest card, the valor you'll receive for defeating it.

cern creatures culled from tradition and legend, such as the Blatant Beast or the Black Knight, and they *are* challenges. Quest creatures can be more than twice as powerful as knights, so it pays to get rewards under your belt before tackling these.

In combat, each side rolls against his (or its, in the case of quest creatures) prowess on two six-sided dice; attack rolls that meet or fall short of the roller's prowess are successful. If a knight makes a successful strike, his strength is subtracted from the damaged warrior's or beast's endurance. This continues until one side's endurance reaches zero. If your warrior wins, you gain valor; if he loses, he's mortally wounded, and only knightly healing can save him from death and discarding. Quests that aren't fulfilled may be tried again or replaced.

Warriors can also call for a duel of honor with an opponent's warrior. Choose carefully: warriors sacrifice valor for taking on unworthy opponents. Combat is fought as normal, but neither side dies at the end; the loser sacrifices two valor while the victor gains one. I liked how duels reflected the code of chivalry.

Once a knight gains valor from a quest, he may keep it or trade it to play a reward from his hand. This reward may be a vow, experience, or an item. The first two cannot be revoked or discarded once received, but items tend to be more powerful. Vows, for instance, give mediocre bonuses at the expense of tough limitations, while some items, like Dolorous Blade, can inflict real damage upon another knight in duels—a nasty surprise for your opponent.

You can also get an edge from companions, especially a lady companion. Although only usable by knights and kings, these companions can never be discarded, and some, like Queen of the Wastelands, not only give you extra power in the Wastelands but will also cast spells for you.

Unfortunately, the preview set used for this review came with only two spell casters, which wasn't enough to explore this option fully. But with spells like Cunning Blade, which bestows +5 prowess for one attack, and Binding, which removes special abilities from a target for a turn, one would be wise to fear the wizards.

There are also event cards, like Exile, which sends a court card back into your hand, and action cards, like Fury, which usually modify combat abilities.

Victory is achieved when one knight successfully quests for the Grail.



■ If you're having visions of the Grail or thinking about taking a vow of chastity, play, *Quest for the Grail* instead.

Keep in mind that your goal is to build up valor; after all, no valor, no Grail. Stockpiling items and other goodies might sound like fun, but if you use up all that valor, your opponent is gonna sneak right by you and snatch that Grail.

Of my few complaints, my biggest is—why dice? I hate dice in card games, and the rolls seem only to prolong combat. The instruction book is very well-written; it'd be perfect if it were in booklet form, not folded up.

I played this game from the preview set. The official set will have more cards and be printed on better stock. Certain cards, like King Berrant of the Hundred Kingdoms, a real hoser, will also be removed.

Quest for the Grail plays smoothly, is fun, and is full of authentic details. From the Lady of the Lake to the Siege Perilous, this game has all you need to quest in King Arthur's world.

—Keith J. Olexa

The Good, The Bad, and The Ugly

The Good

It's a game about Arthurian legends. How can you go wrong?

Simple to learn and play: you use land to generate power for your knights, whose strength and endurance faction into combat. If you haven't seen this setup before, you haven't been playing cards long.

But the design is distinctive where it counts. You use a separate quest deck to generate creatures and events for your knight to face, there's nonlethal combat, and you must find the Holy Grail to win.

Very authentic; anyone who doesn't know Arthurian lore is missing out.

With events, actions, spells, and rewards, there are enough modifiers to characters and combat to keep the game from getting stale.

Dark knights who aren't satisfied with simply dishonoring dueling opponents can deliver fatal blows in the form of Dolorous Damage. Heh heh heh!

At first glance, this artwork isn't overwhelming—but brother does it look authentic! Right out of the pages of some musty medieval grimoire, this art captures the essence of the Age of Camelot.

The Bad

One word: dice. The game is running along, you pay upkeep, draw a quest, ready your knight for combat, and... roll dice, and roll and roll again until you hit. The game flounders here.

Vows. Their limitations are too, well, limiting. There are better ways of getting valor.

The card stock is flimsy. I hope future editions are of better quality.

The Ugly

King Berrant of the Hundred Kingdoms. With his ability to change victory conditions and win by commanding just over twice as many knights as you have in play, this guy's a real hoser.

Vision of the Grail. This event card will send any knight on a quest for the Grail—or he loses two valor. I'll do it the long way, thank you.

Valor: watch yours, watch your opponent's. Don't think you need to purchase every reward that finds its way into your hand. Save that valor to go questing for the Grail.

—Keith J. Olexa

On Deck

Game Reviews

Red Zone

THE BOX

RED ZONE

Publisher: Donruss
Genre: Professional Football
Set Size: 366 cards
Release: November 1995
Packaging: Deluxe double deck game set with two 80-card starter decks and a game wheel; 80-card starter decks; 12-card booster packs
Suggested Retail: \$10 per starter; \$2.79 per booster
Rating: *** 1/2

Hey, sports fans! Sick of walking into your local card shop and finding eight-card packs of the latest football cards selling for \$6.50 a pop? Tired of looking at the back of the shop and seeing a group of kids not only playing *Magic: The Gathering* but actually having a good time doing it? Fed up with discovering more and more sports card sets, each one crappier than the last? If you answered yes to any of these questions, then I suggest you turn off that NFL Films replay of the 1974 AFC Championship game and read on.

Donruss and NXT Games' *Red Zone*, the first NFL-licensed collectible card game, has the makings of a winner. The more you know about football strategy and the NFL, the better off you'll be, but by no means do you have to be Jimmy the Greek to be able to pick up *Red Zone*.

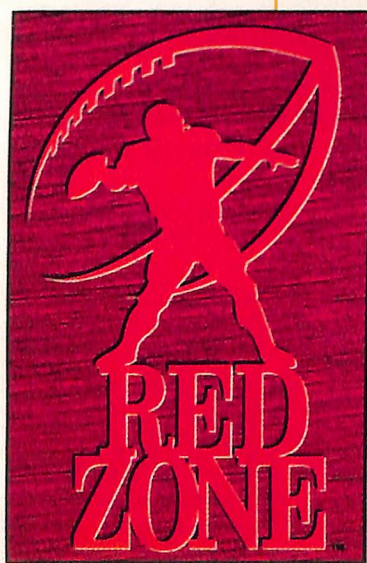
The game begins with 13 players on each team: one quarterback, two running backs, two wide receivers or tight ends, two offensive linemen, two defensive linemen, two linebackers, and two defensive backs. Each "coach" matches his six defensive players against the opposition's seven offensive players. Time decks consist of 40, 50, or 60 cards, depending on how long a game you're

playing. Draw decks should contain at least 30 cards. To begin play, each coach holds six cards in hand in addition to the 13 player cards that are laid out on the table.

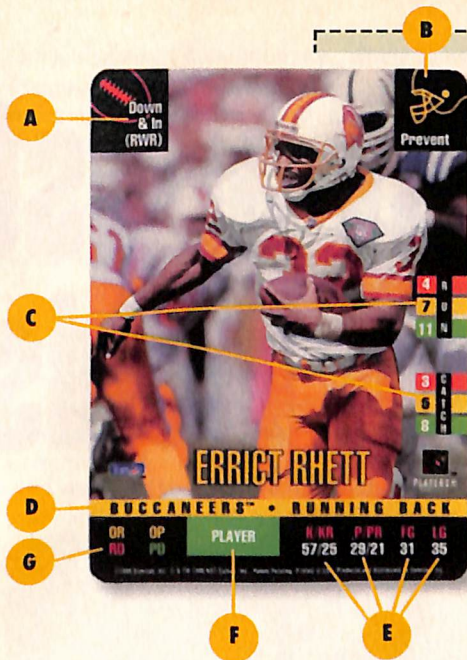
Once the kickoff is received and returned, the offensive coach can choose from one of the offensive play cards he holds in his hand. (There are 16 offensive plays in all: eight passing, eight rushing.) The defense responds with one of eight defensive formations. Results of plays are determined by crossing the two plays with the execution colors revealed on the top cards of each coach's time deck. Sound confusing? It's really not once you have the game and rule book in front of you.

While certain play results simply give an amount of yards gained or lost, others refer coaches to the player cards. This is where you must know which players excel at specific skills. For instance, you may choose to have one running back who's good at carrying the ball and a second one who catches passes well. It would then be to your advantage to throw the ball to the running back who has a better chance of turning a pass play into a substantial gain.

At the same time, the defensive coach can plot a defense that tries to take away the strengths that have been established by the offensive coach. Certain players are better in coverage, while others excel at sacking the quarterback. There's plenty of strategy involved with *Red Zone*.



Red Zone © Donruss Inc. & 1995 NXT Games Inc. Officially licensed product of the NFL Players. © 1995 Players Inc.



Red Zone Card Description

- A. Offensive Play:** Signifies one of 16 offensive plays and which player the ball goes to.
- B. Defensive Formation:** Designates one of eight defensive formations.
- C. Skill Checks:** The results of passes, runs, and catches based on the execution color of the card drawn from the time deck.
- D. Team and Position:** Rather self-explanatory, don't ya think?

- E. Special Play Indicator:** The results of kick-offs, kick returns, punts, punt returns, field goal distance, and long gains.
- F. Player Section:** The color to refer to on skill checks. Some player sections indicate "Injured," in which case the player whose skill is being checked is lost for the game.
- G. Execution Color Check:** The colors to refer to and cross-check on plays from scrimmage.

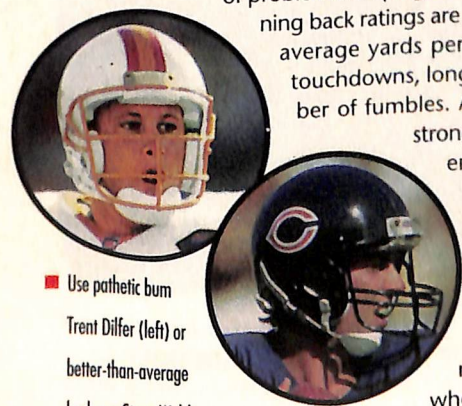
Ben Coleman of the Cardinals, and the 49ers' Steve Wallace (who has the most ridiculous-looking helmet in NFL history) can all be found on the faces of *Red Zone* cards, allowing fans a rare look at the players for whom they root their pants off every Sunday. The broad player selection also allows gamers to form full rosters with the players on their favorite team. For example, you can match your Pittsburgh Steelers against *InQuest* Editor Mike Searle's New York Giants.

Red Zone successfully captures the basics of football and the talents of the NFL in a collectible card game. Because the game is easy to learn, people should have little problem forming leagues and teaching it to their friends. Donruss and NXT Games deserve a big high five.

—Scott Gramling

Red Zone does a decent job of rating players, but this is an area of the game that could be better. A quarterback's passing skills are based on a combination of that player's completion percentage and performance in the clutch. The result is athletes like the Bears' Steve Walsh, who now sits on the bench, being among the best *Red Zone* players simply because he completes a high percentage of passes. Walsh is not a particularly good quarterback; he completes a high percentage of passes because the Bears don't allow him to throw the ball very often or very far down the field. Perhaps a better statistic to go by would be average yards gained per pass attempt, which would reflect a QB's ability to get the ball down the field.

The rating for running backs suffers from the same kind of problem that plagues quarterbacks. Running back ratings are based on a player's average yards per carry, number of touchdowns, longest run, and number of fumbles. Again, the result is stronger ratings for players who don't carry the ball too often, like the Jets' Richie Anderson (say what?), than for a back like the Buccaneers' Errict Rhett, who ranks among the league leaders in a number of



■ Use pathetic bum Trent Dilfer (left) or better-than-average back-up Steve Walsh.

relevant categories but is not a great *Red Zone* player.

But those gripes aside, *Red Zone* does a pretty solid job in ranking the players. Dolphin Dan Marino is arguably the best *Red Zone* quarterback, which is an accurate reflection on the NFL. Buccaneer Trent Dilfer, one of the league's most pathetic bums, is an absolutely atrocious *Red Zone* quarterback, as well he should be.

Another solid attraction of *Red Zone* is the fact that the game contains cards of players you won't find in any regular sports card release. The Jets' Siupeli Malamala, "Gentle"

The Good, The Bad, and The Ugly

The Good

Red Zone uses real NFL players and translates their statistics into game playing abilities, and requires basic football knowledge of offensive play-calling and defensive formations.

It's easy to learn and teach to novices.

The game contains cards of players you can't find anywhere else, allowing players to form full rosters of their favorite teams.

For the most part, the photos are crisp and clear.

The Bad

Player ratings are based on performance statistics that don't accurately reflect the actual effectiveness of a player.

Very few quality players turn up in the starter decks; they must be acquired via booster packs.

There are no cards of kickers or punters. Those parts of the game are based solely on the luck of the draw.

The Ugly

It will be interesting to see how the company handles updating the rankings of certain players now that the 1995 NFL regular season is over. For example, a player like the Rams' Isaac Bruce is a mediocre *Red Zone* player, but had an absolutely monstrous 1995 season.

There's no index or table of contents in the rule book. Those two things make every rule book easier to use, no matter how well-written it may already be.

—Scott Gramling

Meet fantasy artist Fred Fields

Vital Stats

Name: Fred Fields

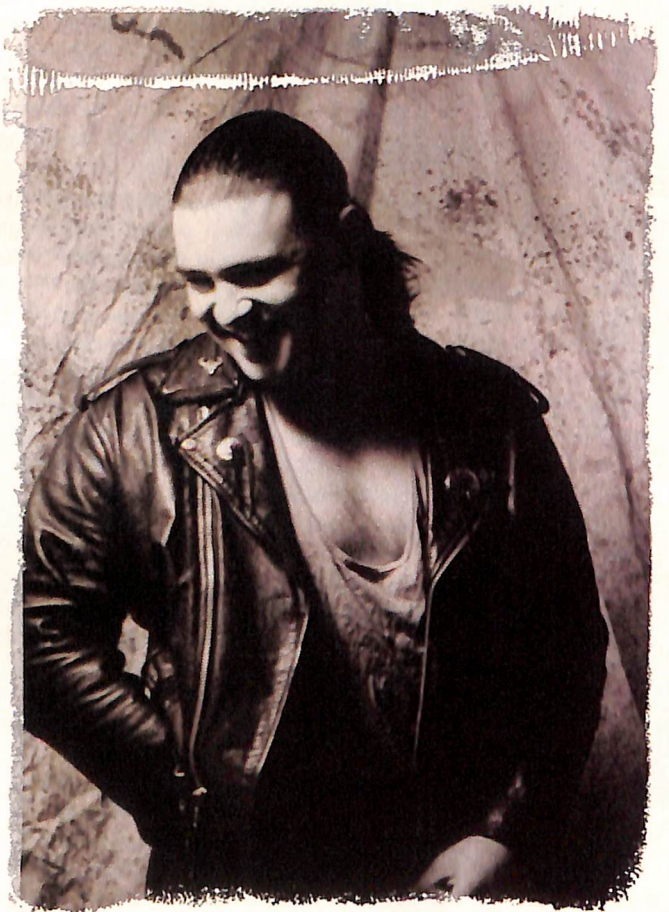
Birth: March 3, 1965, in Honolulu, Hawaii

Occupation: Staff artist for TSR

Base of Operations: TSR,
Lake Geneva, Wis.

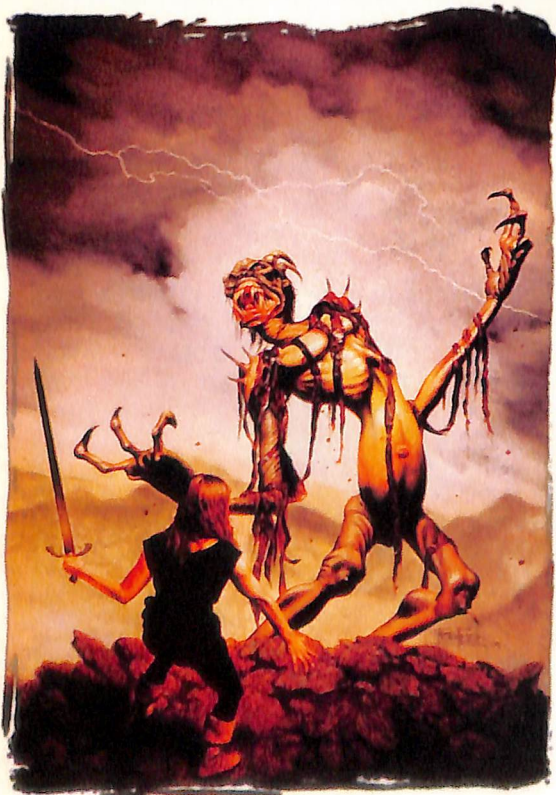
Career Highlights: "The first time I walked into a bookstore and saw my first cover painting displayed alongside the works of Frazetta, Boris, and other greats, and the first time I got to work on a cover for a hardback novel by TSR author R.A. Salvatore."

By Rich Anderson



Above: Fred Fields.

Left: The cover to Mark Anthony's novel *Curse of the Shadowmage* (TSR, 1995).



Whether they feature a dragon turtle attempting to devour a galleon at sea or a group of aspiring dungeon crawlers, Fred Fields' paintings show a keen eye for detail and an uncanny ability to apply his vision to canvas. Emotion and mood seem to be his specialty, and his oil paintings exhibit a life of their own because of it. Fields' talent, bolstered by his persistence, has brought him to the forefront of his field, but, like most artists', his success was not achieved overnight.

"My first painting was of a horse, a Tennessee Walker, which is still at my mom and dad's house. It wasn't too bad for a 9-year-old. Of course, that first painting took about six months."

Fields was born in Honolulu, Hawaii, but soon after his birth, his

family moved to Burlington, Ky., where he was raised. His imagination has always been in overdrive, and he can't remember a time when he wasn't drawing or painting something fantasy-oriented. He held the title of art director while he was working for Leo Burnett, one of the largest advertising agencies in America, but thought of himself as more of a comp artist. "It was our job to fix up ads that were going to be shown to clients."

Later, Fields went from Wrigley's, where he did storyboards for TV commercials, to Ral Partha, for which he illustrated the popular miniature packages. Now Fields is one of the talented artists plying his trade for TSR. Although surrounded by other luminaries, Fields considers himself his own main competition, and is always striving to better himself.

A master of the oil painting, Fields uses no other media, and names several artists as influences, including fantasy artists Frank Frazetta and Boris Vallejo, photorealistic western artist James Bama, and wildlife artist Robert Bateman. He discovers new and old artists all the time, however, and his style is constantly changing and developing.

Fields has a cache of imagery still searching for an appropriate outlet, most of which makes up his private pin-up collection. Someday, he hopes to bring his visions to the silver screen and devote his time to film.

"I'd like to work on thrillers," Fields says. "I love good plotlines. I hate knowing what is going to happen in a film in the first 15 minutes."

Favorite work of your own...

My personal pin-up work, and the tattooed mercenary [painting] that I worked on with Timothy Bradstreet.

Favorite work by another artist...

Boris Vallejo's *Red Sonya*.

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

[Alien designer] H.R. Giger.

Favorite munchie at 2 a.m....

Cheese Waffles, a wonderful yet totally artificial treat!

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

As a kid, the G.I. Joe that I used to throw up into trees to see what interesting contorted shapes it would come down in. Nowadays, probably my boa constrictor.

Favorite pastime or hobby...

Sleeping.

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

The Terminator.

Favorite fantasy character...

Any Illithid [those lovable mind-flayer monsters from *Dungeons & Dragons*].

Favorite cartoons...

Ren & Stimpy, *Beavis & Butt-Head*.

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

[Comic artist] Simon Bisley.

Favorite musical performers...

Nine Inch Nails, White Zombie, Metallica, Offspring, Pantera.

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

At some point, destroy myself, I'm sure, but it would be fun!



An unpublished piece, a favorite of Fred's.

DOCS

SIMPLE STRATEGIES AND DECK DESIGNS FOR BEGINNERS



Middle-earth: The Wizards allows players to choose from several game formats. The one-deck game (go through your deck once) is relatively short (30 minutes or so) and bloody (lots of creatures work well, especially wilderness or shadow-land-based creatures). The two-deck game takes 45 minutes or so and makes certain strategies, like testing gold rings, more viable. The three-deck game allows The One Ring strategy, major corruption, and dark-domain hazard strategies to thrive. The campaign game provides hours of campaign-scale adventuring and gives players time to develop awesome card combinations.

Playing Strategies

Untap Phase

Untap all of your cards except sites. Sites never untap unless you enlist dangerous artifacts like the Dwarven Ring of Durin's Tribe.

Organization Phase

This is an amorphous phase, so take advantage of it and plan your actions carefully. If you need fast companies, split your characters into small groups. But in a dangerous environment, stronger, slower companies have the best chance of surviving.

To decide which is best, consider the hazards your opponent has shown and your tactical options. For example, if your opponent's playing a corruption-only strategy, you have a virtual green light to use small companies.

The more companies you have, the more cards you get to draw, but also the more cards your opponent gets to draw. If you have a nice resource complement in your hand, keeping your characters in one large company decreases the chance of your opponent drawing a nice batch of hazards.

Long-event Phase

When tuning the deck, be wary of suffering from your own long-events. It may not be wise to put three Minions Stir in your hazard mix and visit sites with Orc and Troll auto-attacks. The short-event Dark Quarrels, however, makes any resource strategy involving Orc, Troll, and Men auto-attacks reasonable.

Movement/Hazard Phase

This is the phase in which your opponent plays hazard cards from his hand. Each company, in the order you choose, must face hazards from your opponent. The more cards your opponent draws, the more hazards he'll get. Therefore, your opponent will have the most potential against the companies you choose to move last. Turn this to your advantage. If your opponent bluffs you with an on-guard card, that card goes back into his hand at the end of your site phase. This will put one more card in his hand than his hand size at the end of your turn, and rob him of his extra discard-draw (see below).

Site Phase

Here's your reward for the hard work and nail-biting in the movement/hazard phase. Playing resources from your hand usually requires tapping an untapped character, so don't let your company get tapped. You may choose a company to do nothing during its site phase so that company will untap next turn to face the auto-attack and play a resource. You may also attempt to influence away one of your opponent's characters, items, allies, or factions if your influencing character is at the same site.

End of Turn Phase

You and your opponent may each discard one card. Then each of you discards or draws until you reach eight cards or your modified hand size.

Training

Deck-Building Guidelines

Hazards

If your hazard strategy works exceptionally well, or if you get lucky, you can kill or corrupt most of your opponent's characters and rob him of most of his resources. At the least, your hazards should slow down your opponent.

Your hazard strategy can complement your resource strategy. A typical example of this would be to play Morgul Night with Doors of Night during your opponent's movement/hazard phase, and then, when your main company moves through four wildernesses during its movement/hazard phase, play Fair-travels in Shadow-lands, since all those wildernesses have been changed to shadow-lands by Morgul Night.

Your hazard mix may also include cards that protect you indirectly. If your resource strategy requires travel to dangerous places (i.e., dark-domains, dark-holds), you're vulnerable to Nazgûl. Because all nine Nazgûl are unique, what better way to protect yourself against this threat than by putting as many as possible in your hazard mix, then playing them as permanent-events!

You can threaten your opponent in one of three main ways: with creatures, corruption, and influence. (You may also combine these methods.) Influencing away your opponent's marshalling points is handled by your resources and characters, so it needn't be considered directly when picking your hazard mix. Therefore, creatures and corruption should be the overriding themes of your hazard strategy.

Creatures are usually chosen according to geography—the types of regions and sites where they may be keyed. Wilderness, the most prolific region type in *METW*, encompasses almost half of Middle-earth. Wilderness-based creatures are less of a physical threat to a company than, for instance, shadow-land-based creatures. However, you may have to divert your opponent's companies to the shadow-lands to meet the beasties there. With environment cards, you increase the chance of your opponent traveling in the types of regions where you can hit him the hardest.

Before building a deck for *METW*, determine the game you'll be playing. A One Ring strategy—delivering The One Ring to Mount Doom in Gorgoroth—might not develop quickly enough in a one-deck game. In a three-deck game, it should thrive.

Gathering Greater and Major items at sites based out of Rivendell with the object of augmenting your characters' prowesses can get you 20 marshalling points very quickly—ideal for a one-deck game. However, in a three-deck game, your opponent would have many opportunities to use corruption and influence to affect your hoard. Also, in a long game, your opponent could dunk The One Ring in Mount Doom, thereby making your artifacts insignificant in the eyes of the Free Council.

Your deck should cover several bases.

- It should be able to deliver more than the required marshalling points.

- Your play deck and sideboard should be able to eliminate or slow your opponent's acquisition of marshalling points. Call of Home, Muster Disperses, and Diplomat cards can help strip your opponent of marshalling points.

- Your sideboard should permit you to deal with unpredictable strategies or problems. Shelob, the spider queen, is an interesting sideboard card. If your opponent is gearing up for a run at Mount Doom, pull her out for two strikes at 19 prowess (with a little help from Doors of Night).

- Include heavy hitters in the character mix, characters with prowesses of at least four. Even if you're planning to cancel every creature strike your characters face, it's prudent to include at least one five-prowess character.

- Your deck needs a plan against corruption. The Dwarf deck below is designed to have untapped characters handy at all times to give +1 apiece to any needed corruption checks.

- Construct a character mix with at least three points of free general influence. You'll probably need more free general influence, especially if your opponent likes to send his wizard around with all 10 of his direct influence points free.

- Have the regions and sites in your location deck that you need to expedite your resource strategy. Otherwise, keep all other region and site titles in a second location deck off to the side. This will give you the versatility to follow your opponent and try to influence his stuff away. Of course, if your marshalling strategy is clicking along nicely, you may not need to worry about your competitor.



Get those Nazgûl into play with Doors of Night and Morgul Night.

The Dwarven Assault Team

This deck is very formidable in a one-deck game, and is comprised of mostly common and uncommon cards. It contains 79 cards plus a 15-card sideboard. There are 12 ultracommon cards from fixed starter sets, 41 general common cards, 11 booster-only common cards, 28 uncommon cards, and two rare cards.

The theme of the Dwarven Assault Team is speed and prowess. The deck should accumulate 20 marshalling points in two to four turns, so the Free Council can be called before an opponent has a chance to get his feet under him.

This deck should take full advantage of region movement, and big companies should split if the right tactical resource events are in hand (Risky Blow, Block, Dark Quarrels). Region movement and splitting companies adds speed!

Resources (25 cards)	1 Glóin
ITEMS	1 Kili
1 Durin's Axe	1 Nori
1 Great-shield of Rohan	
1 Narsil	MINOR ITEMS
1 Orcrist	2 Potions of Prowess
1 Scroll of Isildur	
2 Swords of Gondolin	Other Characters
	1 Bard Bowman
FACTIONS	1 Bombr
1 Blue Mountain Dwarves	1 Dori
	1 Fili
EVENTS (for speed)	1 Gimli
1 Bridge	1 Glorfindel II
1 Great-road	2 Radagasts
2 Rescue Prisoners	
2 Thorough Searches	Location Deck
	SITES
EVENTS (for prowess & defense)	1 Blue Mountain Dwarf-hold
3 Blocks	1 Carn Dûm
3 Dark Quarrels	1 Lossadan Cairn
2 Fellowship's	1 Mount Gram
3 Risky Blows	1 Mount Gundabad
	3 Rivendells
	REGIONS
Hazards (25 cards)	1 Angmar
CREATURES	1 Arthedain
1 Bert	1 Forochel
1 Orc-lieutenant	1 Gundabad
3 Orc-patrols	1 Numeriador
3 Orc-raiders	1 Rhudaur
2 Orc-warbands	
1 Tom	Sideboard (15 cards)
1 William	RESOURCES
	3 Old Friendships
EVENTS (corruption)	1 The Old Thrush
2 Greeds	2 Wizard's Laughter
1 Lure of Expedience	2 Wizard's River-horses
2 Lures of Nature	
	HAZARDS
EVENTS (supplemental)	1 Call of Home
3 Minions Stir	1 Doors of Night
2 Twilights	1 Lure of Creation
3 Weariness of the Heart	1 Muster Disperses
	2 Ring's Betrayal
At-start Cards	1 Shelob
CHARACTERS	
1 Beratar	
1 Boromir II	

The Dwarven Assault Team

Assault Team Review

- Scroll of Isildur is the only item that does not aid combat; it does have nice marshalling points, though.
- Thorough Search is very powerful, but requires an untapped scout. Protect the scouts like Kili.
- Blue Mountain Dwarves is included to keep your opponent from gaining double marshalling points from factions.
- Wizard's River-horses is an efficient counter for those annoying Nazgûl permanent-events.
- Wizard's Laughter cancels an influence attempt against any of your things.
- An ideal site phase would go something like this: 1) Four untapped characters arrive in Mount Gundabad along with their tapped brethren (naturally, no one would be wounded); 2) Dark Quarrels cancels the Orc auto-attack that's made daunting by Minions Stir; 3) a warrior type taps to play Narsil, and Mount Gundabad also taps; 4) Kili taps to play Thorough Search, letting 5) another warrior-type tap to play Orcrist; 6) Rescue Prisoners is played, and the spider auto-attack is absorbed and easily defeated with a Risky Blow by the final untapped character; 7) this final untapped character taps to carry Rescue Prisoners. This gains 10 marshalling points in one turn. Visiting one more site would probably allow the Free Council to be called!



Try battling one of Tolkien's coolest creations, Shelob the Spider Queen.

Sauron's Personal Deck

The following is a Nazgûl deck for a two-deck game. It can be constructed from an extensive collection of cards. The deck and sideboard have 113 cards, including 27 fixed cards, nine general common cards, 24 booster-only common cards, 15 uncommon cards, and 38 rare cards. Both hazards and resources can be lethal when managed carefully.

Resources (26 cards)

FACTIONS

- 1 Beorning
- 1 Elves of Lindon
- 1 Ents of Fangorn
- 1 The Great Eagles
- 1 Knights of Dol Amroth
- 1 Men of Anfalas
- 1 Men of Lamedon
- 1 Rangers of the North
- 1 Riders of Rohan

ALLIES

- 1 Skinbark

ITEMS

- 1 Torque of Hues

EVENTS (for speed)

- 2 Bridges
- 3 Musters
- 3 Old-roads

EVENTS (for versatility)

- 2 New Friendships
- 3 Praises to Elbereth
- 2 Vilyas

Hazards (26 cards)

NAZGUL

- 1 Adûnaphel
- 1 Akhûrahil
- 1 Dwar of Waw
- 1 Hoarmûrath of Dir
- 1 Indûr Dawndeath
- 1 Khamûl the Easterling
- 1 Ren the Unclean
- 1 Uvatha the Horseman
- 1 The Witch-king of Angmar

NAZGUL SUPPLEMENTS

- 3 Doors of Night
- 3 Fell Beasts
- 1 Lost in Dark-domains
- 2 Morgul-horses
- 1 Morgul-knife
- 3 Morgul Nights
- 2 The Nazgûls are Abroad
- 1 The Pale Sword
- 1 The Will of Sauron

At-start Cards

CHARACTERS

- 1 Cirdan

- 1 Elrond

MINOR ITEMS

- 2 Healing Herbs

Other Characters

- 1 Aragorn II
- 1 Beorn
- 1 Elladan
- 1 Erkenbrand
- 1 Galadriel
- 1 Imrahil
- 2 Pallandos

Location Deck

SITES

- 1 Beorn's House
- 1 Bree
- 1 Dol Amroth
- 1 Eagles' Eyrie
- 2 Edhellonds
- 1 Edoras
- 1 Grey Havens
- 1 Lond Galen
- 3 Lóriens
- 3 Rivendells
- 1 Ruined Signal-tower
- 1 Vale of Erech
- 1 Wellinghall

REGIONS

- 1 Angmar
- 1 Arthedain
- 1 Forochel
- 1 Gundabad
- 1 Numeriador
- 1 Rhudaur
- 1 Anduin Vales
- 1 Anfalas
- 1 Anórien
- 1 Arthedain
- 1 Belfalas
- 1 Enedhwaith
- 1 Fangorn
- 1 Gap of Isen
- 1 High Pass
- 1 Lamedon
- 1 Lebennin
- 1 Lindon
- 1 Numeriador
- 1 Rhudaur
- 1 Rohan
- 1 Wold & Foothills

Sauron's Personal Deck

Notes for the Nazgûl

• The Nazgûl can be played as permanent-events that wait for opportunistic moments to activate or as very potent creatures. The first approach allows the player to get the beast out of his hand and draw another card, but the ultimate effect on the opponent may not be very profound. The second approach involves holding a Nazgûl until the opponent unwittingly travels somewhere dangerous or until the supplementary hazard

events allows the opponent to be hit elsewhere.

• Several valid resource strategies can accompany a Nazgûl hazard strategy. This one centers around gaining factions. This is a prudent approach because factions don't live in dangerous sites and factions don't give corruption points. A player of this deck doesn't want to be limited by his own corruption when it's time to activate Ren the Unclean. The resource events providing speed minimize the companies' time on the road. This is wise if Morgul Night is going into play.

• Vilya is an awesome card that can devastate an opponent's hazard strategy. It can bring Old Roads and Musters back into a play deck after one use. These two cards together allow a warrior in a haven to influence automatically any faction within two regions of the haven. His company wouldn't need to leave the



You don't want to be on the receiving end to these hefty hazards.

haven! Elrond must be kept alive, however, as he is the only one who can use Vilya.

• Managing cards is important to this deck. Pallando, Cirdan, Elrond, and Galadriel allow their player to hold an extra card. This becomes very significant when you need to hold cards for several turns before unleashing a big combo.

• Skill in playing all the Nazgûl will ultimately lead to the success or failure of this deck. But generally you're waiting for the big hit from these guys as creatures. If you can attack with four or five on one turn, your opponent will probably be devastated.

Sideboard (15 cards)

RESOURCES

- 2 Wizard's Laughter

HAZARDS

- 1 Assassin
- 2 Corsairs of Umbar
- 2 Mûmaks
- 3 Muster Disperses
- 1 The Precious
- 1 Sacrifice of Form
- 1 Shelob
- 1 Thief
- 1 Twilight

Michael Reynolds, series editor for Middle-earth: The Wizards, has a wife, four cats, and cable. Nothing else much matters.

Power Enemy Decks

4

Magic decks

**guaranteed to screw
with your opponent**

You're playing *Magic* all wrong.

If you sit with your cards laid out in front of you doing nothing more than assembling cutthroat decks designed to drown your opponent under a wave of Racks, Vises, and direct damage, you're missing the point.

Yeah, for a tournament setting, you have to construct a lethal 60-card juggernaut. But when you're playing amongst friends, you should bend your imagination away from the "first-turn kill" mentality. Build decks suited for a friendly environment. Try out cards you may not have used in a while, or at all!

You'll find yourself playing a more strategic, thought-provoking, and entertaining game. If you're beginning to feel a little burned out on *Magic*, it'll help rekindle that interest.

That's where the following four decks come in. While none of them will steamroll an opponent in tournament play, they'll force an equally matched adversary to use every bit of strategy and cunning to hold you at bay—or maybe, if the right cards come at the right times, even beat you!

In other words, you and your opponent will both have fun
And you'll be playing *Magic* right.

**By Pat McCallum
and Michael Searle**



...UNCLE...
...UNCLE...

The Panic Button

Worldwide destruction at your fingertips... ah, the security. Nothing's better than knowing you can blow away all your opponent's stuff with a single card: the dreaded Nevinyrral's Disk. Relying on the old-fashioned annihilator—none of that fancy-shmancy Jokulhaups business—this deck cranks out creatures that don't die, even with the world collapsing around them...

Deck Tips

- **Nevinyrral's Disk.** This is the prime card, the one around which the whole deck revolves. The ability to destroy all creatures, artifacts, and enchantments on the board is a monstrous defensive ability, but couple that with regenerators that don't die when the big bomb goes off and you have a real deadly deck. Wait until you have enough mana to use the Disk and regenerate your critters before using it, but get one out early to slow down your opponent—he won't be playing too many cards when he knows it'll be destroyed just a few heartbeats after he pays the casting cost. The only drawback to Nevinyrral's is that it comes in tapped, but that's why we have our next entry...

- **Twiddle.** Do you get your Disk out but find it's destroyed before your turn comes around? Not any more! With Twiddle, you can untap Nevinyrral's the very same turn and detonate it. Plus, Twiddle's a great all-purpose card: untap your Uthden Troll that's been tapped by an Icy, untap a surprise blocker, turn off someone's Meekstone to untap your creatures... the possibilities are endless. Just watch out for that nasty Disenchant spell.

- **The Regenerators.** Oh boy, are

these guys gonna cause problems! The whole theme of this deck is to annihilate your opponent's monster force, while leaving yours still standing. Once a Nevinyrral's Disk is operational, you're pretty much set: keep a steady stream of creatures coming out, keep at least enough mana in reserve to regenerate each creature on the board. Once you feel you have the upper hand, detonate the Disk, regenerate your creatures, and play your way to an unimpeded win.

- **Counterspell and Spell Blast.** Countering is in this deck primarily for one reason: to keep your Nevinyrral's Disk in the game long enough for the big ka-boom. Sure, you might have to vary from this plan if your opponent launches a Wrath of God that decimates your whole army, or blasts you with a 99-point Disintegrate. But other than those extreme situations, hold the countering for Disenchants, Shatters, and the like. If all else fails and your opponent manages to get rid of your only Nevinyrral's, you've got Reconstruction to bring it back.

- **Feldon's Cane.** For when you're running low on cards or need to recycle some of those Nevinyrral's or creatures that are in your graveyard. If it's late in the game and you plan to blow up a Disk, use Feldon's Cane first.

- **Drain Life.** You only have one, so use it wisely. Focus on taking out a big flying creature with a big drain, or for when you really need that quick boost of extra life. Incinerate's also in there for taking out an annoying flyer, blocking regenerating creatures, or for additional damage to take down that rather large Scaled Wurm trying to knock his way through your line of defense.



Creatures

BLACK

4 Drudge Skeletons

4 Walking Dead

BLUE

4 Drowned

RED

4 Sedge Trolls

4 Uthden Trolls

Lands

4 Badlands

2 Islands

1 Maze of Ith

2 Mountains

1 Strip Mine

4 Swamps

4 Underground Seas

4 Volcanic Islands

Spells

BLACK

1 Drain Life

1 Mind Twist

BLUE

4 Counterspells

1 Reconstruction

2 Spell Blasts

3 Twiddles

RED

1 Incinerate

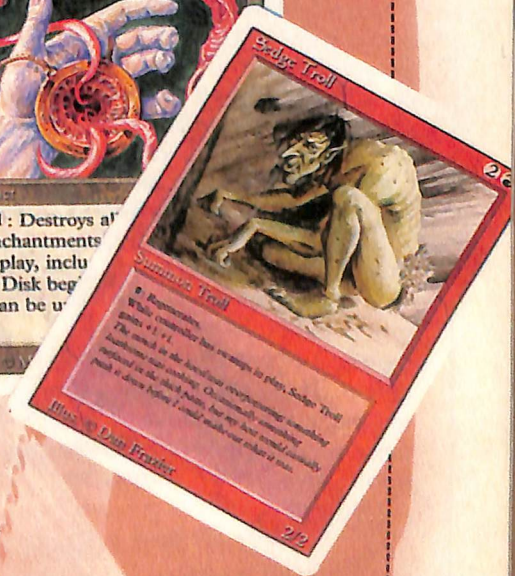
Improvisation

Some of these cards are tough to find. If you can't get hold of some of the regenerators, substitute others like Clay Statues or Ghost Ships. Ice Age lands, Homelands mana converters, and Fellwar Stones will all be of help if you don't have dual lands.

Artifacts

1 Feldon's Cane

4 Nevinyrral's Disks



WIZARD



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The Deck that Doesn't Tap

3

It's always fun to screw with the basic principles of *Magic*. In this case, the tapping required when most creatures attack. Circumventing that golden rule are the 20 creatures in this deck that needn't tap to attack. Sound cool? Throw in some cards that complement that ability and it's downright cold!

Deck Tips

- **Smoke and Meekstone.** These two cards are the most important elements of this deck. Try to get one of each into play, since you never know when one is going to be Disenchanted—but *never* put out two of the same. It doesn't do you any good, and one broad-base destructive spell like Shatterstorm or Tranquility will make you wish you hadn't.
- **Disenchant.** Save these superversatile cards for truly troublesome targets. Icy Manipulator, Flood, and cards that mess around with your creature's untapping ability are things you don't want your opponent to have.
- **Icy Manipulator.** Always rough, Icy and this deck make for a downright brutal combination. Use it to tap your opponent's big guns and lock 'em under the Meekstone, keep tapping that lone mountain or island during her upkeep, turn off his Ivory Tower... the list of uses is endless. Just choose your target

well. And don't hesitate to bring out both Manipulators at once.

- **Jandor's Saddlebags.** Just in case someone gets sneaky and taps one of your big guns and you end up on the business end of your own Meekstone, Jandor's li'l pony will help fix your critter's posture.
- **Divine Transformation.** Don't slap this on your biggest creature! That'll just make it a bigger target, and if it dies, you'll doubly screwed. Your best bet is to plop it down on a Zephyr, making it a heavily feathered blue Serra Angel (a Serrakeet?).
- **Recall.** It's best to hold this to retrieve any destroyed key cards (Meekstone, Smoke, Icy) languishing in your graveyard. Hold off using it if you can.
- **Kismet.** Great card to get out early. If it's a toss-up between casting this and a Yotian or something, it's almost always best to get Kismet out. The sooner you start tapping all your opponent's stuff, the better this deck works.
- **Attack.** Most of the creatures in this deck are kinda low in the power/toughness department, so odds are your opponent will pull out some bigger guns. Don't let that intimidate you! Keep attacking even if you might lose a creature. You've gotta whittle your opponent down! The longer the game, the better the chances that your opponent is going to pull a Tranquility or Shatterstorm, putting a kibosh on your key cards.

Creatures

- BLACK
- 4 Ghost Hounds
- BLUE
- 4 Zephyr Falcons
- RED
- 4 Windseeker Centaurs
- WHITE
- 4 Serra Angels
- ARTIFACT
- 4 Yotian Soldiers

Lands

- 4 Badlands
- 3 Castles Sengir
- 1 Maze of Ith
- 4 Plateaux
- 3 Scrublands
- 1 Strip Mine
- 2 Tundras
- 1 Volcanic Island
- 3 Wizard's Schools

Spells

- BLACK
- 1 Demonic Tutor
- BLUE
- 1 Recall
- RED
- 2 Smokes
- WHITE
- 3 Disenchants
- 1 Divine Transformation
- 1 Kismet
- 2 Swords to Plowshares

Artifacts

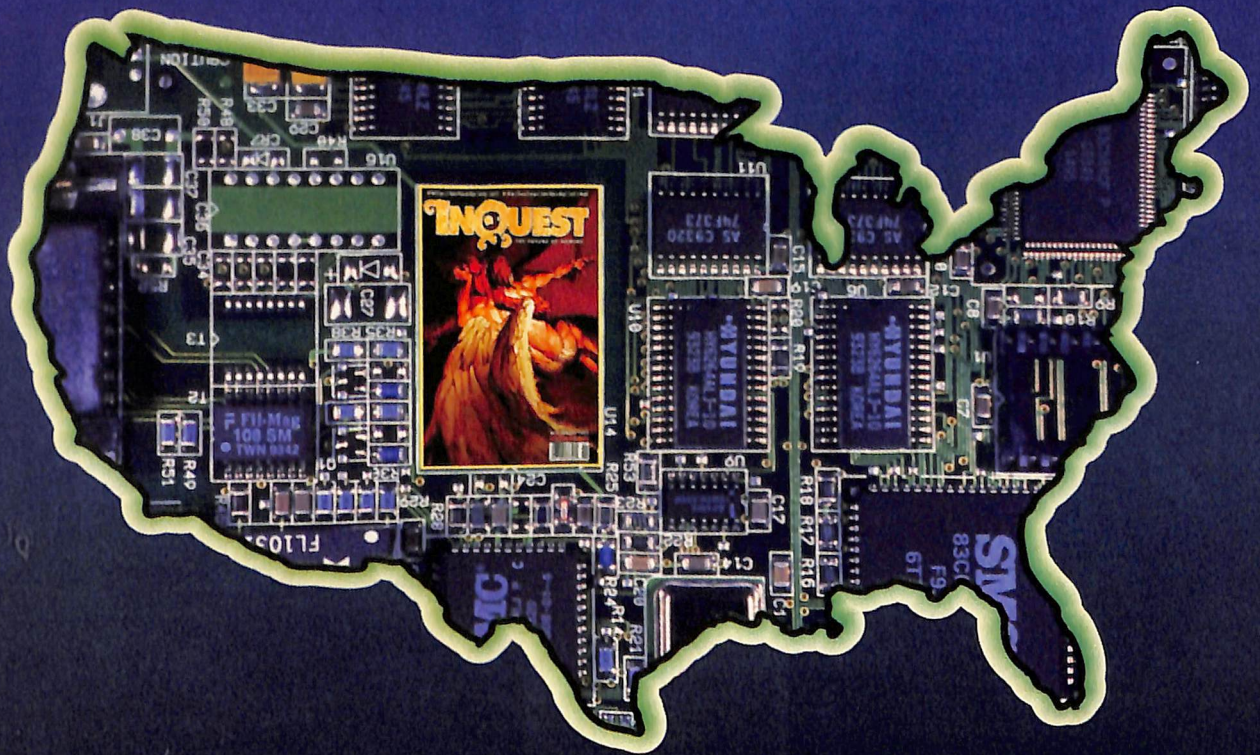
- 1 Feldon's Cane
- 4 Fellwar Stones
- 2 Icy Manipulators
- 1 Jandor's Saddlebags
- 2 Meekstones
- 1 Sol Ring
- 1 Zuran orb

Improvisation

If you can't get four of one critter (like that pesky mail-away centaur), mix in Clones, Doppelgangers, and Dances of Many, and duplicate whatever "untapper" you've got in play. Substitute Floods for Icys, load up on *Ice Age's* multilands in place of regular dual lands, and mix and match Smokes and Meekstones if you have three of one but only one of another. Just make sure you have four "creature freezers" in total and bam, you're set!



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The Graveyard Deck

4

A Fireball kills your Nether Shadow. It comes back. Your Ashen Ghoul dies while defending against a Cosmic Horror. It comes back.

Your creatures won't stay down.

The Graveyard Deck re-animates anything. By the time you're done, your opponent'll probably be very tired of seeing the same Ashen Ghoul rise from the dead, or the ever-resilient Nether Shadow dart in for the attack one more time.

In fact, no one will ever underestimate what's thrown away again...

Deck Tips

• Ashen Ghouls and Nether Shadows.

These guys are the meat of your deck—they'll attack, die, and keep coming back! Once you've got four or more in your graveyard, the Shadows and Ghouls will almost always recycle during your upkeep, so don't forget about them. And always remember their best trait—they can attack right away the turn they come into play!

• **Graveyard Pickers.** Dance of the Dead and Animate Dead pluck juicy critters out of the graveyards and throw them right into play. You'll find yourself using these on one of your own high-casting-cost creatures that you tossed into the graveyard, or, more likely, on one of your opponent's creatures that has died or been carelessly discarded. An extra bonus: Dance of the Dead, with its one black and one other untap cost, can get you around paralyzing effects like Stasis, Smoke, and An-Zerrin Ruins.

• **Bazaar of Baghdad.** The key card in your deck. Nobody, but nobody, plays with this land, but it's perfect in the Graveyard Deck. Not only can you draw cards from your library faster, but you get the luxury of discarding three cards every time you do so. Deposit those Ashen Ghouls and Nether Shadows as your discards and you'll get them out faster than the standard way of casting them.

• **Jalum Tome.** Another tailor-made artifact, very similar in use to the Bazaar of Baghdad. For two mana, you get to draw

a card and discard one of your choice.

• **Lord of the Pit.** Normally, the Lord of the Pit is a nightmare to contain. Not with this deck. With all the recycling going on, the Pitlord should have a steady course of dead things. So what if he gets pissed and goes off in search of real food? It's your opponent that'll pay.

• **Fallen Angel.** A nice flyer that eats creatures to gain +2/+1 per munchy. Imagine that... a creature that eats other creatures in a deck that supplies sacrificial fodder for free.

• **Mind Twist.** Wait till you've built up some mana, then zonk your opponent with this sorcery. One of *Magic's* best cards, one of the few cards that can single-handedly win you the game, Mind Twist can force your opponent to drop his hand and hopefully leave a graveyard ripe with eligible creatures.

• **Tranquility.** Hold this baby until something really, really dangerous comes out. Night Soil will utterly destroy this deck, so blow away all enchantments when you don't have a heavy concentration of Animate Dead's out.

• **Howl from Beyond.** Again, the key here is to wait. Early in the game, you'll be concentrating on getting out your creatures. Later on, you'll probably have plenty of leftover mana, and will be able to zap your opponent with a hearty Howl. It's especially useful on a Nether Shadow that pops into play and immediately attacks.

• **Millstone.** A nice asset to this deck. Depending on which enchantments you're holding in your hand, you'll either want to Millstone your opponent's graveyard or your own in hopes of striking gold: big, tough creatures to animate.

• **Nevinyrral's Disk.** Don't be afraid to blow everything up. Cleaning house will especially benefit you if you have a bunch of Ghouls and Shadows hungry for food and ready to rise from the grave. The Disk is a good safety mechanism if things are going horribly wrong.

• **Giant Growths.** The usual basic strategy tips here: use Giant Growths primarily to save your creatures or deliver the *coup de grâce* on your opponent.

Michael Searle and Pat McCallum are not only InQuest clients, they're also the editors.

Creatures

BLACK

- 4 Ashen Ghouls
- 2 Fallen Angels
- 1 Lord of the Pit
- 4 Nether Shadows

GREEN

- 1 Elvish Archers
- 1 Radjan Spirit
- 1 Scavenger Folk
- 1 Scryb Sprites
- 1 Spectral Bears
- 1 Timber Wolves

GOLD

- 1 Adun Oakenshield

Artifacts

- 1 Jalum Tome
- 1 Millstone
- 1 Nevinyrral's Disk
- 1 Zuran Orb

Lands

- 2 Badlands
- 2 Bayous
- 1 Bazaar of Baghdad
- 1 City of Brass
- 5 Forests
- 1 Strip Mine
- 9 Swamps

Spells

BLACK

- 3 Animate Dead
- 2 Dances of the Dead
- 1 Dark Banishing
- 4 Dark Rituals
- 1 Demonic Tutor
- 2 Howls from Beyond
- 1 Mind Twist
- 1 Raise Dead
- 1 Soul Exchange

GREEN

- 1 Crumble
- 4 Giant Growths
- 1 Regrowth
- 1 Tranquility

Improvisation

These are all fairly easy cards to pick up if you don't already own them. Substitute any green creatures you own for those you can't collect on the list—just make sure the black creatures stay the same. Same drill—if you don't have any dual lands, throw in *Ice Age* lands, a *City of Brass*, or *Fellwar Stones*.



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INQUEST

P R E S E N T S

Brian's Mean-Spirited Magic Tips



Ten easy ways to be a more exciting Magic player

Hi, my name's Brian. Wanna play some *Magic*? Yeah? Bite me. Get this straight: I don't like *Magic*, and odds are if you're reading this, I don't like you. Roleplaying's for sissies, and I haven't met a *Magic* fan yet I couldn't pistol-whip into submission.

But don't get me wrong, I'm not a bad guy. Heck, the way I see it, every cloud has a silver lining. If you're gonna spend your Fri-

day nights tapping mana, you might as well play *Magic* right. That's why I've whipped up a top 10 list to make you a better player.

No need to thank me, just take these to heart. Especially the first one.

- 10) One word: wash.
- 9) About to lose the deciding match in a duel? Point over your opponent's shoulder, yell, "Hey look, a Mana Bird," then coldcock the il'f wuss with a shot to the chops.
- 8) When your opponent goes to his sideboard between matches, suggest that if he's got a life in there, he should play it.
- 7) Getting tired of the same old game play? Add some zing to your life with a best-of-three "loser gets a decent haircut" match.
- 6) Keep losing to a goating opponent? Knock him down a peg by reminding him how long it's been since he's even talked to a girl.
- 5) Need to wrap up the game quick? Stare at your opponent and whenever you put a card into play, lick it. The game'll be over in no time.
- 4) If you find yourself at the receiving end of a 20-point Channel Fireball, respond by crushing your opponent's head like a melon. Then wipe off your hands and ask, "Hey, who's the real winner now?"
- 3) Put your opponent's cute il'f protective sleeves to the test. Accidentally spill your can of soda in his direction and say, "Wow, those things really *do* work."
- 2) Wanna get your opponent all riled up before a bout? Ask him if he's got any nude photos of his mom. When he says no, ask him if he wants to buy some.
- 1) When trading with your friends, try slipping a baseball card into the mix. The sight of a real-life person will shatter your partner's already fragile grip on reality, reducing him to a gibbering, drooling, unkempt mess with no sense of personal hygiene. Not that you'll notice.



INQUEST

CONTEST

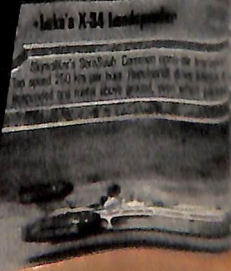
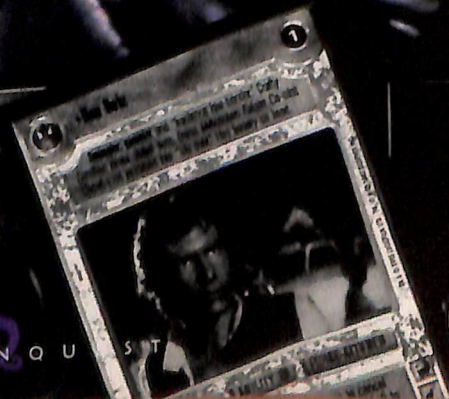
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No purchase necessary. Contest is open to anyone except employees of Wizard Press and their immediate families. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: The Force is With You *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. All entries must be received at contest headquarters by February 28, 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 by random drawing from all properly completed entries. Drawing will take place on March 15, 1996. All decisions are final.

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Deadline is **February 28, 1996**

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Empire Backer or Rebel Sympathizer? _____

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BORIS

InQuest interviews fantasy painter extraordinaire Boris Vallejo

The outside of Boris Vallejo's home is something of a disappointment. There's no drawbridge or moat, no gargoyles, no wrought-iron gates. There's not even any fog. It's just another split-level home in a sleepy suburban neighborhood.

Inside, however, it's a different story. Every available inch of wall and shelf space is filled with stark black-and-white photographs, moody fantasy paintings, menacing sculptures, and antique violins. There's even an indoor marble fountain.

Either Vallejo and his wife and fellow painter Julie Bell have too much stuff or not enough house. Outside, it's *Leave It to Beaver*; inside, it's *The Addams Family*.

Since his arrival in America from Peru in 1964, Vallejo (pronounced Val-LAY-ho) has established himself as one of the most respected painters in the world. His work has appeared in comics, calendars, movie posters, and books. Hundreds of his pieces have been reproduced as tattoos. Recently, his paintings, along with those of wife Julie Bell, were the focus of Cardz's *Hyborian Gates* collectible card game (see sidebar).

Vallejo, 54, is considered a founding father of modern fantasy artwork. Current artistic hotshots routinely cite Vallejo as a main influence. And it's no wonder. The artist's masterful paintings bring improbable beasts to life, making nightmares seem all the more possible. His sense of anatomy and texture make his creations breathe with realism.

In person, Vallejo is every bit as impressive as the subjects he paints. His arms have been bulked up by years of exercise. Despite his stony physique, Vallejo is a gentle man; he doesn't try to draw attention to his strength like some men would. He has a friendly, warm manner and speaks with a welcoming accent.

InQuest visited Boris Vallejo's home to talk about fantasy painting, body building, and the musician he might have been.

InQuest: Let's talk about some of your influences.

BORIS: When I first came here to America, to tell you the truth, I wasn't really so much influenced by anybody. It was really good to see everything that was around, but I didn't have a specific direction... So there were a couple of years that I was a little bit... aimless.

I had a job in a chain of department stores called Topps doing the pen-and-ink drawings for the circulars...

pots and pans, refrigerators, furniture—everything that they sold. In a way, that gave me a great feeling for being patient and putting detail in my things.

I was always an avid fan of comics. Around '67, I was buying comic books by a publisher by the name of Warren. And it started coming out with this *Vampirella* and *Eerie* and *Creepy*. All of a sudden, I started seeing the covers of Frank Frazetta, and I really felt, "God, this is really great. I really love this work." In addition to the fact that I was always into body building, Frazetta had these muscular guys and these voluptuous women, and I always loved voluptuous women...

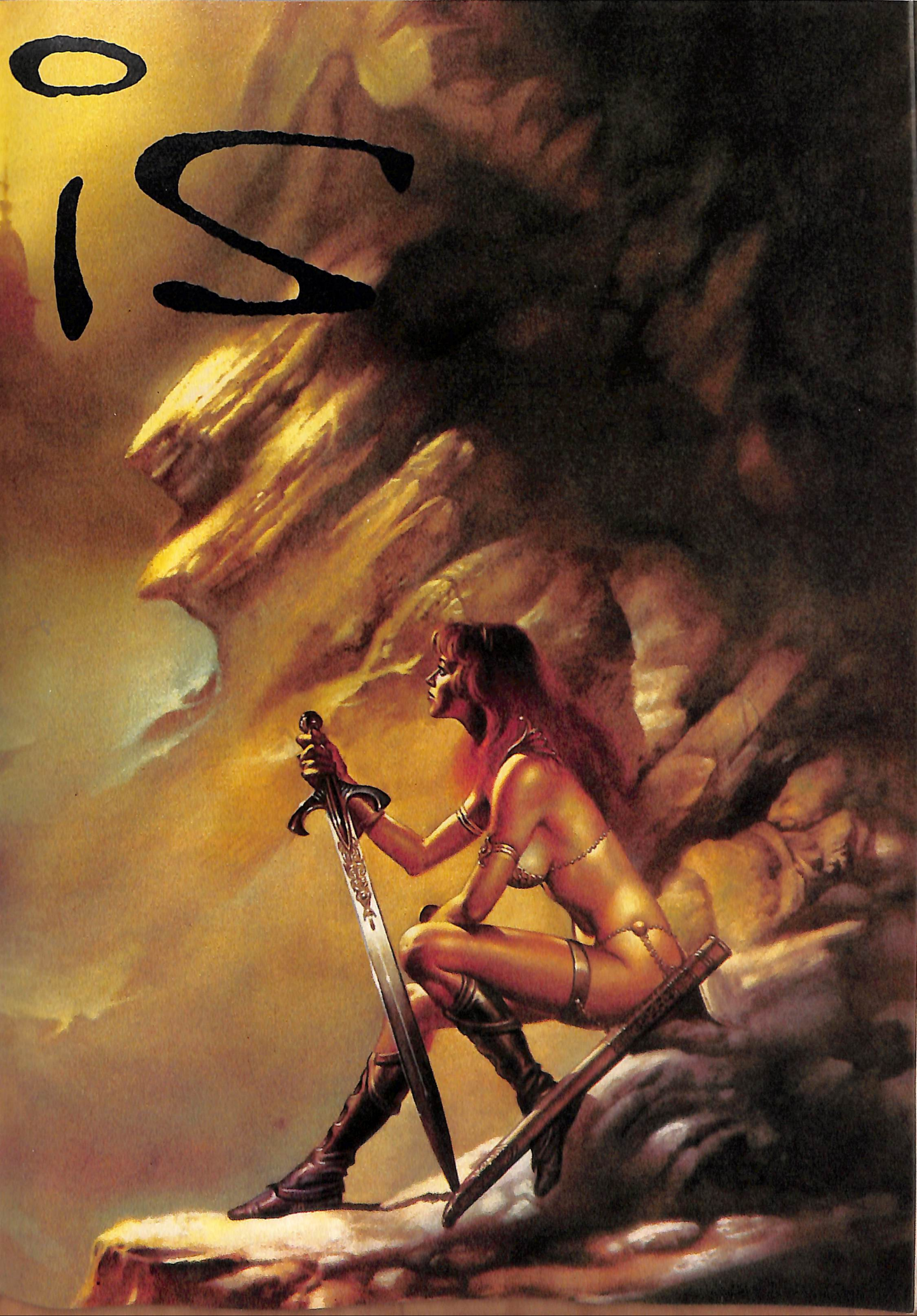
I made a sample painting for Jim Warren, who was the publisher of those magazines. I took it to him and I left it there because he wouldn't come and see somebody who just showed up like that. But... he called me back the next day. He liked what I had done and he wanted to buy the painting. So I would say that because of Frank Frazetta, I got into fantasy art.

Do you remember what issue it was in?

No, [it was] way, way back. I remember that the painting appeared in *Eerie*, but I can't remember what issue it was. And then I did the colors for *Vampirella*.

Then I started doing work for Marvel doing the *Savage Sword of Conan* covers. I got familiar with the work of Estaban Moroto from Spain. He's not really a painter, but his pen-and-ink work was so beautiful I got very much into what he was doing.

By Buddy Scalera



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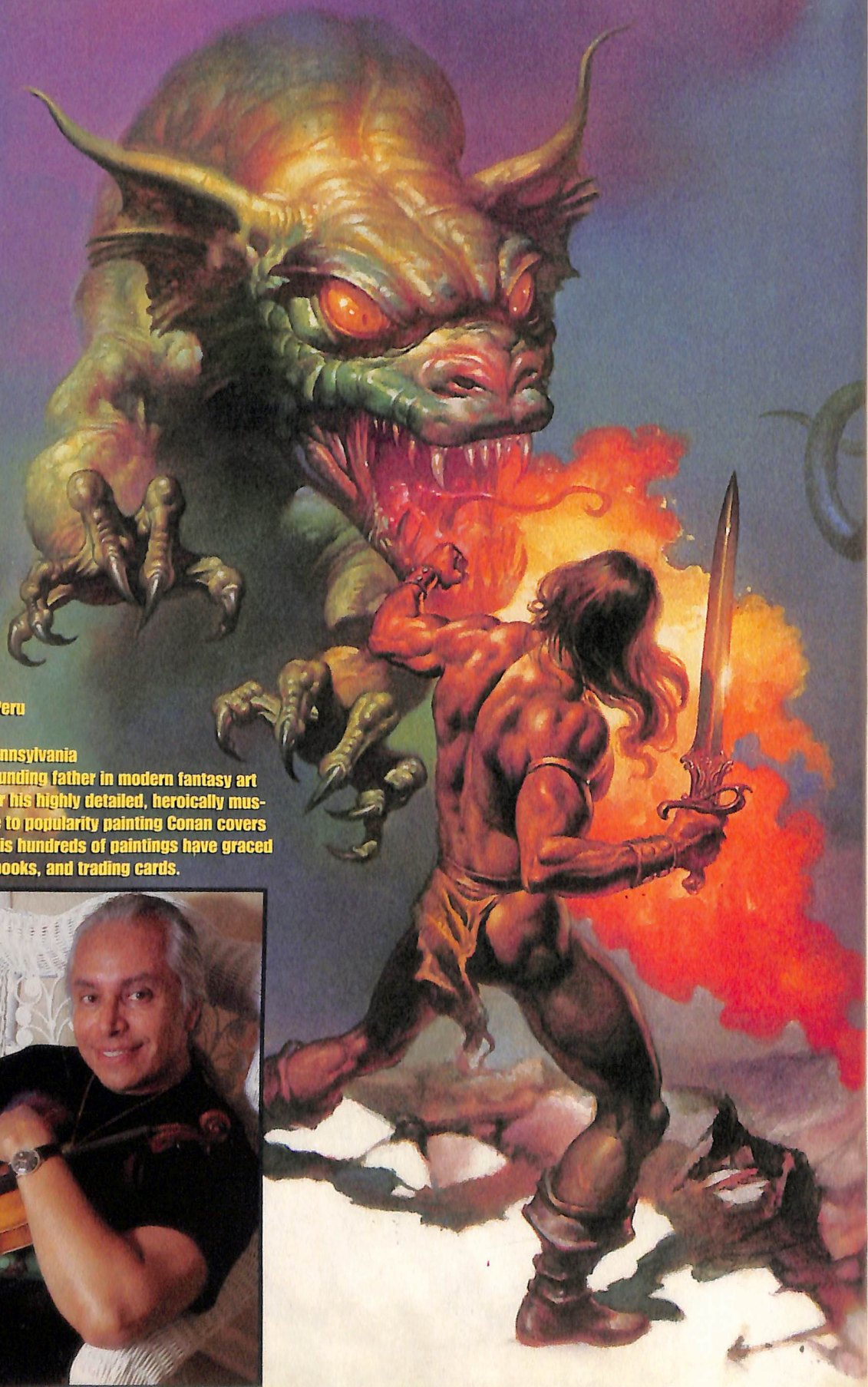
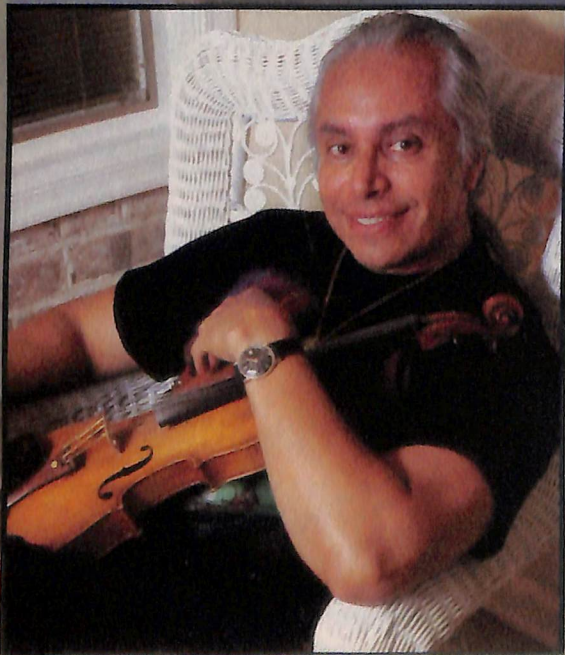
BORIS

Birth: Jan. 8, 1941, in Peru

Occupation: Painter

Base of Operations: Pennsylvania

Career Highlights: A founding father in modern fantasy art widely celebrated for his highly detailed, heroically muscled figures, he rose to popularity painting Conan covers for Marvel Comics. His hundreds of paintings have graced comics, calendars, books, and trading cards.



What's your opinion of your contemporary artists, like Frazetta, Keith Parkinson, Anson Maddocks?

To be quite honest, I don't really follow that much. My relationship with Frazetta is almost nonexistent. I just recently met him in person. Of course, I had been aware of his work, as he has been aware of mine, but we really didn't have a chance to talk to each other. It was certainly a big thrill for me, and I think it was for him too. At this point, I don't really keep up with what's going on.

I look at my [son Dorian's] work a lot because he's my son, and he's a great artist. And I look at Julie's work because it's around me all the time. And then again, I look at everything that I can lay my eyes on, but I don't necessarily follow any specific artist anymore. I also look at the work of [Spanish painter] San Julian and Moroto and Joe Jusko, Ken Kelly. Everybody has something really good to look at. I think that we all inspire each other, like the brothers Hildebrandt.

Do you work mostly from photography?

I work always with photographers. When it comes to figures, I always work with models. I take photographs of the models and then I either use the photograph as it is or combine it with different body parts from different photographs, but there is always a photograph.

Where do these great fantastic beasts come from?

Well, it comes out of my head. I had done figure work, I studied pre-med, I studied anatomy, and I made a point of studying the function of the muscles. I think that helped me a lot in creating creatures and monsters and things like that. Also, backgrounds and all that most of the time comes out of my head. That's the fantasy part of the whole thing. I want to be able to combine the fantasy element with the realistic element.

Do you study mythology for inspiration?

I have to confess that mythology isn't something that really interests me in any unusual way... Mythology is a bit too, let's say, specific. I prefer the freedom of fantasy.

BORIS AND BELL

The topic turns to Julie Bell. Vallejo softens a bit and his energy level increases. He is eager to talk about his wife.

In 1989, a friend introduced them, intending Bell, a competitive body builder, to be a model for Vallejo. He saw Bell's photo in a magazine and agreed. They met, fell madly in love, and began stuffing their home with art and a marble fountain in their sun porch. (Really.)

Prior to her relationship with Vallejo, Bell (now 37) had dabbled in illustration, but not painting. She'd admired Vallejo's work as a fan, but had never imagined becoming his student, much less his wife. But she did.

They married in 1994. Each has two children, though none together. Vallejo's daughter Maya snapped the photos for this article, and his son Dorian is an artist in his own right. Bell's boys, Tony and David, are still young.

Vallejo nurtured Bell's painting talent. In the beginning, her style was strikingly similar to his. These days, Vallejo's paintings are more distinct and personal. These days, he grows and learns with her.

How did Julie change your outlook on your art?

Well, in a big way, actually. It was because of Julie that I came back to comic art. It had been a long period of time that I did not look at comics. She always liked Marvel comics and all that stuff. And she got involved in doing the paintings for the comics. I started looking at the comics and I was absolutely flabbergasted to see what comics were in the '90s.

When I saw what was going on with comics and I saw what



she was doing, I really started thinking, "God, it would be really fun to do this." And she said, "Why don't you just try it?" I actually was a little hesitant because I didn't want to start calling people and saying, "Hey, how about it?"

I don't know if she mentioned it or whatever, but they called me... The first commission that I got to do comics was by Malibu. They wanted me to do a cover for [Prime Annual #1 in 1994]. Prime was one of my favorite characters, so of course I accepted immediately. From there, I started doing things for Marvel and for Image and so on.

Has the way you approach art changed?

The only thing that I could say has changed is that I tend to put more action into my paintings now. The figures are more dynamic. The color may be a little bit more vibrant too. Probably people will [not] see a difference as much as I do. Just the fact that I am with Julie also puts a new vitality into my work because she is fresh in the field. She has all this enthusiasm and all this energy that is very contagious.

Can you look at paintings and know that's mine—that's hers?

Oh, absolutely. Of course, when you talk about trading cards, it's hard to tell. If you were to look at the original paintings side by side then I don't think you would have any problem telling who did what.

BORIS AND THE BEAT

There's more to Boris than his painting and his American Gladiator build. He has another passion, one you wouldn't guess unless you were in his living room. Antique violins of all shapes and sizes share space atop an ornately carved mahogany piano. Musical instruments reflect Boris' passion for antiques, but somehow the violins seem particularly special.

If details matter to collectors—and they usually do—then Boris is in tune with the most important elements of collecting. Each violin is maintained meticulously. They are displayed and handled with loving care. They mean something.

Above: The colored ink rough of "The Magnificent."
Opposite: The final painting.

JULIE BELL

It may take a few years, but Julie Bell knows it will happen. Eventually she will step out of the shadow of her famous husband and be fully recognized as a talented and unique painter.

Her spouse, Boris Vallejo, is a founding father of the fantasy art field. He taught her his painting secrets. But Bell is already being heralded as a driving force in fantasy painting.

"Boris is a huge thing in this whole world of art. He has his place in history," Bell explains. But "there are some people who come to me for an autograph who actually don't know who Boris is."

Bell's outwardly friendly manner conceals some darker forces. She attributes part of her success to her ability to turn negative energy into creative action. "You can actually use a negative thing like jealousy to push you to do something really great," she says. "You don't have to turn sour and feel bad and let it beat you."

That's how she got into competitive body building. "My brother was really mean to me all my life," she says. "When I started doing body building, I wanted to get strong enough so that if I ever had to beat the crap out of him I could."

Although she never did so, that motivated her to develop physically and mentally. When she met Vallejo, Bell was a leading body builder in national competition. She continues to work out daily, and remains in great shape, but her focus now is on her artwork.

Bell's early art seemed to echo Vallejo's style. While she continues to paint with the same uncanny realism as Vallejo, Bell contends that, as a woman, she paints women differently than her husband does. "I definitely don't want to see women being victimized. I paint them with a little more muscle so they look like they're really strong, capable women."

Bell's paintings meld energy and power with the feminine perspective she discusses. In part, this is why fans are demanding more work from her.

These days, she's better able to control her energy and her insecurities. "I think that insecurity can be a real good thing," Bell says. "If you're not going to keep moving forward, then somebody else is going to come and climb over you. So stay paranoid, stay alive. That's what I always say."

HYBORIAN GATES

The collectible card game market is exploding. You want to make a game that will be fun to play and attractive to fans. What do you do?

Cardz thought that its collectible card game would stand out if top-name artists illustrated its game. So it licensed Boris Vallejo and Julie Bell art to illustrate all 450 *Hyborian Gates* cards.

Hyborian Gates represents a more-or-less classic territorial struggle. The object of the game is to dominate a majority of the six dimensions, and effectively break down your opponent's ability to do the same.

Two or more players equip their troopers with special powers and travel abilities prior to entering battle. Creative combos are staples of the skirmishes.

Steve Peek, one of the game's developers, has worked hard to ensure the success of the game. He hired the winningest *Magic* players from Texas to work out the kinks in the game. "The first mission was to break the cards—in other words, find those combinations of cards that could ruin the game play," he explains.

Game testers helped Peek incorporate many modifications that led to the final release of *Hyborian Gates*. Although Peek is satisfied with the game, further modifications may be incorporated into an unlimited edition.

The second *Hyborian Gates* release will be an expansion set, *Gate Lords*, scheduled for March. The set will introduce a new type of characters, the titular Gate Lords.

Peek believes that *Hyborian Gates* is a viable game, but admits, "Our whole goal here is not to be another *Magic*. Our goal is to be one of the six survivors... next year."



Boris & Julie playing *Hyborian Gates*

If you weren't a painter and you couldn't get these ideas out on the canvas, what would you be?

Well, I could tell you what I would like to be, which is not necessarily what I would be because I don't have the skill to be that, but I actually would have wanted to be a concert violinist.

Do you play now?

I play the violin. But I don't have the skill to be a concert violinist. But if I had really a choice, that would have been my first choice.

What role does music play for you?

Oh, an enormous role. Music was in my life before art was in my life. I was listening to music when I was a baby and in a crib. And that part of my life is even bigger than painting. I always listen to music, always. I can't be without music. So I would say if we talk about in terms of the arts, what is my first love? It's music.

And then comes painting.

Do you tell a story with your paintings?

Oh sure. I tell a story when I'm an illustrator, so I'm telling a story when I paint. But that doesn't mean necessarily that the story is defined in my head. Sometimes I do a painting and then I have to think, "What do I mean?" Because sometimes the whole thing is subconscious. I want image, picture.

Whatever we imagine comes from somewhere. It's not "just because"... noth-



ing is "just because." There is a reason for everything. Sometimes we aren't aware of that reason. Sometimes we have to think about it, and we have to go inside and dig it out. Sometimes I just have just one picture image and I do it.

There was a book of my work that came out a few years ago called *The Rush*, and it has a lot of very sensual, very erotic paintings. All of them were single images that would come to my head, and I haven't even analyzed all of them to realize what is the story behind them.

Does music influence your painting?

Not necessarily. When I listen to music and I am painting, I am not translating what I'm listening into the painting. It's separate, they're two separate things. Music is an abstract enjoyment. Painting is more concrete. If I listen to a piece of music, I may think of... a specific style of painting, whether it is classical or impressionistic [or] more contemporary... And definitely when I paint I don't put the music into the painting.

What are you working on currently?

I just finished a painting I'm doing for an organization called Crusades for Kids. I also have to do Marvel Masterpieces [a Fleer trading card set] for 1996. So that's 160 paintings that Julie and I have to do.

How long does it take you to do each one?

Sometimes it takes about two days, sometimes it takes a day and a half, sometimes it takes three days. But I would say on average about two and a half to three days, at least.

What about this thing you're doing against drugs? Is that something that personally means a lot to you?

Definitely. Julie and I have a very clean style of living—we go to the gym all the time, we're very careful about how we eat, we certainly don't smoke, we don't drink. We are very health-oriented.

How much do you work out?

We work out about five or six times a week. Julie used to be a competitive bodybuilder. I never had the genetics for body building, but I always worked out anyhow. It's not so much anymore what it looks from the outside but what I feel inside. And as I get older, it really feels more and more necessary because I spend hours and hours sitting down. It's important for me to have that kind of physical activity. I take care of myself.

You say you don't have the genetics for it, but you look huge. Has your artwork sometimes been a projection of what you fantasize about being?

I guess that's a very good point. In a way, I like to paint that because this is what I would have liked to look like. Not anymore—I don't feel that I have to be 6 feet 2 inches or 260 pounds. But at one time, I certainly had this idea that I wanted to be big and muscular. So yes, that's a reflection of what I would have wanted for myself.

What's left that you want to accomplish?

A lot, a lot. As I get older, I really feel that time goes quicker and quicker. And there is so much that I still would like to paint. But it's a little bit frustrating to me to think that I'm not going to have the time to do all the things that I want to do. I would love to do a sculpture, but I don't think I will have the time to do that either because it takes too long. I really have no intention or desire to ever retire. I want to be able to just keep working until I go. That's why I'd like to keep myself in shape as much as I can and live in a healthy way so that I can just continue doing what I'm doing as long as I can.

Ultimately, what do you want to be remembered for?

This may sound funny to you, but I'm just going to be totally honest. I want people to think Boris was a good guy, that's what I'd really like. Painting, music... all those things are nice, and I think it's really great that I have made some kind of a dent in the art world. But really, ultimately, I'd like to think that people think of me as a good guy.

After his interview with Boris and Julie, Buddy Scalera slugged the husband-and-wife team with two solid upper cuts to the kidneys. They both went down like sacks of potatoes. He says they're not really that tough.

The warrior from "The Sorceress" draws his sword.



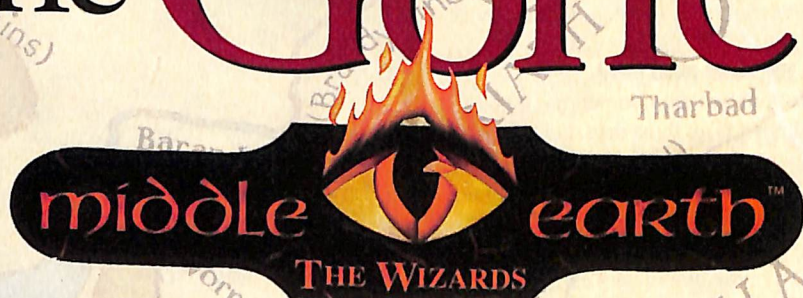
CONTEST



I.C.E.

IRON CROWN ENTERPRISES PRESENTS:

The Gone to



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Contest

Hey! J.R.R. Tolkien's Middle-earth

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Grand Prize (One winner):

One lucky fan receives one of every I.C.E. Middle-earth Role Playing product produced to date! That includes the complete collectible card game set, the four promo cards, the I.C.E. role-playing game and accessories, and a *Middle-earth* poster and T-shirt. And heck, just because Iron Crown is made up of a bunch of swell guys, they'll even kick in a copy of J.R.R. Tolkien's *Lord of the Rings* trilogy of novels. Now *that's* a lot of swag!

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Five other fans will receive a *Middle-earth* starter deck, a *Middle-earth* display box of booster packs, and a *Middle-earth* poster and T-shirt.

Third Prize (20 winners):

Twenty more fans will get a *Middle-earth* starter deck, two boosters, and the *Middle-earth* poster and T-shirt.

This month's contest is sponsored by Iron Crown Enterprises, honorary members of the Fellowship.

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

Gone to Middle-earth InQuest Contest

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

Contest Entry Form

Here're your questions:

- 1) How many Ringwraiths are there?
- 2) What ancient monster of fire and shadow did Gandalf fight in Moria?
- 3) Where did the Fellowship get their Elven Cloaks?
- 4) Who gave Merry, Pippin, and Sam their swords?
- 5) Name the nine members of the Fellowship of the Ring.

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press and Iron Crown Enterprises, their immediate families, or Sauron of Mordor. He's just not a nice man. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code plus your answers on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: Gone to Middle-earth 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. What do you have in your pocketssses? All entries must be received at contest headquarters by February 28, 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 by random drawing from all correctly completed entries. Drawing will take place on March 15, 1996. All decisions are final.

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

Deadline is **February 28, 1996**

Name: _____

Date of Birth: _____

Address: _____

City: _____

State: _____

ZIP: _____

Phone: () _____

Here're your Answers:

1. _____

2. _____

3. _____

4. _____

5. _____

Official Gone to Middle-earth InQuest

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BARON SENGIR'S LAST STAND

A hand is shown at the bottom of the page, holding a large, clear crystal ball. Inside the crystal ball, a detailed illustration of a castle with multiple spires and towers is visible, set against a background of a purple and pink sky. The hand is positioned as if it is presenting or conjuring the scene within the ball.

*A Solitaire
Variant for the
Homelands*

*Magic
Expansion Set*

By Wil Chase

The world of *Homelands*, long shut off from the rest of the multiverse by the powerful spell of the planeswalker Feroz, was re-discovered last October when Wizards of the Coast released its latest expansion for *Magic: The Gathering*.

The new world shown in the set, like so many others in Dominia, seems to be in terrible peril. A deep, dark shadow is cast over the land by the mighty, villainous Baron Sengir. Some would say the Baron isn't evil, merely willing to do whatever it takes to get what he wants.

Unfortunately, what he wants is all of the *Homelands*.

After the deaths of Feroz and Serra, few are strong enough to oppose Sengir. Can you defeat him? Here's your chance to try in a solitaire variant of *Magic: The Gathering*. The best part is that you don't have to bother finding a real live human opponent. That's right—now you can play with yourself... so to speak.

DECK BUILDING

To play this solitaire game, you must build a deck, with roughly half dedicated to Baron Sengir. The Baron's color is black, so you must select one other color with which to defeat him.

For a normal game, you'll want to use 60 cards. Try to build the deck as fairly as possible—it won't be any fun if the battle is one-sided.

There are certain restrictions on what you can put into your deck:

Only use Fourth Edition (or Revised) and *Homelands* cards.

Cards that are or directly involve lands are banned.

Don't use any color hosers. It's not really fair if you put COP: Black in play—unless, of course, you want to arm the Baron with Gloom!

No more than two of any single creature card may be put into the deck. Also, don't use the Baron Sengir card in the deck.

Don't use any cards that involve drawing or discarding.

Exclude black instants or interrupts that may only be used in combat.

Avoid cards that call for complex decisions on the part of the Baron, like Balance or Retribution.

Feel free to use artifacts, but only one side may use them; decide which before the game. Treat all mana-producing artifacts as restricted cards: no more than one of each kind in the deck.

SETUP

Shuffle the draw deck thoroughly and deal yourself five cards. If all of the cards are of one color, reshuffle and deal again until your hand contains both colors.

As usual, both you and the Baron start the game with 20 life apiece.

PLAY

There's no land in this variant, but there is mana. Both you and the Baron have 10 mana of an appropriate color at your disposal every turn. Use counters—10 black ones for the Baron, 10 of your color for you—to keep track. Don't worry about mana burn—it doesn't exist in this game.

Using your 10 mana, you may summon any creatures; cast any artifacts, enchantments, or sorceries; and use any fast effects you wish. Keep in mind, however, that neither you nor the Baron may pay more than six mana for an X in the casting cost of a spell.

When you're done with the main casting phase, it's the Baron's turn. Play his cards using the Baron's Rules, as follows:

1. Use the most expensive spells first. If the Baron's only two cards are Sengir Vampire and Vampire Bats, he casts Sengir Vampire first. Remember that no one can pay more than six mana for X.

2. Use as many instants as possible. When given a choice between spells of the same power, the Baron should use interrupts and instants. He's forbidden to cast fast effects in combat.

3. Use 10 mana. However, the Baron can reserve mana if he needs it to activate a useful creature ability later that turn.

4. Use direct damage on you. "Cut off the head and the body will fall," as the Baron says. Why waste direct damage on your creatures?

5. Help his most powerful creatures and hurt your most powerful creatures. The Baron likes to

reward his strongest servants with even more power, so beneficial cards like Unholy Strength or Feast of the Unicorn should be cast on his most powerful creature. Sengir will try to hurt the most powerful creature of yours that he can affect. That means he won't try to use Terror on a Juggernaut.

6. Use creature abilities whenever they'll help.

7. Use mana for maximum damage. Try to behave like a blood-sucking tyrant. The Baron would never cast three Bog Imps when he could unleash a four-point Drain Life.

Once the Baron's finished casting his cards, it's time for combat (see below). The only spells you can use from now until the end of the turn are instants or interrupts; the Baron can't cast anything at all.

When combat is done, the turn is over. Untap any tapped creatures or artifacts, refill your hand to five cards, and begin a new turn.

COMBAT

You always have the option of attacking first. It's a use-it-or-lose-it choice, however: if you don't attack first, you don't attack that turn.

Combat goes as normal: you declare

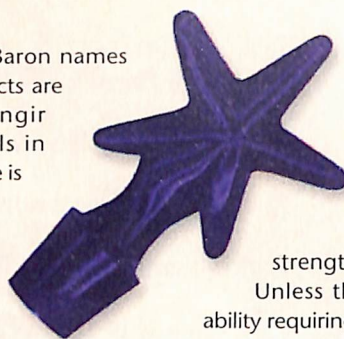
your attackers, the Baron names his blockers, fast effects are used (although Sengir can't cast any spells in combat), and damage is distributed.

The Baron blocks your most powerful creature first, then deals with the next-most-powerful one, and so on. If the Baron can kill a creature with a blocker, he will do so—unless it means one of your more powerful creatures will damage him. The Baron only uses group blocking if he can kill the blocked creature.

The Baron will always attack if he has a creature with a power of two or higher that can attack—even if it means your blockers will kill his assailants.

STRATEGY

Don't ignore your color's strength. Green can produce a lot of extra mana quickly and can get out a lot of spells quickly. Red has a lot more firepower than the Baron, and can use its direct damage spells effectively early on, without a lot of mana. Use blue's counters to hamstring the Baron's most powerful spells—a powerful advantage when



you know what he has and when he's going to cast it! White matches the Baron strength for strength in every category.

The Baron's strength lies with his minions. Unless they've used a creature ability requiring tapping, they're always available to block your attack, and to attack you. If you can nullify his forces, you have a much better chance of hurting him.

If you find yourself getting too comfortable with this game, try giving one side more cards to play with. Don't let the other side get too weak, however. You can also try playing the Baron and using the Baron's Rules for his challenger.

ENDING THE GAME

The game ends when either you or the Baron fall to zero life or lower at the end of a turn, or when the deck runs out of cards, in which case whoever has more life wins. To the victor go all of the *Homelands!*

Wil Chase is currently writing Baron Sengir's biography, Vampires and Other Things that Suck.



SENGIR'S BARONY

In most games of solitaire, you have to do all the work. Well, we've started you off by gathering a nice selection of cards for the Baron. Now all you have to do is find 30 cards that can beat him! Don't be afraid to experiment with your half of the deck, or with his.

- | | |
|-------------------------|----------------------|
| 2 Bad Moons | 2 Paralyzes |
| 2 Black Knights | 1 Sengir Autocrat |
| 2 Bog Imps | 2 Sengir Bats |
| 2 Cemetery Gates | 2 Sengir Vampires |
| 2 Drain Lives | 3 Terrors |
| 2 Feasts of the Unicorn | 1 Veldrane of Sengir |
| 1 Grandmother Sengir | 2 Unholy Strengths |
| 1 Irini Sengir | 2 Will-O'-the-Wisps |
| 1 Ihsan's Shade | |

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.

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We're looking forward to seeing you here soon.



NEW YORK FEBRUARY 3, NEW YORK

Hobby Show & Magic Tournament, 9th Avenue, between 59th and 60th Streets, across from the Roosevelt Hospital, 50 tables @ \$55 each, \$2 admission, 10am-6pm. Special guests: Graig Weich (Batman Forever poster & Spawn #30 - cover), Willard Torres (Founder of New Age Studio, creator of Merc Force & Vision Quest) and more to be announced. Hobby Tournament, \$10 preregister, \$15 at the door, Grand Prize of \$500—LET THE BEST BATTLE WIN!!! Contact: Georgina Nieves, Finest Collector's Inc. @ 914-376-3499.

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 <http://www.vnet.net/RocofAges/homepage.html>

TEXAS JANUARY 21, HOUSTON

Houston's Comic Book & Science Fiction Show, call for hotel information and directions 713-667-8697, 110 dealer tables @ \$75 each until January 1st, \$110 each thereafter, \$5 admission, children under 12 \$2, children under 7 are free, 10am-5pm. Magic: The Gathering Tournament Type 1 and Type 2 - small entry fee, grand prize Beta Black Lotus. Special guests: MIKE GRELL, (comics legend - Shaman's Tears, Batman, Green Arrow, Jon Sable), cover and Good Girl artist ADAM HUGHES, cover and pinup artist BRIAN STELFREEZE, BILL HUGHES (Dark Horse Comics - Droids), Deep Space 9 actor MARK ALAN SHEPHERD (Morn), BJO TRIMBLE (New Star Trek Concordance), and dozens more!!! CHARITY ART AUCTION for the AMERICAN LEUKEMIA SOCIETY featuring dozens of quality pieces from top artists and comic companies, original action figure contest - MAJOR PRIZES, free comics and posters to first 500 attendees. Get an extra gift with this ad (photocopies OK)! For more convention and dealer information call 713-667-8697. DON'T MISS THE BIGGEST JANUARY SHOW IN TEXAS!!!

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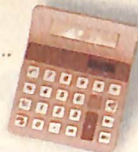


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Happy New Year?

By Douglas Goldstein

A lot of games were released last year; some sold and some didn't.

It will be very interesting to see, years from now, in the annals of gaming history, if people look upon the end of 1995 as a good time or a bad time. Sure, we fans of the whole collectible card game concept got a lot more product to try, but as many retailers could tell you, a lot of us didn't do that much exploring. The amount of unsold cards sitting on their shelves is proof of that. Many have called the unsold cards proof of a "slowdown" of the industry, that we're not playing or buying much anymore. While it's true that a lot of people who have been following *Magic* for almost a year now may be tired of CCGs, I don't think that's caused the perceived "slowdown." If there were just a few games on the market over the summer and they sold well, and then there's dozens of games for sale in the fall and most of them don't sell, it sounds to me like our purchases stayed the same but there are too many choices out there. Am I calling this correctly? Read on and let's find out.

Magic

Homelands sales continue on at a steady pace, as is to be expected by a *Magic* set. Retailers are concerned that they actually got all of their orders filled on this set right away, and now have a lot of boxes sitting on their shelves, when only months ago they were used to getting in a box of *Ice Age* starters here and there and selling them faster than gas masks at a baked beans convention. Some retailers are actually selling packs at a lower price (say, \$1.50) in order to make sure they sell. Keep in mind that this set is thought to be on par with *The Dark* quality-wise, not *Fallen Empires*. So when retailers look at all those *FE* boxes they have sitting around and lower *Homelands* prices as a knee-jerk reaction, go and pick them up—it's a bargain.

Chronicles is still a hot seller, and surprisingly the set hasn't hurt older singles sales as much as everyone thought. Sure, the older cards like Moxes and Black Lotuses are going down in price, but that's because some of the older, experienced players are slowly rotating out of magic and the kids getting into the game now are

younger and aren't yet willing or able to pay so much for cards. *Chronicles* itself directly hurt the price of their black-bordered counterparts, but Scott Michael, manager of Comic Warehouse in Albuquerque, N.M., points out that *Chronicles* has helped to draw in new players, which ultimately gets more people interested in purchasing the other old black-bordered cards.

4th Edition sales have slowed down to the point where they're just the staple purchase among *Magic* players, with most sales going to new players who need the more basic cards to play. Older players aren't interested. It's interesting to see the Italian *Legends* set selling well in the stores that have them (the collectors *must* have them, and they're such novelties to the newer players that we've all at least thought of getting some).

Sales of *Ice Age* are continuing to be strong, and the supply problems that caused starter decks to be sold over the base price months ago is basically gone. What we should be thinking about is the next *Magic* set (an *Ice Age* expansion). I don't mean we should think about its theme or anything, but we should be concerned about how it's shipped. When it was hard for us to get our hands on *Magic* packs, it added to the mystique of the game. WotC, you may be helping the industry best by delaying the shipments of your sets so that they are better spaced apart.

Can You Survive?

In light of *Magic's* drawing power, what does it take for other games to survive in this market?

White Wolf seems to have a winner with *Rage*. When they released the set, White Wolf could count on a built-in base of gamers who played their *Werewolf* RPGs to buy the game. Add those huge werewolf store displays and you've got a lot of interest and a lot of purchases. Thankfully, it turns out to be a fun game. What now? Release the expansion sets to keep the interest going! Many excellent games have died premature deaths from lack of expansion sets (more on that in a sec). *Umbra* was a quick follow up to the base set, and there may be even more anticipation for *The Wyrms* set, since you can actually play the enemy with it.



■ "Ummm... I'll have a large intestine with cheese. To go." *Rage*, one of the few CCG winners.

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The biggest shames of the CCG world read like a who's who of popular games from six months ago. Whatever happened to *Illuminati*? In my opinion, this game was rivaled only by *Magic* for its entertainment value but it's fallen to the wayside because of a lack of new cards. Where is *Assassins*, its long-awaited expansion? If released on time, it would have kept *Illuminati* in the mainstream. Released so late, we're instead asking if it'll revive the game.

It's being said that *Star Trek*'s very, very long awaited expansion set *Alternate Universe* will be in the stores the week after this column is being written. I'll believe it when I see it. Sales on *Star Trek* cards happen nowadays only to the Trekkers out there who are collecting the cards—the game itself died down a while back. *Alternate Universe* will have an easier time reviving *Star Trek* than *Assassins* will with *Illuminati*, because of the large and powerful base of Trekkers out there. Averom Oliver, of Adventures in Comics & Games in Carmichael, Calif., thinks that if *Alternate Universe* adds more variables to the game (which many people criticized as not being exciting enough), *Star Trek* could be very big again. Time will tell.

Speaking of "time will tell," is *WotC*'s new version of *Jyhad*, *Vampire: The Eternal Struggle* doing well? What about its first expansion set, *Dark Sovereigns*? Tough call. Some of the retailers I spoke to said that sales are very disappointing because Wizards of the Coast waited too long to release the second edition. Other retailers I spoke to said the old *Jyhad* players were anticipating the release and sales are brisk. It just goes to show you there's no one national truth to the popularity of all games, or the value of all cards.

Outside Interests

An interesting side-note to the CCG craze is game-based outside properties. *Highlander*'s sales are coming mostly from the fans of the show. (Interesting to note that *Highlander* is one of the few fantasy-related shows still going strong. Fantasy and TV usually don't get along. I wonder how a *Hercules: The Legendary Journeys* CCG would sell?) If new *Highlander* cards aren't released, the game could fall by the wayside.

And what of the comic-book based CCGs? Comic book fans are constantly purchasing their monthly comics, and when it comes to deciding where to spend their money, well, they'll pick up the CCGs to check them out. Eventually, though, their dollars seem to be going back to the comics. The less prominent comic book games, like *Powercardz* and *WildStorms* may be feeling that purchasing-choice pinch. The *Youngblood* set of *Powercardz* is on hold, and *Conflict!*, the first expansion for *WildStorms*, was delayed to allow more orders to come in.



■ *Middle-earth: The Wizards.*
A contender for *Magic*'s
number one CCG slot?

UNTAPPED POTENTIAL

Card: **Arena**

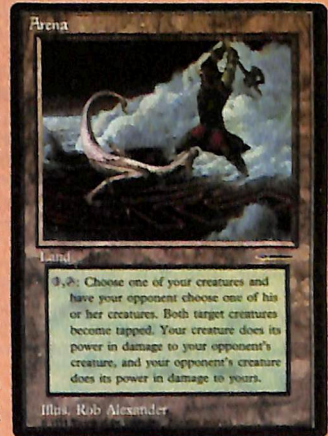
Set: **Special**

Current Value: **\$6 - \$10**

Rarity: **Special**

Why isn't this card more sought after than it is? Look at the prices for the special offer cards in the price guide. All of them are \$6 to \$10 except for the Mana Crypt which is \$7 to \$10. That leads me to believe that it's not what these cards can do that have determined their price, but people feel that they'd pay \$6 to \$10 because the only way to have gotten one is through the offer in the *Magic* novels. (Why else is a Giant Badger so expensive?)

That's a shame for Arena, arguably the best special offer card. Because of its versatility, I believe that if this card was in a set like *Legends* it'd be highly prized. If you have a big creature out, the Arena can let you pick off your opponent's creatures one at a time. Try attacking, then using the Arena after your opponent declares blocking to mess up his plans. Or get out a Juniper Order Druid and use the Arena more than once. I don't think I've ever seen the Arena in play where it hasn't changed the balance of creature-power, and it deserves more respect.



Doing well by comparison is *OverPower*, strongly aided by the collectors of Fleeer's Marvel trading card sets. As this column was being written, *PowerSurge* was hitting the stands and its initial sales looked promising. There is a lot of excitement for the upcoming expansion set that includes characters from DC Comics universe. What comic fan doesn't want to pit Iron Man against Superman or the Hulk against Batman? We've got the makings of a very enjoyable set here.

Anticipation!

There is of course a lot of anticipation for *Middle-earth: The Wizards*, which will be on sale by the time you read this. Will the rares of this game be sought after enough to sell as singles? Perhaps. Note that in *Middle-earth* the game play is more realistic than what you're used to in other games. If you have a unique card in play and that character is killed, there's no getting him back from the graveyard and other players can't ever play him. He's dead! This might make the rare cards more valuable to a player. We'll see.

One thing everyone can agree on is that when *Star Wars* eventually comes out, it will be big. The release of the higher-quality movies on tape, a new line of toys, and the buzz about the new movies is creating a fervor that the CCG is sure to get caught up in. I wouldn't be surprised if *Star Wars* becomes the marketing giant of the decade.

The Butler Did It

I hope I've showed why some games have succeeded and some haven't, despite whether or not they're good games. Here's hoping we'll be able to spend our time and money exploring new releases.

Douglas Goldstein wants to thank the retailers who took the time to talk to him this month, and invite anyone with CCG market comments or observations to e-mail him at douggold@aol.com.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...

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

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

Near Mint (Nr-Mint): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

Good (GD), 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 Tempe, AZ; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; B&R Baseball Cards in Suffern, 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 Huntzville, AL; Cards, Coins & Collectibles in Monroe, LA; Chimera Comics & Cards in Fond Du Lac, WI; Claude's Comics in Harbor, FL; 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, AK; 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 & Comic Inc. in Rocklin CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oakland, CA; Discount Hobby in Kalamazoo, MI; 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; Gallop's Comics & Games in Monroeville, PA; Game-A-Lot 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; Hansen's Hobbies in Wilmette, IL; Harrods 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; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Major League 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 Cedar Falls, IA; Odin's Comic 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; Sean's Locker Room in Somerset, PA; Shrivazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Ocean Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Troll and Toad in Keary, KY; WarGames and Fantasy in Metairie, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, 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.



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

How to use the InQuest CCG Price Guide

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

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

...	1.25	2.00
Parrott	.75	1.50
DR Howitzer	1.25	2.00
DOOMTROOPER		
HEARTBREAKER-1995		
Full Set (337 cards)	\$275.00	\$350.00
Starter Deck (60 cards)	8.00	9.00
Starter Box (10 decks)	75.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	80.00	90.00
ALAKHI THE CUNNING		
Alakhi The Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Crenshaw The Mercifactor	7.00	10.00
Nimrod Autocannon	5.00	8.00
...	7.00	10.00
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
...	1.50	2.50

PRICE GUIDE

INQUEST

price guide

ALPHA LIMITED

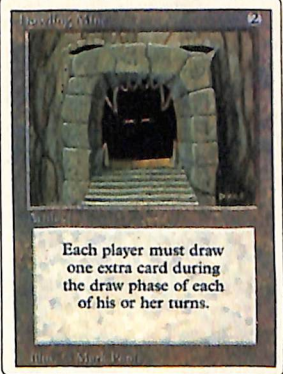
WIZARDS OF THE COAST-1993

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

Name	Low	High
Air Elemental	2.50	4.00
Ancestral Recall	75.00	110.00
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	7.50	1.50
Berserk	35.00	55.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	225.00	325.00
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
Bag Wraith	2.50	3.50
Braineyser	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
Chaosknot	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 Worm	.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
Fastband	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



TOP TEN HOTTEST CARDS

10) Howling Mine

Howling Mine, and its ability to let you draw two cards, has 101 uses. Try it with Ivory Tower, or with Library of Leng, so you can keep all those cards you draw. At only two mana, it's a bargain.

Forest	.35	.75
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
Guzzly Bears	.75	1.50
Guzzly	.75	1.50
Healing Salve	.75	1.50
Helm of Chutzuk	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	65.00
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 Sanctuary	.35	.75
Ivory Cup	7.00	10.00
Jade Monolith	1.50	2.50
Jade Statue	3.50	5.00
Jayemdae Tome	18.00	25.00
Juggernaut	6.00	10.00
Jump	10.00	15.00
Karma	.75	1.50
Keldon Warlord	1.50	2.50
Kormus Bell	4.00	6.00
Kudzu	5.00	8.00
Lance	10.00	15.00
Ley Druid	3.25	4.00
Library of Leng	1.50	2.50
Lich	1.50	2.50
Lifeforce	70.00	90.00
Lifelace	1.50	2.50
Lifetop	4.00	6.00
Lightning Bolt	1.50	2.50
Living Artifact	.75	1.50
Living Lands	7.00	10.00
Living Wall	6.00	10.00
Llanowar Elves	3.25	4.00
Lord of Atlantis	.75	1.50
Lord of the Pit	12.00	18.00
Lure	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
Manabars	6.00	10.00
Meekstone	6.00	10.00
Merkfolk of the Pearl Trident	7.00	10.00
Mesa Pegasus	.75	1.50
Mind Twist	10.00	15.00
Mons' Goblin Raiders	.75	1.50
Mountain	.35	.75
Max Emerald	140.00	200.00
Max Jet	140.00	200.00
Max Pearl	140.00	200.00
Max Ruby	140.00	200.00
Max Sapphire	140.00	200.00
Natural Selection	40.00	55.00
Nether Shadow	7.00	10.00
Nettling Imp	7.00	10.00
Neverynral's Disk	8.00	12.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsidian Golem	1.50	2.50
Orkish Artillery	2.50	3.50
Orkish Oniflame	10.00	20.00
Paralyze	.75	1.50
Pearted 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
Purelace	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
Rox of Kher Ridges	12.00	18.00
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
Scrib 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
Timecaster	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
Utthden 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	1.50	2.50
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

Name	Low	High
Air Elemental	2.25	3.00
Ancestral Recall	55.00	85.00
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

WENT UP

WENT DOWN

HEAVILY TRADED



price guide

Bayou	15.00	25.00
Banish Hero	.75	1.50
Berserk	30.00	40.00
Birds of Paradise	10.00	15.00
Black Knight	3.25	4.00
Black Lotus	175.00	225.00
Black Vise	2.50	3.50
Black Ward	1.25	2.00
Blaze of Glory	40.00	55.00
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
Chaoslore	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
Clockwork Beast	5.00	8.00
Clone	10.00	15.00
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
Crow Worm	.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	65.00	95.00
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
Elish 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
Fungusour	5.00	8.00
Geoa'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 Chatzruk	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
Hawling Mine	8.00	12.00
Hurlion Minotaur	.75	1.50
Hurricane	1.25	2.00
Hypnotic Specter	3.25	4.00
Ice Storm	15.00	20.00
Ice Manipulator	25.00	40.00
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
Mahamot Djinn	10.00	15.00
Manabars	4.00	6.00
Mana Flare	7.00	10.00
Mana Short	4.00	6.00
Mana Vault	4.00	6.00
Meekestone	5.00	8.00
Merfolk of the Pearl Trident	.75	1.50
Mesa Pegasus	.75	1.50
Mind Twist	8.00	12.00
Mons' Goblin Raiders	.75	1.50
Mountain	.20	.40
Mox Emerald	120.00	160.00
Mox Jet	120.00	160.00
Mox Pearl	120.00	160.00
Mox Ruby	120.00	160.00
Mox Sapphire	120.00	160.00
Natural Selection	30.00	40.00
Nether Shadow	6.00	10.00
Nettling Imp	5.00	8.00
Nevinyrral's Disk	6.00	10.00
Nightmare	18.00	25.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Oniflame	3.25	4.00
Paralyze	.75	1.50
Peard 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



TOP TEN HOTTEST CARDS

9) Shivan Dragon
Man, this guy is everything you could hate in a dragon: a flying, 5/5 creature who gets +1/+1 per red mana spent until the end of the turn. Heck, why not give it trample while you're at it! You can keep your Nicol Balas, I'll take ol' Shivan.

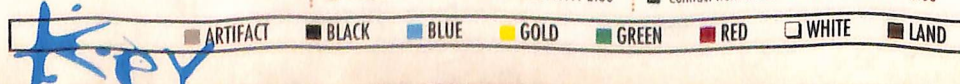
Regrowth	6.00	10.00
Resurrection	3.25	4.00
Reverse Damage	8.00	12.00
Righteousness	8.00	12.00
Roc of Kher Ridges	10.00	15.00
Rock Hydra	20.00	30.00
Rod of Ruin	1.25	2.00
Royal Assassin	20.00	30.00
Sacrifice	2.50	3.50
Samite Healer	.75	1.50
Savannah	15.00	25.00
Savannah Lions	5.00	8.00
Scathe Zombies	.75	1.50
Scavenging Ghoul	1.25	2.00
Scrabland	15.00	25.00
Scrib Sprites	.75	1.50
Sea Serpent	.75	1.50
Sedge Troll	12.00	15.00
Sengit 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	10.00	15.00
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 Bones	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	15.00	30.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	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	1.25	2.00
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

Name	Low	High
Air Elemental	1.50	2.50
Ancestral Recall	40.00	60.00
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
Banish Hero	.50	1.00
Berserk	20.00	35.00
Birds of Paradise	8.00	12.00
Black Knight	2.50	3.50
Black Lotus	160.00	190.00
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	.50	1.00
Chaos Orb	50.00	65.00
Chaoslore	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
Copy Artifact	8.00	12.00
Counterspell	1.50	2.50
Craw Worm	.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
Eldritch Archers	3.50	5.00
Evil Presence	1.25	2.00
False Orders	3.50	5.00
Farmland	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
Flashfries	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
Gaeo'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 Chutzk	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
Hurlion 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
Lifetop	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
Lonowar 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	6.00	10.00
Mons's Goblin Raiders	.50	1.00
Mountain	.10	.25
Max Emerald	95.00	125.00
Max Jet	95.00	125.00
Max Pearl	95.00	125.00
Max Ruby	95.00	125.00
Max Sapphire	95.00	125.00
Natural Selection	20.00	30.00
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
Obsidian Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Oriflame	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	8.00	12.00
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	12.00	20.00
Savannah Lions	4.00	6.00
Scathe Zombies	.50	1.00
Scavenging Ghoul	1.50	2.50
Scrubland	12.00	20.00
Scrib 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	8.00	12.00
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
Thoughtful	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
Timewalker	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
Utshen Troll	2.25	3.00
Verduran Enchantress	5.00	8.00
Vesuvan Doppelganger	20.00	30.00
Veteran Bodyguard	10.00	18.00
Volcanic Eruption	5.00	8.00
Volcanic Island	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	1.25	2.00
Wall of Wood	.50	1.00
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

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
Brainingser	8.00	12.00
Brass Man	.75	1.50
Burrowing	.75	1.50
Castle	1.50	2.50
Celestial Prism	.75	1.50
Channel	.15	.50
Chaoslace	.35	.75
Circle of Protection: Black	.15	.50
Circle of Protection: Blue	.15	.50
Circle of Protection: Green	.15	.50
Circle of Protection: Red	.15	.50
Circle of Protection: White	.15	.50
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
Craw Worm	.15	.50
Creature Bond	.15	.50
Crusade	4.00	6.00
Crumble	.75	1.50
Crystal Rod	.75	1.50
Cursed Land	.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



TOP TEN HOTTEST CARDS

8) Primal Order
Do these special lands make you crazy: dual lands, Mishra's Factory, and—let's not forget—Maze of Ith? Just put Primal Order into play... and watch as each special land turns on its user, delivering a point of damage every round. Let's stop the insanity!

Demonic Hordes	10.00	15.00
Demonic Tutor	6.00	8.00
Desert Twister	1.50	2.50
Dingus Egg	4.00	6.00
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
EI-Hajjaj	4.00	6.00
Eldritch Archers	3.25	4.00
Energy Flux	.75	1.50
Eng Raiders	.15	.50
Evil Presence	.75	1.50
Eye for an Eye	3.50	5.00

REVISED EDITION
WIZARDS OF THE COAST-1994

Cards are white-bordered and are nearly identical to 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

Name	Low	High
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



price guide

□ Farmstead	5.00	8.00
■ Fastbond	6.00	10.00
■ Fear	1.50	5.00
■ Feedback	7.50	1.50
■ Fire Elemental	1.25	2.00
■ Fireball	1.50	5.00
■ Firebreathing	1.50	5.00
■ Flashfires	7.50	1.50
■ Flight	1.50	5.00
■ Flying Carpet	3.50	5.00
■ Fog	1.50	5.00
■ Force of Nature	8.00	12.00
■ Forest	0.50	1.00
■ Fork	15.00	25.00
■ Frozen Shade	1.50	5.00
■ Fungusaur	4.00	6.00
■ Gaen's Liege	8.00	12.00
■ Giant Growth	1.50	5.00
■ Giant Spider	1.50	5.00
■ Glasses of Urza	7.50	1.50
■ Gloom	7.50	1.50
■ Goblin Balloon Brigade	7.50	1.50
■ Goblin King	8.00	10.00
■ Granite Gargoyle	6.00	10.00
■ Gray Ogre	1.50	5.00
□ Green Ward	7.50	1.50
■ Grizzly Bears	1.50	5.00
□ Guardian Angel	7.50	1.50
□ Healing Salve	1.50	5.00
■ Helm of Chaztuk	3.25	4.00
■ Hill Giant	1.50	5.00
■ Hive, The	4.00	6.00
□ Holy Armor	1.50	5.00
□ Holy Strength	1.50	5.00
■ Howl from Beyond	1.50	5.00
■ Howling Mine	6.00	10.00
■ Hurkyl's Recall	3.50	5.00
■ Hurloon Minotaur	1.50	5.00
■ Hurricane	7.50	1.50
■ Hypnotic Specter	2.25	3.00
■ Instill Energy	7.50	1.50
■ Iron Star	7.50	1.50
■ Ironroot Treefolk	1.50	5.00
■ Island	0.50	1.00
■ Island Fish Jasconius	3.50	5.00
□ Island Sanctuary	3.25	5.00
■ Ivory Cup	7.50	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
■ Joyemdae Tome	3.25	4.00
■ Juggernaut	5.00	8.00
■ Jump	1.50	5.00
□ Karma	7.50	1.50
■ Keldon Warlord	1.50	2.50
■ Kid Ape	1.00	2.00
■ Kormus Bell	2.50	3.50
■ Kudzu	4.00	6.00
□ Lance	1.25	2.00
■ Ley Druid	7.50	1.50
■ Library of Leng	7.50	1.50
■ Lifeforce	7.50	1.50
■ Lifeforce	2.25	3.00
■ Lifetap	7.50	1.50
■ Lightning Bolt	1.50	5.00
■ Living Artifact	3.25	5.00
■ Living Lands	3.25	4.00
■ Living Wall	1.50	2.50
■ Llanowar Elves	1.50	5.00
■ Lord of Atlantis	6.00	10.00
■ Lord of the Pit	8.00	12.00
■ Lure	7.50	1.50
■ Magical Hack	5.00	8.00
■ Magnetic Mountain	2.50	3.50
■ Mahomoti 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	1.50	5.00
■ Mesa Pegasus	1.50	5.00
■ 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	1.50	5.00
■ Mountain	0.50	1.00
■ Nether Shadow	3.50	5.00
■ Nettling Imp	2.50	3.50
■ Nevinyrral's Disk	4.00	6.00
■ Nightmare	10.00	15.00
□ Northern Paladin	8.00	12.00
■ Obsidian Golem	7.50	1.50
■ Onulet	1.25	2.00
■ Orcish Artillery	7.50	1.50
■ Orcish Oniflamme	2.25	3.00
■ Ornithopter	7.50	1.50
■ Paralyze	1.50	5.00
□ Pearlfin Unicorn	1.50	5.00
■ Personal Incarnation	5.00	8.00
■ Pestilence	1.50	5.00
■ Phantasmal Forces	7.50	1.50
■ Phantasmal Terrain	1.50	5.00
■ Phantom Monster	7.50	1.50
■ Pirate Ship	3.50	5.00
■ Plague Rats	1.50	5.00
■ Plains	0.50	1.00



TOP TEN HOTTEST CARDS
7) Juzam Djinn
 Juzam, Juzam, he's our Djinn, if we can cast him, you won't win! Juzam, a 5/5 flyer for four—that's right—four mana is just a maniac. True, he gets even by pinging you for a point each round, but it's a small price to pay for such power.

■ Plateau	10.00	18.00
■ Power Leak	1.50	5.00
■ Power Sink	1.50	5.00
■ Power Surge	3.25	5.00
■ Primal Clay	2.50	3.50
■ Prodigal Sorcerer	1.50	5.00
■ Psychic Venom	1.50	5.00
□ Purelace	2.25	3.00
■ Rack, The	1.25	2.00
■ Raise Dead	1.50	5.00
■ Reconstruction	7.50	1.50
■ Red Elemental Blast	1.50	5.00
□ Red Ward	7.50	1.50
■ Regeneration	1.50	5.00
■ Regrowth	3.50	5.00
■ Resurrection	2.25	3.00
□ Reverse Damage	5.00	8.00
□ Reverse Polarity	7.50	1.50
□ Righteousness	5.00	8.00
■ Roc of Kher Ridges	8.00	12.00
■ Rock Hydra	12.00	18.00
■ Rocket Launcher	4.00	6.00
■ Rod of Ruin	7.50	1.50
■ Royal Assassin	12.00	18.00
■ Sacrifice	1.50	2.50
□ Samite Healer	1.50	5.00
■ Savannah	10.00	18.00
□ Savannah Lions	3.50	5.00
■ Scathe Zombies	1.50	5.00
■ Scavenging Ghoul	7.50	1.50
■ Scrubland	10.00	18.00
■ Scryb Sprites	1.50	5.00
■ Sea Serpent	1.50	5.00
■ 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	1.50	5.00
■ Shatter	1.50	5.00

■ Shatterstorm	4.00	6.00
■ Shivan Dragon	15.00	20.00
■ Simulacrum	7.50	1.50
■ Siren's Call	1.25	2.00
■ Slight 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	7.50	1.50
■ Spell Blast	1.50	5.00
■ Stasis	3.25	4.00
■ Steal Artifact	7.50	1.50
■ Stone Giant	7.50	1.50
■ Stone Rain	1.50	5.00
■ Stream of Life	1.50	5.00
■ Sunglasses of Urza	3.25	4.00
■ Swamp	0.50	1.00
□ Swords to Plowshares	1.25	2.00
■ Taiga	10.00	18.00
■ Terror	1.50	5.00
■ Thicket Basilisk	2.25	3.00
■ Thoughtlace	2.25	3.00
■ Throne of Bone	7.50	1.50
■ Timber Wolves	3.25	4.00
■ Titania's Song	2.50	3.50
■ Tranquility	1.50	5.00
■ Tropical Island	10.00	18.00
■ Tsunami	7.50	1.50
■ Tundra	10.00	18.00
■ Tunnel	7.50	1.50
■ Underground Sea	10.00	18.00
■ Unholy Strength	1.50	5.00
■ Unstable Mutation	1.50	5.00
■ Unsummon	1.50	5.00
■ 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	7.50	1.50
■ Wall of Bone	7.50	1.50
■ Wall of Brambles	7.50	1.50
■ Wall of Fire	7.50	1.50
■ Wall of Ice	7.50	1.50
■ Wall of Stone	7.50	1.50
■ Wall of Swords	1.50	2.50
■ Wall of Water	7.50	1.50
■ Wall of Wood	1.50	5.00
■ Wanderlust	7.50	1.50
■ War Mammoth	1.50	5.00
■ Warp Artifact	3.25	4.00
■ Water Elemental	1.25	2.00
■ Weakness	1.50	5.00
■ Web	3.25	4.00
■ Wheel of Fortune	8.00	12.00
□ White Knight	1.50	2.50
■ White Ward	7.50	1.50
■ Wild Growth	1.50	5.00
■ Will-O'-The-Wisp	5.00	8.00
■ Winter Orb	3.25	4.00
■ Wooden Sphere	7.50	1.50
□ Wrath of God	4.00	6.00
■ Zombie Master	5.00	8.00

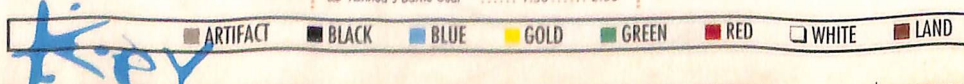
FOURTH EDITION

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

Name	Low	High
■ Abomination	2.25	3.00
■ Air Elemental	7.50	1.50
□ Alabaster Potion	1.00	4.00
■ Aladdin's Lamp	2.50	5.00
■ Aladdin's Ring	3.25	4.00
■ Ali Baba	3.25	4.00
□ Amrou Kithkin	1.00	4.00
■ Amulet of Kroog	3.00	4.00
□ Angry Mob	1.50	2.50
■ Animate Artifact	3.50	7.50
■ Animate Dead	3.50	7.50
□ Animate Wall	2.25	3.00
■ Ankh of Mishra	2.50	3.50
□ Apprentice Wizard	1.00	4.00
■ Armageddon	3.50	5.00
■ Armageddon Clock	2.50	3.50
■ Ashes to Ashes	3.50	7.50
■ 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	1.00	4.00
□ Benalish Hero	1.00	4.00
■ Bird Maiden	1.00	4.00
■ Birds of Paradise	5.00	8.00
■ Black Knight	1.25	2.00
■ Black Mana Battery	3.50	5.00
■ Black Vise	7.50	1.50
□ Black Ward	3.50	7.50
□ Blessing	2.50	3.50
■ Blight	1.50	2.50
■ Blood Lust	1.00	4.00
■ Blue Elemental Blast	1.00	4.00
■ Blue Mana Battery	3.50	5.00
□ Blue Ward	1.00	4.00
■ Bog Imp	1.00	4.00
■ Bog Wraith	7.50	1.50
■ Bottle of Suleiman	2.50	3.50
□ Brainwash	1.00	4.00
■ Brass Man	6.00	1.00
■ Bronze Tablet	2.50	3.50
■ Brothers of Fire	1.00	4.00
■ Brute, The	1.00	4.00
■ Burrowing	6.00	1.00
■ Carnivorous Plant	1.00	4.00
■ Carrion Ants	5.00	8.00
□ Castle	1.25	2.00
■ Cave People	1.25	2.00
■ Celestial Prism	6.00	1.00
■ Channel	1.00	4.00
■ Chaoslace	1.50	2.50
□ Circle of Protection: Artifact	3.00	4.00
□ Circle of Protection: Black	1.00	4.00
□ Circle of Protection: Blue	1.00	4.00
□ Circle of Protection: Green	1.00	4.00
□ Circle of Protection: Red	1.00	4.00
□ Circle of Protection: White	1.00	4.00
■ Clay Statue	1.00	4.00
■ 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	6.00	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	7.50	1.50
■ Craw Wurm	1.00	4.00
■ Creature Bond	1.00	4.00
■ Crimson Mantle	3.25	4.00
■ Crumble	3.50	7.50
□ Crusade	3.50	5.00
■ Crystal Rod	6.00	1.00
■ Cursed Land	3.50	7.50
■ Cursed Land	1.50	2.50
■ Cyclopean Mummy	1.00	4.00
■ Dancing Scimitar	2.50	3.50
■ Dark Ritual	1.00	4.00
■ Deathgrip	6.00	1.00
□ Death Ward	1.00	4.00
■ 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	1.00	4.00
■ Disintegrate	1.00	4.00
■ Disrupting Scepter	2.50	3.50
□ Divine Transformation	3.00	4.00
■ Dragon Engine	7.50	1.50
■ Dragon Whelp	1.50	2.50
■ Drain Life	1.00	4.00
■ Drain Power	3.50	5.00
■ Dudge Skeletons	1.00	4.00
■ Durkwood Boars	1.00	4.00
■ Dwarf Warriors	1.00	4.00
■ Earth Elemental	7.50	1.50
■ Earthquake	3.25	4.00
■ Ebony Horse	2.25	3.00
■ EH-Hajaj	3.50	5.00
□ Elder Land Wurm	4.00	6.00
■ Elven Riders	3.50	5.00
■ Elvish Archers	3.00	4.00
■ Energy Flux	6.00	1.00
■ Energy Tap	1.00	4.00
■ Erg Raiders	1.00	4.00
■ Erosion	1.00	4.00
■ Eternal Warrior	1.00	4.00
■ Evil Presence	6.00	1.00



Eye for an Eye	3.25	4.00
Fear	.10	.40
Feedback	.35	.75
Fellwar Stone	2.00	3.00
Fire Elemental	1.25	2.00
Fireball	.10	.40
Firebreathing	.10	.40
Fissure	.10	.40
Flashfires	.60	1.00
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
Forest Shade	.10	.40
Fungusaur	3.50	5.00
Gaea's Liege	6.00	10.00
Gaseous Form	.10	.40
Ghost Ship	.35	.75
Giant Growth	.10	.40
Giant Spider	.10	.40
Giant Strength	.10	.40
Giant Tortoise	.10	.40
Glasses of Urza	.60	1.00
Gloom	.60	1.00
Goblin Balloon Brigade	.60	1.00
Goblin King	6.00	10.00
Goblin Rock Sled	.10	.40
Grapeshot Catapult	.10	.40
Gray Ogre	.10	.40
Greed	2.50	3.50
Green Mana Battery	3.50	5.00
Green Ward	.35	.75
Grizzly Bears	.10	.40
Healing Salve	.10	.40
Helm of Chazduk	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	.60	1.00
Hypnotic Specter	1.50	2.50
Immolation	.10	.40

Junun Efreet	3.50	5.00
Karma	.60	1.00
Keldon Warlord	1.25	2.00
Killer Bees	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	2.25	3.00
Land Leeches	.10	.40
Land Tax	2.25	3.00
Leviathan	3.50	5.00
Ley Druid	.60	1.00
Library of Leng	.60	1.00
Lifeforce	.60	1.00
Lifelace	1.50	2.50
Lifetop	.60	1.00
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	.10	.40
Lure	.60	1.00
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
Manabarb	2.50	3.50
Marsh Gas	.10	.40
Marsh Viper	.10	.40
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' Goblin Raiders	.10	.40
Morale	.10	.40
Mountain	.05	.10
Murk Dwellers	.10	.40
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
Obsidian Golem	7.75	15.00
Onulet	.75	1.50
Orchid Artillery	.60	1.00
Orchid Oriflame	1.50	2.50
Ornithopter	.35	.75
Osai Vultures	.35	.75
Paralyze	.10	.40
Pearled Unicorn	.10	.40
Personal Incarnation	4.00	6.00
Pestilence	.10	.40
Phantasmal Forces	.60	1.00
Phantasmal Terrain	.10	.40
Phantom Monster	.60	1.00
Pirate Ship	3.25	4.00
Piety	.10	.40
Pikemen	.10	.40
Pit Scorpion	.10	.40
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
Radiant 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	.35	.75
Regeneration	.10	.40
Relic Bind	3.25	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	.60	1.00
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	.60	1.00
Scrib 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	.35	.75
Spell Blast	.10	.40
Spirit Link	3.50	5.00
Spirit Shackles	.75	1.50
Stasis	2.50	3.50
Steel Artifact	.60	1.00
Stone Giant	.60	1.00
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	2.50	3.50
Time Elemental	6.00	10.00
Titania's Song	2.25	3.00
Tranquility	.10	.40
Triskelion	4.00	6.00
Tsunami	.60	1.00
Tundra Wolves	.35	.75
Tunnel	.35	.75
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	.10	.40
Venom	.10	.40
Verduran Enchantress	3.50	5.00
Visions	1.50	2.50
Volcanic Eruption	3.25	4.00
Wall of Air	.60	1.00
Wall of Bone	.60	1.00
Wall of Brambles	.60	1.00
Wall of Dust	1.50	2.50
Wall of Fire	.60	1.00
Wall of Ice	.60	1.00
Wall of Spears	.10	.40
Wall of Stone	.60	1.00
Wall of Swords	1.25	2.00
Wall of Water	.60	1.00
Wall of Wood	.10	.40
Wanderlust	.60	1.00
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	.35	.75
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	.35	.75
Word of Binding	.10	.40
Wrath of God	3.50	5.00
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)	2900.00	4,200.00

Name	Low	High
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	2.00	3.00
Bazaar of Baghdad	12.00	18.00
Bird Maiden	5.00	7.00
Bottle of Suleiman	6.00	10.00
Brass Man	1.25	2.00
Camel	2.25	3.00
City in a Bottle	12.00	20.00
City of Brass	12.00	18.00
Cuambajj 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
EHajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	.75	1.50
Ernam 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	45.00	70.00
Hasran Ogress	.75	1.50
Hurr Jackal	1.00	2.00
Ith-biff Efreet	18.00	25.00
Island Fish Jascenius	6.00	10.00
Island of Wak-Wak	25.00	35.00
Jandar's Ring	5.00	8.00
Jandar'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
Mijee Djinn	8.00	12.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	.50	1.00
Oasis	3.50	5.00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5.00
Piety	.50	1.00
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	.50	1.00
Serendib Djinn	12.00	20.00
Serendib Efreet	12.00	18.00
Shahrazad	12.00	20.00
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



TOP TEN HOTTEST CARDS

6) Baron Sengir:
We knew vampires in Magic were bad, but a vampire legend! And the Baron is ba-a-a-a a 5/5 flyer who not only gets +2/+2 for each creature he sends or assists into the graveyard but can also tap to regenerate a vampire. Zheezh!

Inferno	3.50	5.00
Instill Energy	.60	1.00
Iron Star	.60	1.00
Ironclaw Orcs	.10	.40
Ironroot Treefolk	.10	.40
Island	.05	.10
Island Fish Jascenius	3.25	4.00
Island Sanctuary	2.50	3.50
Ivory Cup	.60	1.00
Ivory Tower	3.50	5.00
Jade Monolith	1.25	2.00
Jandar's Saddlebags	2.25	3.00
Jayemdae Tome	2.50	3.50
Jump	.10	.40

WENT UP

WENT DOWN

HEAVILY TRADED



price guide

Amulet of Kroog	15	50
Argivian Archaeologist	20.00	35.00
Argivian Blacksmith	40	1.00
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 Tavnos	20.00	35.00
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
Dampening Field	2.50	3.50
Detonate	2.25	3.00
Drain'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 Cone	2.25	3.00
Goat'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	15	50
Haunting Wind	2.50	3.50
Hurky'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	18.00
Obelisk of Undoing	8.00	10.00
Onulet	2.25	3.00
Orchish 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
Rokalite	2.25	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	6.00
Sage of Lat-Nom	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
Tavnos's Coffin	12.00	20.00
Tavnos's Wand	2.25	3.00
Tavnos'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
Yotian Soldier	.75	1.50



TOP TEN HOTTEST CARDS

5) Fork
Two Demonic Tutors in a restricted deck? Twenty points of Fireball damage for only 13 mana? What gives?! Fork is what gives—and what it gives you is an exact copy of any instant or sorcery for only two red mana. Master the possibilities!

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

Name	Low	High
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
Azathi Berserker	4.00	6.00
Aisling Leprechaun	40	1.00
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Alabara's Carpet	10.00	15.00
Alabaster Potion	40	1.00
Alchor's Tomb	10.00	15.00
Amrou Kitikin	15	50
Angelic Voices	7.00	10.00
Angus Mackenzie	10.00	15.00
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
Ayeshla Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	75	1.50
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	40	1.00
Carrian 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

Crow Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	40	1.00
Crimson Manticores	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	40	1.00
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	1.25	2.00
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	1.25	2.00
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	40	1.00
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
Hunting Gnomes	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
Infemal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques Le Vert	10.00	15.00
Jasmine Borealis	4.00	6.00
Jedit Ojanen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00

Kasimir the Lone Wolf	4.00	6.00
Keepers of the Faith	40	1.00
Kei Takahashi	4.00	6.00
Killer Bees	10.00	15.00
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
Livomya 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
Marhaute 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
Neither Void	12.00	18.00
Nicol Balas	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 Sphinx	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	1.50	2.00
Puppet Master	2.50	3.50
Pyrotechnics	75	1.50
Quagmire	3.50	5.00
Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radian Spirit	3.50	5.00
Raging Bull	40	1.00
Ragnar	10.00	15.00
Rapid Fire	8.00	12.00
Ramirez DePietro	4.00	6.00
Ramses Overdark	10.00	15.00
Raspurin 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
Roskington 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	40	1.00
Segovian Leviathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Brownie	75	1.50
Shield Wall	2.00	3.00

Shimian Night Stalker	2.50	3.50
Silhouette	3.50	5.00
Sir Shandalar of Eberyn	4.00	6.00
Siviri Scarzam	3.25	4.00
Sol'kanar Swamp King	8.00	10.00
Spectral Cloak	7.00	10.00
Spinal Villain	12.00	18.00
Spirit Link	7.00	10.00
Spirit Shackles	.75	1.50
Spiritual Sanctuary	8.00	12.00
Stang	5.00	8.00
Storm Seeker	5.00	7.00
Storm World	8.00	12.00
Subdue	1.00	2.00
Sunstation Falconer	4.00	6.00
Sword of the Ages	20.00	30.00
Syphian Soul	.75	1.50
Sylvan Library	4.00	6.00
Sylvan Paradise	3.50	5.00
Tavernacle of Pendrell Vale	10.00	18.00
Takklemaggot	3.00	5.00
Telekinesis	10.00	18.00
Teleport	4.00	6.00
Tempest Efreet	5.00	8.00
Tetsuo Umezawa	12.00	18.00
Thunder Spirit	15.00	25.00
Time Elemental	10.00	15.00
Tobias Andrian	3.00	5.00
Talaria	3.50	5.00
Tor Wauki	3.00	5.00
Torsten Von Ursus	4.00	6.00
Touch of Darkness	3.50	5.00
Transmutation	.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 Callotrops	.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

Winter Blast	7.00	10.00
Wolverine Pack	1.00	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

Name	Low	High
Amnesia	3.25	4.00
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	4.00	6.00
Cleansing	5.00	8.00
Coal Golem	2.25	3.00
Curse Artifact	2.25	3.00
Dance of Many	3.50	5.00
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	3.50	5.00
Exorcist	6.00	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
Grove Robbers	5.00	8.00
Hidden Path	5.00	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	3.50	5.00
Mana Vortex	5.00	8.00
Marsh Gas	.15	.40
Marsh Goblins	.15	.40
Marsh Viper	.15	.40
Martyr's Cry	5.00	8.00
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
Niell 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	3.25	4.00
Savaen Elves	.15	.40
Scarcrow	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	6.00	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 Worm	.15	.40
Whippoorwill	2.50	3.50
Witch Hunter	5.00	8.00
Word of Binding	.15	.40
Worms of the Earth	3.50	4.00
Wormwood Treefolk	5.00	8.00

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

Name	Low	High
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 Cylinx	2.25	3.00
Dwarven Armorer	2.25	3.00
Dwarven Catapult	.50	1.25
Dwarven Hold	2.50	3.50
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	2.50	3.50
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	2.50	3.50
Ring of Renewal	2.25	3.00
River Merfolk	2.25	3.00
Ruins of Trokair	.75	1.50
Sand Silos	2.50	3.50
Seasinger	1.50	2.50
Soul Exchange	.75	1.50
Spirit Shield	2.25	3.00
Spoore Cloud	.10	.40
Spoore Flower	.50	1.25
Syvelunite Priest	.50	1.25
Syvelunite 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
Vadolian Knights	3.50	5.00
Vadolian Mage	.10	.40
Vadolian Soldiers	.10	.40
Vadolian 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

Name	Low	High
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	7.00
Amulet of Quoz	3.50	5.00
Anarchy	2.50	3.50
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
Amijot'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 Conjuror	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



TOP TEN HOTTEST CARDS

4) Deflection
 Does your heart pound when your opponent lays down a Channel/Fireball combination? Not to worry. With a handy-dandy Deflection, which allows you to choose a new target for any targeted spell, you can turn the tables and fry him in style.

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
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

WENT UP

WENT DOWN

HEAVILY TRADED



price guide

Binding Grasp	2.50	3.50
Black Scarab	1.50	2.50
Blessed Wine	15	40
Blinking Spirit	6.00	8.00
Blizzard	4.00	6.00
Blue Scarab	1.50	2.50
Bone Shaman	15	40
Brainstorm	15	40
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	5.00	8.00
Chaos Moon	5.00	8.00
Chromatic Armor	5.00	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	5.00	8.00
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 Supplcant	1.50	2.50
Freyalise's Charm	1.50	2.50
Freyalise's Winds	5.00	7.00
Fumarole	2.25	3.00

Fylgia	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	5.00	7.00

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

Onyx Talisman	1.50	2.50
Orchid Cannoneers	1.50	2.50
Orchid Conscripts	15	40
Orchid Farmer	15	40
Orchid Healer	2.00	3.00
Orchid Librarian	4.00	6.00
Orchid Lumberjack	15	40
Orchid 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	5.00	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
Scalded 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
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
Stronghold Cabal	4.00	6.00
Shunted 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
Theromakarst	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



TOP TEN HOTTEST CARDS

3) Autumn Willow
She laughs at Mazes of Ith, she scoffs at Disintegrates, she brushes aside Terror. Dear god, what is she? Our bad girl, Autumn Willow, resists all targeted spells and effects, but if you pay a green mana for the turn, she'll happily accept your spells.

Gangrenous Zombies	15	40
Gaze of Pain	15	40
General Jarkeld	6.00	8.00
Ghastly Flame	6.00	9.00
Giant Growth	15	40
Giant Trap Door Spider	2.00	3.00
Glacial Chasm	2.00	3.00
Glacial Crevasse	4.00	6.00
Glacial Wall	1.50	2.50
Glaciers	4.00	6.00
Goblin Lyre	4.00	6.00
Goblin Mutant	2.25	3.00
Goblin Sappers	15	40
Goblin Ski Patrol	15	40
Goblin Snowman	2.00	3.00
Goat 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
Hecatombe	7.00	10.00
Hematite Talisman	1.50	2.50
Hipparian	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
Jokulhaupts	6.00	9.00
Juniper Order Druid	15	40
Justice	2.50	3.50



TOP TEN HOTTEST CARDS

2) Dual Lands
A Top Ten list that didn't include dual lands would be like a beach without sunshine—downright wrong. You simply can't ignore a card that taps for one of two different colors of mana—at no extra cost, no damage to take, no nothing. Powerful stuff.

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
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-Dol	15	40
Leshrac's Rite	1.50	2.50
Leshrac's Sigil	1.50	2.50
Lhurgoyf	6.00	10.00
Lim-Dol's Cohort	15	40
Lim-Dol's Hex	2.25	3.00
Lightning Bolt	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	6.00	10.00
Malachite Talisman	1.50	2.50
Marton Stromgald	10.00	15.00
Melée	1.50	2.50
Melting	1.50	2.50
Mercenaries	4.00	6.00
Merike 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 Teshv Szat	6.00	8.00
Misfollk	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
Narrit	15	40
Oath of Lim-Dol	4.00	6.00

■ Tor Giant	15	40
■ Total War	4.00	6.00
■ Touch of Death	1.50	4.00
■ 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
■ 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	1.50	4.00
■ Wholebone Glider	2.00	3.00
■ White Scarab	1.50	2.50
■ Whiteout	2.25	3.00
■ Wild Growth	1.50	4.00
■ Wind Spirit	2.25	3.00
■ Wings of Aesthir	2.25	3.00
■ Winter's Chill	5.00	7.00
■ Withering Wisp	1.50	2.50
■ Withigo	6.00	8.00
■ Woolly Mammoths	1.50	4.00
■ Woolly Spider	1.50	4.00
■ Word of Blasting	2.00	3.00
■ Word of Undoing	1.50	4.00
■ Wrath of Marit Lage	4.00	6.00
■ Yavimaya Gnats	2.50	3.50
■ Zur's Weiriding	5.00	7.00
■ Zuran Enchanter	1.50	4.00
■ Zuran Orb	3.50	5.00
■ Zuran Spellcaster	1.50	4.00



TOP TEN HOTTEST CARDS
1) Jester's Cap
 Why is this man smiling? Possibly because he knows that for just a handful of colorless mana and a sacrifice, he's gonna out some of your opponent's best cards from the game—three, to be exact. What a sense of humor!

■ Giant Slug	1.50	4.00
■ Goblin Artisans	2.50	7.50
■ Goblin Digging Team	1.50	4.00
■ Goblin Shrine	1.50	4.00
■ Goblins of the Flag	1.50	4.00
■ Hasran Ogress	1.50	4.00
■ Hell's Caretaker	5.00	8.00
■ Horn of Deafening	2.50	4.00
■ Indestructible Aura	1.50	4.00
■ Ivory Guardians	7.50	1.50
■ Jalum Tome	1.50	2.50
■ Jeweled Bird	1.50	2.50
■ Johan	5.00	7.00
■ Juxtapose	2.50	3.50
■ Keepers of the Faith	1.50	4.00
■ Kei Takahashi	7.50	1.50
■ Land's Edge	4.00	6.00
■ Living Armor	7.50	1.50
■ Mathallah Eldragon	1.00	2.00
■ Metamorphosis	1.50	4.00
■ Mountain Yeti	1.50	4.00
■ Nabuchadnezzar	4.00	6.00
■ Nicol Bolas	5.00	8.00
■ Obelisk of Undoing	4.00	6.00
■ Palladia-Mors	5.00	8.00
■ Petra Sphynx	3.00	5.00
■ Primordial Ooze	1.00	2.00
■ Puppet Master	1.00	2.00
■ Rabid Wombat	2.00	3.00
■ Rakalite	1.50	2.50
■ Recall	3.00	5.00
■ Remove Soul	1.50	4.00
■ Repentant Blacksmith	1.50	4.00
■ Revelation	3.00	4.00
■ Rubinia Soulsinger	4.00	6.00
■ Runesword	2.50	7.50
■ Safe Haven	1.50	2.50
■ Scavenger Folk	1.50	4.00
■ Sentinel	3.00	4.00
■ Serpent Generator	5.00	7.00
■ Shield Wall	7.50	1.50
■ Shimian Night Stalker	2.00	3.00
■ Sivithi Sczarzam	7.50	1.50
■ Solfkanar the Swamp King	5.00	7.00
■ Stang	3.50	5.00
■ Storm Seeker	1.50	2.50
■ Takklemoggot	1.50	2.50
■ Teleport	2.00	4.00
■ Tobias Andrian	7.50	1.50
■ Tor Wauki	7.50	1.50
■ Tormad's Crypt	2.50	7.50
■ Transmutation	1.50	4.00
■ Triassic Egg	3.00	4.00
■ Urza's Mine (4 versions)	1.50	4.00
■ Urza's Power Plant (4 ver.)	1.50	4.00
■ Urza's Tower (4 versions)	1.50	4.00
■ Vaeivictis Asmadi	6.00	8.00
■ Voodoo Doll	3.00	4.00
■ Wall of Heat	1.50	4.00
■ Wall of Opposition	1.00	2.00
■ Wall of Shadows	1.50	4.00
■ Wall of Vapor	1.50	4.00
■ Wall of Wonder	1.00	2.00
■ War Elephant	1.50	4.00
■ Witch Hunter	2.00	3.00

■ Wretched, The	5.00	7.00
■ Xira Arien	3.00	5.00
■ Yawgmoth Demon	3.50	5.00

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

Name	Low	High
□ Abbey Gargoyles	2.50	3.50
□ Abbey Matron (ver. 1)	1.50	5.00
□ Abbey Matron (ver. 2)	1.50	5.00
■ Aether Storm	4.00	6.00
■ Aliban's Tower (ver. 1)	1.50	5.00
■ Aliban's Tower (ver. 2)	1.50	5.00
■ Ambush	1.50	5.00
■ Ambush Party (ver. 1)	1.50	5.00
■ Ambush Party (ver. 2)	1.50	5.00
■ An-Havva Constable	3.00	5.00
■ An-Havva Inn	3.00	5.00
■ An-Havva Township	4.00	6.00
■ An-Zerin Ruins	5.00	7.00
■ Anaba Ancestor	4.00	6.00
■ Anaba Bodyguard (ver. 1)	1.50	5.00
■ Anaba Bodyguard (ver. 2)	1.50	5.00
■ Anaba Shaman (ver. 1)	1.50	5.00
■ Anaba Shaman (ver. 2)	1.50	5.00
■ Anaba Spirit Crafter	3.50	5.00
■ Apocalypse Chime	6.00	8.00
■ Autumn Willow	7.00	10.00
■ Aysen Abbey	4.00	6.00
□ Aysen Bureaucrats (ver.1)	1.50	5.00
□ Aysen Bureaucrats (ver.2)	1.50	5.00
□ Aysen Crusader	4.00	6.00
□ Aysen Highway	4.00	6.00
■ Baki's Curse	4.00	6.00
■ Baron Sengir	7.00	10.00
□ Beast Walkers	4.00	6.00
■ Black Carriage	4.00	6.00
■ Broken Visage	5.00	7.00
■ Carapace (ver. 1)	1.50	5.00
■ Carapace (ver. 2)	1.50	5.00
■ Castle Sengir	4.00	6.00
■ Cemetery Gate (ver. 1)	1.50	5.00
■ Cemetery Gate (ver. 2)	1.50	5.00
■ Chain Stasis	6.00	8.00
■ Chandler	1.50	5.00
■ Clockwork Gnomes	1.50	5.00
■ Clockwork Steed	1.50	5.00
■ Clockwork Swarm	1.50	5.00
■ Coral Reef	1.50	5.00
■ Dark Maze (ver. 1)	1.50	5.00
■ Dark Maze (ver. 2)	1.50	5.00
■ Daughter of Autumn	4.00	6.00
■ Death Speakers	3.00	5.00
■ Didgeirdoo	4.00	6.00
■ Dudge Spell	3.00	5.00
■ Dry Spell (ver. 1)	1.50	5.00
■ Dry Spell (ver. 2)	1.50	5.00
■ Dwarfen Pony	3.50	5.00
■ Dwarfen Sea Clan	5.00	7.00
■ Dwarfen Trader (ver. 1)	1.50	5.00
■ Dwarfen Trader (ver. 2)	1.50	5.00
■ Ebony Rhino	1.50	5.00
■ Eron the Relentless	5.00	7.00
■ Evaporate	2.50	3.50
■ Faerie Noble	4.00	6.00
■ Feast of the Unicorn (ver. 1)	1.50	5.00
■ Feast of the Unicorn (ver. 2)	1.50	5.00
■ Feroz's Ban	5.00	7.00
■ Folk of An-Havva (ver. 1)	1.50	5.00
■ Folk of An-Havva (ver. 2)	1.50	5.00
■ Forget	4.00	6.00
■ Funeral March	1.50	5.00
■ Ghost Hounds	3.50	5.00
■ Giant Albatross (ver. 1)	1.50	5.00
■ Giant Albatross (ver. 2)	1.50	5.00
■ Giant Oyster	3.00	5.00
■ Grandmother Sengir	4.00	6.00
■ Greater Werewolf	1.50	5.00
□ Hazduhr the Abbot	4.00	6.00
■ Headstone	1.50	5.00
■ Heart Wolf	4.00	6.00
■ Hungry Mist (ver. 1)	1.50	5.00
■ Hungry Mist (ver. 2)	1.50	5.00
■ Inan's Shade	5.00	7.00
■ Irini Sengir	3.50	5.00
■ Ironclaw Curse	4.00	6.00
■ Jinx	1.50	5.00
■ Joven	1.50	5.00
■ Joven's Ferrets	1.50	5.00

■ Joven's Tools	5.00	7.00
■ Kaskun Falls	4.00	6.00
■ Kaskun Keep	4.00	6.00
■ Labyrinth Minotaur (ver. 1)	1.50	5.00
■ Labyrinth Minotaur (ver. 2)	1.50	5.00
■ Leaping Lizard	1.50	5.00
□ Leeches	4.00	6.00
■ Mammoth Harness	4.00	6.00
■ Marjhan	4.00	6.00
■ Memory Lapse (ver. 1)	1.50	5.00
■ Memory Lapse (ver. 2)	1.50	5.00
■ Merchant Scroll	1.50	5.00
□ Mesa Falcon (ver. 1)	1.50	5.00
□ Mesa Falcon (ver. 2)	1.50	5.00
■ Mystic Decree	5.00	8.00
■ Narwhal	4.00	6.00
■ Orkish Mine	2.00	4.00
■ Primal Order	7.00	9.00
□ Prophecy	1.50	5.00
□ Rashka the Slayer	3.50	5.00
■ Reef Pirates (ver. 1)	1.50	5.00
■ Reef Pirates (ver. 2)	1.50	5.00
■ Renewal	1.50	5.00
■ Retribution	3.00	5.00
■ Reyeka, Wizard Savant	4.00	6.00
■ Root Spider	2.50	4.00
■ Roots	2.00	4.00
■ Roterathopter	1.50	5.00
■ Rysorian Badger	4.00	6.00
□ Samite Alchemist (ver. 1)	1.50	5.00
□ Samite Alchemist (ver. 2)	1.50	5.00
■ Sea Sprite	3.00	5.00
■ Sea Troll	2.00	3.50
■ Sengir Autocrat	5.00	7.00
■ Sengir Bats (ver. 1)	1.50	5.00
■ Sengir Bats (ver. 2)	1.50	5.00
□ Serra Aviary	5.00	7.00
□ Serra Bestiary	1.50	5.00
□ Serra Inquisitors	2.00	3.50
□ Serra Paladin	1.50	5.00
■ Serrated Arrows	1.50	5.00
■ Shrink (ver. 1)	1.50	5.00
■ Shrink (ver. 2)	1.50	5.00
□ Soraya the Falconer	4.00	6.00
■ Spectral Bears	3.50	5.00
■ Timmerian Fiends	4.00	6.00
■ Torture (ver. 1)	1.50	5.00
■ Torture (ver. 2)	1.50	5.00
□ Trade Caravan (ver. 1)	1.50	5.00
□ Trade Caravan (ver. 2)	1.50	5.00
□ Truce	4.00	6.00
■ Veldrone of Sengir	5.00	7.00
■ Wall of Kelp	5.00	7.00
■ Willow Faerie (ver. 1)	1.50	5.00
■ Willow Faerie (ver. 2)	1.50	5.00
■ Willow Priestess	5.00	8.00
■ Winter Sky	4.00	6.00
■ Wizards' School	4.00	6.00

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

Name	Low	High
□ Abu Ja'far	1.50	2.50
■ Active Volcano	1.50	4.00
■ Akron Legionnaire	3.00	5.00
■ Aladdin	5.00	7.00
□ Angelic Voices	4.00	6.00
■ Arcades Sabboth	5.00	8.00
■ Arena of the Ancients	3.00	5.00
■ Argathian Pixies	1.50	4.00
■ Ashnod's Altar	2.50	7.50
■ Ashnod's Transmogrator	2.50	7.50
■ Axelrod Gunnarson	3.00	5.00
■ Ayeshia Tanaka	2.00	3.00
■ Azure Drake	1.00	2.00
■ Banshee	2.50	7.50
■ Baril's Cage	1.50	2.50
■ Beasts of Bogardan	1.00	2.00
□ Blood of the Martyr	2.50	7.50
■ Blood Moon	4.00	6.00
■ Bog Rats	1.50	4.00
■ Book of Rass	1.50	2.50
■ Boomerang	1.50	4.00
■ Bronze Horse	2.00	3.00
■ Cat Warriors	1.50	4.00
■ Chromium	5.00	7.00
■ City of Brass	6.00	10.00
■ Cocoon	1.00	2.00
■ Concordant Crossroads	4.00	6.00
■ Crow Giant	2.00	4.00
■ Cuombajii Witches	1.50	4.00
■ Cyclone	2.00	4.00
□ D'Avenant Archer	2.50	7.50
■ Dakkon Blackblade	5.00	8.00
■ Dance of Many	2.00	3.00
■ Dandon	1.50	4.00
□ Divine Offering	2.50	7.50
■ Emerald Dragonfly	1.50	4.00
■ Enchantment Alteration	2.50	7.50
■ Erhnam Djinn	3.00	5.00
■ Fallen, The	1.00	2.00
■ Fallen Angel	2.00	3.00
■ Feldon's Cane	2.50	7.50
■ Fire Drake	1.00	2.00
■ Fishfliver Oil	1.50	4.00
■ Flash Flood	1.50	4.00
■ Fountain of Youth	2.50	7.50
■ Gabriel Angelfire	4.00	6.00
■ Gauntlets of Chaos	4.00	6.00
■ Ghazban Ogre	1.50	4.00

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
■ Sewars of Estark	6.00	10.00
■ Windseeker Centaur	6.00	10.00

FACTORY SETS

M-TG Beta Factory Set (363 cards)
 10,000 Printed\$200.00 250.00
 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 International Factory Set (363 cards)
 5,000 Printed\$275.00 350.00
 Known as the "International Edition," this set is the same as above except the cards have "International Collectors Edition" on them. Cards are also *not* tournament legal.

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

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

INQUEST

price guide

BLOOD WARS

TSR-1995

Full Set (334 cards)	\$275.00	350.00
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)	70.00	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)	2.00	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

Buck Woods	75	1.50
Color-Guard	75	1.50
Rebel Yell	1.25	2.00
10 PDR Parrot	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

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
Nirrod 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
Booster Pack (10 cards)	1.75	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

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)	58.00	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)	2.25	3.00
Booster Box (36 packs)	80.00	110.00

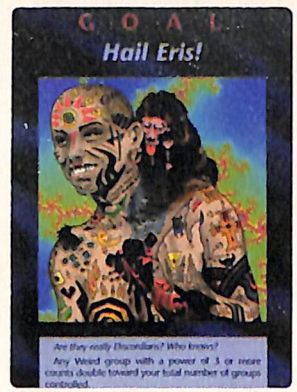
ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES-1994

Cards names are printed in Gold

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



ILLUMINATI-HAIL ERIS!

Bodyguard	1.50	2.50
Book of Kells	75	1.50
Batched 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
CFLAIO	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 Dency	75	1.50
Eat the Rich	1.50	2.50
EFF	1.50	2.50
Elders of Zion	1.50	2.50
Eliza	75	1.50
Elvis	3.25	4.00
Embezzlement	2.50	3.50
Empty Vee	1.25	2.00
Energy Crisis	1.50	2.50
Evil Geniuses... Tomorrow	1.50	2.50
Faction Fight	1.50	2.50
Fear and Loathing	75	1.50
Federal Reserve	75	1.50
Feminists	75	1.50
Fidel Castro	75	1.50
Finland	1.50	2.50
First Thing... Kill All Lawyers	1.50	2.50
Flower Power	75	1.50
Failed!	75	1.50
Forgery	75	1.50
Freaking the Mundanes	75	1.50
Fred Birch Society	1.50	2.50
Gang War	75	1.50
Gay Activists	75	1.50
Germany	3.25	4.00
Giant Kudzu	75	1.50
Gnomes of Zurich	1.50	2.50
Goldfish Fanciers	1.50	2.50
Great Pyramid, The (Mag. Insert)	1.50	2.50
Gremlins	1.50	2.50
Gun Control	75	1.50
Hackers	75	1.50
Hand of Madness, The	1.50	2.50
Head in a Jar	75	1.50
Hex	1.50	2.50
Hidden City	75	1.50

Hidden Influence	1.50	2.50
Hitler's Brain	3.25	4.00
Hoax	75	1.50
Hollywood	75	1.50
Holy Grail, The	1.50	2.50
I Lied	75	1.50
I.R.S.	75	1.50
Immortality Serum	1.50	2.50
Internat'l Communist Conspiracy	1.50	2.50
Internat'l Weather Organization	75	1.50
Israel	1.50	2.50
Italy	3.25	4.00
Jimmy Hoffa	2.25	3.00
Junk Mail	75	1.50
Kill for Peace!	1.50	2.50
L-4 Society	75	1.50
Law and Order	75	1.50
Let Them Eat Cake!	75	1.50
Let's Get REALLY Organized	75	1.50
Let's You and Him Fight	1.50	2.50
Libertarians	2.50	3.50
Library of Alexandria, The	75	1.50
Liquor Companies	1.50	2.50
Local Police Departments	75	1.50
Logic Bomb	1.50	2.50
Math, The	3.25	4.00
Manuel Noriega	75	1.50
Margaret Thatcher	75	1.50
Market Manipulation	75	1.50
Mass Murder	1.50	2.50
Media Connections	1.50	2.50
Men in Black, The	3.25	4.00
Messiah	1.50	2.50
Meteor Strike	75	1.50
MI-5	75	1.50
Mistaken Identity	1.50	2.50
Mossad	1.50	2.50
Multinational Oil Corporations	75	1.50
Murphy's Law	75	1.50
N.S.A.	3.25	4.00
Nancy Reagan	1.50	2.50
NASA	75	1.50
NATO	1.50	2.50
Necronomicon	75	1.50
Network, The	1.50	2.50
New Federal Budget	75	1.50
New York	75	1.50
Nice Idea, It's Mine Now!	1.50	2.50
Offshore Banks	75	1.50
Ollie North	75	1.50
Opportunity Knocks	2.50	3.50
Orbit One	75	1.50
Oregon Crut, The	1.50	2.50
Perpetual Motion Machine	3.25	4.00
Phone Company	75	1.50
Plague of Demons	2.50	3.50
Pledge Drive	75	1.50
Political Correctness	75	1.50
Pollsters	3.25	4.00
Power for Its Own Sake	1.50	2.50
Power to the People	75	1.50
Prince Charles	75	1.50
Princess Di	75	1.50
Professional Sports	75	1.50
Psychiatrists	1.25	2.00
Pyr. Mkt'g Schemes (Mag. Ins.)	1.50	2.00
Rain of Frogs	75	1.50
Reach Out	1.50	2.50
Red Cross	1.50	2.50
Red Scare	75	1.50
Reformed Church of Satan	75	1.50
Reload!	75	1.50
Republicans	75	1.50
Resistance is Useless!	2.50	3.50
Revolution!	75	1.50
Rewriting History	1.50	2.50
Rifkinites	1.50	2.50
Robot Sea Monsters	75	1.50
Ross Perot	1.50	2.50
S.M.O.F.	2.50	3.50
Sabotage	1.50	2.50
Saddam Hussein	75	1.50
Saturday Morning Cartoons	75	1.50
Savings and Loans	1.50	2.50
Savings & Loan Scam	75	1.50
Scandal	2.50	3.50
Secret Service	1.50	2.50
Secrets Man... To Know	75	1.50
Secular Humanists	75	1.50
Seize the Time!	1.50	2.50
Senate Investigating Committee	2.50	3.50
Servants of Chulhu	1.50	2.50
Shangri-La	1.50	2.50
Shroud of Turin	3.25	4.00
Silicon Valley	75	1.50
Sniper	75	1.50

Soulburner	3.25	4.00
South American Nazis	2.50	3.50
Spasm of Violence	1.50	2.50
Stars are Right, The	1.50	2.50
Subliminals	3.25	4.00
Sucked Dry and Cast Aside!	.75	1.50
Suicide Squad	.75	1.50
Supreme Court	1.50	2.50
Sweeping Reforms	.75	1.50
Tabloids	.75	1.50
Tax Breaks	.75	1.50
Tax Reform	1.50	2.50
Texas	3.25	4.00
Thousand Points of Light, A	.75	1.50
Time Warp	2.50	3.50
Trilateral Commission	2.50	3.50
UFOs	1.50	2.50
Underground Newspapers	3.25	4.00
Unlucky 13	2.50	3.50
Unmasked!	3.25	4.00
Up Against the Wall	1.50	2.50
Volcano	.75	1.50
Voudonistas	.75	1.50
Warehouse 23	.75	1.50
Weak Link, The	1.50	2.50
Weather Satellite	.75	1.50
Withering Curse	1.50	2.50
World Cup Victory	1.50	2.50
World War 3	1.50	2.50

ILLUMINATI: NEW WORLD ORDER UNLIMITED EDITION

STEVE JACKSON GAMES-1995

Card names are printed in various colors.

Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (10 decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

Single Cards are 0.5-1x Limited Price

JYHAD

WIZARDS OF THE COAST-1994

Full Set (438 cards)	\$275.00	375.00
Starter Deck (76 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (19 cards)	1.50	2.00
Booster Box (36 packs)	50.00	70.00

Anarch Troublemaker	4.00	6.00
Arcane Library	4.00	6.00
Ivory Bow	6.00	9.00
Milicent Smith	4.00	6.00
Political Ally	4.00	6.00

LAST CRUSADE, THE

CHAMELEON ECLECTIC ENTERTAINMENT-1995

Full Set (300 cards)	\$120.00	200.00
Booster Packs (12 cards)	1.75	2.50
Booster Box (36 packs)	65.00	80.00

LEGEND OF THE FIVE RINGS

ALDERAC-1995

Full Set (320 cards)	\$180.00	300.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

ON THE EDGE

ATLAS GAMES-1994

Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

Asha Ryhar	3.50	5.00
Constance D'Aubainne	2.25	3.00
Cyril Doros	3.50	5.00
Debra Grierson	3.25	4.00
Havani Shagosemi	2.50	3.50

CUT-UPS PROJECT EXPANSION

ATLAS GAMES-1995

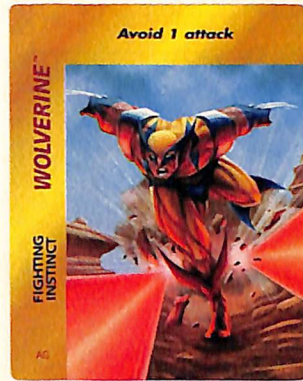
Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00
Andalusia	3.50	5.00
Jacob Brinker	4.00	6.00
Cheap Baboon Trick	3.50	5.00
Eyeballs Drillbit	3.25	4.00
Rain of Walrus	2.50	3.50

SHADOWS EXPANSION

ATLAS GAMES-1995

Full Set (117 cards)	\$70.00	100.00
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Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00



OVERPOWER-WOLVERINE

MARVEL OVERPOWER

FLEER-1995

Full Set (388 cards)	\$300.00	400.00
Starter Deck (62 cards)	\$8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00

Common Power Cards	20	40
Uncommon Power Cards	75	150
Rare Power Cards	3.00	4.00
Common Universe Cards	20	40
Uncommon Universe Cards	75	150
Rare Universe Cards	3.00	4.00
Common Venture Cards	20	40
Uncommon Venture Cards	75	150
Rare Venture Cards	3.00	4.00

Apocalypse "Enhance Strength"	1.50	2.50
Apocalypse "Genetic Engineering"	1.50	2.50
Apocalypse "Mega Morph"	3.00	4.00
Apocalypse "Shape Shift"	.75	1.50
Apocalypse "Survival of the Fittest"	1.50	2.50
Apocalypse Hero Card	3.00	4.00
Beast "Analyze"	1.50	2.50
Beast "Animal Dexterity"	1.50	2.50
Beast "Beastial Brown"	1.50	2.50
Beast "Biochemist"	1.50	2.50
Beast "Drop Kick"	1.50	2.50
Beast Hero Card	1.50	2.50
Bishop "Absorb Energy"	.75	1.50
Bishop "Draw Enemy Fire"	.75	1.50
Bishop "Plasma Gun"	1.50	2.50
Bishop "Spectrum Blast"	3.00	4.00
Bishop "XSE Tactics"	.75	1.50
Bishop Hero Card	.75	1.50
Cable "Battle Tactics"	1.50	2.50
Cable "Bionic Eye"	1.50	2.50
Cable "Bodyslide"	1.50	2.50
Cable "Cover Fire"	1.50	2.50
Cable "Custom Firearms"	1.50	2.50
Cable Hero Card	3.00	4.00
Captain America "Avenger"	1.50	2.50
Captain America "Mighty Shield"	1.50	2.50
Captain America "Ricochet Shield"	1.50	2.50
Capt. America "Stars and Stripes"	1.50	2.50
Captain America "Super Soldier"	1.50	2.50
Captain America Hero Card	3.00	4.00
Carnage "Blade Hands"	1.50	2.50
Carnage "Climb"	1.50	2.50
Carnage "Insane Rage"	1.50	2.50
Carnage "Ruthless"	3.00	4.00
Carnage "Symbiotic Web"	3.00	4.00
Carnage Hero Card	3.00	4.00
Colossus "Football Special"	1.50	2.50
Colossus "Haymaker"	1.50	2.50
Colossus "Metal Barrier"	1.50	2.50
Colossus "Skin of Steel"	1.50	2.50
Colossus "Smash Object"	1.50	2.50
Colossus Hero Card	.75	1.50
Cyclops "Fearless Leader"	.75	1.50
Cyclops "Ground Blast"	3.00	4.00
Cyclops "Optic Obliteration"	.75	1.50
Cyclops "Visual Sweep"	1.50	2.50
Cyclops "Wide Beam"	.75	1.50
Cyclops Hero Card	.75	1.50
Deadpool "Assassin"	3.00	4.00
Deadpool "High Threshold/Pain"	3.00	4.00
Deadpool "Killing Machine"	1.50	2.50
Deadpool "Regeneration"	.75	1.50

Deadpool "Super Spy"	.75	1.50
Deadpool Hero Card	.75	1.50
Doctor Doom "Concussion Beams"	1.50	2.50
Doctor Doom "Energy Damp. Field"	1.50	2.50
Doctor Doom "Super Genius"	3.00	4.00
Doctor Doom "Time Machine"	1.50	2.50
Doctor Doom "Villainous Plot"	3.00	4.00
Doctor Doom Hero Card	1.50	2.50
Dr. Octopus "Criminal Mastermind"	.75	1.50
Dr. Octopus "Evasive Action"	1.50	2.50
Dr. Octopus "Grasping Tentacles"	3.00	4.00
Dr. Octopus "Multi-Armed Menace"	.75	1.50
Dr. Octopus "Villainous Shield"	.20	.40
Dr. Octopus Hero Card	.75	1.50
Elektra "Anticipate"	1.50	2.50
Elektra "Martial Artist"	3.00	4.00
Elektra "Ninja Master"	.75	1.50
Elektra "Resurrection"	1.50	2.50
Elektra "Sai"	1.50	2.50
Elektra Hero Card	3.00	4.00
Gambit "52 Card Pickup"	1.50	2.50
Gambit "Charge Object"	.75	1.50
Gambit "Charm"	3.00	4.00
Gambit "Intercept Object"	1.50	2.50
Gambit "Staff Attack"	1.50	2.50
Gambit Hero Card	.75	1.50
Hobgoblin "Concussion Grenade"	.75	1.50
Hobgoblin "Goblin Glider"	1.50	2.50
Hobgoblin "Pumpkin Bomb"	.75	1.50
Hobgoblin "Razor Bats"	1.50	2.50
Hobgoblin "Stun Gas"	3.00	4.00
Hobgoblin Hero Card	3.00	4.00
Hulk "Enraged"	3.00	4.00
Hulk "Green Goliath"	1.50	2.50
Hulk "Hulk Smash"	.75	1.50
Hulk "Intimidate"	3.00	4.00
Hulk "Shrug Off"	1.50	2.50
Hulk Hero Card	1.50	2.50
Human Torch "Fire Shield"	1.50	2.50
Human Torch "Fire Storm"	1.50	2.50
Human Torch "Inferno"	1.50	2.50
Human Torch "Nova Burst"	3.00	4.00
Human Torch "Searing Heat"	1.50	2.50
Human Torch Hero Card	3.00	4.00
Invisible Woman "Bubble Shield"	1.50	2.50
Invisible Woman "Force Field"	1.50	2.50
Invisible Woman "Invisibility"	1.50	2.50
Invisible Woman "Invisible Ram"	3.00	4.00
Invis. Woman "Unseen Assault"	1.50	2.50
Invisible Woman Hero Card	3.00	4.00
Iron Man "Concealed Arsenal"	1.50	2.50
Iron Man "Heat Seeking Missile"	3.00	4.00
Iron Man "In the Line of Fire"	1.50	2.50
Iron Man "Radar Warning"	1.50	2.50
Iron Man "Tactical Computer"	3.00	4.00
Iron Man Hero Card	3.00	4.00
Jean Grey "Mental Deflection"	.75	1.50
Jean Grey "Mind Over Matter"	1.50	2.50
Jean Grey "Mind Scan"	.75	1.50
Jean Grey "Telekinesis"	.75	1.50
Jean Grey "Telepathic Unity"	3.00	4.00
Jean Grey Hero Card	.75	1.50
Jubilee "Blinding Flare"	.75	1.50
Jubilee "Distracting Burst"	.75	1.50
Jubilee "Fireworks"	.75	1.50
Jubilee "Plasmoid Flash"	3.00	4.00
Jubilee "Spectrum Tease"	1.50	2.50
Jubilee Hero Card	.20	.40
Magneto "Evil Genius"	1.50	2.50
Magneto "Gravity Alteration"	1.50	2.50
Magneto "Magnetic Shield"	1.50	2.50
Magneto "Paralyze Opponent"	3.00	4.00
Magneto "Repel Object"	1.50	2.50
Magneto Hero Card	3.00	4.00
Mr. Fantastic "Ingenuity"	.75	1.50
Mr. Fantastic "Protect Teammate"	1.50	2.50
Mr. Fantastic "Python Hold"	3.00	4.00
Mr. Fantastic "Stretch Attack"	1.50	2.50
Mr. Fantastic "Team Leader"	1.50	2.50
Mr. Fantastic Hero Card	3.00	4.00
Mystique "Commando Raid"	1.50	2.50
Mystique "Cool Under Fire"	1.50	2.50
Mystique "Illusion of Ally"	1.50	2.50
Mystique "Infiltration"	.75	1.50
Mystique "Surprise Attack"	3.00	4.00
Mystique Hero Card	3.00	4.00
Omega Red "Carbonadium Coils"	1.50	2.50
Omega Red "Drain Life Force"	1.50	2.50
Omega Red "KGB Training"	1.50	2.50
Omega Red "Sacrificial Lamb"	1.50	2.50
Omega Red "Tendril Tactics"	3.00	4.00
Omega Red Hero Card	3.00	4.00
Professor X "Cerebro"	.75	1.50
Professor X "Psionic Hold"	3.00	4.00
Professor X "Psychic Scan"	.75	1.50
Professor X "Telepathic Coordin."	3.00	4.00

Professor X "X-Men Founder"	.75	1.50
Professor X Hero Card	3.00	4.00
Psylocke "Psi Fighting"	.75	1.50
Psylocke "Combat Prowess"	1.50	2.50
Psylocke "Mental Hold"	3.00	4.00
Psylocke "Psychic Knife"	3.00	4.00
Psylocke "Thought Probe"	1.50	2.50
Psylocke Hero Card	3.00	4.00
Punisher "Full Auto"	.75	1.50
Punisher "Secret Weapon"	3.00	4.00
Punisher "Smoke Screen"	1.50	2.50
Punisher "Sniper"	1.50	2.50
Punisher "Vendetta"	3.00	4.00
Punisher Hero Card	3.00	4.00
Rhino "Bowl Over"	1.50	2.50
Rhino "Pinball Blow"	.75	1.50
Rhino "Rhino Charge"	.75	1.50
Rhino "Rhino Hide"	1.50	2.50
Rhino "Romp n' Stamp"	.75	1.50
Rhino Hero Card	.75	1.50
Rogue "Intercept Attack"	.75	1.50
Rogue "Mutagenic Drain"	3.00	4.00
Rogue "Power Transfer"	.75	1.50
Rogue "Sky Soar"	.75	1.50
Rogue "Super Strength"	1.50	2.50
Rogue Hero Card	.75	1.50
Sabretooth "Blood Hunt"	3.00	4.00
Sabretooth "Bloodlust"	1.50	2.50
Sabretooth "Danger Scent"	.75	1.50
Sabretooth "Healing Factor"	.75	1.50
Sabretooth "Wildcat Attack"	.75	1.50
Sabretooth Hero Card	.75	1.50
Silver Surfer "Cosmic Healing"	1.50	2.50
Silver Surfer "Energy Projection"	.75	1.50
Silver Surfer "Force Shield"	1.50	2.50
Silver Surfer "Power Cosmic"	3.00	4.00
Silver Surfer "Rearrange Matter"	1.50	2.50
Silver Surfer Hero Card	3.00	4.00
Spider-Man "Arachnid Agility"	1.50	2.50
Spider-Man "Spider Sense"	1.50	2.50
Spider-Man "Wall Crawl"	.75	1.50
Spider-Man "Web Shield"	1.50	2.50
Spider-Man "Web"	3.00	4.00
Spider-Man Hero Card	3.00	4.00
Spider-Woman "Arachnophobia"	.75	1.50
Spider-Woman "Psi Web"	3.00	4.00
Spider-Woman "Spider Attack"	.75	1.50
Spider-Woman "Spider Strength"	.75	1.50
Spider-Woman "Web Lines"	.75	1.50
Spider-Woman Hero Card	.75	1.50
Storm "Chain Lightning"	.75	1.50
Storm "Emotional Outburst"	3.00	4.00
Storm "Flight"	.75	1.50
Storm "Hurricane Winds"	.75	1.50
Storm "Summon Elemental Power"	3.00	4.00
Storm Hero Card	3.00	4.00
Thing "Bear Hug"	.75	1.50
Thing "Clobberin' Time"	3.00	4.00
Thing "Revolution Development"	3.00	4.00
Thing "Rock Skin"	.75	1.50
Thing "Temper Tantrum"	1.50	2.50
Thing Hero Card	.75	1.50
Thor "God of Thunder"	.20	.40
Thor "Mjolnir Speaks"	1.50	2.50
Thor "Mystic Uru Metal"	.75	1.50
Thor "Power of Asgard"	3.00	4.00
Thor "Protect Teammate"	.75	1.50
Thor Hero Card	.75	1.50
Venom "Alien Webbing"	1.50	2.50
Venom "Creepy Crawler"	1.50	2.50
Venom "Panic Attack"	3.00	4.00
Venom "Rampage"	.20	.40
Venom "Symbiotic Snare"	3.00	4.00
Venom Hero Card	3.00	4.00
War Machine "Battle Computer"	3.00	4.00
War Machine "Energy Shield"	.75	1.50
War Machine "Guided Missile"	.75	1.50
War Machine "Hidden Weapon"	1.50	2.50
War Machine "Unleash Arsenal"	1.50	2.50
War Machine Hero Card	.75	1.50
Wolverine "Berserk Attack"	.75	1.50
Wolverine "Fighting Instinct"	.75	1.50
Wolverine "Heal"	.75	1.50
Wolverine "Snikt!"	.75	1.50
Wolverine "Wounded Animal"	3.00	4.00
Wolverine Hero Card	3.00	4.00

POWERCARDZ

CALIBER GAMES SYSTEMS-1995

Full Series 1 (120 cards)	\$40.00	60.00
Starter Deck (Both Versions)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (3		



price guide

RAGE

WHITE WOLF-1995

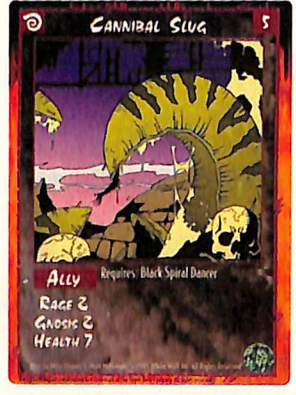
Full Set (321 cards)	\$200.00	250.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00

Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allamande	2.50	3.50
Allison Kachina	3.00	5.00
Amai Howls-from-Soul	1.00	2.00
Anna Kliminski	3.00	5.00
Anna-Eyes of the Sun-Palfrey	2.50	3.50
Antoine Teardrop	2.50	3.50
Attacking the Wym	20	40
Aura of Confidence	20	40
Aurgro	3.00	5.00
Awe	20	40
Balar's Gaze	2.50	3.50
Banana Split	1.00	2.00
Bane Arrow	20	40
Battle Song	20	40
Beastmind	1.00	2.00
Bite	20	40
Black Spiral Dancer	1.00	2.00
Bladetooth	1.00	2.00
Blissful Ignorance	20	40
Block	20	40
Block and Strike	1.00	2.00
Blood-on-the-Wind	2.50	3.50
Body Blow	20	40
Body Wrack	2.50	3.50
Bones of Shakir Hind	2.50	3.50
Bottlecap of Shakey Mac	3.00	5.00
Broken Limb	2.50	3.50
Bron Mac Fiann	3.00	5.00
Buggerhead	2.50	3.50
Bum Rush	1.00	2.00
Burrow	20	40
Caern Building	20	40
Calling a Champion	1.00	2.00
Camouflage	20	40
Careful Strike	2.50	3.50
Carla Grimsson	2.50	3.50
Carlson Ruah	1.00	2.00
Catfeet	20	40
Ceremonous	2.50	3.50
Charging Bull	3.00	5.00
Chimera	20	40
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Cockroach	20	40
Command Spirit	1.00	2.00
Coup de Grace	3.00	5.00
Crescent Moon	20	40
Crick Rumwrangler	1.00	2.00
Critical Blow	1.00	2.00
Curse of Hatred	20	40
Deranged Makole	2.50	3.50
Dharma Burn	1.00	2.00
Diem	1.00	2.00
Disarm	20	40
Disembowelment	2.50	3.50
Distractions	20	40
Dodge	20	40
Drunken Revelry	2.50	3.50
Dry Gulch	1.00	2.00
Eater-of-Bears	1.00	2.00
Edgewalker	1.00	2.00
Elder Stone	2.50	3.50
Elder Vampire	3.00	5.00
Entrail Rend	2.50	3.50
Entrapment	1.00	2.00
Evoke and Strike	1.00	2.00
Evan Heals-the-Past	1.00	2.00
Evasion	1.00	2.00
Exorcism	20	40
Eye of the Cobra	2.50	3.50
Eyes Gouged	1.00	2.00
Eyes-of-Frost	1.00	2.00
Faerie Kin	2.50	3.50
Falcon	20	40

Fang Dagger	5.00	7.00
Fang Jumper	1.00	2.00
Fang Necklace of Fenris	1.00	2.00
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Feint	20	40
Fenris	1.00	2.00
Fenris' Bite	2.50	3.50
Flak Jacket	1.00	2.00
Flame Spirit	20	40
Flesh Wound	20	40
Flower of Aphrodite	2.50	3.50
Fomori	20	40
Fomori	20	40
Foreful Wind	1.00	2.00
Frenzy	2.50	3.50
Full Moon	20	40
Fur Gnarl	1.00	2.00
Furmling	20	40
Gaffling Pest	20	40
Gaia's Vengeance	4.00	6.00
Gangrel Ally	3.00	5.00
Garbage Food Poisoning	1.00	2.00
Gathering for the Departed	20	40
Geas	2.50	3.50
Geas-Hunts-the-Hunters	2.50	3.50
Gesar	1.00	2.00
Get Medieval	5.00	7.00
Gibbous Moon	20	40
Gift of the Porcupine	20	40
Glancing Blow	20	40
Glib Tongue	2.50	3.50
Golgal Fangs-First	3.00	5.00
Goll Mac Mourna	2.50	3.50
Grand Klavie	3.00	5.00
Grandfather Thunder	1.00	2.00
Grazing Wind	20	40
Greater Banishment	3.00	5.00
Grek Twice-Tongue	2.50	3.50
Greyfist	2.50	3.50
Griffin	1.00	2.00
Grimfang	3.00	5.00
Growls-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunnar Draughtbane	25.00	35.00
Half Moon	20	40
Harano Gloom	3.00	5.00
Head Wound	2.50	3.50
Heart of Fury	1.00	2.00
Hogling	20	40
Howard Koar	1.00	2.00
Hunting Party	1.00	2.00
Icy Chill of Despair	1.00	2.00
Impergium	2.50	3.50
Inbred Disorder	1.00	2.00
Incarna Sigil	2.50	3.50
Insightful Eyes	20	40
Ivan Karda	1.00	2.00
Jack Debitongu	25.00	35.00
Jackal's Curse	20	40
Jacky Gecko	2.50	3.50
Jam Technology	1.00	2.00
Journey Onward	1.00	2.00
Journey to the East	20	40
Jubati	1.00	2.00
Julisha of the Thousand Masks	3.00	5.00
Justice Under Gaia	1.00	2.00
Kelly Still Waters	25.00	35.00
Kinfolk - Environmental Activist	2.50	3.50
Kinfolk - Small Town Cop	2.50	3.50
Kinfolk - Soldier of Fortune	3.00	5.00
Kinfolk - TV Reporter	2.50	3.50
Kinfolk - Veterinarian	3.50	5.00
Klailtal Stargazer	25.00	35.00
Klavie	2.50	3.50
Kneecapper	20	40
Knife Wind	3.00	5.00
Lamurun	3.00	5.00
Leadership Challenge	1.00	2.00
Legendary Leadership	1.00	2.00
Lesser Banishment	1.00	2.00
Leukippes	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Lost Calling	1.00	2.00
Lucky Blow	2.50	3.50
Luna's Armor	1.00	2.00
Luna's Links	2.50	3.50
Lunar Eclipse	3.00	5.00
Mamu	3.50	5.00
Mangle	2.50	3.50
Mari Cabrah	2.50	3.50
Massive Wound	1.00	2.00
Master of the Pack	3.00	5.00
Matriarch Mourning	3.00	5.00
Merciful Blow	1.00	2.00

Messenger's Fortitude	20	40
Might of Thor	20	40
Mindseek	1.00	2.00
Mokole Hide	2.50	3.50
Moon Bridge Escape	1.00	2.00
Moon Sign	2.50	3.50
Morgan the Unworthy	1.00	2.00
Monhie High-Mountain	3.00	5.00
Mother Larissa	3.00	5.00
Mother's Touch	1.00	2.00
Natasha Moon Chaser	1.00	2.00
Naturae Boon	1.00	2.00
Nephthys Mu'at	2.50	3.50
Nerve Cluster	1.00	2.00
New Moon	20	40
9mm Semi-Auto Pistol	20	40
No Escape	1.00	2.00
No'iri'n Ni'Dhonail	1.00	2.00
Odor of Skunk	20	40
Off-Balance Attack	20	40
Oisín Mac Gaelach	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.00	5.00
Old Wolf of the Woods	25.00	35.00
Organ Puncture	1.00	2.00
Overextended Attack	20	40
Owl	1.00	2.00
Pack Defense	1.00	2.00
Passer	1.00	2.00
Peace of Nature	3.00	5.00
Pearl River	3.00	5.00
Pegasus	20	40
Pentex Forestry Team	1.00	2.00
Pentex Refinery	4.00	6.00
Persuasion	20	40
Piper, The	2.50	3.50
Portable Computer	3.00	5.00
Praise the Malformed	1.00	2.00
Progenitor Mage	3.00	5.00
Pumpkin Man	1.00	2.00
Questor Treemaker	1.00	2.00
Quoting the Litany	2.50	3.50
Ragnarok	1.00	2.00
Rainpuddle	1.00	2.00
Rat	20	40
Razor Claws	20	40
Reclaiming the Stolen	1.00	2.00
Remove Gaia's Blessing	2.50	3.50
Rend and Tear	1.00	2.00
Rite of Glory	20	40
Rite of Investiture	3.00	5.00
Rite of Passage	20	40
Rite of Wisdom	20	40
Rite of Wounding	20	40
Ritual Challenge	20	40
Roar of Storms	2.50	3.50
Roger Daly	3.00	5.00
Roll Over	20	40
Roshen One-Arm	1.00	2.00
Run Like Hell	1.00	2.00
Running Creek	1.00	2.00
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Satire Song	20	40
Saving Face	20	40
Scar Throat Leech-Killer	1.00	2.00
Scouring the Wym	1.00	2.00
Scouting Mission	1.00	2.00
Scratches-at-Fleas	2.50	3.50
Scream of Gaia	1.00	2.00
Serenity	20	40
Shakar	1.00	2.00
Shapeshift	1.00	2.00
Shieldmate	1.00	2.00
Shogeka Hunter Moon	25.00	35.00
Shotgun	4.00	6.00
Shroud	20	40
Shu Horus	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.00	2.00
Silver Record	20	40
Simon Gentle	1.50	2.50
Sings-for-the-Beast	1.50	2.50
Sister Judith Paws-of-Light	2.50	3.50
Skindancer	4.00	6.00
Sneak Attack	2.50	3.50
Sofya Softkiller	1.50	2.50
Solid Blow	20	40
Son of Moonlight	2.50	3.50
Song Chiang	2.50	3.50
Song of Rage	20	40
Song of the Great Beast	3.00	5.00
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spirit Drain	2.50	3.50
Spirit of the Fray	1.50	2.50

Spotlight	1.50	2.50
Stag	20	40
Stands-Like-Mountain	2.50	3.50
Staredown	20	40
Sticky Paws	20	40
Stinging Wound	20	40
Stolen Wolf, The	1.50	2.50
Stone of Scorn	20	40
Surprise Ally	2.50	3.50
Surprise Attack	1.50	2.50
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Swipe	20	40
Syntax	1.50	2.50
Take the True Form	1.50	2.50
Taking the Death Blow	2.50	3.50
Tanzut	1.50	2.50
Taunt	20	40
Teeth-of-Titanium	2.50	3.50
Telling Blow	20	40
Thomas Kachina	2.50	3.50
38 Special	20	40
Thunder Tiger	2.50	3.50
Tim Rowan-tree	1.50	2.50
Trackless Waste	20	40
Tribal Alliance	1.50	2.50
Tribal War	3.00	5.00
True Fear	1.50	2.50
True Silverheels	2.50	3.50
Uktena	20	40
Uktena Wyrmling	4.50	5.50
Umbral Escape	2.50	3.50
Umbral Quest	20	40
Unicorn	20	40
Victory Party	1.50	2.50
Virus-to-Wym	1.50	2.50
Vital Blow	1.50	2.50
Volcheka Ibaruni	1.50	2.50
Walks-with-Might	3.00	5.00
War Paint of Wahay Ohni	2.50	3.50
Wendigo	20	40
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.50	2.50
Winter Wolf	1.50	2.50
Wisdom of the Seer	3.00	5.00
Wolf Kinfolk	20	40
Wolf-Spirit	20	40
Wym Skin	2.50	3.50
Wym Slayer, Ronin Garou	3.00	5.00
Wym Taint	2.50	3.50
Yuri Tvarichik	25.00	35.00
Zachary Ellison	2.50	3.50



RAGE-CANNIBAL SLUG

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

Allies Gateway	75	1.25
Amanda Withers-in-Sun	1.50	2.50
Banishment by the Council	2.50	3.50
Bjan-Blood-from-Stone	1.50	2.50
Born to Nature	15	40
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 Crescent Moon	75	1.25
Caern of Ichijo Madonibashi	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
Childing	1.50	2.50
Close Gauntlet	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
Kinfalk Shaman	25	75
Laughs-of-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 Wyrmfœ	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	4.00	6.00
Pangea	10.00	15.00
Parting the Velvet Curtain	15	40
Pattern Spider	15	40
Petrov Tzarovitch	1.50	2.50
Phantasm	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
Serpentine	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
Wahyo-Ohni	1.50	2.50
The Wheel of Pthah	15	40
World of Man	15	40
Wyldestorm	2.50	3.50
Wyldestone	75	1.25
Wyllding	15	40

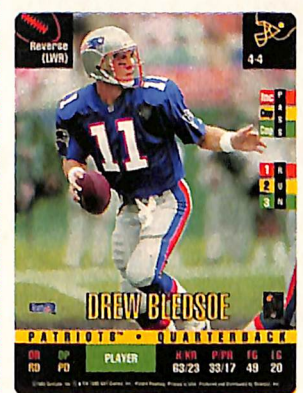
REDEMPTION

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

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
Box (36 packs)	80.00	110.00
Commons	20	40
Minor Stars	1.50	2.50



RED ZONE-DREW BLEDSOE

Name	Rarity		
Aikman, Troy	R	8.00	12.00
Allen, Marcus	U	2.00	3.00
Bennett, Cornelius	R	3.00	5.00
Bledsoe, Drew	U	12.00	20.00
Brown, Tim	R	3.00	5.00
Bruce, Isaac	C	0.75	1.50
Conway, Curtis	C	0.75	1.50
Cunningham, Randall	U	2.00	3.00
Differ, Trent	U	2.00	3.00
Elway, John	R	7.00	10.00
Faulk, Marshall	R	12.00	20.00
Floyd, William	U	1.50	2.50
George, Jeff	R	4.00	6.00
Greene, Kevin	R	4.00	6.00
Hanks, Merton	R	3.00	5.00
Irvin, Michael	R	6.00	10.00
Kelly, Jim	R	6.00	10.00
Marino, Dan	R	12.00	20.00
Means, Natrone	R	5.00	8.00
Moon, Warren	R	5.00	8.00
Moore, Herman	R	4.00	6.00
O'Donnell, Neil	C	0.75	1.50
Pickens, Carl	U	2.50	3.50
Reed, Andre	R	3.00	5.00
Rhett, Eric	C	1.50	2.50
Rice, Jerry	R	8.00	12.00
Sanders, Barry	R	8.00	12.00
Seau, Junior	R	4.00	6.00
Shuler, Heath	U	2.50	3.50
Smith, Bruce	R	3.00	5.00
Taylor, John	R	3.00	5.00
Warren, Chris	R	4.00	6.00
White, Reggie	R	4.00	6.00
Woodson, Rod	R	4.00	6.00
Young, Steve	R	8.00	12.00

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		
Full 1st Ed. Set (445 cards)	\$150.00	225.00
(Set price includes 25 booster exclusive cards)		
1st Ed. Starter Dual (110 cards)	8.00	10.00
1st Ed. Starter Box		
(6 dual decks)	450.00	60.00
1st Ed. Booster Pack (15 cards)	1.25	1.50
1st Ed. Booster Box (36 packs)	40.00	50.00
Full No Ed. Set (400-Cons Only)		
No Ed. Starter Deck (55 cards)	•	•
No Ed. Starter Box (10 decks)	•	•
Full 2nd Edition Set (420 cards)		
2nd Ed. Starter Deck (110 cards)	8.00	10.00

2nd Ed. Starter Box (6 duals)	45.00	60.00
2nd Ed. Booster Pack (15 cards)	1.50	1.75
2nd Ed. Booster Box (36 packs)	50.00	60.00
Invisibility		
Midnight Goddess of Magic	1.50	2.50
Potion of Firebreathing	1.50	2.50
Siege!	1.50	2.50
Suot	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		
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		
Hazy Image	1.50	2.50
Inn of the Last Home	1.50	2.50
Krymn Minotauis	1.50	2.50
Tasselhoff 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)	2.00	2.50
Booster Box (36 packs)	70.00	90.00
Blackstaff Tower		
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		
Cult Following Modifier	1.50	2.50
Cloymore 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

COMIC IMAGES-1995		
Full Set (325 cards)	\$250.00	375.00
Starter Deck (53 cards)	58.00	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		
Alexander Rozhenko	1.25	2.00
Aldar Jarak	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'lik	75	1.50
Bo'el	2.25	3.00
Baron	75	1.50
Barclay's Protoplasmic Disease	6.00	10.00
Benjamin Maxwell	75	1.50
Betazoid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00
Bochra	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	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
Crisis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherians	4.00	6.00
Danion 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
Devaros	8.00	12.00
Diplomacy Mission	75	1.50
Distortion Field	1.50	2.50
Distortion of... Continuum	2.25	3.00
Divak	1.50	2.50
Dr. La Forge	5.00	7.00
Dr. Leah Brahms	5.00	7.00
Dr. Reygo	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 Jo	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 Typhoon Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'Ihr	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
Haakana	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'nin	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. Hagh'ta	7.00	10.00
I.K.C. K'Vor	1.50	2.50
I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Vat	7.00	10.00
I.K.C. Var'Cha	75	1.50
I.K.C. Vom	75	1.50
Iconia Investigation	3.50	5.00
Iconian Computer Weapon	75	1.50
Impassable Door	75	1.50

price guide



price guide

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
Jaglan Shrek—Information Broker	5.00	8.00
Jean-Luc Picard	40.00	60.00
Jenna O'Sora	1.50	2.50
Jo'Bril	1.25	2.00
Juggler, The	7.50	15.00
K'Ehleyr	7.00	10.00
K'mpec	7.50	15.00
K'Tal	7.50	15.00
K'Vada	1.25	2.00
Kahless	6.00	10.00
Koreel Odan	7.50	15.00
Kargon	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	7.50	15.00
Kle'eg	7.50	15.00
Klingon Death Yell	6.00	10.00
Klingon Right of Vengeance	7.50	15.00
Konmel	7.50	15.00
Koral	7.50	15.00
Koroth	1.50	2.50
Korris	1.50	2.50
Krios Suppression	7.50	15.00
Kromm	7.50	15.00
Ktarian Game	4.00	6.00
Kurak	5.00	8.00
Kurlan Naikas	8.00	12.00
Kurm	7.00	10.00
L'Kor	1.25	2.00
Leah Brahm	5.00	8.00
Life-Form Scan	1.50	2.50
Long-Range Scan	7.50	15.00
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	7.50	15.00
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Tricorder	1.25	2.00
Mendak	6.00	10.00
Mendon	7.50	15.00
Menthar Booby Trap	7.50	15.00
Mercenary Ship	2.25	3.00
Metaphasic Shields	7.50	15.00
Microvirus	7.50	15.00
Mirok	1.50	2.50
Morag	7.50	15.00
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	10.00
Nanites	7.50	15.00
Narik	2.25	3.00
Noisicaans	7.50	15.00
Near-Warp Transport	1.25	2.00
Neela Daren	8.00	12.00
Neral	7.50	15.00
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 Safie	1.50	2.50
Nu'Daq	1.50	2.50
Null Space	1.50	2.50
Nutritional Shields	1.25	2.00
Orett	2.25	3.00

Palor Toff—Alien Trader	7.50	15.00
Pardek	2.25	3.00
Parrem	1.50	2.50
Parriek Fountain	7.50	15.00
Pegasus Search	3.50	5.00
Phased Matter	7.50	15.00
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	7.50	15.00
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	7.50	15.00
Sarek	10.00	15.00
Sarjenka	4.00	6.00
Sarthong Plunder	3.25	4.00
Sattek	7.00	10.00
Science Vessel	7.50	15.00
Secret Salvage	1.50	2.50
Seek Life-form	3.50	5.00
Sela	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
Sirna Kolrami	1.50	2.50
Soren	1.50	2.50
Spacedock	7.50	15.00
Static Warp Bubble	7.50	15.00
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	7.50	15.00
Study Stellar Collision	7.50	15.00
Subspace Schism	7.50	15.00
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
Torellian 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	7.50	15.00
Thomas Riker	12.00	18.00
Thought Maker	10.00	15.00
Time Travel Pod	5.00	8.00
Toby Russell	7.50	15.00
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	7.50	15.00
Tox Uthat	8.00	12.00
Transwarp Conduit	1.25	2.00
Traveler, The: Transcendence	2.25	3.00
Treaty: Federation/Klingon	7.50	15.00
Treaty: Federation/Romulan	7.50	15.00
Treaty: Romulan/Klingon	7.50	15.00
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
Varon-T Disruption	8.00	12.00
Vash	8.00	12.00
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	7.50	15.00
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00

Worf	20.00	30.00
Wormhole	7.50	15.00
Wormhole Negotiations	4.00	6.00
Zibalian Transport	7.50	15.00

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 are 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
Box (36 packs)	80.00	110.00



SUPER NOVA-DOMED CITIES

SUPER NOVA

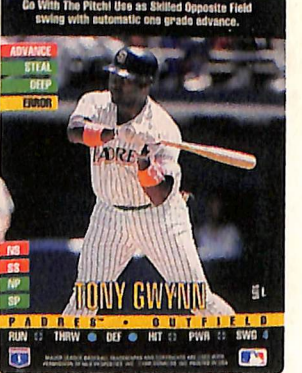
HEARTBREAKER HOBBIES-1995

Full Set (165 cards)	\$150.00	20.00
Starter packs (18 cards)		
Starter boxes (36 packs)		

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
Commons	25	40
Minor Stars	1.50	2.50



TOP OF THE ORDER-TONY GWYNN

Name	Rarity		
Alomar, Roberto	R	4.00	6.00
Baerga, Carlos	R	4.00	6.00
Bogwell, Jeff	U	2.50	3.50
Belle, Albert	R	6.00	10.00
Bichette, Dante	R	3.00	4.00
Boggs, Wade	R	2.00	4.00
Bonds, Barry	R	6.00	10.00
Canseco, Jose	U	1.00	2.00

Carter, Joe	R	3.00	4.00
Clark, Will	R	3.00	4.00
Clemens, Roger	U	0.75	1.50
Edmonds, Jim	R	3.00	5.00
Griffey, Ken Jr.	R	12.00	20.00
Gwynn, Tony	R	5.00	8.00
Johnson, Randy	R	3.00	5.00
Jones, Chipper	C	6.00	8.00
Justice, David	R	3.00	5.00
Maddux, Greg	R	8.00	12.00
Mattingly, Don	R	7.00	10.00
McGriff, Fred	R	3.00	5.00
McGwire, Mark	R	3.00	4.00
Mondesi, Raul	R	5.00	8.00
Mussina, Mike	U	1.25	2.50
Nomo, Hideo	R	10.00	15.00
Piazza, Mike	R	7.00	10.00
Puckett, Kirby	R	7.00	10.00
Ramirez, Manny	R	5.00	8.00
Ripken, Cal	R	12.00	20.00
Sanders, Deion	R	4.00	6.00
Smith, Ozzie	U	2.50	3.50
Thomas, Frank	R	12.00	20.00
Thome, Jim	R	3.00	5.00
Vaughn, Mo	R	4.00	6.00
Williams, Matt	R	4.00	6.00

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

HEARTBREAKER 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

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	7.50	15.00
Secret Treasure	7.50	15.00
Silver Card	40.00	60.00
Wyvern	7.50	15.00

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



INQUEST®

We want to know what you think

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

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

Questions, Comments & Concerns

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

Price Changes

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

Set	Card Name	What it sells for in your area
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Top Ten Hottest Cards

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

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

Name: _____

Address: _____

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

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

WHO ARE YOU?

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

FEBRUARY SURVEY

price guide

INQUEST

checklists



RAGE: THE WYRM

Full Set (186 cards)

B.M.: Board Meeting	UR: Ultra Rare
Abr: Artist	Abr: Artist
Sto: Sto	JDa: Jim Daly
RSp: Ron Spencer	RTh: Richard Thomas
LSn: Lawrence Snelly	EDi: Erin Dixon
MMi: Matt Milberger	SFi: Scott Fischer
BLa: Brian LeBlanc	MJa: Mark Jackson
JMi: Jeff Miracolo	JPa: John Park
DCa: Denis Calero	CMc: Chris McDonough
BAr: Barbara Armata	SCAR: SCAR
SDi: Shaggy Dixon	JHo: Jeff Holt
WOC: William O'Conner	RMc: Robert MacNeill
AAr: Ash Arnett	SPr: Shelly Prahrer
AMi: Aileen Miles	KRy: Kathy Ryan
LAW: LAW	DGR: Daerick Gross
TNa: Ted Naifeh	MMi: Mike Mignola
RKF: Richard Kane Ferguson	
MSC: Michael Scott Cohens	
M&J: Mark Chaney & John Park	
M&M: Mike Chaney & Matt Milberger	

Card Name	Type	Rty	Artist
Cannibal Slug	Ally	C	M&M
Corporate Security	Ally	C	JDa
Enticer	Ally	R	MSC
Experimental Formori	Ally	U	RTh
Formori Dock Worker	Ally	C	"Sto"
Jack-O-Lantern	Ally	U	LSn
Mad Scientist	Ally	U	EDi
Man In Black	Ally	R	MMa
Meat Puppet	Ally	U	RSp
Pentex Executive & Limousine	Ally	R	SFi
Psychotic Stalker	Ally	R	LSn
Red-Headed Stepchild	Ally	R	RKF
Bane Sword	Equip	R	RTh
Blood Dagger	Equip	C	BLa
Cellular Phone	Equip	U	JPa
Chainsaw	Equip	R	MMa
Corporate Credit Card	Equip	R	SFi
Dr. Mordecai's Home Chemistry Set	Equip	R	SDi
Gooshy Gooze	Equip	U	RSp
Lander's Nylon Stocking	Equip	R	DCa
Lion's Pelt	Equip	U	MJa
Mage's Talisman	Equip	R	SCAR
Mockmaw's Battle Axe	Equip	R	JDa
Oil of Corruption	Equip	U	RKF
Pipe Bomb	Equip	R	SFi
Red Hot Baby Powder	Equip	U	DCa
Skin of the Hellbound	Equip	U	CMD
Submachine Gun	Equip	R	JDa
Tear Gas Cannister	Equip	U	MJa
Toga of Dionysus	Equip	U	JMi
Vampire Blood	Equip	R	BAr
War Knife of Benning Simon	Equip	R	BLa
Whip of the Wicked	Equip	R	JMi
Battle Quest	Quest	U	BLa

Bully's Quest	Quest	C	JDa
Fool's Quest	Quest	R	RKF
Grudge Match	Quest	U	MJa
Martyr's Quest	Quest	R	BAr
Serpent's Quest	Quest	C	JHo
Rite of the Pentarch	Rite	R	RKF
Rite of Summoning	Rite	C	RKF
Rite of the Black Spiral	Rite	U	BLa
Ass Whuppin Lynch Mob	Combat	C	BLa
Beat Unmerciful	Combat	U	BLa
Bitch Slap	Combat	C	RKF
Curb Stomp	Combat	C	RSp
Dis-Arm	Combat	R	RSp
Ear Lober	Combat	C	RSp
Fetal Position	Combat	U	JMa
Gang Beating	Combat	U	WOC
Hamstringed	Combat	C	BLa
Heart Breaker	Combat	R	RKF
Reckless Swing	Combat	C	JHo
Rent Assunder	Combat	R	BLa
Septum Crushed	Combat	C	RSp
There You Are!!	Action	C	SFi
Foiled You!!	Action	U	BLa
Reckless Stunt	Action	R	JDa
Caern of the Blood God	Caern	R	RTh
Caern of Rhythiku	Caern	R	RKF
Caern of the Unwashed Child	Caern	R	JMa
Air of Authority	Gift	U	JMa
Airt Gateway	Gift	C	DCa
Airt Mastery	Gift	U	SFi
Allies Below	Gift	U	BLa
Balefire	Gift	U	MJa
Bane Moonbridge	Gift	U	RMc
Breath of the Defiled	Gift	R	SCAR
Consumption of Gaia	Gift	C	JMa
Corrupting Presence	Gift	C	MJa
Every Day is Halloween	Gift	U	RKF
Horns of the Impaler	Gift	U	RSp



Infectious Touch	Gift	U	RSp
Kiss of the Wurm	Gift	R	BLa
Lord of the Realm	Gift	R	JDa
Psychotic Hallucinations	Gift	R	RKF
Roar of the Wyrms	Gift	U	RKF
Savage Fury	Gift	C	JDa
Splinter of the Weakened Mind	Gift	U	JDa
Stench of Death	Gift	C	WOC
Subjugation of Gaia	Gift	U	SFi
Suffering Bastard	Gift	U	JMi
Taste of Paine	Gift	C	SCAR
Totem Form	Gift	R	RKF

Touch of Eel	Gift	U	JMa
Voice of Reason	Gift	U	JHo
Wyrms Hide	Gift	C	SFi
Beasts-of-War	Event	U	RSp
Congressional Hearing	Event	R	RTh
Corporate Take-over	Event	R	SFi
Defiler	Event	U	BLa
Eater-of-Souls	Event	U	AAr
Environmental Action	Event	U	MJa
FBI Investigation	Event	R	MJa
Friends in High Places	Event	U	SFi
G'lough, "Dance of Corruption"	Event	R	RSp
Gates of Malfeas	Event	R	BLa
Kirijama, "The Hidden Foe"	Event	R	JMa
Mass Pollution	Event	C	CMc
Red Alert	Event	U	M&J
Spiritual Revelation	Event	R	SPr
Telemarketing Campaign	Event	U	JMa
The Bat	Event	R	JMa
Toga Party	Event	C	RKF
Urban Renewal	Event	C	AAr
Business Merger	B.M.	U	WOC
Corporate Acquisition	B.M.	U	BLa
Punitive Damages	B.M.	C	RSp
Reinvesting Profits	B.M.	R	BLa
Ritual of the Dark Spiral	B.M.	R	JMi
Survival of the Fittest	B.M.	C	JMi
"Angus, The Whie Howler"	Victim	R	SFi
"Bob Goldstien, Ace Reporter"	Victim	R	SFi
Avenging Wraith	Victim	R	JMa
Beat Cop	Victim	C	BLa
Bus Full of People	Victim	C	SFi
Cult Leader	Victim	R	JDa
Cultist	Victim	C	KMc
Family of Five	Victim	C	JDa
Family Pet	Victim	C	SFi
FBI Agent	Victim	U	SFi
Glade Child	Victim	U	SFi
Greenpeace Assault Team	Victim	R	JMa
Happy Tourist	Victim	R	KMc
High School Athlete	Victim	C	M&M
Honest Senator	Victim	U	BLa
Incarna Avatar	Victim	R	SPr
Last Cub	Victim	U	AMi
Mage of the Celestial Chorus	Victim	R	KRy
Mailman	Victim	C	JMi
Movie Star	Victim	R	LSn



Neighborhood Watch Group	Victim	C	AAr
Newspaper Vendor	Victim	C	RKF
Playground Full of Kids	Victim	C	RSp
Priest	Victim	U	SFi
Renegade Werewolf Hunter	Victim	U	BLa
Ronin Garou	Victim	R	BLa
Sidhe Knight	Victim	R	SFi
Street Bum	Victim	C	RMc
Survival Nut	Victim	U	KMc
Swat Officer	Victim	U	JDa
Unlucky Lune	Victim	C	BLa

Vigilante	Victim	U	SFi
Wandering Gaffling	Victim	C	BLa
Allanzo Montoya	Character	R	JMi
Amelia	Character	R	BLa
Blossum	Character	C	LAW
Chirox the Unfeeling	Character	U	JMi
Corinna	Character	C	RSp
Dr. Spencer	Character	C	RSp
Fangthane Bloodjaw	Character	C	RSp
Hunts At Night	Character	U	AAr
Jane Thurber	Character	C	LAW
Johnathan Roark	Character	C	BLa
Kills The Weak	Character	U	DCa
Kitalid the Deceiver	Character	C	JDa
Latoria the Temptress	Character	U	DCa
Little Peety	Character	C	BLa
Longtooth Soullkiller	Character	R	AAr
Lorenz Winkler	Character	U	MJa
Lotus	Character	C	JMi
MacNeil	Character	R	RSp
Maxmillian	Character	C	BLa
Miles Kent	Character	C	LAW
Johnson P. Donovan	Character	C	JMa
Mr. Iguana	Character	R	BAr
Old One-Eye	Character	U	RTh
Ragnor the Terror	Character	C	SFi
Shoragg	Character	C	JMi
Snickers	Character	U	RKF
Sybil	Character	U	RSp
Technician #7	Character	C	JMi
The General	Character	R	BLa
Tsannik	Character	R	JMi
Typhoon the Unpure	Character	C	SCAR
Uncle Freddy	Character	C	RSp
Voragg the Unbound	Character	C	JDa
Wailer	Character	C	WOC
Churjoc's Tusk	Equip	UR	RKF
Mackmaw	Post Life	UR	DGR
Malfeas	Realm	UR	TNa
Count Vladimir Rustovich	Character	UR	RSp
Zhyzhak	Character	UR	BLa
Trinity Hive Caern	Caern	UR	MMi

QUEST FOR THE GRAIL

Full Set (240 cards)

Abr: Artist	ARA: Arthur Rakhom
EDo: E. Doepler	NCW: N. C. Wyeth
SGU: Steve Guluk	TDM: Todd DeMelle
GDG: Gustav Dore	HPy: Howard Pyle
DNa: David Nalle	EDu: Edmund Dulac
MRB: Main R. Boucher	Ale: April Lee
WRF: William R. Flint	JGr: James Green
MWi: Milo Winter	FSc: Frank Schoonover
HJF: H.J. Ford	HRB: Heather Bruton
MSp: Michelle Spalding	LRh: Louis Rhead
FGP: Frank Gembeck, Jr.	TVi: Tim Vining
CPe: Clara R. Peck	KNi: Kay Nielsen
IBa: Ian D. Batten	COu: Chris Ousley
TBo: Timothy Borelli	DSt: Diana H. Stein
TMc: Terran McCanna	TVs: T. Vishniak
BMu: Barry Munden, Jr.	RWh: R. Wheelwright
EAB: Elenore Abbott	
Slm: Scriptorium Images	

Card Name	Type	Artist	Rty
Warhawk	Animal Comp.	EDo	C
Chainmail	Armor Reward	Slm	C
Platemail	Armor Reward	Slm	C
Concentration	Combat Action	ARa	C
Dastely Blow	Combat Action	Slm	C
Desperate Lunge	Combat Action	SGU	C
Dodge	Combat Action	SGU	C
Fient	Combat Action	Slm	C
Fury	Combat Action	NCW	C

Parry	Combat Action	NCW	C	Man at Arms	Warrior	NCW	C	Winged Horror	Quest	JGr	U	Queen Guinevere	Lady Companion	CPe	R
Righteousness	Combat Action	Slm	C	Saxon Thane	Warrior	NCW	C	Great Serpent of Gore	Quest Creature	IDB	U	Queen Morgana le Fay	Lady Companion	JGr	R
Vital Blow	Combat Action	Slm	C	Squire	Warrior	NCW	C	Great Wym	Quest Creature	HBu	U	Ensorcelled Wood	Quest	ARa	R
Weakness	Combat Action	Slm	C	Yeoman	Warrior	NCW	C	Hippogriff	Quest Creature	HBu	U	Mirror of Shalott	Quest	HPy	R
Hermit of the Forest	Companion	GDo	C	Knight Errant	Warrior Knight	ARa	C	Red Ettin	Quest Creature	LRh	U	Perilous Garde	Quest	IDB	R
Page	Companion	NCW	C	Robber Knight	Warrior Knight	Slm	C	Sea Maid	Quest Creature	ARa	U	Quest for the White Hart	Quest	Slm	R
Shieldbearer	Companion	TDM	C	Sir Blamore of Gaul	Warrior Knight	S&N	C	Spectral Mount	Quest Creature	FGe	U	Satyr	Quest	TDM	R
Swordbearer	Companion	BMu	C	Sir Blyant of Gales	Warrior Knight	S&N	C	Wraith	Quest Creature	TVi	U	Sword in the Stone	Quest	FGo	R
Britian	Domain	NCW	C	Sir Gotegrim of Britian	Warrior Knight	MSP	C	Clock Of Silence	Reward	HPy	U	Toast of Honor	Quest	GDo	R
Britian	Domain	DNa	C	Axe of Cleaving	Weapon Reward	TBo	C	Sacred Veil	Reward	EAB	U	Unicorn	Quest Creature	Slm	R
Britian	Domain	HPy	C	Dagger	Weapon Reward	Slm	C	Counterspell	Spell	EDu	U	Green Knight	Quest Knight	HJF	R
Brittany	Domain	Slm	C	Lance	Weapon Reward	TBo	C	Dark Alliance	Spell	NCW	U	Knight of the			
Brittany	Domain	ARa	C	Armor of Righteousness	Armor Reward	TDM	U	Enchanted Sleep	Spell	ARa	U	Black Lands	Quest Knight	LRh	R
Brittany	Domain	NCW	C	Minstrel	Companion	Ale	U	Gift of the				The Blessed Spear	Relic Reward	TBo	R
Cambria	Domain	Slm	C	Welsh Archer	Companion	NCW	U	Three Mothers	Spell	ARa	U	Blessed Scabbard	Reward	Slm	R
Cambria	Domain	DNa	C	Witch of the Woods	Companion	GDo	U	Healing Draught	Spell	ARa	U	Holy Relic	Reward	WRF	R
Cambria	Domain	EDo	C	Forest Broceliande	Domain	GDo	U	Phantom Path	Spell	FGe	U	Round Table	Reward	Slm	R
Cornwall	Domain	Slm	C	Gomeret	Domain	Slm	U	Revenant	Spell	LRh	U	Siege Perilous	Reward	NCW	R
Cornwall	Domain	DNa	C	Gomeret	Domain	Slm	U	Spirit Guardian	Spell	FGe	U	War Chariot	Reward	BMu	R
Cornwall	Domain	GDo	C	Listinoise	Domain	Slm	U	Subdue Beast	Spell	EAB	U	Wings of Bloeduth	Reward	Ale	R
Gaul	Domain	Slm	C	Listinoise	Domain	MWi	U	Vow of Attonement	Vow	Slm	U	Shield of Valor	Shield Reward	LRh	R
Gaul	Domain	Slm	C	Lyonesse	Domain	Slm	U	Vow of Silence	Vow	Slm	U	Blight	Spell	Slm	R
Gaul	Domain	MRB	C	Lyonesse	Domain	MWi	U	Vow of Vengeance	Vow	Slm	U	Dolorous Blow	Spell	WRF	R
North Humber	Domain	Slm	C	Wastelands	Domain	TVs	U	Vow of Vigilance	Vow	Slm	U	Enthrall	Spell	EDu	R
North Humber	Domain	DNa	C	Wastelands	Domain	TVs	U	Master at Arms	Warrior	COu	U	Madness	Spell	IDB	R
North Humber	Domain	GDo	C	Beaumont's Blessing	Event	BMu	U	Sergeant at Arms	Warrior	COu	U	Touch of Wayland	Spell	HPy	R
North Wales	Domain	EDu	C					King Aguyans				Assassin	Warrior	NCW	R
North Wales	Domain	DNa	C					of Cambria	Warrior King	ARa	U	King Arthur			
North Wales	Domain	HPy	C					King Berrant	Warrior King	NCW	U	of South Wales	Warrior King	NCW	R
Rheged	Domain	Slm	C					King Leodegrance				King Ban of Gomeret	Warrior King	HPy	R
Rheged	Domain	MRB	C					of Britian	Warrior King	HPy	U	King Bors of Gaul	Warrior King	NCW	R
South Wales	Domain	EDu	C					King Pellinore				King Brandegoris			
South Wales	Domain	DNa	C					of Listinoise	Warrior King	WRF	U	of Strangore	Warrior King	ARa	R
South Wales	Domain	HPy	C					Saxon King	Warrior King	EDu	U	King Howell of Britian	Warrior King	COu	R
Strangore	Domain	NCW	C					Sir Accalon of Gaul	Warrior Knight	Slm	U	King Marc of Cornwall	Warrior King	HPy	R
Strangore	Domain	NCW	C					Sir Balan	Warrior Knight	S&N	U	King Melaidus			
Cancellation	Event	TDM	C					Sir Balin Le Sauvage	Warrior Knight	S&N	U	of Lyonesse	Warrior King	JGr	R
Healing Prayer	Event	NCW	C					Sir Colgrance of Gore	Warrior Knight	S&N	U	King Mordaut			
Sacred Vigil	Event	FSc	C					Sir Cylhwych	Warrior Knight	NCW	U	of North UMBER	Warrior King	JGr	R
Palfrey	Horse Reward	MSP	C					Sir Damos de Noir	Warrior Knight	RWh	U	King Roaz the Reaver	Warrior King	JGr	R
Demoiselle Sans Nom	Lady Companion	ARa	C					Sir Ector de Maris	Warrior Knight	CPe	U	King Ryence			
Floating Sword	Quest	ARa	C					Sir Engamore	Warrior Knight	CPe	U	of North Wales	Warrior King	JGr	R
Mordant Wym	Quest	HBu	C					Sir Ewaine				King Urien			
Afanc	Quest Creature	FGe	C					de Blanchemains	Warrior Knight	CPe	U	of North Rheged	Warrior King	NCW	R
Boreyne	Quest Creature	HBu	C					Sir Griffet le Fise de Dieu	Warrior Knight	GDo	U	King Uther Pendragon	Warrior King	HPy	R
Giant of Arroy	Quest Creature	ARa	C					Sir Lavaine of Corbin	Warrior Knight	HPy	U	Britomart of Norgalis	Warrior Knight	COu	R
Giant of Cabenet	Quest Creature	ARa	C					Sir Lionel of Britian	Warrior Knight	HPy	U	Sir Belvidere			
Giant of Wald	Quest Creature	FGe	C					Sir Lucian the Butler	Warrior Knight	KNi	U	the Cup Bearer	Warrior Knight	S&N	R
Goblin	Quest Creature	ARa	C					Sir Palamydes				Sir Borre	Warrior Knight	TVi	R
Griffon	Quest Creature	HJF	C					the Saracen	Warrior Knight	HPy	U	Sir Bors de Ganis of Gaul	Warrior Knight	HPy	R
Kernion	Quest Creature	FGe	C					Sir Peliias	Warrior Knight	HPy	U	Sir Dagonet the Fool	Warrior Knight	Ale	R
Lesser Wurm								Sir Ulhas	Warrior Knight	RWh	U	Sir Galahad	Warrior Knight	HPy	R
of the Mount	Quest Creature	ARa	C					War Pig of Gales	Animal Comp.	TMc	R	Sir Gawaine of Orkney	Warrior Knight	HPy	R
Nightmare Fiend	Quest Creature	LRh	C					Merlin	Companion	GDo	R	Sir Geraint	Warrior Knight	HPy	R
Ogre	Quest Creature	LRh	C					Astalat	Domain	GDo	R	Sir Kay	Warrior Knight	NCW	R
Phoenix	Quest Creature	CPe	C					Camelot	Domain	GDo	R	Sir Lomrack of Gales	Warrior Knight	HPy	R
Questing Beast	Quest Creature	ARa	C					Challenge of Sovriegnty	Event	TDM	R	Sir Lancelot of the Lakes	Warrior Knight	HPy	R
Red Dragon	Quest Creature	TVi	C					Curse of Epona	Event	MSP	R	Sir Mandor de la Porte	Warrior Knight	HPy	R
Sea Witch	Quest Creature	ARa	C					Fall of Lyonesse	Event	DHS	R	Sir Mordred	Warrior Knight	HPy	R
Serpent of Moray	Quest Creature	IDB	C					Flood	Event	NCW	R	Sir Nasciens	Warrior Knight	S&N	R
Wild Boar of Listinoise	Quest Creature	Slm	C					Graill Maidens	Event	EDu	R	Sir Percevant	Warrior Knight	COu	R
Wolf	Quest Creature	HBu	C					Master Ralph				Sir Percival of Gales	Warrior Knight	HPy	R
Wym of Corbin	Quest Creature	Slm	C					the Merchant	Event	HPy	R	Sir Pinal	Warrior Knight	BMu	R
Black Knight	Quest Knight	Slm	C					Pas des Armes	Event	ARa	R	Sir Sagamore			
Brigand Knight	Quest Knight	KNi	C					Plague	Event	LRh	R	le Desirous	Warrior Knight	NCW	R
Knight of the								Power of the Grail	Event	WRF	R	Sir Tristram of Lyonesse	Warrior Knight	HPy	R
Sparrow Hawk	Quest Knight	Slm	C					Royal Lineage	Event	Ale	R	Sir Turquine	Warrior Knight	TDM	R
Red Knight	Quest Knight	Slm	C					Submission	Event	NCW	R	Sir Wigalios	Warrior Knight	HBu	R
Chevron Shield	Shield Reward	TBo	C					Time of Darkness	Event	GDo	R	Blessed Sword	Weapon Reward	TBo	R
Eternal Brand	Spell	FGe	C					Time of Glory	Event	TDM	R	Dolorous Blade	Weapon Reward	TBo	R
Holy Grace	Spell	EDu	C					Usurpation	Event	TVi	R	Excalibur	Weapon Reward	NCW	R
Love Philtre	Spell	FSc	C					Vision of the Grail	Event	ARa	R	Perilous Blade	Weapon Reward	TBo	R
Prophecy	Spell	GDo	C					Lady Belle Isoult	Lady Companion	HPy	R	Spear of Longinus	Weapon Reward	ARa	R
Spirit Guide	Spell	FGe	C					Lady Nyume	Lady Companion	FGe	R				
Vision of Death	Spell	NCW	C					Lady of the Lake	Lady Companion	MRB	R				
Wizard's Glamour	Spell	GDo	C					Lady Ragnell the Foul	Lady Companion	MWi	R				
Vow of Chastity	Vow	Slm	C					Lasy Vivian	Lady Companion	FSc	R				
Vow of Obedience	Vow	Slm	C					Lady Yvette	Lady Companion	ARa	R				
Vow of Poverty	Vow	Slm	C					Queen Elizabeth	Lady Companion	ARa	R				
Gealt	Warrior	NCW	C					of Lyonesse	Lady Companion	ARa	R				



DEFAMATION

Defamation	Event	ARa	U
Dispossession	Event	NCW	U
Drought	Event	DHS	U
Exile	Event	NCW	U
Famine	Event	ARa	U
Hounds of Gwyn	Event	FGe	U
Imprisonment	Event	ARa	U
Recognition of Worth	Event	NCW	U
Storm Season	Event	DHS	U
Tourney	Event	NCW	U
Winds of Boreas	Event	TVi	U
Combat Experience	Exp. Reward	NCW	U
Combat Experience	Exp. Reward	NCW	U
Combat Experience	Exp. Reward	ARa	U
River Horse of Avon	Horse Reward	HBu	U
Warhorse	Horse Reward	HBu	U
Demoiselle Blanche fleur	Lady Companion	ARa	U
Lady Croisette	Lady Companion	EDu	U
Lady Ellose	Lady Companion	MRB	U
Lady Elouise the Fair	Lady Companion	ARa	U
Lady Enid	Lady Companion	EDu	U
Lady Lyonesse	Lady Companion	COu	U
Lady Lesolie			
of the Fountain	Lady Companion	HBu	U
Lady Moeya of Britian	Lady Companion	ARa	U
Lady Ygraine	Lady Companion	NCW	U
Queen Helen			
of Gomeret	Lady Companion	ARa	U
Queen of the			
Wastelands	Lady Companion	ARa	U
Yelande			
the Silent Maiden	Lady Companion	EDu	U
Chimera	Quest	ARa	U
Faerie Ring	Quest	ARa	U

HANDED BOO

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

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

POWER RATINGS

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

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

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

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

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

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

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."

SAMPLE LISTING

ART	Power Rating	Kind	Cost	Expansion	Other
Book of Rass	U	Sev	6	DK	
Bottle of Suleiman	R	Artifact	4	AN,R	
Bronze Tablet	R	Artifact	6	AQ,4TH	
Candelabra of Tavnos	R	Device	1	AQ	
Celestial Prism	U	Artifact	3	A,B,U,R,4TH	
Chaos Orb	R	Artifact	2	A,B,U	

10 INQUEST

Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfor. 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 five 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.



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.

ARTIST ABBREVIATIONS

The following is a list of artist abbreviations.

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

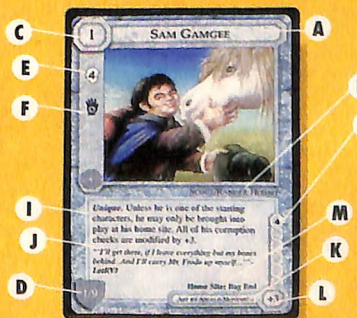
SPOTLIGHT:



MIDDLE-EARTH: THE WIZARDS CARD DESCRIPTION:

- A. Name:** Hey, the name of the card.
- B. Type:** So you can see at a glance if it's an event, an item, a creature, or whatever.
- C. Marshaling Points:** How many points these cards are worth towards victory. The bones of this game.
- D. Prowess/Body:** Prowess, the number to the left of the slash, indicates how skilled a character is in combat. Body, the number to the right of the slash, indicates how resilient the character or creature is against wounding and death.
- E. Mind:** Indicates how well a character resists influence. Sam's 4 mind is average.
- F. Direct Influence:** This indicates how much influence a character possesses himself, as opposed to your influence. Helps the character resist being influenced by opponents and is used by the character to control followers.
- G. Site Path:** These symbols represent the path you take to get from one location to another—important when playing hazards and when playing with regions.
- H. Region and Site Playability:** These symbols indicate what region and site type a creature can be played in.
- I. Description:** This tells you all the cool particulars about that card in your hand.
- J. Flavor Text:** Excerpts from the *Lord of the Rings*, to give the game, uh, flavor.
- K. Artist:** If you like the art on the card, you can thank the person whose name sits right here.
- L. Corruption Modifier:** Corruption checks are as common as spiders in Mirkwood, and some characters are more corruptible than others. Virtuous Hobbits get pluses, greedy Dwarves often get minuses.
- M. Home Site:** Because you don't expect to find Bilbo in Minas Morgul, Home Sites indicate at what site a character can be brought into play.
- N. Card Draw:** Indicates how many cards you and your opponent draw at that site. The number in white is your draw, the number in gray is your opponents'.
- O. Random Number:** If you don't have dice handy, you can pick a card at random and use this number to represent a roll.

I.C.E., designers of the roleplaying game based on the world-famous fantasy epic *Lord of the Rings*, have taken the next step into collectible card games. The result is *Middle-earth: The Wizards*. In this game, you play a wizard, such as Saruman or Gandalf, trying to secure the aid of the many notable characters from the classic trilogy. Your objectives are either to kill or corrupt the opposing wizards, secure the One Ring and chuck it into Mount Doom, or accumulate enough "marshaling points" from killing creatures, collecting items, and rallying factions to be declared victorious. Characters travel through special regions representing all the places of import in Middle-earth, collect resources, and confront dread hazards like Shelob or the Mouth of Sauron. So all you Tolkien fans and card game gurus, join the Fellowship!



INQUEST

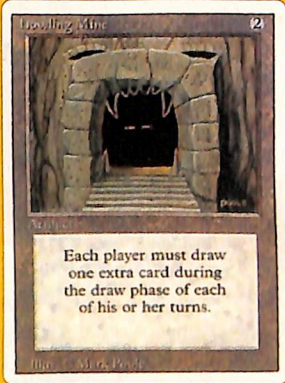
players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						
ARTIFACTS													
Adarkar Sentinel	AC	U	•••	MBe	5	IA	Ashnod's Battle Gear	ART	U	•••	MPo	2	AQ, 4TH
1: +0/+1 until end of turn. 3/3.							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.						
Aegis of the Meek	ART	R	•••	LWi	3	IA	Ashnod's Transmogrator	ART	C	•••	MTe	1	AQ, CH
1, T: Give a 1/1 creature +1/+2 until end of turn.							Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrator after it has been used.						
Aeolipile	ART	R	•••	HHu	1	FE	Balm of Restoration	ART	R	••	MOK	2	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.							1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.						
Al-abara's Carpet	ART	R	•••	KFo	5	LG	Barbed Sextant	ART	C	•••	AWe	1	IA
5, T: Prevent all damage done to you by attacking non-flying creatures.							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.						
Aladdin's Lamp	ART	U	•••	MTe	10	AN,R,4TH	Barl's Cage	ART	R	••••	TWä	4	DK, CH
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.							3: Target creature does not untap as usual in its controller's next untap phase.						
Aladdin's Ring	ART	U	•••	Dfr	8	AN,R,4TH	Basalt Monolith	ART	U	•••	JMy	3	A,B,U,R
8, T: Do 4 damage to any target.							T: Add 3 to your mana pool. Spend 3 to untap at any time.						
Alchor's Tomb	ART	R	•••	HMc	4	LG	Baton of Morale	ART	U	•••	DSh	2	IA
2, T: Change the color of target permanent you control.							2: Give target creature banding until end of turn.						
Amulet of Kroog	ART	C	•	MOK	2	AQ,4TH	Battering Ram	AC	C	••	JMe	2	AQ,4TH
2, T: Prevent 1 damage to any target.							Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.						
Amulet of Quoz	ART	R	•••	Dfr	6	IA	Black Lotus	ART	R	•••••	CRu	0	A,B,U
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.							T: Discard to add 3 mana of any single color to your mana pool.						
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.													

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Bronze Tablet	ART	R	•	TWä	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.						



LIBRARY OF LENG



HOWLING MINE



IVORY TOWER

Library of Leng, Howling Mine, and Ivory Tower: This is a nice combo for a slow, card-denial decks. These three artifacts have the potential to generate incredible amounts of life. First, throw down Library of Leng, which removes the maximum limit on cards in your hand. Next, throw down Howling Mine (or maybe two) to generate mucho extra cards, then top it off with Ivory Tower—and each card will give a point of precious life. Just remember, you have to nix any Black Visess that might crop up, or you're serious toast.

Apocalypse Chime	ART	R	•	MPo	2	HL
2, T: All cards in play from <i>Homelands</i> expansion are buried, including Apocalypse Chime.						
Arcum's Sleigh	ART	U	•••	TWä	1	IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.						
Arcum's Weathervane	ART	U	••	TWä	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	•	TWä	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 4 cards during discard phase.						

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Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found						
Cyclopean Tomb	ART	R	•••	AMa	4	A,B,U	Forethought Amulet	ART	R	•••	MBe	5	LG	Iron Star	ART	U	••	Dfr	1	A,B,U,R,4TH						
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.							Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.							1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.												
Dancing Scimitar	AC	R	•••	AMa	4	AN,R,4TH	Fountain of Youth	ART	C	••••	DGe	0	DK,CH	Ivory Cup	ART	U	••	AMa	1	A,B,U,R,4TH						
Flying. 1/5.							2, T: Gain 1 life.							1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.												
Dark Sphere	ART	U	••••	MTe	0	DK	Fyndhorn Bow	ART	U	•••	RAI	2	IA	Ivory Tower	ART	U	•••••	MOK	1	AQ,R,4TH						
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.							3, T: Give target creature first strike until end of turn.							Take 1 life for each card over four you have in hand during upkeep.												
							Gauntlet of Might	ART	R	•••••	CRu	4	A,B,U	Jade Monolith	ART	R	••	AMa	4	A,B,U,R,4TH						
							All mountains produce an extra mana. Give all red creatures +1/+1.							1: Take all damage done to any creature on yourself instead.												



ATOG



TETRAVUS

Atog & Tetraavus:
Mmmm... Atog say Tetraavus taste good. Atog say three Tetraavus taste even better. If you can wait around a turn, that's a +8/+8 boost for only 6 colorless mana. Not too bad, eh? Poor little guy always gets a bad rap, but give the Atog a shot and you'll see he can be pretty potent.

Delif's Cone	ART	U	••	MTe	0	FE	T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.
Delif's Cube	ART	R	••••	MTe	1	FE	2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.
Despotic Scepter	ART	R	•••	RTh	1	IA	T: Bury target permanent you own.
Diabolic Machine	AC	U	••	AMa	7	DK,4TH	3: Regenerates 4/4.
Didgeridoo	ART	R	••	MBe	1	HL	3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.
Dingus Egg	ART	R	••	Dfr	4	A,B,U,R,4TH	Whenever anyone loses a land, do 2 damage to that player for each lost land.
Disrupting Scepter	ART	R	•••	Dfr	3	A,B,U,R,4TH	3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.
Draconian Cylinx	ART	R	••	EBe	2	FE	2, T: Randomly discard a card from your hand to regenerate target creature.
Dragon Engine	AC	C	••	AMa	3	AN,R,4TH	2: +1/+0 until end of turn. 1/3.
Ebony Horse	ART	R	•	DWi	3	AN,R,4TH	2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.
Ebony Rhino	AC	C	••	AWe	7	HL	Trample. 4/5.
Elven Lyre	ART	R	••	KFo	2	FE	1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.
Elkin Bottle	ART	R	•	QHo	3	IA	3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.
Feldon's Cane	ART	C	••••	MTe	1	AQ,CH	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.
Fellwar Stone	ART	U	••••	QHo	2	DK,4TH	T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).
Feroz's Ban	ART	R	•••	HHu	6	HL	Summon Spells cost and additional 2 to cast.
Flying Carpet	ART	R	••••	MTe	4	AN,R,4TH	2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.
Forcefield	ART	R	•••••	Dfr	3	A,B,U	1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.

Gauntlets of Chaos	ART	R	••••	Dfr	5	LG,CH	Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.
Glasses of Urza	ART	U	•••	DSh	1	A,B,U,R,4TH	1: Look at opponent's hand. No, his cards!
Goblin Lyre	ART	R	•••	MKI	3	IA	0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.
Golgothian Sylex	ART	R	•	KKa	4	AQ	1: Discard all Antiquities cards, including Golgothian Sylex, from play.
Grapeshot Catapult	AC	C	•••	Dfr	4	AQ,4TH	1: Do 1 damage to a target flying creature. 2/3
Green Mana Battery	ART	R	•••	CRu	4	LG,4TH	2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).
Helm of Chaztuk	ART	R	•••	MTe	1	A,B,U,R,4TH	1, T: Give one creature banding ability until end of turn.
Hematite Talisman	ART	U	••	LWi	2	IA	3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.
Hive, The	ART	R	•••	Sev	5	A,B,U,R,4TH	5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.
Horn of Deafening	ART	R	••••	Dfr	4	LG,CH	2, T: Target creature deals no damage in combat this turn.
Howling Mine	ART	R	••••	Mpo	2	A,B,U,R,4TH	Everyone must draw an extra card during his or her draw phase.
Ice Cauldron	ART	R	•••	Dfr	4	IA	X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.
Icy Manipulator	ART	U	••••	AWe	4	A,B,U,IA	1, T: Tap one land, creature, or artifact.
Icy Manipulator	ART	U	•••••	DSh	4	A,B,U	1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.
Illusionary Mask	ART	R	•••	AWe	2	A,B,U	X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.
Implements of Sacrifice	ART	R	•••	MOK	2	FE	1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.
Infinite Hourglass	ART	R	•••	HMc	4	IA	Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Jewel'd Amulet	ART	U	••••	Dfr	0	IA	1, T: Place a charge counter on Jewel'd Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jewel'd Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.
Jester's Cap	ART	R	•••••	Dfr	4	IA	2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.
Jester's Mask	ART	R	••••	Dfr	5	IA	Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.
Jeweled Amulet	ART	U	••••	Dfr	0	IA	1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.
Jeweled Bird	ART	R	•	AWe	1	AN,CH	T: Exchange Bird for your ante, then draw a new card.
Jover's Tools	ART	R	••••	Mle	6	HL	4, T: Target creature cannot be blocked except by walls until end of turn.
Juggernaut	AC	U	••••	Dfr	4	A,B,U,R	Must attack each turn if possible. Can't be blocked by walls. 5/3.
Knowledge Vault	ART	R	•••	AWe	4	LG	2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.
Kormus Bell	ART	R	••	CRu	4	A,B,U,R,4TH	Treat all swamps in play as 1/1 creatures that can be tapped for B.
Kry Shield	ART	U	••	RTh	2	LG	2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.
Lapis Lazuli Talisman	ART	U	••	AWe	2	IA	3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.
Library of Leng	ART	U	•••	DGe	1	A,B,U,R,4TH	Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.
Life Chisel	ART	U	•••	AWa	4	LG	During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.
Life Matrix	ART	R	••••	AWe	4	LG	4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.
Living Armor	ART	C	•••	AMa	4	DK,CH	Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.
Living Wall	AC	U	•••	AMa	4	A,B,U,R	Counts as a wall. 1: Regenerates 0/6.
Malachite Talisman	ART	U	••	CRu	2	IA	3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.
Mana Crypt	ART	R	•••	MTe	0	BOOK	T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.
Mana Matrix	ART	R	••	MTe	6	LG	Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.
Mana Vault	ART	R	••••	MTe	1	A,B,U,R,4TH	T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.
Marble Priest	AC	U	•	MBe	5	LG	All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.
Meekstone	ART	R	••••	QHo	1	A,B,U,R,4TH	Any creature with power greater than 2 may not be untapped as normal during the untap phase.
Mightstone	ART	U	••	PVc	4	AQ	All attacking creatures gain +1/+0.

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

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Millstone Description: 2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.	ART	U	•••	KFo	2	AQ,R,4TH
• Mirror Universe 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.	ART	R	•••••	PFo	6	LG
Mishra's War Machine Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.	AC	R	•	AWe	7	A,B,U,R,4TH
• Mox Emerald T: Add G to your mana pool.	ART	R	•••••	Dfr	0	A,B,U
• Mox Jet T: Add B to your mana pool.	ART	R	•••••	Dfr	0	A,B,U
• Mox Pearl T: Add W to your mana pool.	ART	R	•••••	Dfr	0	A,B,U
• Mox Ruby T: Add R to your mana pool.	ART	R	•••••	Dfr	0	A,B,U
• Mox Sapphire T: Add U to your mana pool.	ART	R	•••••	Dfr	0	A,B,U
Nacre Talisman 3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	••	MTe	2	IA
Naked Singularity CU: 3. Swamps of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.	ART	R	••	MTe	5	IA
Necropolis 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.	AC	U	•••	NTh	5	DK
Nevinryral's Disk 1: Destroy all creatures, enchantments, and artifacts in play, including Nevinryral's Disk. Nevinryral's Disk enters play tapped.	ART	R	••••	MTe	4	A,B,U,R,4TH
North Star 4, T: You may cast one spell this turn using mana of any color.	ART	R	•••	KFo	4	LG
Nova Pentacle 3, T: Redirect all damage done to you by one source to target creature of opponent's choice.	ART	R	•••	RTh	4	LG
Obelisk of Undoing 6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.	ART	R	••	TWb	1	AQ,CH
Obsidian Golem 4/6.	AC	U	•••	JMy	6	A,B,U,R,4TH
Onulet If Onulet is placed in graveyard, its controller takes 2 life. 2/2.	AC	U	••	AMa	3	AQ,R,4TH
Onyx Talisman 3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.	ART	U	•••	Sev	2	IA
Ornithopter Flying. 0/2.	AC	U	••	AWe	0	AQ,R,4TH
Pentagram of the Ages 4, T: Prevent all damage done to you from one source.	ART	R	•••••	DSh	4	IA
Pit Trap 2, T: Sacrifice to bury target non-flying creature that is attacking you.	ART	U	•••	AMa	2	IA
Planar Gate Pay 2 colorless mana less when casting a summon spell.	ART	R	•••	MBe	6	LG
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	••	KFo	6	AQ,R,4TH
Pyramids 2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.	ART	R	••	AWe	6	AN
Rack, The Do 1 damage for each card under three opponent has in hand during upkeep.	ART	U	••••	RTh	1	AQ,R,4TH
Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.	ART	R	••	CRu	6	AQ,CH
Red Mana Battery 2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).	ART	R	•••	MTe	4	LG,4TH
Reflecting Mirror 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.	ART	U	••	MPo	4	DK
Relic Barrier T: Tap target artifact.	ART	U	••	HMc	2	LG
Ring of Immortals 3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).	ART	R	•	MBb	5	LG

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ring of Ma'ruf 5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.	ART	R	••••	Dfr	5	AN
Ring of Renewal 5, T: Randomly discard a card from your hand to draw two cards.	ART	R	••••	DSh	5	FE
Rocket Launcher 2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.	ART	U	•••	PVe	4	AQ,R
Rod of Ruin 3, T: Do 1 damage to any target.	ART	U	•••	CRu	4	A,B,U,R,4TH
Rotothopter Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.	AC	C	•••	AWe	1	HL
Runed Arch Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.	ART	R	••••	PFo	3	IA

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Staff of Zegon 3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.	ART	C	•	MPo	4	AQ
Standing Stones 1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.	ART	U	••	SEv	3	DK
Stone Calendar Your spells cost 1 less to cast; casting cost cannot go below 0.	ART	R	••	AWe	5	DK
Su-Chi When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.	AC	U	•••	CRu	4	AQ
Sunglasses of Urza Your plains may generate either a white or red mana.	ART	R	••••	Dfr	3	A,B,U,R,4th
Staff of the Ages Creatures with landwalk ability may be blocked as if they did not have that ability.	ART	R	••	DGe	3	IA
Sunstone 2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.	ART	U	••	PFo	3	IA



GLACIAL CHASM



HALLOWED GROUND

Glacial Chasm & Hallowed Ground:
Sacrifice a land to take no damage until your next turn: sounds pretty good, right? The combo's not too hard to pull off. During your turn, throw down a Glacial Chasm, but instead of letting it stick around for that nasty upkeep, send it back to your hand with Hallowed Ground. This combo's not guaranteed to last forever, but it's sure to keep you around for a while.

Runesword 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.	ART	C	••	CRu	6	DK,CH
Sandals of Abdallah 2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.	ART	R	••	Dfr	4	AN
Scarecrow 6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.	AC	U	•••	AMa	5	DK
Sentinel * = 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/*.	AC	R	•••	RAF	4	LG,CH
Serpent Generator 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.	ART	R	••••	MTe	6	LG,CH
Serrated Arrows When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.	ART	C	•••	DCh	4	HL
Shapeshifter * = any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*)	AC	U	••••	Dfr	6	AQ,4TH
Shield of the Ages 2: Prevent 1 damage to you.	ART	U	••••	AMa	2	IA
Skull Catapult 1, T: Sacrifice a creature to do 2 damage to any target.	ART	U	•••	BWa	4	IA
Skull of Orm 5, T: Bring an enchantment card from your graveyard into your hand.	ART	U	•••	TWb	3	DK
Snow Fortress Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.	AC	R	••••	JMe	5	IA
Soldevi Golem 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.	AC	R	•••	AMa	4	IA
Soldevi Simulacrum CU: 1. 1: +1/+0 until end of turn. 2/4.	AC	U	•••	Dfr	4	IA
• Sol Ring T: Add 2 to your mana pool (play as an interrupt).	ART	U	•••••	MTe	1	A,B,U,R
Soul Net 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.	ART	U	••	DWi	1	A,B,U,R,4TH
Spirit Shield 2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.	ART	R	•••	SKi	3	FE

Sword of the Ages 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.	ART	R	••••	CRu	6	LG
Tablet of Ephyra 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.	ART	C	•	CRu	1	AQ
Tawnos's Coffin 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.	ART	R	••••	CRu	4	AQ
Tawnos's Wand 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.	ART	U	••	DSH	4	AQ,4TH
Tawnos's Weaponry 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.	ART	U	•••	Dfr	2	AQ,4TH
Tetravus 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 shore enchantments on Tetravus. 1/1.	AC	R	••••	MTe	6	AQ,4TH
Throne of Bone 1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.	ART	U	••	AMa	1	A,B,U,R,4TH
Time Bomb Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.	ART	R	•••	AWe	4	IA
• Time Vault T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.	ART	R	••••	MTe	2	A,B,U
Tormod's Crypt T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.	ART	C	••••	CRu	0	DK,CH
Tower of Coireall T: Make target creature unblockable by walls until end of turn.	ART	U	••	Dfr	2	DK
Triassic Egg 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.	ART	R	•••	Dfr	4	LG,CH
Triskellon Give Triskellon three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.	AC	R	••••	DSH	6	AQ,4TH

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Urza's Avenger 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.	AC	R	◆◆◆	AWe	6	AQ,4TH	Zelyon Sword 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.	ART	R	◆◆	SKi	3	FE	Breeding Pit Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.	EN	U	◆◆◆	AMa	B3	FE
Urza's Bauble T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.	ART	U	◆	CRu	0	IA	Zuran Orb 0: Sacrifice a land to gain 2 life.	ART	U	◆◆◆◆	SEv	0	IA	Brine Shaman 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.	SC	C	◆◆	CBr	B1	IA
Urza's Chalice 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.	ART	C	◆◆	JMe	1	AQ	BLACK						Broken Visage 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.	INS	R	◆◆	MKi	B4	HL	
Urza's Miter 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.	ART	R	◆◆	RAF	3	AQ	Abomination Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.	SC	U	◆◆	MTe	BB3	LG,4TH	Burnt Offering Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INT	C	◆◆	DGe	B	IA
Vexing Arcanix 3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.	ART	R	◆◆◆	RGa	4	IA	Abyss, The Each player must bury a target non-artifact creature he or she controls during upkeep.	EW	R	◆◆	PVe	B3	LG	Carrian Ants 1: +1/+1 until end of turn. 0/1.	SC	U	◆◆◆	RTh	BB2	LG,4TH
Vibrating Sphere During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.	ART	R	◆◆	RTh	4	IA	Abyssal Specter Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.	SC	U	◆◆	Rtp	BB2	IA	Cemetery Gate Protection from black. 0/5. (Two versions)	SC	C	◆◆	MBe	B2	HL
Voodoo Doll Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.	ART	R	◆◆	SEv	6	LG, CH	All Hallow's Eve Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.	EN	R	◆◆	CRu	BB2	LG	Chains of Mephistopheles 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.	EN	R	◆	HHu	B1	LG
Walking Wall Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.	AC	U	◆◆◆	AWa	4	IA	Animate Dead Bring a creature from any graveyard into play on your side with -1 power.	EC	U	◆◆◆	AMa	B1	A,B,U,R,4TH	Cloak of Confusion If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.	SC	R	◆◆◆	DSH	B	A,B,U,R
Wall of Shields Counts as wall. Banding. 0/4.	AC	U	◆◆	RGa	3	IA	Armor Thrull T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.	SC	C	◆◆◆	Multi	B2	FE	Cosmic Horror First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.	SC	R	◆◆	JMy	BBB3	LG,4TH
Wall of Spears First strike, counts as a wall. 2/3.	AC	C	◆◆	SEv	3	AQ,4TH	Artifact Possession Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.	EA	C	◆◆	CRu	B2	AQ	Cuombajj Witches T: Each player does 1 damage to any target. 1/3.	SC	C	◆◆	KFo	BBB	AN, CH
Wand of Ith 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.	ART	U	◆◆◆	QHo	4	DK	Ashen Ghoul Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.	SC	U	◆◆	RSp	B3	IA	Curse Artifact Controller of target artifact must bury target during upkeep or lose 2 life.	EA	U	◆	MTe	BB2	DK
War Barge 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.	ART	U	◆◆◆	TWa	4	DK	Ashes to Ashes Remove two non-artifact creatures from the game and lose 5 life.	SOR	U	◆◆	Dtu	BB1	DK,4TH	Cursed Land Do 1 damage to controller of target land during upkeep.	EL	U	◆◆	JMy	BB2	AB,U,R,4TH
War Chariot 3, T: Give target creature trample until end of turn.	ART	U	◆◆◆	DWi	3	IA	Bad Moon All black creatures in play get +1/+1.	EN	R	◆◆◆	JMy	B1	A,B,U,R,4TH	Cyclopean Mummy Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	◆	EBE	B1	LG,4TH
Weakstone All attacking creatures lose -1/0. Those creatures with power less than 1 deal no damage.	ART	U	◆◆	JHa	4	AQ	Banshee X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.	SC	U	◆◆	JMy	BB2	DK, CH	Dance of the Dead Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.	EC	U	◆◆◆	RGa	B1	IA
Whalebone Glider 2, T: Give one of your creatures with power no greater than 3 flying until end of turn.	ART	U	◆◆	AWe	2	IA	Baron Sengir Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.	SL	R	◆◆◆	PVe	BBB5	HL	Dark Banishing Bury target creature. Cannot target black creatures.	INS	C	◆◆◆	Dtu	B2	IA
White Mana Battery 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).	ART	R	◆◆	AWa	4	LG,4TH	Basal Thrull T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, Pfo, RKF, CRu. 1/2.	SC	C	◆	Multi	BB	FE	Darkness Creatures attack and block as normal but deal no damage.	INS	C	◆◆	HMc	B	LG
							Black Carriage Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.	SC	R	◆	DCh	BB3	HL	Dark Pact Swap your topmost undrawn card with either ante card.	SOR	R	◆◆◆	QHo	BBB	A,B,U,R
							Black Knight Protection from white, first strike. 2/2.	SC	U	◆◆	JMe	BB	A,B,U,R,4TH	Dark Ritual Add BBB to your mana pool.	INT	C	◆◆◆	JHa	B	A,B,U,R,4th,IA
							Blight If target land is tapped, destroy it at end of turn.	EL	U	◆◆	PVe	BB	LG,4TH	Dark Ritual Add BBB to your pool of mana.	INT	C	◆◆◆	SEv	B	A,B,U,R,4TH



STONE SPIRIT



FLYING CARPET

Stone Spirit & Flying Carpet: Here's one of the easiest unblockable-creature combos you can pull off. The Stone Spirit can't be blocked by flying creatures. So what happens if he's flying? Simple: he can't be blocked. (Except by Giant Spider and the like—but who's complaining?) Sneaking in for four points of damage a turn, the Stone Spirit can pack a powerful punch.

Winter Orb Each player may only untap up to 1 land during untap phase.	ART	R	◆◆	MTe	2	A,B,U,R,4TH
Wooden Sphere 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.	ART	U	◆◆	MTe	1	A,B,U,R,4TH
Yotian Soldier Yotian Soldier does not tap when attacking. 1/4.	AC	C	◆◆	CRu	3	AQ,4TH

Bog Imp Flying. 1/1.	SC	C	◆◆	RSp	B1	DK,4TH
Bog Rats Cannot be blocked by walls. 1/1.	SC	C	◆◆	RSp	B	DK, CH
Bog Wraith Swampwalk. 3/3.	SC	U	◆◆	JMe	B3	A,B,U,R,4TH

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

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Drudge Spell	EN	U	••	NTh	BB	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 Orbs-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	••••	Df	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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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VODALIAN MAGE



FORCE SPIKE

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	•	Df	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. O: 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.						
Hyalopterous Lemure	SC	U	•••	RTh	B4	IA
O: Gains flying and -1/0 until end of turn. 4/3.						
Hymn to Tourach	SOR	C	•••	MuH	BB	FE
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi, SVC.						
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
T: 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
T: 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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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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.						
Ihsan'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,R,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.						

Vodalian Mage & Force Spike: Although not overly potent, this one's fun. If you've got a Vodalian Mage out, your opponent will usually be careful to keep an extra mana around. However, when he only saves one extra mana for that huge Fireball, that's when you've got him. Use the Mage to soak up that lost unspent mana, and then finish off your makeshift Counterspell with a victory Spike.

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.						
Koshkun Falls	EW	R	••	RAI	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 if Krovikan Vampire leaves play or your control. 3/3.						
Legions of Lim-Dul	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-Dul's Cohort	SC	C	•••	DSh	BB1	IA
Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.						
Lim-Dul'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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Mind Ravel SC 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.	SOR	C	•	MTe	B2	IA	Pox SC 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.	SOR	R	••••	CBr	BBB	IA	Sorceress Queen SC R ••••• Kfo BB1 AN,R,4TH T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on a creature are not affected. 1/1.	SC	R	•••••	Kfo	BB1	AN,R,4TH
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.	SC	C	••	Multi	BB1	FE	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.	SC	C	•	MTe	B1	AQ	Soul Burn SC C ••••• RAI B2 IA Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.	SOR	C	•••••	RAI	B2	IA
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 the number less than X.	SOR	R	•••••	JBa	BX	A,B,U,R,4TH	Quagmire EN U •• DFr B2 LG Creatures with swampwalk may be blocked.	EN	U	••	DFr	B2	LG	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.	SOR	U	•••••	AWa	BB	FE
Mind Warp SOR U ••••• LDa B3X IA Look at a player's hand and discard X cards of your choice from that hand.	SOR	U	•••••	LDa	B3X	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Soul Kiss EC C ••••• NLø 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.	EC	C	•••••	NLø	B2	IA
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.	EC	R	•••••	DTu	BB2	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Spirit Shackles EC U ••••• EBe BB LG,4TH Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.	EC	U	•••••	EBe	BB	LG,4TH
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.	SC	R	•••••	LWi	BBB4	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Spells of Evil INT R ••••• QHo B2 IA Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.	INT	R	•••••	QHo	B2	IA
Minion of Tevesh Sztai 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.	SC	R	•••••	JBa	BBB4	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Spells of War SOR R ••••• PVe BX IA Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.	SOR	R	•••••	PVe	BX	IA
Mold Demon SC R • JMj BB5 LG Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JMj	BB5	LG	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	U	•••••	MTe	BB2	IA
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.	SC	U	•••••	DGe	B2	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Stone-Throwing Devils SC C ••••• KMø B AN First strike. 1/1.	SC	C	•••••	KMø	B	AN
Moor Fiend SC C ••••• AMa B3 IA Swampwalk. 3/3.	SC	C	•••••	AMa	B3	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Stromgald Cabal SC R ••••• AMa BB1 IA T: Sacrifice 1 life to counter a white spell. 2/2.	SC	R	•••••	AMa	BB1	IA
Murk Dwellers SC C ••••• DTu B3 DK,4TH If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	•••••	DTu	B3	DK,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	•••••	MBe	B2	LG
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. */*.	SC	R	•••••	QHo	B3	DK	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	EC	U	•••••	DGe	BB2	LG,CH
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.	SC	C	••	Multi	BB1	FE	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Terror INS C ••••• RSP B1 A,B,U,R,4TH Bury target creature. Cannot target black or artifact creatures.	INS	C	•••••	RSP	B1	A,B,U,R,4TH
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.	EN	R	•••••	MTe	BBB	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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 that opponent's 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.	SC	R	•••••	MKi	BB1	HL
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.	SC	R	•••••	CRu	BB	A,B,U,R,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SC	R	•••••	DGe	B4	FE
Nether Void EW R ••••• HMc B3 LG Counter all spells unless their casters pay an extra 3.	EW	R	•••••	HMc	B3	LG	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Thrull Retainer EC U ••••• RSp B FE Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.	EC	U	•••••	RSp	B	FE
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.	SC	U	•••••	QHo	B2	A,B,U,R	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SC	U	•••••	AMa	B2	FE
Nightmare SC R ••••• MBe B5 A,B,U,R,4TH Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	•••••	MBe	B5	A,B,U,R,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							Torture EC C ••••• MTe B HL B1: Place -1/-1 token on creature Torture enchants. (Two versions)	EC	C	•••••	MTe	B	HL
Norriit 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.	SC	C	•••••	MRa	B3	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	INS	U	•••••	PVe	B0	LG
Oath of Lim-Dul 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.	EN	R	•••••	DSh	B3	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	•••••	MBe	B2	IA
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: MBa, CRu, RSp. 2/1.	SC	C	•••••	Multi	BB	FE	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
Oubliette EN C ••••• DSh BB1 AN Place target creature out of play.	EN	C	••~	DSh	BB1	AN	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
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.	EC	C	••~	AMa	B	A,B,U,R,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
Pestilence EN C ••••• JMj 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.	EN	C	••~	JMj	B2	A,B,U,R,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
Pestilence Rats SC C ••••• JMj B2 IA * equals the number of other Rats in play. */3.	SC	C	••~	JMj	B2	IA	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
Phyrexian Gremlins SC C ••••• AWø 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.	SC	C	••~	AWø	B2	AQ	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
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.	SC	C	••~	SKi	B2	LG,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA
Plague Rats SC C ••••• AMa B2 A,B,U,R,4TH Power and toughness equal number of Plague Rats in play. */*.	SC	C	••~	AMa	B2	A,B,U,R,4TH	Forbidden Lore (Land) When Forbidden Lore comes into play, change target land. 0: Tap land. Forbidden Lore enchants to give target creature +2/+1 until end of turn.							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.	SOR	C	••~	MBe	B2	IA



Forbidden Lore: Being able to boost a creature's power by two is nice, but the +1 toughness is even better. If you keep the Forbidden Lore land untapped, your opponent will always have to consider the extra possible toughness when trying to destroy it. This just goes to show you that some of the best Magic cards are the ones you don't even have to use.

Name	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.	SC	R	••~	DGe	BB2	DK,4TH
Raise Dead SOR C ••••• JMø B A,B,U,R,4TH Bring a creature from your graveyard into your hand.	SOR	C	••~	JMø	B	A,B,U,R,4TH
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.	SC	R	••~	TWa	BB1	A,B,U,R,4TH
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.	INT	U	••~	DFr	B	A,B,U,R
Scathe Zombies SC C ••••• JMj B2 A,B,U,R,4TH 2/2.	SC	C	••~	JMj	B2	A,B,U,R,4TH
Scavenging Ghoul SC U ••••• JMø 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.	SC	U	••~	JMø	B3	A,B,U,R,4TH
Season of the Witch EN R ••••• JMj 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.	EN	R	••~	JMj	BBB	DK
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.	EC	C	••~	JBa	B1	IA
Sengir Autocrat SC R ••••• DCh B3 HL When Sengir Autocrat comes into play, put three serif tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all serif tokens. 2/2.	SC	R	••~	DCh	B3	HL
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)	SC	C	••~	DFr	BB1	HL
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.	SC	U	••~	AMa	BB3	A,B,U,R,4TH
Sewars of Estark INS R ••••• MBe BB2 BOOK If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.	INS	R	••~	MBe	BB2	BOOK
Shimian Night Stalker SC U ••••• JMj BB3 LG,CH Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.	SC	U	••~	JMj	BB3	LG,CH
Simulacrum INS U ••~ MPø B1 A,B,U,R,4TH Retroactively divert all damage done to you this turn to one of your creatures.	INS	U	••~	MPø	B1	A,B,U,R,4TH
Sinkhole SOR C ••••• SEv BB A,B,U Destroy a land.	SOR	C	••~	SEv	BB	A,B,U
Songs of the Damned INT C ••••• PVe B IA Add B to your mana pool for every creature in your graveyard.	INT	C	••~	PVe	B	IA

•/• 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 Society

KREY



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Walking Dead	B: Regenerates. 1/1.	SC	C	●●●	Dfr	B1	LG
Wall of Bone	B: Regenerates. 1/4.	SC	U	●●	AMa	B2	A,B,U,R,4TH
Wall of Putrid Flesh	Protection from white, damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.	SC	U	●●	Rth	B2	LG
Wall of Shadows	damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	●●●	PVe	BB	LG, CH
Wall of Tombstones	*=the number of creatures in your graveyard. 0/1+*.	SC	U	●	Dfr	B1	LG
Warp Artifact	Do 1 damage to target artifact's controller during upkeep.	EA	R	●●●	AWe	BB	A,B,U,R,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Air Elemental	Flying. 4/4.	SC	U	●●●●	Rth	UU3	A,B,U,R,4TH
Amnesia	Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	●●●	MPo	UUU3	DK
Ancestral Recall	Target player must draw 3 cards.	INS	R	●●●●●	MPo	U	A,B,U
Animate Artifact	Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	●●●	DSh	U3	A,B,U,R,4TH
Anti-Magic Aura	Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	●●●●	DSh	U2	LG
Apprentice Wizard	U: Add 3 to your mana pool (play as an interrupt). 0/1	SC	C	●●●	Dfr	UU1	DK,4TH
Arjhi's Ascent	CU: U. 1: Target creature gains flying until end of turn.	EN	C	●●●	DTu	UU1	IA
Azure Drake	Flying. 2/4.	SC	U	●●●	Dfr	U3	LG, CH
Baki's Curse	Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.	SOR	R	●●	NLe	UU2	HL
Backfire	For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	●●	BSn	U	LG,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Coral Reef	Put four poly counter on Coral Reef. 0: sacrifice an Island for 2 polyups. U: top and place +0/+1 counter on target blue creature you control. Remove 1 poly counter.	EN	Cn	●●	AWe	UU	HL
Counterspell	Counter target spell as it is being cast.	INT	U	●●●●●	MPo	UU	A,B,U,R,4TH,IA
Creature Bond	If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	●●	AMa	U1	A,B,U,R,4TH
Dance of Many	When casting Dance of Many, choose a creature card in play. Put a token creature in the 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.	EN	R	●●●	SEv	UU	DK, CH
Dandon	Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	●	DTu	UU	AN, CH
Dark Maze	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)	SC	C	●●	RAI	U4	HL
Deep Spawn	Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	●●●	MTe	UUU5	FE
Deep Water	U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	●●	JMe	UU	DK
Deflection	Target spell with one target now targets a legal target of your choice.	INT	R	●●●●●	MRa	U3	IA
Devouring Deep	Islandwalk. 1/2.	SC	C	●●	LDa	U2	LG
Drafna's Restoration	Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	●●	AWe	U	AQ
Drain Power	Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	●●●●	DSh	UU	A,B,U,R,4TH
Dream Coat	Change target creature's color to another color (play as an interrupt).	EC	U	●●●	AWa	U	LG
Dreams of the Dead	U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	●●●	HHu	U3	IA
Drowned	B: Regenerates. 1/1.	SC	C	●	QHo	U1	DK
Elder Spawn	Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	●	JMy	UUU4	LG
Electric Eel	RR: Give El+2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	●	AMa	U	DK
Enchantment Alteration	Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	U	●●●●	BSn	U	LG, CH
Energy Flux	Each artifact requires 2 during upkeep or it must be destroyed	EN	U	●●●	KFo	U2	AQ,R,4TH
Energy Tap	Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool	SOR	C	●●	DGa	U	LG,4TH
Enervate	Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	●	LWl	U1	IA
Erosion	Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	●●	PVe	UUU	DK,4TH
Errant Minion	During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.	EC	C	●	HMc	U2	IA
Essence Flare	Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeep.	EC	C	●●●	RKF	U	IA
Feedback	Do 1 damage to controller of target enchantment during upkeep.	EE	U	●●	QHo	U2	A,B,U,R,4TH
Field of Dreams	The top card in every library plays face up.	EW	R	●●●	KFo	U	LG
Fishliver Oil	Give target creature islandwalk.	EC	C	●●●	AMa	U1	AN, CH
Flash Counter	Counter target interrupt or instant spell.	INT	C	●●●	HMc	U1	LG
Flash Flood	Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	●●	TWa	U	LG, CH
Flight	Target creature now has flying.	EC	C	●●●●	AMa	U	A,B,U,R,4TH
Flood	UU: Top target non-flying creature.	EN	C	●●●	DDe	U	DK,4TH
Flying Men	Flying. 1/1.	SC	C	●●●●	CRu	U	AN



Icatian Moneychanger & Spectral Shield: The Moneychanger would be a pretty good card if he wasn't so easy to kill. *Ice Age's* Spectral Shield provides the answer to this little problem. Will your opponent waste a disenchant on a card that isn't even hurting him? Probably not. So when you're ready for a nice life boost, just sacrifice the Moneychanger and cash in. Cha-ching!

ICATIAN MONEYCHANGER

SPECTRAL SHIELD

Weakness	Target creature loses -2/-1.	EC	C	●●●	DSh	BO	A,B,U,R,4TH
Withering Wisps	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	EN	U	●●●●	Nth	BB1	IA
Will-O'-The-Wisp	Flying. B: Regenerates. 0/1.	SC	R	●●●●	JMy	B	A,B,U,R,4TH
Word of Binding	Top X creatures.	SOR	C	●●●	RSp	BBX	DK,4TH
Word of Command	Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	●	JMy	BB	A,B,U
Worms of the Earth	No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	●	AMa	BBB2	DK
Wretched, The	After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.	SC	R	●●●	CRu	BB3	LG, CH
Xenic Poltergeist	T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	R	●●●	Dfr	BB1	AQ, 4TH
Yawgmoth Demon	Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6.	SC	R	●●	SEv	BB4	AQ, CH
Zombie Master	All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.	SC	R	●●	JMe	BB1	A,B,U,R,4TH

BLUE

Acid Rain	Destroy all forests in play.	SOR	R	●●●	Nth	U3	LG
Aether Storm	No summon spell may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.	EN	U	●●●	MTe	3U	HL

Balduvian Conjurer	T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.	SC	U	●●●	MTe	U1	IA
Balduvian Shaman	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.	SC	C	●●	QHo	U	IA
Binding Grasp	Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.	EC	U	●●●	RTp	U3	IA
Blue Elemental Blast	Counter a red spell being cast or destroys a red card in play.	INT	C	●●●	Rth	U	A,B,U,R,4TH
Boomerang	Return target permanent to owner's hand.	INS	C	●●●●	BSn	UU	LG, CH
Braille	Return target permanent to owner's hand.	SOR	R	●●●●	MTe	UUU	A,B,U,R
Brainstorm	Draw three cards, then put any two cards from your hand on top of your library in any order.	INS	C	●●●●	CRu	U	IA
Breath of Dreams	CU: U. Green creatures require an additional CU: 1.	EN	U	●●●	PFo	UU2	IA
Brine Hag	If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.	SC	U	●	QHo	UU2	LG
Chain Stasis	Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis stop or untap another target creature.	INS	R	●●●	PMo	U	HL
Clairvoyance	Look at target player's hand. Draw a card at the beginning of the next turn.	INS	C	●●●	KMe	U	IA
Clone	Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.	SC	U	●●●●	JBa	U3	A,B,U,R
Control Magic	Control target creature until enchantment is discarded or game ends.	EC	U	●●●●	DWi	UU2	A,B,U,R,4TH
Copy Artifact	Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	●●●●	AWe	U1	A,B,U,R

Balduvian Conjurer	T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.	SC	U	●●●	MTe	U1	IA
Balduvian Shaman	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.	SC	C	●●	QHo	U	IA
Binding Grasp	Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.	EC	U	●●●	RTp	U3	IA
Blue Elemental Blast	Counter a red spell being cast or destroys a red card in play.	INT	C	●●●	Rth	U	A,B,U,R,4TH
Boomerang	Return target permanent to owner's hand.	INS	C	●●●●	BSn	UU	LG, CH
Braille	Return target permanent to owner's hand.	SOR	R	●●●●	MTe	UUU	A,B,U,R
Brainstorm	Draw three cards, then put any two cards from your hand on top of your library in any order.	INS	C	●●●●	CRu	U	IA
Breath of Dreams	CU: U. Green creatures require an additional CU: 1.	EN	U	●●●	PFo	UU2	IA
Brine Hag	If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.	SC	U	●	QHo	UU2	LG
Chain Stasis	Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis stop or untap another target creature.	INS	R	●●●	PMo	U	HL
Clairvoyance	Look at target player's hand. Draw a card at the beginning of the next turn.	INS	C	●●●	KMe	U	IA
Clone	Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*.	SC	U	●●●●	JBa	U3	A,B,U,R
Control Magic	Control target creature until enchantment is discarded or game ends.	EC	U	●●●●	DWi	UU2	A,B,U,R,4TH
Copy Artifact	Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	●●●●	AWe	U1	A,B,U,R

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	
Force Spike Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	••	BWa	U	LG	Invoke Prejudice Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	••	HMc	UUUU	LG	Merchant Scroll Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.	SOR	C	•••	LDah	U1		HL
Force Void Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.	INT	U	•	MTe	U2	IA	Island Fish Jasconius Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.	SC	R	••	JMy	UUU4	AN,R,4TH	Merchant Ship Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	••	TWg	U		AN
Forget 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.	SOR	R	•••	MKj	UU	HL	Jinx Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.	INS	C	••	MKj	U1	HL	Merfolk Assassin T: Destroy target creature that has islandwalk. 1/2.	SC	U	•••	DDe	UU		DK
Gaseous Form Target creature deals not receives damage in combat.	EC	C	••	Pfo	U2	LG,4TH	Jump Target creature has flying until end of turn.	INS	C	••	MPo	U	A,B,U,R,4TH	Merfolk of the Pearl Trident 1/1.	SC	C	••	JMe	U	A,B,U,R,4TH	
Ghost Ship Flying. UUU: Regenerates. 2/4.	SC	U	••••	TWa	UU2	DK,4TH	Juxtapose Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	•••	JHa	U3	LG,CH	Merseine Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters.	EC	C	•••	Multi	UU2		FE
Giant Albatross 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)	SC	C	••	DCh	U1	HL	Krovikan Sorcerer 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.	SC	C	•••	PMo	U2	IA	Mesmeric Trance CU: 1. U: Discard a card from your hand to draw a card.	SOR	U	••	MTe	U	DK,4TH	
Giant Oyster 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.	SC	U	••••	NLe	UU2	HL	Labyrinth Minotaur Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)	EN	R	•••	JMy	UU2	LG	Mind Bomb Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SC	C	•••	QHo	UU	IA	
Giant Shark When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	••	TWa	U5	DK	Land Equilibrium If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	SC	R	•••	MTe	UUU5	DK,4TH	Mistfolk U: Counter any spell that targets Mistfolk. 1/2.	SC	R	•••	DTu	U2	IA	
Giant Tortoise +0/+3 while untapped. 1/1.	SC	C	••	KFo	U1	AN,4TH	Leviathan Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	EN	U	••••	AMa	UU	A,B,U,R,4TH	Musician 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.	EW	R	•••	LDa	UU2	HL	
Glacial Wall 0/7.	SC	U	•••	DWi	U2	IA	Lifetap Gain 1 life whenever opponent taps a forest.	EN	U	••••	AMa	UU	A,B,U,R,4TH	Mystic Decree All creatures loose flying and islandwalk.	EL	R	•	NLe	U	IA	
Glyph of Delusion 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.	INS	C	•	SVC	U	LG	Lord of Atlantis While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•••	MBe	UU	A,B,U,R,4TH	Mystic Might CU: U1. 0: Tap land. Mystic Might enchants to give a creature +2/+2 until end of turn.	EN	C	••	KMe	U	IA	
High Tide All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.	INS	C	••••	Multi	U	FE	Lord of Atlantis While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•••	MBe	UU	A,B,U,R,4TH	Mystic Remora CU: 1. U: You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.	EN	C	••	KMe	U	IA	
Homarid Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.	SC	C	•	Multi	U2	FE	Narwhal First strike, Protection from red. 2/2.	SC	R	•••	DCh	UU2	HL								
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	•••	AWe	UU2	FE															
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	••••	DSh	UU	FE															
Homarid Warrior U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.	SC	C	••	Multi	U4	FE															
Hurkyl's Recall Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	•••	NTh	U1	AQ,R,4TH															
Hydroblast Counter a red spell being cast or destroy a red permanent.	INT	C	•••	KFo	U	IA															
Iceberg 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.	EN	U	•••	JMe	UU	IA															
Icy Prison Place target creature out of play. During your upkeep, destroy Icy Prison. Any player may pay 3 to prevent this.	EN	R	•••	AMa	UU	IA															
Illusionary Forces Flying. CU: U. 4/4.	SC	C	•••	JHa	U3	IA															
Illusionary Presence CU: U. During your upkeep, Illusionary Presence gets the landwalk ability of your choice until next turn. 2/2.	SC	R	•••	KFo	UU1	IA															
Illusionary Terrain CU: 2. All basic lands of one type are changed to basic lands of a different type of your choice.	EN	U	•••	RAI	UU	IA															
Illusionary Wall Flying, first strike. CU: U. 7/4.	SC	C	•••	MPo	U4	IA															
Illusions of Grandeur CU: 2. Gain 20 life when Illusions of Grandeur comes into play. If Illusions of Grandeur leaves play, you must sacrifice 20 life.	EN	R	•••	QHo	U3	IA															
In the Eye of Chaos Counter all instants and interrupts unless caster pays an extra X, where X is the cost of the spell being cast.	EW	R	•	CRu	U2	LG															
Infuse Untap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	•	RGa	U2	IA															
Invisibility Target creature may only be blocked by walls.	EC	C	••••	AMa	UU	A,B,U															



THELONITE MONK

HIDDEN PATH

Thelonite Monk & Hidden Path: If you pull this combo off, it's almost an assured game winner. Load up on a bunch of creatures, including the Monk. Casually turn one of your opponent's lands into a forest. Then, when your opponent least suspects it, throw down Hidden Path and swarm through the trail created by your Monk. Just don't play the Path first, or there's no way your opponent will let your Monk survive.

Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	INT	R	••••	JBa	U	A,B,U,R,4TH	Old Man of the Sea T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN
Magus of the Unseen 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.	SC	R	••••	KFo	U1	IA	Part Water Give X target creatures islandwalk until end of turn.	SOR	U	•••	NTh	UXX	LG
Mahamoti Djinn Flying. 5/6.	SC	R	••••	Dfr	UU4	A,B,U,R,4TH	Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	•••	MPo	U3	A,B,U,R,4TH
Mana Drain Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	••••	MTe	UU	LG	Phantasmal Mount 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.	SC	U	••••	MBe	U1	IA
Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	••••	DWi	U2	A,B,U,R,4TH	Phantasmal Terrain Target land switches to any basic land type chosen by caster.	EL	C	••••	DWi	UU	A,B,U,R,4TH
Mana Vortex Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	•••	DSh	UU1	DK	Phantom Monster Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH
Marjhan 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.	SC	R	••••	DGe	UU5	HL	Pirate Ship T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	••••	TWa	U4	A,B,U,R,4TH
Memory Lapse Counter target spell. Put that spell on top of its owner's library. (Two versions)	INT	C	••	MTe	U1	HL	Polar Kraken Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	•••	MTe	UUU8	IA
							Portent 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.	SOR	C	••••	LDa	U	IA

/o/ 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

KEY



players guide

Name	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 Allegory	EN	R	••••	MTe	UU	DK
Choose a color when Psychic Allegory is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allegory.						
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.						
Reveka, 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.						
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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Sea Spirit	SC	U	•••	RAI	U4	IA	Tangle Kelp	EC	U	••	RAI	U	DK
U: +1/+0 until end of turn. 2/3.							Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						
Sea Sprite	SC	U	•••	SVC	U1	HL	Telekinesis	INS	R	••	DGe	UU	LG
Flying. Protection from red. 1/1							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.						
Sea Troll	SC	U	•	DGe	U2	HL	Teleport	INS	R	•••	DSh	UUU	LG,CH
U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1							Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						
Segovian Leviathan	SC	U	•••	MBe	U4	LG,4TH							
Islandwalk. 3/3.													



DERELOR ELVES OF DEEP SHADOW

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.						
Silhouette	INS	U	•	KFo	U4	LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.						
Silver Erne	SC	U	•••	MBe	U5	IA
Flying, trample. 2/2.						
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.						
Saldevi 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 Buster	INT	C	••••	BSn	UX	A,B,U,R,4TH
Counter target spell; X is casting 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.						
Svyelunte 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.						

Thoughtlace	INT	R	••••	MPa	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 creature 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	•••	AWa	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.						
Timewalker	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.						
Time Walk	SOR	R	•••••	AWa	U1	A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
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 creature during upkeep phase. */*.						
Vodalian Knights	SC	R	••••	SVC	UU1	FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Vodalian Mage SC C ●●● Multi U2 FE U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.							Arcades Sabboth SL R ●●● EBe UUGWW2 LG, CH Flying. All creatures on Sabboth's side gain +2 defense when untapped. W: Give Sabboth +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabboth. 7/7.							Giant Trap Door Spider SC U ●●● HHu GR1 IA GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.						
Vodalian Soldiers SC C ● Multi U1 FE Artists: MBe, RfK, JMe, SVC. 1/2.							Axelrod Gunnarson SL R ●●● SKi BBRR4 LG, CH Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.							Glaciers EN R ●●● MTe UW2 IA All mountains become plains.						
Vodalian War Machine SC R ●●● AWe U1 FE Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.							Aysha Tanaka SL R ●●● BWa UUUW LG, CH T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.							Gosta Dirk SL R ●●● RTh UUUW3 LG First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.						
Volcanic Eruption SOR R ●●● DSh UUUU ABUR,4TH Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.							Barktooth Warbeard SL U ●● ARu BRR4 LG 6/5.							Gwendlyn Di Corei SL R ●●● JBa BBUR LG T: Target player randomly discards a card in hand (play only during your turn). 3/5.						
Wall of Air SC U ●●● RTh U1 AB,UR,4TH Flying. 1/5.							Bartel Runeaxe SL R ●●● ARu BGR3 LG Cannot be target of enchant creature spells. Does not tap to attack. 6/5.							Halfdane SL R ●●● MBe BUW1 LG Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.						
Wall of Kelp SC R ●●● ARa UU HL UU, T: Put a kelp token in play. Treat this as a 0/1 wall. 0/3.							Boris Devilboon SC R ●●● JMy BR3 LG BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.							Hazezon Tamar SL R ●●● RfK GRW4 LG On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.						
Wall of Vapor SC C ●●● RTh U3 LG, CH Cannot be damaged by creatures it blocks. 0/1.							Centaur Archer SC U ●●● MBe GR1 IA T: Deal 1 damage to target flying creature. 3/2.							Hunding Gjornersen SL U ●● RTh UUU3 LG Rampage: 1.5/4.						
Wall of Water SC U ●● RTh U1 AB,UR,4TH U: +1/+0. 0/5.							Chromatic Armor EC R ●●● MPo UW1 IA 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.							Hymn of Rebirth SOR U ●●● RfK GW3 IA Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.						
Wall of Wonder SC U ●● RTh UU2 LG, CH UU2: Give Wall of Wonder +4/4 and enable it to attack. 1/5.														Jacques le Vert SL R ●●● ARu GRW1 LG Make all your green creatures +0/+2. 3/2.						
Water Elemental SC U ●● JMe UU3 AB,UR,4TH 5/4.																				
Water Wurm SC C ●● RSp U DK Water Wurm gains +0/+1 if opponent controls an island. 1/1.																				



Lord of Atlantis, Phantasmal Terrain, and Svyelunite Priest: This is a great card combo—especially if you have four of each! Each lord increases the power of every merfolk by one and also bestows islandwalk ability to same. Guarantee an island per opponent with Phantasmal Terrain. To keep those lords swimming, start out with Svyelunite Priests, a merfolk whose spell-protection ability can keep a lord or another merfolk alive until the school is ready to strike!

LORD OF ATLANTIS

PHANTASMAL TERRAIN

SVYELUNITE PRIEST

Wind Spirit SC U ●●● Kfo U4 IA Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.						
Winter's Chill INS R ●●● EBe UX IA Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.						
Word of Undoing INS C ●●● CRu U IA Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.						
Wrath of Marit Lage EN R ●●● MRa UU3 IA Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.						
Zephyr Falcon SC C ●●● HHu U1 LG,4TH Flying. Does not tap to attack. 1/1.						
Zuran Enchanter SC C ●●● DSh U1 IA B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.						
Zuran Spellcaster SC C ●●● EBe U2 IA T: Do 1 damage to any target. 1/1						
Zur's Weirid EN R ●●● LDa U3 IA All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.						

Chromium SL R ●●● EBe BBUUUW2 LG, CH Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
Dakkon Blackblade SL R ●●● RfK BUUW2 LG, CH * equals the number of lands you control. */*.						
Dark Heart of the Wood EN C ●●● CRu BG DK Sacrifice a forest to gain 3 life.						
Diabolic Vision SOR U ●●● AWa BU IA Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.						
Earthlink EN R ●●● RfK BGR3 IA Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.						
Elemental Augury EN R ●●● AWa BUR IA 3: Look at the top three cards of any player's library and put them back in any order.						
Essence Vortex INS U ●●● MOK BU1 IA Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.						
Fiery Justice SOR R ●●● MBe GRW IA Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.						
Fire Covenant INS U ●●● Dfr BR1 IA Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.						
Flooded Woodlands EN R ●●● Kfo BU2 IA No green creature can attack unless its controller sacrifices a land when that creature attacks.						
Fumarole SOR U ●●● DTu BR3 IA Sacrifice 3 life to destroy a land and a creature.						
Gabriel Angelfire SL R ●●● DGe GGWW3 LG, CH During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
Ghostly Flame EN R ●●● RGo BR IA Black and red permanents and spells are considered colorless sources of damage.						

Jasmine Boreal SL U ●● RfK GW3 LG 4/5.						
Jedit Ojanen SL U ●●● MPo UWW4 LG 5/5.						
Jerrard of the Closed Fist SL U ●●● ARu GGR3 LG 6/5.						
Johan SL R ●●● MTe GRW3 LG, CH If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.						
Kasimir the Lone Wolf SL U ● RfK UW4 LG 5/3.						
Kei Takahashi SL R ●●● SKi GW2 LG, CH T: Prevent up to 2 damage to target creature. 2/2.						
Kjeldoran Frostbeast SC U ●●● MPo GW3 IA Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.						
Lady Caleria SL R ●●● BWa GGWW3 LG T: Do 3 damage to target attacking or blocking creature. 3/6.						
Lady Evangela SL R ●●● MPo BUW LG BW, T: Target creature deals no damage this turn during combat. 1/2.						
Lady of the Mountain SL U ●●● RfK GR4 LG 5/5.						
Lady Orca SL U ●● SEv BR5 LG 7/4.						
Livonya Silone SL R ●●● RfK GGR2 LG First strike, legendary landwalk. 4/4.						
Lord Magnus SL U ●●● MTe GWW3 LG First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.						
Marhault Eldrdragon SL U ●● MPo GRR3 LG, CH Rampage: 1.4/6.						
Marsh Goblins SL C ●● QHo BR DK Swampwalk. 1/1.						
Merieke Ri Berit SL R ●●● HHu BUW IA Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is bunned. 1/1.						

GOLD

Adun Oakenshield SL R ●●● JMe BGR LG GRB, T: Take a creature from your graveyard into your hand. 1/2.						
Altar of Bone SOR R ●●● MBe GW IA Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.						
Angus Mackenzie SL R ●●● BWa UG LG UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.						

●/● 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

IQ

players guide

Name	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 Bolos Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.	SL	R	••••	EBe	BBUUR2	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	BBUJ2	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	•••••	RAI	UGW2	LG
Scarwood Goblins 2/2.	SC	C	••	RSp	GR	DK
Sir Shandalar 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
Solkamar 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
Stormbind 2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMA	EN	R	••••	Multi	GR1	IA
Storm Spirit Flying. T: Do 2 damage to target creature. 3/3.	SL	R	••••	PVe	UGW3	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	•••••	JBa	BUR	LG
Tabias Andrian 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
Tarsten Von Ursus 5/5.	SL	U	••	MPo	GGW3	LG
Tukmir Deathlock Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.	SL	R	••••	Lda	GGRR	LG

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ur-Drago First strike. Creatures with swampwalk may be blocked. 4/4.	SL	R	•••	CRu	BBUJ3	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

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	••	AMo	GG	IA
Brown Oupha G1, T: Counter an artifact ability that requires an activation cost. 1/1.	SC	C	••••	DGe	G	IA
Camouflage 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 Carapace to regenerate the creature it enchants. (Two versions)	EC	C	•••	AMo	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

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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	GGG3	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 Autumn. 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 O: 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
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: AMo, MPo, SVC. 1/1.	SC	C	••••	Multi	G1	FE
Elvish Scout G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.	SC	C	•••	Multi	G	FE



SERPENT GENERATOR



RUNED ARCH

Serpent Generator & Runed Arch: So your opponent's at 287 life thanks to a Library of Leng and an Ivory Tower. Does that mean you can't win unless you run him out of cards? Of course not! A nice dose of poison will do the trick. Load up on Serpents, then send 'em all in with a Runed Arch to crush your life-happy opponent.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found				
Description							Description							Description							Description			
Emerald Dragonfly SC C • QHo G1 LG, CH Flying. GG: First strike until end of turn. 1/1.							Giant Growth INS C •••• SEv G A,B,U,R,4TH,IA Target creature gets +3/+3 until end of turn.							Lhurgoyf SC R •••• PVe GG2 IA * equals the total number of creatures in all graveyards. */*+1.										
Erhnam Djinn SC U •••• KMt G3 AN, CH Give forestwalk to an opponent's creature until next upkeep. 4/5.							Giant Spider SC C •••• SEv G3 A,B,U,R,4TH Doesn't fly, but can block flying creatures. 2/4.							Lifelace INT R •••• AWt G A,B,U,R,4TH Changes the color of one card in play to green.										
Essence Filter SOR C •••• Rem GG1 IA Destroy all enchantments or destroy all enchantments that are not white.							Giant Turtle SC C •••• JMt G61 LG Giant Turtle may not attack if it did so during your last turn. 2/4.							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.										
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.							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.							Living Lands EN R •••• JMt G3 A,B,U,R,4TH Treat all forests in play as 1/1 creatures that can be tapped for G.										
Faerie Noble SC R •••• SVC G2 HL Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.							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.							Living Plane EW R •••• BWo GG LG Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.										
Fanatical Fever INS U •••• JBa GG2 IA Give a creature +3/+0 and trample until end of turn.							Grizzly Bears SC C •••• JMt G1 A,B,U,R,4TH 2/2.							Llanowar Elves SC C •••• AMa G A,B,U,R,4TH T: Add G to your mana pool. Played as an interrupt. 1/1.										
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.							Hidden Path EN R •••• RAI GGGG2 DK All green creatures gain forestwalk.							Lure EC U •••• AMa GG1 A,B,U,R,4TH,IA All creatures that can block target creature must do so.										
Feral Thallid SC U •••• RAI GGG3 FE Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.							Hornet Cobra SC C •••• SEv GG1 LG First strike. 2/1.							Lurker SC R •••• AMa G2 DK Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.										
Fire Sprites SC C •••• JBa G1 LG Flying. G, T: Add R to your mana pool (play as an interrupt). 1/1.							Hot Springs EL R •••• NLe G1 IA 0: Tap land Hot Springs enchants to prevent 1 damage to any target.							Maddening Wind EC U •••• DWi G2 IA CU: G. During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.										
Floral Spuzzem SC U •••• RAI 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.							Hungry Mist SC C •••• HHu GG2 HL 6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)							Mammoth Harness EC R •••• MBe G3 HL Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.										
Fog INS C •••• JMt G A,B,U,R,4TH Creatures do not damage one another in combat.							Hurricane SOR U •••• DWi GX A,B,U,R,4TH,IA Do X damage to all players and flying creatures.							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.										
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)							Ice Storm SOR U •••• Dfr G2 A,B,U Destroy any one land.							Master of the Hunt SC R •••• JMt 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.										
Folk of the Pines SC C •••• Multi G4 IA G1: +1/+0 until end of turn. 2/5. Artists: Nih & Cbu							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.							Metamorphosis SOR C •••• CRu G AN, CH Sacrifice creature for casting cost + 1 mana of any color, which can only be used for summonings.										
Forbidden Lore EL R •••• CRu G2 IA 0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.							Ironroot Treefolk SC C •••• JMt G4 A,B,U,R,4TH 3/5.							Moss Monster SC C •••• JMt GG2 LG 3/6.										
Force of Nature SC R •••• DSh GGGG2 AB,U,R,4TH Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.							Johtull Wurm SC U •••• DGe G5 IA Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.							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.										
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.													Natural Selection INS R •••• MPo G A,B,U Look at the top 3 cards of any library. You may then shuffle that library.											
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'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 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 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.																								
Gaea's Liege SC R •••• DWi GGG3 AB,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 •••• JMt 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.																								



Pyroclasm & Blood Lust: At only two mana, Pyroclasm is a bargain. In one cheap blow, it can wipe out all those annoying 1/1 creatures like Prodigal Sorcerers and Assassins. Add a Blood Lust to the mix and you can take out just about any creature. Just hit your opponent's beast with Blood Lust and it too will fall prey to Pyroclasm.

PYROCLASM BLOOD LUST

Joven's Ferrets SC C •••• AWt 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							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.
Juniper Order Druid SC C •••• JMt G2 IA T: Untap a land of your choice at the speed of an interrupt. 1/1.							Niall Silvain SC R •••• CRu GGG DK GGGG, T: Regenerate target creature. 2/2.
Killer Bees SC U •••• Pfo GG1 LG,4TH Flying. G: Give Bees +1/+1 until end of turn. 0/1.							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.
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.							Pale Bears SC R •••• AWa G2 IA Islandwalk. 2/2.
Land Leeches SC C •••• QHo GG1 DK,4TH First strike. 2/2.							People of the Woods SC U •••• DTu GG DK * = number of forests controlled by controller of People of the Woods. 1/*.
Leaping Lizard SC C •••• AWt GG1 HL 1G: Flying and -0/-1 until the end of turn.							Pixie Queen SC R •••• QHo GG2 LG GGG, T: Give target creature flying until end of turn. 1/1.
Ley Druid SC U •••• SEv G2 A,B,U,R,4TH T: Untap a land of your choice (play as an interrupt). 1/1.							

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

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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	••••	RAI	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.						



HAND OF JUSTICE



ICATIAN TOWN

Hand of Justice & Icatian Town: If your only white creature in play is the Hand of Justice, your opponent probably won't worry about it too much. However, the Icatian Town can give you an instant crew of loyal followers. Since the tapping of these creatures is just a side effect of the Hand's special ability, they can be used right away (as long as the Hand is ready). Try saving your creatures for defense by using the ability at the end of your opponent's turn. Either way, it's a nice helping Hand.

Radjan Spirit	SC	U	••••	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2.						
Rebirth	SC	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	•••••	DWt	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 library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.						
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	••	NLa	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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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 Browie	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	••••	RAI	G3	AN
T: Reduce attacking creature's power to 0 until end of turn. 0/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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, into 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 non-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	•••	TWa	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venomous 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: Regenerates. 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	••••	RAI	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
Whippoowill	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.						



SHIVAN DRAGON



MANA FLARE



SPIRIT LINK

Shivan Dragon, Mana Flare, and Spirit Link: Just throw down a pumpable creature (we picked Mr. Shivan because he kicks butt, and he matches the colors in the combo), follow with Mana Flare (which doubles the mana of tapped lands) to increase your pumpable damage. Then, for the big life kick, throw on Spirit Link. Feel free to tap out your mana, even if it's only to kill an orc. You'll be cashing in big on life.

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.

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 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.

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.

Azathi 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.

Aliban's Tower INS C ●● JMe 1R HL
Target defending creature gains +3/+1 till end of turn. (Two versions)

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.

Ambush INS C ●● ARA 3R HL
All blocking creatures get first strike.

Ambush Party SC C ●● 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
0: +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. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.

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 ●● RAI 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: RAI (two versions), DFr, HHu. 3/2.

Brothers of Fire SC C ●● MTe RR1 DK,4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2

Brute, The EC C ●● MPo R1 LG,4TH
Target creature gains +1/+0. RRR: Regenerates.

Burrowing EC C ●●● MPo R A,B,U,R,4TH
Target creature gains mountainwalk.

Cave People SC U ●●● DTu RR1 DK,4TH
Cave People get +1/-2 until end of turn when they are declared an attacker. RRT, 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 Lightning 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.

Chaoslace INT R ●●● DWi R A,B,U,R,4TH
Changes the color of a card being played or in play to red.

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.

Crevasse EN U ●●● RAI R2 LG
Creatures with mountainwalk may be blocked.

Conquer EL U ●●●● RGo RR3 IA
Take control of target land.

Crimson Kobolds SC C ●● AMa 0 LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticores 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.

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

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Dwarven Armorer	SC	R	◆◆◆	BWa	R	FE
R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Armory	EN	R	◆◆◆	RTh	RR2	IA
2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.						
Dwarven Catapult	INS	U	◆◆	JMe	RX	FE
Does X damage, divided evenly among all of your opponent's creatures (round down).						
Dwarven Demolition Team	SC	U	◆◆	KBr	R2	A,B,U
T: Destroy a wall. 1/1						
Dwarven Lieutenant	SC	U	◆	JMe	RR	FE
R1: Give target Dwarf +1/+0 until end of turn. 1/2.						
Dwarven Pony	SC	R	◆	MOK	R	HL
R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.						
Dwarven Sea Clan	SC	U	◆◆	AWe	R2	HL
T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.						
Dwarven Soldier	SC	C	◆◆	DSh	R1	FE
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAI, RAF. 2/1.						
Dwarven Trader	SC	C	◆	MOK	R	HL
1/1. (Two versions)						
Dwarven Warriors	SC	C	◆◆◆◆	DSh	R2	A,B,U,R,4TH
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
False Orders	INS	C	◆◆◆	AMa	R	A,B,U
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.						
Feint	INS	C	◆◆	BSn	R	LG
Tap all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.						
Fireball	SOR	C	◆◆◆	MTe	RX	A,B,U,R,4TH
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.						
Firebreathing	EC	C	◆◆	Dfr	R	A,B,U,R,4TH
R: +1/+0.						
Fire Drake	SC	U	◆◆	CRu	RR1	DK, CH
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.						
Fire Elemental	SC	U	◆◆	MBe	RR3	A,B,U,R,4TH
5/4.						
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	INS	C	◆◆◆	DSh	RR3	DK,4TH
Bury target land or creature.						
Flame Spirit	SC	U	◆◆	JHa	R4	IA
R: +1/+0 until end of turn. 2/3.						
Flare	INS	C	◆◆	DTu	R2	IA
Flare does 1 damage to any target. Draw a card at the beginning of the next turn.						
Flashfires	SOR	U	◆◆◆	DWi	R3	A,B,U,R,4TH
Destroy all plains in play.						
Fork	INST	R	◆◆◆◆	AWe	RR	A,B,U,R
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.						
Frost Giant	SC	U	◆◆	DGe	RRR3	LG
Rampage: 2. 4/4.						
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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin King	SC	R	◆◆	JMy	RR1	A,B,U,R,4TH
While Goblin King is in play, all Goblinks 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 Goblinks gain +1/0. Does 1 damage to all Goblinks 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.						
Goblins of the Flag	SC	C	◆◆	TWb	R	DK, CH
Mountainwalk. Bury Goblinks of the Flag if its controller controls any Dwarves. 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	◆◆◆◆	MuH	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 Goblinks 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.						
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	SC	C	◆◆	Dfr	R2	A,B,U,R,4TH
2/2.						
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	SC	C	◆◆	Dfr	R3	A,B,U,R,4TH
3/3.						
Hurloon Minotaur	SC	C	◆◆	AMa	RR1	A,B,U,R,4TH
2/3.						
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.						
Jokulhaupts	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.						



DANCE OF MANY



SKULL OF ORM

Dance of Many & Skull of Orm: If you've always wondered why you might use Dance of Many instead of a Clone, here's the answer. With the Skull and a bit of mana, you can recycle the Dance of Many as often as you wish. If a better creature comes out, ignore the Dance's upkeep and bring it back with the Skull. If your creature dies, Orm's noggin can get the Dance back.

Dwarven Weaponsmith	SC	U	◆◆	MPo	R1	AQ,R
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.						
Earthbind	EC	C	◆◆	QHo	R	A,B,U,R
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.						
Earth Elemental	SC	U	◆◆	Dfr	RR3	A,B,U,R,4TH
4/5.						
Earthquake	SOR	R	◆◆	Dfr	RX	A,B,U,R,4TH
Do X damage to all players and non-flying creatures in play.						
Eron the Relentless	SL	U	◆◆◆	CRu	RR3	HL
RRR: regenerates. Can attack the turn it comes into play on your side. 5/2						
Erantry	EC	C	◆◆	Lwi	R1	IA
Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.						
Evaporate	SOR	U	◆◆	ARa	R2	HL
Deal 1 damage to each blue and white creature.						
Eternal Flame	SOR	R	◆	MPo	RR1	DK
damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	C	◆◆◆	AMa	R	LG,4TH
Target creature does not tap to attack.						
Falling Star	SOR	R	◆◆	DSh	R2	LG
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.						

Giant Strength	EC	C	◆◆◆	JHa	RR	LG,4TH
Make target creature +2/+2.						
Glacial Crevasses	EN	R	◆◆	MRo	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	SC	U	◆◆	ARu	R	A,B,U,R,4TH
R: Gains flying until end of turn. 1/1.						
Goblin Caves	EL	C	◆◆	DTu	RR1	DK
If target land is a basic mountain, all Goblinks gain +0/+2.						
Goblin Chirurgeon	SC	C	◆◆	MuH	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	◆◆	TWb	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	◆◆	MuH	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp						
Goblin Hero	SC	C	◆◆	MTe	R2	DK
2/2.						



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets	Found
Vertigo	Do 2 damage to target flying creature, which loses flying until end of turn.	INS	U	●●●	DTu	R	IA	
Wall of Dust	Creatures blocked by Wall may not attack during opponent's next turn. 1/4.	SC	U	●●	RTh	R2	LG,4TH	
Wall of Earth	0/6.	SC	C	●●●●	RTh	R1	LG	
Wall of Fire	R: +1/+0. 0/5.	SC	U	●●●	RTh	RR1	A,B,U,R,4TH	
Wall of Heat	2/6.	SC	C	●●●	RTh	R2	LG,CH	
Wall of Lava	R: +1/+1 until end of turn. 1/3.	SC	U	●●●	PvE	RR1	IA	
Wall of Opposition	1: +1/+0 until end of turn. 0/6.	SC	U	●●●	HMc	RR3	LG,CH	
Wall of Stone	0/8.	SC	U	●●●	Dfr	RR1	A,B,U,R,4TH	
Wheel of Fortune	All players must discard their hands and draw seven new cards.	SOR	R	●●●●●	DGe	R2	A,B,U,R	
Windseeker Centaur	Does not tap to attack. 2/2.	SC	R	●●●	AMa	RR1	BOOK	
Winds of Change	All players must shuffle their hands into their libraries, then draw as many cards as they originally had.	SOR	R	●●●	JHa	R	LG,4TH	
Winter Sky	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.	SOR	R	●●	MKi	R	HL	
Word of Blasting	Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.	INS	U	●●●	KMe	R1	IA	
Ydwen Efreet	Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.	SC	R	●●●	DTu	RRR	AN	

WHITE

Abbey Gargoyles	Flying. Protection from red. 3/4.	SC	U	●●●●	CRu	WWW2	HL	
Abbey Matron	W, T: +0/+3 till end of turn. 1/3 (Two versions)	SC	C	●●●	MKi	2WW	HL	
Abu Ja'far	If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.	SC	U	●●●●	KMe	W	AN,CH	
Adarkar Unicorn	T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.	SC	R	●●●	QHo	WW1	IA	
Akron Legionnaire	Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.	SC	R	●●	MPo	WW6	LG,CH	
Alabaster Potion	Give target player X life or prevent X damage to target creature or player.	INS	C	●●●●	HMc	WWX	LG,4TH	
Amrou Kithkin	Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.	SC	C	●●	QHo	WW	LG,4TH	
Angelical Voices	Give all your creatures +1/+1 if you control only white or artifact creatures.	EN	R	●●●●	JBa	WW2	LG,CH	
Angry Mob	Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+*.	SC	U	●●●●	DTu	WW2	DK,4TH	
Animate Wall	Target wall may now attack.	EC	R	●●	Dfr	W	A,B,U,R,4TH	
Arctic Foxes	If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.	SC	C	●●	MPo	W1	IA	
Arenson's Aura	W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.	EN	C	●●	NLe	W2	IA	
Argivian Archaeologist	2, T: Bring an artifact from your graveyard to your hand. 1/1.	SC	R	●●●●	AWe	WW1	AQ	
Argivian Blacksmith	T: Negate 2 damage to target artifact creature. 2/2.	SC	C	●●	KKa	WW1	AQ	
Armageddon	Destroy all lands in play.	SOR	R	●●●●●	JMy	W3	A,B,U,R,4TH	
Armor of Faith	Target creature gains +1/+1. W: +0/+1.	EC	C	●●●	AMa	W	IA	
Army of Allah	+2/+0 to all attacking creatures until end of turn.	INS	C	●●●●	BSn	WW1	AN	

Name	Description	Kind	CR	Rating	Artist	Cost	Sets	Found
Artifact Ward	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.	EC	C	●●	DSh	W	AQ	
Aysen Bureaucrats	Tap target creature with power no greater than 2. 1/1.	SC	C	●●●	ARa	W1	HL	
Aysen Crusader	X equals number of heroes in play. 2+X/2+X	SC	R	●●●	NTh	WW2	HL	
Aysen Highway	All white creatures gain plainswalk.	EN	R	●●●	NTh	WWW3	HL	
Balance	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.	SOR	R	●●●●●	MPo	W1	A,B,U,R,4TH	
Battle Cry	Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.	INS	U	●●●	DSh	W2	IA	
Beast Walkers	G: Banding until the end of turn. 1/1.	SC	R	●●	HHu	WW1	HL	
Benlish Hero	Bands. 1/1.	SC	C	●●●	DSh	W	A,B,U,R,4TH	
Black Scarab	Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.	EC	U	●●●	KFo	W	IA	
Black Ward	Target creature gains protection from black.	EC	U	●●●●	Dfr	W	A,B,U,R,4TH	
Blaze of Glory	Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.	INS	R	●●	RTh	W	A,B,U	

Name	Description	Kind	CR	Rating	Artist	Cost	Sets	Found
Circle of Protection: Green	1: Prevent all damage to you from one green source.	EN	C	●●●	SEv	W1	A,B,U,R,4TH,IA	
Circle of Protection: Red	1: Prevent all damage to you from one red source.	EN	C	●●●	MTe	W1	A,B,U,R,4TH,IA	
Circle of Protection: White	1: Prevent all damage to you from one white source.	EN	C	●●●	DSh	W1	A,B,U,R,4TH,IA	
Cleanse	Destroy all black creatures in play.	SOR	R	●●●●	Pfo	WW2	LG	
Cleansing	All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.	SOR	R	●●●	PvE	WWW	DK	
Clergy of the Holy Nimbus	If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.	C	●●	●●	DGe	W	LG	
Cold Snap	CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.	EN	U	●●	RGo	W2	IA	
Combat Medic	W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa,SVC. 0/2.	SC	C	●●●	Multi	W2	FE	
Consecrate Land	Target land is immune from all effects that would destroy it.	EL	U	●●●●	JMe	W	A,B,U	
Conversion	All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.	EN	U	●●●	JMy	WW2	A,B,U,R,4TH	
Cooperation	Target creature gains banding.	EC	C	●●●	Pfo	W2	IA	
Crusade	All white creatures gain +1/+1.	EN	R	●●●●	MPo	WW	A,B,U,R,4TH	



Thelonite Druid & Stampede

The ground rumbles with the trampling footsteps of an immense herd. Little does your opponent realize that the stampeding creatures are trees! Need to finish off your opponent in a hurry? How about a swarm of 3/3 trampling creatures? No, they're not War Mammoths—they're living forests, courtesy of the Thelonite Druid. Mass destruction—the way nature intended it to be.

THELONITE DRUID

STAMPEDE

Blessed Wine	Gain 1 life. Draw a card at the beginning of the next turn.	INS	C	●●	KFo	W1	IA	
Blessing	W: +1/+1.	EC	R	●●●●	JBa	WW	A,B,U,R,4TH	
Blinking Spirit	0: Blinking Spirit returns to its owner's hand. 2/2.	SC	R	●●●●	LWi	W3	IA	
Blood of the Martyr	Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	●	CRu	WWW	DK,CH	
Blue Scarab	Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	●●●	AWe	W	IA	
Blue Ward	Target creature gains protection from blue.	EC	U	●●●	Dfr	W	A,B,U,R,4TH	
Brainwash	Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.	EC	C	●●	PvE	W	DK,4TH	
Call to Arms	Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.	EN	R	●●●●	RGo	W1	IA	
Camel	Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.	SC	C	●	SEv	W	AN	
Caribou Range	WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.	EL	R	●●●	Rtp	WW2	IA	
Castle	Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.	EN	U	●●●	DWi	W3	A,B,U,R,4TH	
Circle of Protection: Artifacts	2: Prevent all damage against you from an artifact source.	EN	U	●●●●	PvE	W1	AQ,4TH	
Circle of Protection: Black	1: Prevent all damage to you from one black source.	EN	C	●●●●	JMy	W1	B,U,R,4TH,IA	
Circle of Protection: Blue	1: Prevent all damage to you from one blue source.	EN	C	●●●●	DWi	W1	A,B,U,R,4TH,IA	

D'Avenant Archer	T: Do 1 damage to attacking or blocking creature. 1/2.	SC	C	●●●	DSh	W2	LG,CH	
Damping Field	No one may untap more than one artifact in each of his or her own untap phases.	EN	U	●●	JHa	W2	AQ	
Death Speakers	W: Protection from black. 1/1.	SC	U	●●●	DSh	W	HL	
Death Ward	Regenerates target creature.	INS	C	●●●	HMc	W	A,B,U,R,4TH,IA	
Disenchant	Destroy target enchantment or artifact.	INS	C	●●●●●	BSn	W1	A,B,U,R,4TH,IA	
Divine Intervention	Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.	EN	R	●●●	AWe	WW6	LG	
Divine Offering	Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	●●●●	JMe	W1	LG	
Divine Transformation	Give target creature +3/+3.	EC	U	●●●●	NTh	WW2	LG,4TH	
Drought	During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.	EN	U	●●●●	NTh	WW2	IA	
Dust to Dust	Remove any two target artifacts from the game.	SOR	C	●●●	DTu	WW1	DK	
Elder Land Wurm	Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.	SC	R	●●●●	QHo	WWW4	LG,4TH	
Elvish Healer	T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.	SC	C	●●●	REm	W2	IA	
Enchanted Being	Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.	SC	C	●	DSh	WW1	LG	
Enduring Renewal	Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.	EN	R	●●●●	HMc	WW2	IA	

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Energy Storm CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.	EN	R	◆◆◆	SEv	W1	IA	Holy Day Creatures attack and block as normal but deal no damage.	INS	C	◆◆◆	JHo	W	LG	Kjeldoran Guard T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	◆◆	AWa	W1	IA
Equinox Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	◆◆	SVC	W	LG	Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	◆◆	Dtu	W2	DK	Kjeldoran Knight Banding, W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	◆◆◆	RSp	WW	IA
Exorcist W1, T: Destroy target black creature. 1/1.	SC	R	◆◆	Dtu	WW	DK	Holy Strength Target creature gains +1/+2.	EC	C	◆◆◆	AMa	W	AB,UR,4TH	Kjeldoran Phalanx First strike, banding. 2/5.	SC	R	◆◆	RKF	W5	IA
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	◆◆◆	MPo	WW	AN,R,4TH	Icatian Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	C	◆◆	MuH	W	FE	Kjeldoran Royal Guard T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	◆◆◆	LWi	WW3	IA
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	◆	MPo	WWW	AB,UR	Icatian Lieutenant W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	◆	PVe	WW	FE	Kjeldoran Skycaptain Flying, banding, first strike. 2/2.	SC	U	◆◆◆	MPo	W4	IA
Farrell's Mantle If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrell's Mantle enchants.	EC	U	◆◆	AWa	W2	FE	Icatian Moneychanger Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, Dtu. 0/2.	SC	C	◆◆	MuH	W	FE	Kjeldoran Skyknight Flying, banding, first strike. 1/1.	SC	C	◆◆◆	MPo	W2	IA
Farrell's Zealot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrell's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.	SC	C	◆◆	MuH	WW1	FE	Icatian Phalanx Bands. 2/4.	SC	U	◆◆	KFo	W4	FE	Kjeldoran Warrior Banding. 1/1.	SC	C	◆◆	MPo	W	IA
Farrelite Priest 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	◆	PfO	WW1	FE	Icatian Priest WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	◆◆	Dtu	W	FE	Knights of Thorn Protection from red, banding. 2/2.	SC	R	◆◆◆	CRu	W3	DK
Fasting Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	◆◆	DSh	W	DK	Icatian Scout 1, T: Give target creature first strike until end of turn. Artists: RAJ, PfO, RKF, DSh. 1/1.	SC	C	◆◆◆	MuH	W	FE	Lance Target creature gains first strike.	EC	U	◆◆	RAI	W	AB,UR
Festival Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	◆◆	MPo	W	DK	Icatian Skirmishers Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	◆◆	HhU	W3	FE	Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	◆◆◆	BSn	W	LG,4TH
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	◆◆	JMe	WW3	DK	Icatian Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	◆◆	TWa	W5	FE	Leeches Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	◆	ARa	WW1	HL
Formation Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	◆◆	KMe	W1	IA	Indestructible Aura Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	◆◆	MPo	W	LG	Lifeblood Take 1 life whenever opponent taps a mountain.	EN	R	◆◆◆	MTe	WW2	LG
Fortified Area Give all your walls +1/+0 and banding.	EN	C	◆◆	RAF	WW1	LG	Infinite Authority After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.	EC	R	◆◆	DSh	WWW	LG,CH	Lightning Bolt Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	◆◆◆	HMc	W1	IA
Fylgia Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.	EC	C	◆◆	EBe	W	IA	Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	◆◆	MPo	W1	AB,UR,4TH	Lost Order of Jarkeld * equals the number of creatures controlled by target opponent. 1+*/1+*.	SC	R	◆◆	ARu	WW2	IA
General Jarkeld T: Exchange two blocking creatures without creating an illegal block. 1/2.	SL	R	◆◆	RTh	W3	IA	Ivory Guardians Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	EN	U	◆◆	MBe	WW4	LG,CH	Martyr's Cry Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.	SOR	R	◆◆	JMe	WW	DK
Glyph of Life Add to your life points damage done to target wall by attacking creatures.	INS	C	◆	SVC	W	LG	Jihad +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	◆◆◆	BSn	WWW	AN	Martyrs of Korlis Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	◆◆	MOK	WW3	AQ
Great Defender Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	◆◆	MPo	W	LG	Justice Pay WW during your upkeep or destroy Justice. Whenever a red spell or creature deals damage, Justice deals an equal amount of damage to the controller of that creature or spell.	EN	U	◆◆◆	RTp	WW2	IA	Mercenaries If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	◆	CBR	W3	IA
Great Wall Creatures with plainswalk may be blocked.	EN	U	◆	SEv	W2	LG	Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	◆◆◆	RTh	WW2	AB,UR,4TH	Mesa Falcon Flying, W1: +0/+1 until end of turn. 1/1. (Two versions)	SC	C	◆◆	MPo	W1	HL
Greater Realm of Preservation W1: Prevent all damage to you from a red or black source.	EN	◆◆◆	Nth	W1	LG		Keepers of the Faith 2/3.	SC	C	◆◆	DGe	WW1	LG,CH	Mesa Pegasus Flying, bands. 1/1.	SC	C	◆◆◆	MBe	W1	AB,UR,4TH
Green Scarab Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	◆◆	NLe	W	IA							Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	◆◆	RSp	W	nv	
Green Ward Target creature gains protection from green.	EC	U	◆◆	Dfr	W	AB,UR,4TH														
Guardian Angel Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	◆◆	AMa	WX	AB,UR														
Hallowed Ground WW: Return a non-snow-covered land you control to its owner's hand.	EN	U	◆◆	DSh	W1	IA														
Hand of Justice T: Tap 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	◆◆◆	MBe	W5	FE														
Hazduhr the Abbot X, T: Redirect to Hazduhr X damage dealt to white you control. 2/5.	SC	R	◆◆	Dfr	WW3	HL														
Heal Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	◆◆	MTe	W	IA														
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	◆◆	Dfr	W	AB,UR,4TH														
Heaven's Gate Change the color of one or more target creatures to white until end of turn.	INS	U	◆◆	DSh	W	LG														
Heroism Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	◆◆	MPo	W2	FE														
Hipparian Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3	SC	U	◆◆	DWi	W1	IA														
Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	◆◆	MBe	W	AB,UR,4TH														



Night Soil & All Hallow's Eve: Have an All Hallow's Eve party. After two rounds all creatures are invited from the graveyard, straight into play. However, if you want to keep your opponent out of the fun. Zap their creatures with Night Soil. Once turned into Saprolings, they won't be available for the Halloween gala.

NIGHT SOIL

ALL HALLOW'S EVE

Kelsinko Ranger W1: One green creature gains first strike until end of turn. 1/1.	SC	C	◆	MPo	W	IA	Moat Non-flying creatures cannot attack.	EN	R	◆◆◆	JMe	WW2	LG
King Suleiman T: Destroy an Efreet or Djinn. 1/1.	SC	R	◆◆	MPo	W1	AN	Moorish Cavalry Trample. 3/3.	SC	C	◆◆	DWi	WW2	AN
Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	◆◆◆	KFo	W3	LG,4TH	Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	◆◆	MPo	WW1	DK,4TH
Kjeldoran Elite Guard T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.	SC	U	◆◆	MBe	W3	IA	Northern Paladin WW, T: Destroy a black card in play. 3/3.	SC	R	◆◆	DSh	WW2	AB,UR,4TH

● Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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.						
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	AB,U,R,4TH
2/2.						
Personal Incarnation	SC	R	•••	KBr	WW3	AB,U,R,4TH
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.						
Petra Sphinx	SC	R	••	Sev	WWW2	LG,CH
T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.						
Piety	INS	C	••	MPo	W2	AN,4TH
+0/+3 to all defending creatures until end of turn.						
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	AB,U,R,4TH
Change the color of one card being played or in play to white.						
Rally	INS	C	••	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Rapid Fire	INS	R	•	JHa	W3	LG
Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.						
Rashka the Slayer	SC	U	••	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.						
Red Scarab	EC	U	••••	Sev	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Red Ward	EC	U	••••	Dfr	W	AB,U,R,4TH
Target creature gains protection from red.						
Remove Enchantments	INS	C	••	BSn	W	LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.						
Repentant Blacksmith	SC	C	••••	Dtu	W1	AN,CH
Protection from red. 1/2.						
Resurrection	SOR	U	•••••	DWi	WW2	AB,U,R
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	•••••	DWi	WW1	AB,U,R,4TH
All damage you have taken from any one source is added to, not subtracted from, your life total.						
Reverse Polarity	INS	C	••••	JHa	WW	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.						
Righteous Avengers	SC	U	••••	HHu	W4	LG
Plainswalk. 3/1.						
Righteousness	INS	R	••••	DSh	W	AB,U,R,4TH
Target defending creature gets +7/+7 until end of turn.						
Sacred Boon	INS	U	•••••	MRo	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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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	AB,U,R,4TH
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	••••	DGe	W	AB,U,R,4TH
2/1.						
Seeker	EC	C	••••	MPo	WW2	LG,4TH
Target creature may only be blocked by white or artifact creatures.						
Seraph	SC	R	•••••	CRu	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.						
Serra Angel	SC	U	•••••	DSh	WW3	AB,U,R,4TH
Flying. Does not tap to attack. 4/4.						
Serra Aviary	EW	R	•••••	NLe	W3	HL
All creatures with flying Get +1/+1						
Serra Bestiary	EC	C	••	AMa	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.						



Goblin War Drums: This cheap (and common!) enchantment makes all of your attacking creatures twice as tough to deal with. Get enough creatures out and your Drums will be sure to give your opponent a pounding migraine. If there are so many good cards in the *Fallen Empires* expansion, why does everyone think it sucks so much?

Serra Inquisitors	SC	U	••	DDe	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						
Serra Paladin	SC	C	••	PVe	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.						
Shahrazad	SOR	R	••	Kfo	WW	AN
Players must suspend game in progress and play a game of <i>Magic</i> 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
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	AB,U,R,4th,IA
Remove target creature from game. Creature's controller gains life points equal to the creature's power.						
Thunder Spirit	SC	R	••••	RAF	WW1	LG
Flying, first strike. 2/2.						
Tivadar's Crusade	SOR	U	•	DDe	WW1	DK
All Goblins are destroyed.						
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)						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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	AB,U,R
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.						
Visions	SOR	U	••	NTh	W	LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose.						
Wall of Caltrops	SC	C	••	BSn	W1	LG
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.						
Wall of Light	SC	U	••••	RTh	W2	LG
Protection from black. 1/5.						
Wall of Swords	SC	U	•••••	MTe	W3	AB,U,R,4TH
Flying. 3/5.						
War Elephant	SC	C	••••	KBi	W3	AN,CH
Bands, trample. 2/2.						
Warning	INS	C	•	PMo	W	IA
Target attacking creature does no damage in combat this turn.						
White Knight	SC	U	••••	DGe	WW	AB,U,R,4TH
Protection from black, first strike. 2/2.						
White Scarab	EC	U	•••	Pfo	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.						
White Ward	EC	U	•••	Dfr	W	AB,U,R,4TH
Target creature gains protection from white.						
Witch Hunter	SC	U	••••	JMy	WW2	DK,CH
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.						
Wrath of God	INS	R	••••	QHo	WW2	AB,U,R,4TH
Bury all creatures in play.						

LANDS						
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	••••	RAI		BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
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	•••••	RAI		AB,U,R
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.						
Bayou	LAN	R	•••••	JMy		AB,U,R
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.						
Bazaar of Baghdad	LAN	R	••	JMe		AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.						
Bottomless Vault	LAN	R	•••	PMo		FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Brushland	LAN	R	•••	BWa		IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.						
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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found					
Ebon Stronghold	LAN	U	•	MPo		FE	Mishra's Factory	LAN	U	••••	KFo,PFo	AQ,4TH		Strip Mine	LAN	U	•••••	DGe			AQ,4TH					
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.							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.							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.												
Elephant Graveyard	LAN	R	•••	RAI		AN	Mishra's Workshop	LAN	R	•••	KFo	AQ		Sylvanite Temple	LAN	U	•	MPo								
T: Add 1. T: Regenerate an Elephant or Mammoth.							T: Add 3 to your mana pool. This mana may only be used to cast artifacts.							Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Sylvanite Temple to add UU to your mana pool.												
Forest	LAN	C	—	CRU		AB,U,R,4TH,IA	Mountain	LAN	C	—	DSh	AB,U,R,4TH,AN,IA		Swamp	LAN	C	—	Dfr								
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.							T: Add R to your mana pool. Two Alpha versions, three versions in other sets.							T: Add B to your mana pool. Two Alpha versions, three versions in other sets.												
Glacial Chasm	LAN	U	••	Lda		IA	Mountain Stronghold	LAN	U	•	TWü	LG		Taiga	LAN	R	•••••	RAI								
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.							All your red legends may band with other legends.							T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.												
Halls of Mist	LAN	R	••••	MPo		IA	Oasis	LAN	U	•••	BSn	AN,4TH		Tabernacle of Pendrell Vale	LAN	R	•••	Nle								
CU: 1. No creature may attack if it attacked during its controller's last turn.							T: Negate 1 damage to any creature.							Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.												
Hammerheim	LAN	U	••••	BWa		LG	Pendelhaven	LAN	U	••••	BWa	LG		Timberline Ridge	LAN	R	••••	JMe								
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.							Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.							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.												
Havenwood Battleground	LAN	U	•	MPo		FE	Plains	LAN	C	—	JMy	AB,U,R,4TH,IA		Talaria	LAN	U	•••	Nle								
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.							T: Add W to your mana pool. Two Alpha versions, three versions in other sets.							Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.												
Hollow Trees	LAN	R	•••	PMo		FE	Plateau	LAN	R	•••••	DTu	AB,U,R		Tropical Island	LAN	R	•••••	JMy								
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.							T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.							T: Add either G or U to your mana pool. Treat as both a Forest and an Island.												
Ication Store	LAN	R	•••	PMo		FE	Rainbow Vale	LAN	R	•••	KFo	FE		Tundra	LAN	R	•••••	JMy								
Comes into play tapped. You may leave Ication Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.							T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.							T: Add either U or W to your mana pool. Treat as both an Island and a Plains.												
Ice Floe	LAN	U	•••	JMe		IA	River Delta	LAN	R	••••	SEv	IA		Underground River	LAN	R	•••	Nth								
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.							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.							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.												



Gravity Sphere & Hyalopterous Lemure: It's cheesy, but it's effective. The Gravity Sphere knocks out all natural flying ability, but it doesn't prevent creatures from gaining flight through other means. Creatures that have built-in flight-allowing abilities like the Hyalopterous Lemure and the Goblin Balloon Brigade are especially effective with a Gravity Sphere out. Just activate their ability and watch 'em float in unscathed.

GRAVITY SPHERE **HYALOPTEROUS LEMURE**

Island	LAN	R	—	MPo		AB,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.						
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: 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.						

Ruins of Trokair	LAN	U	•	MPo		FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Safe Haven	LAN	R	••••	CRu		DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.						
Sand Silos	LAN	R	•••	PMo		FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Savannah	LAN	R	•••••	RAI		AB,U,R
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.						
Scrubland	LAN	R	•••••	JMy		AB,U,R
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.						
Seafarer's Quay	LAN	U	•	TWü		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	—	TWü		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.						

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.						

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•/• 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	SQR Sacrifice



TINQUEST

players guide



CHARACTERS

Name	Character Type	M	DI	MP	P/B	Home Site	Rarity
Adrazar	Scout/Diplomat Dúnedan	3	1	3/6		Dol Amroth	F
Unique. +2 direct influence against all factions.							
Alatar	War/Scout/Ranger/Sage 10			6/9		Edhellond	R
Unique. During the movement/hazard phase, the number of cards that opponent draws based on Alatar's company's movement is reduced by one. If in a Haven when a hazard creature is played on another company, he may join that company and face one of the hazard creature's strikes; he must tap and make a corruption check immediately following the attack.							
Anborn	Scout/Ranger Dúnedan	2	0	2/8		Pelagiar	U
Unique. +2 direct influence against the Men of Lebennin faction.							
Annalena	Scout/Sage Elf	3	0	3/8		Edhellond	R
Unique.							
Aragorn II	War/Scout/Ranger	9	3	3	6/9	Bree	R
Unique. +2 direct influence against the Rangers of the North faction. -3 marshalling points if eliminated.							
Arimir	Sage/Diplomat Elf	4	2	1	2/7	Edhellond	U
Unique. +2 direct influence against the Variags faction.							
Arwen	Scout/Sage Elf	3	0	1	2/8	Rivendell	R
Unique. +7 direct influence only usable against Aragorn II.							
Balin	War/Sage Dwarf	5	2	2	4/7	Blue Mtn Hold	U
Unique. +2 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions.							
Bard Bowman	War/Scout Man	2	0	3/6		Lake-town	R
Unique. +2 direct influence against the Men of Northern Rhovanion faction.							
Barliman	War Man	1	0	2/6		Bree	U
Unique. -1 to all of his corruption ck. -1 to influence checks against factions.							
Beorn	War/Ranger Man	4	2	2	7/9	Beorn's House	R
Unique. +2 direct influence against the Beornings faction.							
Beregond	War Dúnedan	2	0	4/8		Minas Tirith	R
Unique. -1 to all of his corruption cks. -1 to influence checks against factions.							
Beretar	War/Ranger Dúnedan	5	1	2	5/8	Bree	U
Unique. +2 direct influence against the Rangers of the North faction.							
Bergil	War/Scout Dúnedan	2	0	1/9		Minas Tirith	U
Unique.							
Bifur	War Dwarf	2	0	4/7		Blue Mtn Hold	CB
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Bilbo	Scout/Sage Hobbit	5	1	2	1/9	Bag End	R
Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +4. 2 marshalling points if eliminated.							
Bofur	War Dwarf	2	0	4/7		Blue Mtn Hold	CB
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Bombur	War Dwarf	1	0	3/6		Blue Mtn Hold	U
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Boromir II	War Dúnedan	4	1	1	6/7	Minas Tirith	R
Unique. +2 direct influence against the Men of Andorin faction. -1 to all of his corruption checks.							
Celeborn	War/Sage	6	1	2	6/9	Lórien	R
Unique. +5 direct influence that is only usable against Galadriel.							
Cirdan	War/Sage/Diplomat	8	4	3	6/8	Grey Havens	R
Unique. When Cirdan is at the Grey Havens, his controlling player may keep one more card than normal in his hand. May tap to cancel one attack keyed to a Coastal Sea region. +2 direct influence against the Elves of Lindon faction. -3 marshalling points if eliminated.							
Dáin II	War/Diplomat Dwarf	4	3	2	5/8	Iron Hill Hold	R
Unique. +2 direct influence against Iron Hill Dwarves, +2 prowess against Orcs. +1 direct influence against Men and Man factions.							
Damrod	Scout/Ranger Dúnedan	2	0	2/7		Vale of Erech	U
Unique. +2 direct influence against the Men of Lamedon faction.							
Denethor II	War/Sage Dúnedan	4	2	1	3/6	Minas Tirith	R
Unique. +2 direct influence against the Tower Guard of Minas Tirith faction.							
Dori	War Dwarf	1	0	3/6		Blue Mtn Hold	U
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Dwalin	War Dwarf	1	0	2/7		Blue Mtn Hold	C
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Elladan	War/Ranger Elf			5/8		Rivendell	R
Unique. +1 prowess against Orcs.							
Elohir	War/Ranger Elf	4	0	1	5/8	Rivendell	R
Unique. +1 prowess against Orcs.							
Elfond	War/Sage/Diplomat Elf	10	4	3	7/9	Rivendell	R
Unique. When Elfond is at Rivendell, his controlling player may keep one more card than normal in his hand. -3 marshalling points if eliminated.							
Erkenbrand	War Man	4	2	1	5/6	Edoras	R
Unique. +2 direct influence against the Riders of Rohan faction.							
Éomer	War/Ranger Man	3	0	1	3/8	Edoras	U
Unique. +2 direct influence against the Riders of Rohan faction.							

Name	Character Type	M	DI	MP	P/B	Home Site	Rarity
Éowyn	War/Scout Man	2	0	2/7		Edoras	U
Unique. vs Nazgûl, +6 to her prowess, and his body is halved (round up).							
Faramar	War/Ranger Dúnedan	5	1	2	5/8	Henneth Annûn	R
Unique. +2 direct influence against the Rangers of Ithilien faction.							
Fili	War/Scout Dwarf	2	0	2/8		Blue Mtn Hold	U
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Forlong	War Dúnedan	1	0	3/7		Minas Tirith	C
Unique. -1 to all of his corruption ck. -1 to influence checks against factions.							
Frodo	Scout/Diplomat Hobbit	5	1	2	1/9	Bag End	R
Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +4. 2 marshalling points if eliminated.							
Galadriel	Scout/Sage/Diplomat Elf	9	4	3	3/10	Lórien	R
Unique. When Galadriel is at Lórien, her controlling player may keep one more card than normal in her hand. -3 marshalling points if eliminated.							
Galva	Scout/Sage/Diplomat Man	4	1	1	0/9	Shel-Kain	R
Unique. +2 direct influence against the Men of Dorwinion faction. Against Nazgûl, +6 to her prowess, and his body is halved (round up).							
Gamling the Old	War Man	2	1	3/7		Edoras	U
Unique.							
Gandalf	War/Scout/Sage/Dipl	10	+1	6/9		Any Haven	R
Unique. All of his corruption checks are modified by +1. Can tap to "test" a gold ring.							
Ghân-buri-Ghân	Scout/Ranger Man	5	2	2	2/9	Drúadan Forest	U
Unique. +2 direct influence against Wose factions.							
Gildor Inglorion	War/Ranger Elf	4	0	1	5/7	Rivendell	R
Unique. +2 prowess against Orcs.							
Gimli	War/Diplomat Dwarf	6	2	2	5/8	Iron Hill Hold	R
Unique. +2 direct influence against Iron Hill Dwarves, +2 prowess against Orcs. +1 direct influence against Elves and Elf factions.							
Glorfindel II	War/Sage Elf	8	2	3	8/9	Rivendell	R
Unique. +1 direct influence against Elves.							
Glóin	War/Diplomat Dwarf	5	2	2	5/7	Blue Mtn Hold	U
Unique. +2 direct influence against Blue Mtn Dwarves, +1 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions.							
Halbarad	Sage/Diplomat Dúnedan	1	1	0/5		Cameth Brin	U
Unique. +2 direct influence against the Hillmen faction.							
Haldad	War/Diplomat Dúnedan	5	1	2	4/9	Shel-Kain	R
Unique. +4 direct influence against the Easterlings faction.							
Haldir	War Elf	3	0	1	4/8	Lórien	U
Unique. -1 to all of his corruption ck. -1 to influence checks against factions.							
Háma	War Man	2	0	4/8		Edoras	C
Unique. -1 to all of his corruption ck. -1 to influence checks against factions.							
Imrahil	War/Diplomat Dúnedan	6	2	5/8		Dol Amroth	U
Unique. +2 direct influence against the Knights of Dol Amroth faction.							

Name	Character Type	M	DI	MP	P/B	Home Site	Rarity
Ori	War Dwarf	1	0	2/7		Blue Mtn Hold	C
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Orophin	War/Ranger Elf	2	0	2/7		Lórien	U
Unique. -1 to all of his corruption ck. -1 to influence checks against factions.							
Pallando	War/Ranger/Sage/Dipl	10		6/9		Grey Havens	R
Unique. His controlling player may keep one more card than normal in his hand. Opponent must discard his cards face-up.							
Peath	Ranger/Diplomat Man	4	1	1	4/7	Dunnish hold	R
Unique. +4 direct influence against the Dunlending faction. Against Nazgûl, +5 to her prowess, his body is halved (round up).							
Pippin	Scout Hobbit	4	1	1	1/9	Bag End	U
Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.							
Radagast	War/Scout/Ranger/Dipl	10		+1		6/9 Rhosgobel	R
Unique. If his company moves to a new site during the movement/hazard phase, he may draw 1 additional card for each Wilderness region in his company's site path. +1 to all of his corruption checks.							
Robin Smallburrow	Scout Hobbit	3	0	1	1/9	Bag End	R
Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.							
Sam Gamgee	Scout/Ranger Hobbit	4	0	1	1/9	Bag End	U
Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +3.							
Saruman	Scout/Ranger/Sage/Dip	10		6/9		Isgard	R
Unique. May tap to use a Palanir. At the beginning of each of his end-of-turn phases, he may tap to take one "spell" card from his discard pile and return it to his hand.							
Theoden	War/Diplomat Man	6	3	2	5/6	Edoras	R
Unique. +2 direct influence against the Riders of Rohan faction.							
Thorin II	War/Scout/Diplomat Dwarf	2	35/8			Blue Mtn Hold	R
Unique. +2 direct influence against Blue Mtn Dwarves, +3 prowess against Orcs. +2 direct influence against Dwarves and Dwarf factions.							
Thranduil	War/Ranger/Sage Elf	9	3	3	7/8	Thranduil's Halls	R
Unique. +2 direct influence against the Wood-elves faction.							
Völeti	Ranger/Sage Man	3	1	1	3/6	Lossadon Camp	C
Unique. +2 direct influence against the Lossoth faction. Against Nazgûl, +6 to her prowess, and his body is halved (round up).							
Vyngavril	Scout/Diplomat Man	3	1	2/7		Southern Oasis	R
Unique. +2 direct influence against the Southern faction. Against Nazgûl, +6 to her prowess, and his body is halved (round up).							
Wacho	Scout/Sage Man	2	0	1/8		Woodmen-town	U
Unique. +2 direct influence against the Woodmen faction.							

ALLIES

Name	Type	MP	M	P/B	Rarity
Bill the Pony	Ally	1	1	-2/6	U
Unique. Playable at Bree or Bag End; playable even if the site is tapped. If at a non-Haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven.					
Goldberry	Ally	1	2		U
Unique. Playable at Old Forest. May not be attacked. Tap Goldberry to cancel any effect that would cause her company to return to its site of origin after declaring its movement to a new site. Alternatively, tap Goldberry to cancel one attack against her company keyed to Wilderness.					
Gollum	Scout Ally	2	4	2/9	U
Unique. Playable at Goblin-gate or Moria. If his company's size is less than three, tap Gollum to cancel one attack against his company keyed to Wildness or Shadow-land. Tap Gollum if he is at the same non-Haven site as The One Ring; then both Gollum and The One Ring are discarded.					



WITCH-KING OF ANGMAR



THE PALE SWORD

Witch-King of Angmar and The Pale Sword: This is bad, really bad! The Witch-King is just a ridiculous opponent, a 17/12 horror. But it doesn't stop there! Put the Pale Sword into play and it's all over. Not only does the Witch-King get a +1 to his prowess for the sword and for every Nazgûl in play, but if he hits, the character takes six corruption points in addition to anything else. This combo is pure evil.

Kili	War/Scout Dwarf	3	0	1	3/8	Blue Mtn Hold	R
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Legolas	War/Diplomat Elf	6	2	2	5/8	Thranduil's Halls	U
Unique. +2 direct influence against the Wood-elves faction.							
Mablung	War/Scout Dúnedan	1	0	1/6		Lond Galen	U
Unique. +2 direct influence against the Men of Anfalas faction.							
Merry	Scout Hobbit	4	1	1	1/9	Bag End	U
Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.							
Nori	War Dwarf	2	0	4/7		Blue Mtn Hold	C
Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.							
Óin	War/Ranger Dwarf	3	0	1	3/8	Blue Mtn Hold	U
Unique. +1 prowess against Orcs. -1 to all of his corruption checks.							

Gwaihir	Ally	2	4	4/8			R
Unique. Playable at Eagles' Eyrie. If his company's size is two or less, you may discard Gwaihir during the movement phase to allow his company to move to any site that is not in a Shadow-land or Dark-domain; any hazard creatures keyed to the site may be played on a company that moves in this fashion.							
Leaflock	Ally	2	3	5/8			U
Unique. Playable at Wellinghall. Tap to cancel the effects of one hazard that targets his company. May not be attacked by automatic-attacks or hazards keyed to his site. Discard Leaflock if his company moves to a site that is not in Fangorn, Rohan, Gap of Isen, Wolf & Foothills, Eredwaith, Old Pokel land, Brown Lands, Anduin Vales, or Redhorn Gap.							
Quickbeam	Ally	2	3	6/9			U
Unique. Playable at Wellinghall. May not be attacked by automatic-attacks or hazards keyed to his site.							

Name	Type	MP	M	P/B	Rarity	Name	Description	Type	MP	Rarity	Name	Description	Type	P/B+	MP	Rarity	
Roac the Raven	Diplomat Ally	1	1	-3/8	R	Men of Lamedon	Man Faction	2	U	Dwarven Ring of Barin's Tribe	Special Item	4(6)	3(5) R				
Unique. Playable at any site in Northern Rhovanion. Tap and discard to attempt to bring any faction into play—no modifications to the influence.						Unique. Playable at Vale of Erech, if the influence check is greater than 7. Standard Modifications: Denedain (+1).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a major item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Shadowfax	Ally	1	2	2/8	R	Men of Lebennin	Man Faction	2	U	Dwarven Ring of Bavor's Tribe	Special Item	4(6)	3(5) R				
Unique. Playable at Edoras or Dunharrow. If his company has only one character or one character and a Hobbit at the end of the movement/hazard phase, tap Shadowfax to allow his company to immediately move again; an additional site card may be played and an additional movement/hazard phase follows for that company.						Unique. Playable at Pelargir, if the influence check is greater than 7. Standard Modifications: Denedain (+1).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Skinbark	Ally	2	3	10/9	R	Men of Northern Rhovanion	Man Faction	2	U	Dwarven Ring of Drúin's Tribe	Special Item	4(6)	3(5) R				
Unique. Playable at Wellingshall. May not be attacked by automatic-attacks or hazards keyed to his site. Discard Skinbark if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold & Foothills, Anduin Vales, or Redhorn Gap.						Unique. Playable at Lake-town, if the influence check is greater than 6. Standard Modifications: Men (+1).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Tom Bombadil	Sage Ally	3	4	12/11	R	Rangers of Ithilien	Danadan Faction	3	R	Dwarven Ring of Durin's Tribe	Special Item	4(6)	3(5) R				
Unique. Playable at Old Forest. Tap to cancel the effects of one hazard that targets any company moving to a site in: Arthedain, Cardolan, Rhudaur, or The Shire. Discard Tom Bombadil if his company moves to a site that is not in: Arthedain, Cardolan, Rhudaur, or The Shire.						Unique. Playable at Henneth Annûn, if the influence check is greater than 7. Standard Modifications: Denedain (+1).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to untap the site he is currently at. Bearer makes a corruption check modified by +2.						
Treebeard	Sage Ally	2	3	8/9	U	Rangers of the North	Danadan Faction	3	R	Dwarven Ring of Dwalin's Tribe	Special Item	4(6)	3(5) R				
Unique. Playable at Wellingshall. May not be attacked by automatic-attacks or hazards keyed to his site. Discard Treebeard if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wold & Foothills, Eredhwaith, Old Pikeland, Brown Lands, Anduin Vales, or Redhorn Gap.						Unique. Playable at Bree, if the influence check is greater than 9. Standard Modifications: Denedain (+1).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a major item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
						Riders of Rohan	Man Faction	3	R	Dwarven Ring of Thelor's Tribe	Special Item	4(6)	3(5) U				
						Unique. Playable at Edoras, if the influence check is greater than 9. Standard Modifications: Hobbits (+1), Denedain (+1).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for any one or two minor items; place these items in your hand and reshuffle your play deck. Bearer makes a corruption check modified by +2.						
						Southerns	Man Faction	5	R	Dwarven Ring of Thrór's Tribe	Special Item	4(6)	3(5) U				
						Unique. Playable at Southron Oasis, if the influence check is greater than 8. Standard Modifications: Denedain (-2), Elves (-2), Dwarves (-2).					Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or discard pile for any one or two minor items; place these items in your hand and reshuffle your play deck. Bearer makes a corruption check modified by +2.						
						Tower Guard of Minas Tirith	Danadan Faction	2	R	Earth of Galadriël's Orchard	Special Item	(2)	1 U				
						Unique. Playable at Minas Tirith, if the influence check is greater than 7. Standard Modifications: Denedain (+1).					Unique. Only playable at Lórien. 2 marshalling points if stored at Bag End.						



DOORS OF NIGHT



GATES OF MORNING

Door of Night and Gates of Morning: If there were ever two pivotal cards in a card game, it's these. Both of these cards modify more than half of the cards in the game. Gates of Morning adds boons to various resource cards, as well as canceling any hazard environment in play. Doors of Night modifies hazards, always for the worse, and cancels any resource environment in play. These cards are a must for any hand.

FACTIONS			
Name	Type	MP	Rarity
Army of the Dead	Special Faction	6	R
Unique. Playable at Vale of Erech. May only be played by Aragorn II on the same turn that he plays Paths of the Dead.			
Beornings	Man Faction	2	R
Unique. Playable at Beorn's House, if the influence check is greater than 7. Standard Modifications: Men (+1).			
Blue Mtn Dwarves	Dwarf Faction	3	U
Unique. Playable at Blue Mtn Hold, if the influence check is greater than 9. Standard Modifications: Elves (-2), Dwarves (+2).			
Dunlendings	Man Faction	2	R
Unique. Playable at Dunlith Clan-hold, if the influence check is greater than 9. Standard Modifications: Men (-1), Denedain (-1), Dwarves (-1).			
Easterlings	Man Faction	4	R
Unique. Playable at Easterling Camp, if the influence check is greater than 9. Standard Modifications: Denedain (-2).			
Elves of Lindon	Elf Faction	2	R
Unique. Playable at Grey Havens, if the influence check is greater than 9. Standard Modifications: Denedain (+1), Elves (+2).			
Ents of Fangorn	Ent Faction	3	R
Unique. Playable at Wellingshall, if the influence check is greater than 9. Standard Modifications: Hobbits (+4).			
Great Eagles, The	Eagle Faction	3	U
Unique. Playable at Eagles Eyrie, if the influence check is greater than 9. Standard Modifications: none.			
Hillmen	Man Faction	1	U
Unique. Playable at Cameth Brin, if the influence check is greater than 9. Standard Modifications: Men (+1).			
Hobbits	Hobbit Faction	1	R
Unique. Playable at Bag End, if the influence check is greater than 8. Standard Modifications: Hobbits (+4).			
Iron Hill Dwarves	Dwarf Faction	4	R
Unique. Playable at Iron Hill Hold, if the influence check is greater than 8. Standard Modifications: , Elves (-2), Dwarves (+2).			
Knights of Dal Amroth	Danadan Faction	3	U
Unique. Playable at Dal Amroth, if the influence check is greater than 8. Standard Modifications: Denedain (+1).			
Lossoth	Man Faction	2	U
Unique. Playable at Lossadon Camp, if the influence check is greater than 8. Standard Modifications: Men (+1).			
Men of Anfalas	Man Faction	2	U
Unique. Playable at Lond Golea, if the influence check is greater than 8. Standard Modifications: Denedain (+1).			
Men of Anúrien	Man Faction	2	R
Unique. Playable at Minas Tirith, if the influence check is greater than 7. Standard Modifications: Denedain (+1).			
Men of Dorwinion	Man Faction	3	U
Unique. Playable at Shel-Kain, if the influence check is greater than 6. Standard Modifications: Men (+1).			

Variogs of Khand	Man Faction	4	R
Unique. Playable at Variog Camp, if the influence check is greater than 9. Standard Modifications: none.			
Wood-elves	Elf Faction	3	R
Unique. Playable at Thranduill's Halls, if the influence check is greater than 8. Standard Modifications: , Men (-1), Elves (+1), Dwarves (-2).			
Woodmen	Man Faction	2	U
Unique. Playable at Woodmen-town, if the influence check is greater than 7. Standard Modifications: Men (+1).			
Woses of Old Pukel-land	Wose Faction	3	R
Unique. Playable at Wose Passage-hold if the influence check is greater than 8. Standard Modifications: none.			
Woses of the Draodan Forest	Wose Faction	3	U
Unique. Playable at Draodan Forest if the influence check is greater than 9. Standard Modifications: none.			

ITEMS			
Name	Type	P/B+	MP
Andúril, the Flame of the West	Permanent-event	1(4)	1 R
Unique. Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage makes a corruption check modified by -3. Keep sage tapped until Andúril is stored at a Haven. Once stored, you may discard a stored Reforging and place Andúril with Na-sil. In addition to Nasil's effects, Andúril gives its bearer 4 marshalling points, +4 prowess (to a maximum of 11), +1 direct influence, and one more corruption point. Andúril may be tapped to untap a Danadan character in the same company, but its bearer must make a corruption ck with a -1.			
The Arkenstone	Greater Item	2(5)	2(4) R
Unique. +3 to bearer's direct influence against Dwarves and Dwarf factions. If held by a Dwarf, The Arkenstone gives 5 marshalling points and 4 corruption points. The Arkenstone may be tapped to untap a Dwarf character in the same company, but target Dwarf must make a corruption ck with a -2.			
Athelas	Minor Item	1	U
A Danadan can tap and use this item to heal a character in his company (change from wounded to well, character remains tapped). Aragorn II can also tap and use this item to remove a corruption card from a character in his company. Discard after use.			
Beautiful Gold Ring	Gold Ring Item	1	1 C
Discard Beautiful Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: • The One Ring (1,2+); • a Dwarven Ring (10,11,12+); • a Magic Ring (1,2,3,4,5,6,7); • a Lesser Ring (any result).			
Book of Mazarbul	Special Item	1(5)	2 U
Unique. Only playable at Moria. May be stored at a Hold for 5 marshalling points. If its bearer is a sage, tap the bearer during your organization phase to increase your hand size by 1 until your next untap phase.			
Dagger of Westerness	Minor Item	1	C
Weapon. +1 to prowess to a maximum of 8.			
Durin's Axe	Major Item	2(4)	2(3) U
Unique. Weapon. +2 prowess (+4 if held by a Dwarf) to a maximum of 9. If held by a Dwarf, 4 marshalling points and 3 corruption points.			

Elf-stone	Minor Item	1	C
+2 to direct influence used against an Elf character or an Elf faction. May not be duplicated on a given character.			
Even Cloak	Minor Item	1	C
Tap Elven Cloak to cancel one strike against bearer; the strike must be keyed to Wildemess. May not be duplicated on a given character.			
Ent-draughts	Special Item		U
Only playable at Wellingshall as a minor item (even if Wellingshall is already tapped). +1 to prowess. This item may not be stolen, transferred, or stored. May not be duplicated on a given character.			
Fair Gold Ring	Gold Ring Item	1	1 C
Discard Fair Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: • The One Ring (1,1,12+); • a Dwarven Ring (9,10,11,12+); • a Magic Ring (1,2,3,4,5,6); • a Lesser Ring (any result).			
Glamdring	Major Item	2	1 U
Unique. Weapon. +3 to prowess to a maximum of 8 (a maximum of 9 against Orcs).			
Great-shield of Rohan	Major Item	2	2 U
Unique. Shield. +2 to body to a maximum of 9. War only; tap Great Shield of Rohan to remain untapped against one strike (unless the bearer is wounded by the strike).			
Hauberk of Bright Mail	Major Item	2	1 C
Armor. War only; +2 to body to a maximum of 9.			
Healing Herbs	Minor Item	1	C
The bearer can tap and discard this item to heal a character in his company, changing the character's status from wounded to well and untapped. Alternatively, the bearer can tap and discard this item to untap a character that is not wounded.			
Horn of Anor	Minor Item	1	C
+2 to direct influence used against a faction. May not be duplicated on a given character.			
Lesser Ring	Special Item	2	1 U
Lesser Ring. Playable only with a Gold Ring and after a test indicates Lesser Ring. +2 to direct influence.			
Magic Ring of Courage	Special Item	3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer warrior skill. If the bearer is already a warrior, he gets +2 to prowess. May not be duplicated on a given character.			
Magic Ring of Lore	Special Item	3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer sage skill. If the bearer is already a sage, he may tap to use a Palmat. May not be duplicated on a given character.			
Magic Ring of Nature	Special Item	3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer ranger skill. If the bearer is already a ranger, he may tap to cancel an attack against his company. May not be duplicated on a given character.			
Magic Ring of Stealth	Special Item	3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer scout skill. If the bearer is already a scout, he may tap the Magic Ring of Stealth to cancel a strike directed against him. May not be duplicated on a given character.			
Magic Ring of Words	Special Item	3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer diplomat skill. If the bearer is already a diplomat, he gets +3 to direct influence. May not be copied on a given character.			
Miruvor	Minor Item	1	C
Discard to give +2 body (to a maximum of 10) for all characters in bearer's company until the end of the turn.			
Mithril-coat, The	Greater Item	4	2 R
Unique. Armor. +3 to body (to a maximum of 10).			
Narsil	Greater Item	3	2 U
Unique. Weapon. +1 to prowess and direct influence.			

BL Boarderland	CP Corruption Points	DL Dark Lands	M Mind	P/B Prowess/Body	RL Ruins and Lair	SP Site Path	WT Wilderness
CO Coasts	DI Direct Influence	FR Freehold	MP Marshalling Points	P/B+ P/B bonus	SL Shadowlands	War Warrior	

KEY



players guide

Name	Description	Type	P/B+	MP	Rarity
One Ring, The	Unique. The One Ring. Playable only with a Gold Ring and after a test indicates The One Ring. +5 prowess (to a maximum of double the bearer's starting prowess). +5 to body (to a maximum of 10). +5 to direct influence. Bearer may make a corruption check modified by -2 to cancel a strike; this does not work against Undeod and Nazgul strikes. +1 corruption point to every character in the bearer's company.	Special Item	6	6	R
Orcrist	Unique. Weapon. +3 to prowess to a maximum of 9 (+4 prowess to a maximum of 10 against Orcs).	Greater Item	4	2	U
Palantir of Amon Sul	Unique. Palantir. If the bearer's company is ever below 2 characters and the company moves, discard the Palantir. 5 marshalling points if stored in a Haven. With its bearer able to use a Palantir, top Palantir of Amon Sul to look at your opponent's hand or tap it to use the abilities of either the Palantir of Annunimas or the Palantir of Elostion if either one is in play. Bearer makes a corruption check.	Greater Item	3(5)	3	R
Palantir of Annunimas	Unique. Palantir. With its bearer able to use a Palantir, top Palantir of Annunimas to search through your play deck and discard pile for a "sage only" card. Put this card in your hand. Reshuffle your play deck. Bearer makes a corruption check.	Greater Item	3	2	R
Palantir of Elostion	Unique. Palantir. Playable only at the White Towers. Discard if the bearer moves. If the bearer is a sage, he may top Palantir of Elostion to remove one corruption card from an Elf or a Wizard under your control. Bearer makes a corruption check.	Special Item	2	2	U
Palantir of Minas Tirith	Unique. Palantir. Playable only at Minas Tirith. With its bearer able to use a Palantir, top Palantir of Minas Tirith to look at the top five cards of your play deck; shuffle these 5 cards and return them to the top of your play deck. Do the same to your opponent's play deck. Bearer makes a corruption check.	Special Item	2	2	U
Palantir of Orthanc	Unique. Palantir. Playable only at Isengard. With its bearer able to use a Palantir and with at least 5 cards in your play deck, top Palantir of Orthanc to choose one card from your discard pile to place in your play deck (reshuffle the play deck). Bearer makes a corruption check.	Special Item	2	2	U
Palantir of Osgiliath	Unique. Palantir. If the bearer's company is ever below 4 characters and the company moves, discard. 5 marshalling pts. if stored in a Haven. With its bearer able to use a Palantir, top Palantir of Osgiliath to force the discard of any hazard permanent-event or to duplicate the effect of any Palantir in play. Bearer makes a corruption check.	Greater Item	3(5)	3	R
Potion of Prowess	Discard to give +1 prowess to all characters in bearer's company until the end of the turn.	Minor Item		1	C
Precious Gold Ring	Discard Precious Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: • The One Ring (10,11,12+); • A Dwarven Ring (8,9,10,11,12+); • A Magic Ring (1,2,3,4,5); • A Lesser Ring (any result).	Gold Ring Item	1	1	C
Red Arrow	Unique. Bearer may automatically influence the Riders of Rohan. +5 to the bearer's direct influence against any character with Edoras as a home site.	Major Item	2	2	U
Red Book of Westmarch	Unique. Only playable at Bag End. +2 to direct influence against a Hobbit character or faction. 1 marshalling point if stored at a Haven.	Special Item	(1)	1	U

The One Ring: If you've read Tolkien's books you know this is what the fuss is all about. Looks unassuming, but don't be fooled, not only will owning this ring bestow tremendous prowess, body, and influence bonuses, but by destroying it you can win the game. Take care though—the corruption checks you make with this little powerhouse can put even the scrupulous hobbit into the dead pile.



THE ONE RING

Name	Description	Type	P/B+	MP	Rarity
Return of the King	Unique. Aragorn II only. Only playable in Minas Tirith and only if Denethor II is not in play. Aragorn II's direct influence is modified by +3. Keep this card with Aragorn II; discard if he leaves play.	Permanent-event	3		R
Sacrifice of Form	Spell. Wizard only. All of the strikes from one attack against your Wizard's company fail; -3 to any body checks made to determine if the attack is defeated. Discard the Wizard (i.e., he becomes unrevealed) and any non item cards he controls. Place any items he controls under this card and keep these off to the side (these items are considered to still be in play). If the Wizard is put back into play, return his items to him and place Sacrifice of Form with him. Wizard receives +1 to his prowess, body, and direct influence. May not be duplicated on a given Wizard.	Permanent-event			R
Sapling of the White Tree	Not playable in a Shadow-hold or Dark-hold. May be stored at Minas Tirith. 2 marshalling points if stored at Minas Tirith.	Major Item	1(2)	1	U
Scroll of Isildur	Unique. When a Gold Ring is tested in a company with the Scroll of Isildur, the result of the roll (or draw) is modified by +2.	Greater Item	4	3	U
Shield of Iron-bound Ash	Shield. +1 to body to a maximum of 8. Tap Shield of Iron-bound Ash to gain +1 prowess against one strike.	Minor Item		1	C
Star-glass	Tap bearer of Star-glass to cancel an attack by Undeod or to modify the prowess of a spiders, animals, or wolves attack by -2. Bearer makes a corruption check.	Minor Item		1	U
Sting	Unique. Weapon. +1 to prowess to a maximum of 8, +2 to a Hobbit's prowess to a maximum of 8.	Minor Item		1	U
Sword of Gondolin	Weapon. War only: +2 to prowess to a maximum of 8.	Major Item	2	2	C
Torque of Hues	Unique. Tap Torque of Hues and its bearer to cancel an attack against his company. Bearer makes a corruption check.	Major Item	2	2	U
Wizard's Ring	Wizard only. Playable only at a Haven. Ignore any effect that would discard this item. May not be duplicated on a given Wizard. Bearer makes a corruption check when this item is played.	Special Item	2	4	R

EVENTS

Name	Description	Type	Rarity
Anduin River	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Rohan and Dagobad, Anorien and Dagorlad, Anorien and Ithilien, Lebennin and Ithilien, Lebennin and Harondor. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short-event	C
Ash Mountains	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Dagorlad and Gogoroth, Horse Plains and Gogoroth. The company faces an attack at the beginning of its movement/hazard phase: Orcs — 4 strikes with 8 prowess. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short-event	C
Bridge	Playable at the end of the movement/hazard phase on a company that's moved to a Haven. That company may move to an additional site on the same turn. Another site card may be played and a movement/hazard phase immediately follows for that company.	Short-event	U
Clear Skies	Environment. Playable only if Gates of Morning is in play. The prowess of each character is modified by +2.	Long-event	R
Eagle-mounts	Playable only at the end of the organization phase on a company with a diplomat that begins the turn at Eagles' Eyrie. Company may move to any site that is not a Shadow-hold or a Dark-hold. Opponent may only play hazard creatures that are keyed to the company's site.	Short-event	R
Evenstar, The	Environment. The prowess of one Elf is modified by +1 until the end of the turn. Additionally, if Gates of Morning is in play, until the end of the turn, the prowess of each Elf is modified by +1 and treat one Wilderness as a Border-land, or one Border-land as a Free-domain. Cannot be duplicated.	Short-event	U
Ford	Playable only at the end of the organization phase. Tap a ranger to prevent opponent from playing hazard creatures keyed to Wilderness against the ranger's company.	Short-event	C
Fog	Environment. Playable only if Gates of Morning is in play. Treat all Free domains as Border-lands and all Border-lands as Wildernesses and all Shadow-lands as Wildernesses and all Dark-domains as Shadow-lands. Cannot be duplicated.	Long-event	U
Gates of Morning	Environment. All environment hazard cards in play are immediately discarded, and all similar effects are canceled. Cannot be duplicated.	PE	R
Great Ship	If company's current site path contains a coastal sea region, until the end of the turn any character in the company may tap to cancel the effects of one hazard that targets the company.	Short-event	C
Horses	Hazard limit for a company is decreased by two (to a minimum of 2). The prowess of any creatures played against this company is modified by +2.	Short-event	C
Misty Mountains	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Rhudaur and Anduin Vales, Rhudaur and Wild & Foothills, Hollin and Wild & Foothills, Hollin and Fangorn, Dunland and Fangorn. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short-event	C
Moan	Environment. If Gates of Morning is in play, treat all Wildernesses as Border-lands and all Border-lands as Free-domains for the purposes of playing hazards. If Doors of Night is in play, treat all Dark-domains as Shadow-lands and all Shadow-lands as Wildernesses for the purposes of playing hazards. Cannot be duplicated.	Long-event	U

Name	Description	Type	Rarity
Morannon	Playable at the end of the organization phase on a company that has a size of less than three, contains a scout, and begins the turn at a site in Dagobad. This card is used as a Dark-hold site card that is moved to using the site path: (the moving player draws 2 cards and his opponent draws 5 cards). The company can later leave this site using region cards or by using the following site path to move to Lorien: Discard Morannon when the company successfully plays a new site card.	Permanent-event	R
Mountains of Shadow	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Ithilien and Gogoroth, Ithilien and Num, Harondor and Num. The company faces an attack at the beginning of its movement/hazard phase: Orcs — 4 strikes with 9 prowess. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short-event	C
Old Road	Allows a character at a Haven to attempt to bring a faction into play. The length of the site path from this Haven to the site at which the faction can be played must be two or less (this must be verified by an available site card). The influence check for this attempt is modified by -1 and is not modified by the influencing character's direct influence.	Short-event	C
Paths of the Dead	Playable only at the end of the organization phase. For its movement, a company that starts at the Dunharrow site and contains Aragorn II may move to the Vole of Erech site. The only hazard creatures that may be played on this company are Undeod, but any Undeod may be played on the company.	Short-event	R
Quiet Lands	Environment. Until the end of the turn, the number of strikes for one automatic-attack at a Shadow-hold or a Ruins & is reduced to half of its original number (rounded up). Alternatively, if Gates of Morning is in play, treat one Shadow-land as a Wilderness or one Shadow-hold as a Ruins & until the end of the turn. Cannot be duplicated.	Short-event	U
Secret Entrance	Playable only at the end of the organization phase; may not be played on a company moving to a site in a Dark-domain. Tap a sage in the company, and no hazard creatures keyed to the site may be played on the company.	Short-event	R
Secret Passage	Playable only at the end of the organization phase. If the company that it is played on moves to a Ruins & site, opponent may only play hazard creatures that are keyed to the company's site.	Short-event	C
Stars	Environment. Modify the prowess of one Undeod attack by -1. Alternatively, if Gates of Morning is in play, until the end of the turn, treat one Dark-domain as a Shadow-land or one Shadow-land as a Wilderness. Cannot be duplicated.	Short-event	U
Sun	Environment. The prowess of each Dunadan is modified by +1. Additionally, if Gates of Morning is in play, the prowess of each automatic-attack and hazard creature is modified by -1 and the prowess of each Man and Dunadan is modified by +1. Cannot be duplicated.	Long-event	U
White Mountains	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Old Pökel-land and Anfalas, Rohan and Lamedon, Rohan and Anfalas, Anorien and Lamedon. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short-event	C

RESOURCES

Name	Description	Type	Rarity
A Chance Meeting	A character (even a Hobbit) may be brought into play with direct influence at any Free-hold, Border-hold, or Ruins & Lair.	Short-event	U
A Friend or Three	For every character in the influencing character's company, A Friend or Three gives a +1 modification to an influence check or to a corruption check made by a character in the same company.	Short-event	U
Align Palantir	Sage only if a Palantir is in his company. Keep with the Palantir; bearer now has the ability to use the Palantir. Discard Align Palantir if the company carrying the Palantir moves.	Permanent-event	U
Cracks of Doom	Only playable if the One Ring is at Mount Doom. Its bearer must make a corruption check modified by -4. If successful, The One Ring is destroyed and its bearer's player wins. Otherwise, discard The One Ring and its bearer.	Short-event	R
Dark Quarrels	Cancel one attack by Orcs, Trolls, or Men. Alternatively, if Gates of Morning is in play, the number of strikes from any attack is reduced to half of its original number, rounded up.	Short-event	C
Dreams of Lore	Sage only during the site phase at an untopped site where "Information" is playable. Tap the sage and the site. Sage may not untap until Dreams of Lore is stored at a Haven during his organization phase. May not be traded.	Permanent-event	U
Fair-sight	Sage only during the site phase at an untopped site where "Information" is playable. Tap the sage and the site to search through your play deck and choose an item that you must reveal to your opponent. This item is placed in your hand and the play deck is reshuffled. The sage makes a check.	Short-event	C
Escape	Cancel an attack against a company. One character of your choice in the company is wounded (no body check is required).	Short-event	C
Fair Travels in Wilderness	Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Wilderness in its site path (to a minimum of two). Cannot be duplicated on the same company.	Short-event	C
Fair Travels in Border-lands	Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Border-land in its site path (to a minimum of two). Cannot be duplicated on the same company.	Short-event	C
Fair Travels in Shadow-lands	Playable at the end of the organization phase if target company plays a new site card. If the site path has at least one Shadow-land, the hazard limit for the target company decreases by one (or by two if Gates of Morning is in play) to a minimum of two. Cannot be duplicated.	Short-event	C

Name	Type	Rarity	Name	Type	Rarity	Name	MP	P/B	Type
Description			Description			Description			
Fair Travels in Dark-domains Playable at the end of the organization phase if target company plays a new site card. If the site path has at least one Dark-, the hazard limit for the target company decreases by one (or by two if Gates of Morning is in play) to a minimum of two. Cannot be duplicated on the same company.	Short-event	C	Stealth Scout only. Tap a scout to play at the end of the organization phase only if the scout's company size is less than three. No creature hazards may be played on his company this turn.	Short-event	C	Bert (Burr) Unique. Troll. One strike. If played after William or Tom and if keyed to the same site path against the same company, each character wounded by Bert must discard all non-special items he bears.	1	12/-	Creature
Fellowship Only playable at a Haven during the organization phase on a company that has four or more characters and allies. +1 to prowess end +1 to corruption checks for all characters and allies in the company. Discard this card if a character or ally joins or leaves the company for any reason.	Permanent-event	R	Tempering Friendship +4 to an influence attempt against a faction.	Short-event	C	Brigands Men. Two strikes. If any strike of Brigands wounds a character, the company must immediately discard one item (of defender's choice).	1	8/-	Creature
Gollum's Fate Unique. Only playable if The One Ring and Gollum are both at Mount Doom during the site phase. The One Ring is destroyed and its player wins.	Short-event	R	Test of Form Sage only, and only if a character in his company has a Gold Ring. Play to test a Gold Ring.	Short-event	C	Pick-pocket Men. One strike. Attacker chooses defending characters. For each successful strike, an item the defending character bears must be discarded (defender's choice); he is not harmed.	1	11/-	Creature
Halfling Strength Hobbit only. The Hobbit may untap or he may move from wounded status to heal and untapped during his organization phase or he may receive a +4 modification to one corruption check.	Short-event	C	Use Palantir Sage only. Top sage to use a Palantir that he controls.	Short-event	U	Cave-drake Dragon. Two strikes. Attacker chooses defending characters. Two Wildermesses in site path are required.	1	10/-	Creature
Lordly Presence Diplomat only. +5 to an influence check against a faction. If the influence check is successful, draw three cards.	Short-event	R	Vanishment Spell. Wizard only. Cancels an attack against the Wizard's company. Wizard makes a corruption check modified by -2.	Short-event	R	Corpse-candle Undead. One strike. Before a defending character is selected, every character in the company makes a corruption check.	1	7/-	Creature
Lucky Search Scout only. During the site phase, tap a scout at a Shadow-hold or Dark-hold. Turn over cards from your play deck one at a time until you reveal a non-special item or reach the end. If you reveal a non-special item, the scout takes control of it. In any case, the scout must face a single strike attack with a prowess equal to 3 plus the number of cards revealed; this attack/strike cannot be cancelled. Discard all revealed cards except item.	Short-event	U	Vilya Elrond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If your play deck has at least 5 cards in it, you may take 5 resource cards of your choice from your discard pile and shuffle them into your play deck. Elrond makes a corruption check modified by -3.	Short-event	R	Corsairs of Umbar Men. Five strikes. May also be played keyed to Andrast, Anfalos, Belfalas, Cardolan, Enderbath, Harondor, Lindon, Lebennin, and Old Pukel-hand; and may also be played at Ruins & Lairs and Shadow-holds in these regions.	1	9/-	Creature
Lucky Strike War only. Make two rolls (or draw two #s) against a strike and choose one of the two results to use.	Short-event	U	White Tree, The Unique. Sage only at Minas Tirith. Playable only if a Sapling of the White Tree is at Minas Tirith. Minas Tirith becomes a Haven for the purposes of healing and playing hazards.	Permanent-event	R	Crebain Animals. Each character in the company faces one strike. After the attack, the defender must reveal one random card from his hand for each character in the defending company.	1	5/-	Creature
Mirror of Galadriel Only playable at Lórien. You may look at your opponent's hand and choose to look at either the top five cards of his play deck or your play deck. Shuffle those 5 cards and return them to the top of their play deck.	Short-event	R	Wizard's Fire Spell. Wizard only. +5 prowess for the Wizard against one attack. Wizard makes a corruption check modified by -4.	Short-event	R	Daelamin Unique. May be played at Dancing Spire. Dragon. Three strikes. Attacker chooses defending characters. If Doors of Night is in play, may also be played keyed to Grey Mtn Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.	4	13/8	Creature



SARUMAN



PALANTIR OF OSGILIATH

Palantir of Osgiliath and Saruman: Saruman wasn't the nicest wizard in Middle-earth—but maybe he knew more than the rest of us. Since he can tap to use a palantir, and since palantirs grant such neat abilities—like the Palantir of Osgiliath, which allows you to use the ability of any Palantir in play or tap to discard any hazard permanent—I say it pays to play the bad guy occasionally.

Narya Gandalf only. +4 prowess, +1 body, +2 direct influence for the rest of the turn. Immediately untap all unwounded characters in Gandalf's company. Gandalf makes a corruption check modified by -5.	Short-event	R
Nenya Galadriel only. +2 prowess, +2 body, +2 direct influence for the rest of the turn. Galadriel makes a corruption check modified by -3, by -1 if in a Haven. Any one corruption check made by a character not in a Shadow-hold or Dark-hold is automatically successful.	Short-event	R
New Friendship Diplomat only. +3 to any one influence check or +2 to a corruption check made by a character in the same company.	Short-event	U
Old Friendship Diplomat only. +5 to an influence check against a character or +4 to a corruption check made by a character in the same company.	Short-event	U
Old Thrush, The -3 to the prowess and body of a non-Nazgul attack with a normal prowess of 13 or more.	Short-event	U
Persuasive Words Diplomat only. Make two rolls (or draw two #s) when making an influence check and choose one result to use.	Short-event	C
Reforing Sage only. During the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage may not untap until Reforing is stored at a Haven. During your organization phase, you may tap a sage weapon, armor, or shield from your discard pile. The item must be placed under the control of a character in the sage's company.	Permanent-event	U
Rescue Prisoners Playable at an already tapped Dark-hold or Shadow-hold during the site phase. The company faces a spider attack (2 strikes with 7 prowess). If characters are untapped after the attack, discard Rescue Prisoners. Otherwise, you may tap 1 character in the company and put Rescue Prisoners under his control. That character may not untap until Rescue Prisoners is stored at a Haven, Border-hold, or Free-hold during his organization phase. Cannot be duplicated at a given site.	Permanent-event	C
Ringlore Sage only. Only playable at a site where "Information" is playable, and only if a character in his company has a Gold Ring. Play to test a Gold Ring. No roll (or draw) is used. The player may replace the Gold Ring with any ring from his hand (except for The One Ring).	Short-event	C
Risky Blow War only against one strike. +3 to prowess and -1 to body.	Short-event	C

Wizard's Test Spell. Wizard only, and only if a character in his company has a Gold Ring. Play to test a Gold Ring; make two rolls (or draw two #s) and choose one result to use for the test. Wizard makes a corruption check modified by -1.	Short-event	U
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CREATURES

Name	Description	MP	P/B	Type
Abductor Men. One Strike. Each non-Wizard defending character wounded by the Abductor is discarded.		1	10/-	Creature
Adunaphel Unique. Nazgul (7th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Brown Lands, Dagorlad, Gorgoroth, and Western Mirkwood; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Adunaphel becomes a short-event and causes any one character to tap.		5	15/10	Creature or PE
Agburanar Unique. May be played at Caves of Olund. Dragon. Two strikes. If Doors of Night is in play, may also be played keyed to Grey Mtn Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.		4	15/9	Creature
Akharahil Unique. Nazgul (5th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Horse Plains, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Akharahil becomes a short event and gives a -1 penalty to any one character's body checks this turn.		5	16/9	Creature or PE
Ambusher Men. Two strikes. Attacker chooses defending characters.		1	10/-	Creature
Assassin Men. Three attacks (of one strike each) all against the same character. Attacker chooses defending character. One or two of these attacks may be canceled by tapping one character (not the defending character) in the defender's company for each attack canceled.		1	11/-	Creature
Barrow-wight Undead. One strike. After the attack, each character wounded by Barrow wight makes a corruption check modified by -2.		1	12/-	Creature

Fell Turtle Animals. One strike. If any strike is successful, the defending company must return to its site of origin (defending characters are wounded normally).		1	15/-	Creature
Ghosts Undead. Three strikes. After attack, each character wounded by the Ghosts makes a corruption check modified by -1.		1	9/-	Creature
Ghouls Undead. Five strikes.		1	7/-	Creature
Giant One strike. Two Wildermesses in site path are required.		1	13/-	Creature
Great Goblin, The Unique. Orc. May also be played on a company moving from Rivendell to Lorien or from Lorien to Rivendell. May also be played keyed to High Pass and at sites in High Pass.		2	12/7	Creature
Half-trolls of Far Harad Trolls. Two strikes.		1	10/-	Creature
Hoarmurath of D'r Unique. Nazgul (6th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Hoarmurath of D'r becomes a short-event and gives +1 strike to any one attack.		5	15/9	Creature or PE
Huorn One strike. May also be played at Draedon Forest, Old Forest, and Wellinghill. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs and Shadow-holds in these regions.		1	10/-	Creature
Indur Dawndeath Unique. Nazgul (4th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Imlad Morgul, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Indur Dawndeath becomes a short-event and makes any wounded character discard an item (but not a ring).		5	15/10	Creature or PE
Khamul the Easterling Unique. Nazgul (2nd). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Brown Lands, Heart of Mirkwood, Gorgoroth, and Southern Mirkwood; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Khamul the Easterling becomes a short-event and forces opponent to discard one card of his choice for every Nazgul permanent-event in play (including this one).		6	18/8	Creature or PE
Leucaruth Unique. May be played at Ireroc. Dragon. Two strikes. If Doors of Night is in play, may also be played keyed to Grey Mtn Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.		4	16/8	Creature
Mouth of Sauron Unique. May be played as a hazard creature (with one strike) or as a short-event. If played as a short-event, bring any hazard card from your discard pile back into your hand.		3	13/8	Creature or Short-event
Mumak (Oliphant) Animals. Two strikes. May be played keyed to Dagorlad, Gorgoroth, Horse Plains, Ithilien, Khand, Norn, Odun; and may also be played at sites in these regions. May also be played (on the same turn and on the same company as Corsairs of Umbar) keyed to Andrast, Anfalos, Belfalas, Lebennin; and Corsars of Umbar and Shadow-holds in these regions.		1	12/-	Creature
Old Man Willow One strike. 15 prowess against Hobbits. May also be played keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, and Western Mirkwood; and may also be played at Ruins & Lairs, Shadow-holds, and Dark-holds in these regions. Also playable at Old Forest and Draedon Forest. Two Wildermesses in site path are required.		1	13/-	Creature

BL Boardland	CP Corruption Points	DL Dark Lands	M Mind	P/B Prowess/Body	RL Ruins and Lairs	SP Site Path	WI Wilderness
CD Coasts	DI Direct Influence	FR Freehold	MP Marshalling Points	P/B+ P/B bonus	SL Shadownlands	War Warrior	





players guide

Name	MP	P/B	Type
Olog-hai (Trolls) Description: Trolls. Three strikes.	2	10/5	Creature
Orc-guard Description: Orcs. Five strikes.	1	8/-	Creature
Orc-lieutenant Description: Orcs. One strike. If played on a company that has already faced an Orc attack this turn, Orc-lieutenant receives +4 prowess.	1	7/-	Creature
Orc-patrol Description: Orcs. Three strikes.	1	6/-	Creature
Orc-raiders Description: Orcs. Four strikes.	1	6/-	Creature
Orc-warband Description: Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn, Orc-warband receives +3 prowess.	1	4/-	Creature
Orc-warriors Description: Orcs. Three strikes.	1	7/-	Creature
Orc-watch Description: Orcs. Three strikes.	1	9/-	Creature
ovatha the Horseman Unique. Nazgul (9th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harador, Horse Plains, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, ovatha the Horseman becomes a short-event and you may bring one hazard creature from your discard pile to your hand.	5	15/9	Creature or PE
Pukel-men Description: Two strikes. May also be played at Ruins & Lairs sites in the following regions: Andrast, Anfolas, Anorien, Dunland, Enedhwaith, Gap of Isen, Lamendon, Old Pukel-gap, Old Pukel-hand, and Rohan.	1	11/-	Creature
Ren the Undefeater Unique. Nazgul (8th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Horse Plains; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Ren the Undefeater becomes a short-event: each character in play must make a corruption check.	5	15/10	Creature or PE
Rogrog Unique. Troll. One strike.	2	13/8	Creature
Shelob Unique. Spider. May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may be played at any site in Imlad Morgul or Gorgoroth. If Doors of Night is in play, Shelob may be played as a permanent-event that gives +1 prowess and +1 strikes to all Spider and Animal attacks. She may opt to attack from a permanent-event state and receive these bonuses, but her attack counts as one against the hazard limit. Discard when Shelob attacks or if Doors of Night leaves play.	6	18/9	Creature or PE
Silent Watcher Description: Each character in the company faces one strike.	0	8/-	Creature
Slayer Description: Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks.	0	11/-	Creature
Smaug Unique. May be played at The Lonely Mtn. Dragon. Two strikes. Attacker chooses defending character. If Doors of Night is in play, may also be played keyed to Grey Mtn Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.	5	17/8	Creature
Giant Spiders Description: Spiders. Two strikes. If the body check for a non-Wizard character wounded by Giant Spiders equals the character's body, the character is discarded. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs, Shadow-holds and Dark-holds in these regions. Two Wildernesses in site path are otherwise required.	1	10/-	Creature
Thief Description: Men. One strike. For each successful strike, an item held by the defending company must be discarded (defender's choice); the defending character is not harmed.	1	15/-	Creature
Tom (Tuma) Unique. Troll. One strike. If played after Bert or William and if keyed to the same site path against the same company, each character wounded by Tom must discard all non-special items he bears. Two Wildernesses in site path are required.	1	13/-	Creature
Wargs Description: Wolves. Two strikes.	1	9/-	Creature
Watcher in the Water Description: Each character in the company faces one strike. May also be played at Moria. Two Wildernesses in site path are required.	1	8/-	Creature
William (Waluag) Unique. Troll. One strike. If played after Bert or Tom and if keyed to the same site path against the same company, each character wounded by William must discard all non-special items he bears.	1	11/-	Creature
Witch-king of Angmar Unique. Nazgul (1st). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Angmar, Gundabad, Gorgoroth, and Imlad Morgul; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Witch-king of Angmar becomes a long-event and causes all Shadow-holds to become Dark-holds.	6	17/12	Creature or PE
Wolves Description: Animals. Three strikes.	1	8/-	Creature

Name	Description	Type	Rarity
HAZARDS			
Name	Description	Type	Rarity
Arouse Denizens	The prowess of one automatic-attack at a Ruins & Lairs site is increased by 3 until the end of the turn. Cannot be duplicated at a given site.	Short-event	C
Arouse Minions	The prowess of one automatic-attack at a Shadow-hold or Dark-hold site is increased by 3 until the end of the turn. Cannot be duplicated at given site.	Short-event	C
Awaken Denizens	The number of strikes for each automatic-attack at a Ruins & Lairs site is doubled. Cannot be duplicated.	Long-event	C
Awaken Minions	The number of strikes for each automatic-attack at a Shadow-hold site or at a Dark-hold site is doubled. Cannot be duplicated.	Long-event	C
Awaken the Earth's Fire	Environment. Modify the prowess of one automatic-attack at a Shadow-hold or Dark-hold site by +2. Alternatively, if Doors of Night is in play, treat one Shadow-land as a Dark-domain or one Shadow-hold as a Dark-hold until the end of the turn. Cannot be duplicated.	Short-event	U
Balance of Things, The	Unique. Each character has the corruption points doubled for one of his sources of corruption (the player controlling the character chooses).	Long-event	R
Barlog of Moria	Unique. The Balrog appears in Moria. The Moria site gains a second automatic-attack of 1 strike with 18 prowess and no body. If this 2nd automatic attack is defeated, this permanent-event is removed from play (i.e., the Balrog is defeated). If your opponent defeats this 2nd automatic-attack, he receives the marshalling points. In addition, unless Galadriel is at Lorien or she is not in play, Lorien is considered a Free-hold (for the purposes of healing and playing hazards). +2 prowess to all automatic-attacks at sites in Hollin, Redhorn Gate, and Wold & Foehills.	Permanent-event	R
Bane of the Ithil-stone	Corruption points for Palantiri are doubled. Automatically cancels any effect that causes a player to search through or look at any portion of a play deck or a discard pile outside of the normal sequence of play. Discard Bane of the Ithil-stone whenever a play deck is exhausted. Cannot be duplicated.	Permanent-event	R
Burden of Time, The	Corruption. Playable on an Elf not in a Haven. Target Elf receives 2 corruption points and must make a corruption check during each of his untap phases if he is not in a Haven. Cannot be duplicated on a given Elf. During his organization phase, an Elf with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is < than 7, discard this card.	Permanent-event	U
Call of Home	Playable on a non-Wizard character that is not the bearer of The One Ring. The character's player must make a roll (or draw a #); return the character to the player's hand if the result plus his unused general influence is less than 10. Any one item held by a character removed in this fashion may automatically be transferred to another character in his company.	Short-event	C
Call of the Sea	Playable on an Elf character. The character's player must make a roll (or draw a #). Return the character to the player's hand if this result plus his unused general influence is less than 10. This result is modified by -3 if the character's company moved this turn using a site path containing a Coastal Sea. Any one item held by a character removed in this fashion may automatically be transferred to another character in his company.	Short-event	U
Choking Shadows	Environment. Modify the prowess of one automatic-attack at a Ruins & Lairs site by +2. Alternatively, if Doors of Night is in play, treat one Wilderness as a Shadow-land or one Ruins & Lairs as a Shadow-hold until the end of the turn. Cannot be duplicated.	Short-event	C
Clouds	Environment. If Doors of Night is in play, the prowess of each hazard creature is modified by +2. Cannot be duplicated.	Long-event	R
Despair of the Heart	Corruption. A non-Wizard, non-Hobbit character receives 2 corruption points. Target character makes a corruption check each time a character in his company becomes wounded. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.	Permanent-event	C
Doors of Night	Environment. All resource environment cards in play are immediately discarded, and all resource environments are canceled. Cannot be duplicated.	Short-event	R
Drowning Seas	Environment. Playable on a company that moved this turn to a site with a Coastal Sea in its site path. Target company loses one item of its choice and its player must randomly discard two cards from his hand. Alternatively, if Doors of Night is in play, target company must immediately return to its site of origin. Cannot be duplicated.	Short-event	C
Dragon's Desolation	The prowess of one Dragon attack is modified by +2 or one Dragon hazard creature may be played at a Ruins & Lairs site that has two Wildernesses in its site path (only one Wilderness is required if Doors of Night is in play).	Short-event	U
Eye of Sauron	The prowess of each automatic-attack is increased by one. If Doors of Night is in play, the prowess of each automatic-attack is increased by three.	Long-event	R
Fell Beast	The number of strikes of one Nazgul hazard creature is increased by one and its prowess is decreased by 2. Attacker chooses defending characters. Additionally, target Nazgul may be played keyed to a Shadow-land or Shadow-hold. Cannot be duplicated on a given Nazgul.	Short-event	R
Fell Winter	Environment. Each Border-hold receives an automatic-attack: Wolves — 3 strikes with 7 prowess. Alternatively, if Doors of Night is in play, treat all Free-domains as Border-lands and all Border-lands as Wildernesses. Cannot be duplicated.	Long-event	C
Foul Fumes	Environment. Each moving company that has a Shadow-land or a Dark domain in its site path must return to its site of origin unless it contains a ranger. Additionally, if Doors of Night is in play, each non-Haven site in play with a Shadow-land or a Dark-domain in its site path is tapped. Cannot be duplicated.	Long-event	C
Gloom	Environment. Playable only on a company that is moving this turn. One character (attacker's choice) in that company suffers -1 to his prowess until the end of the turn. Alternatively, if Doors of Night is in play, treat one Border-land as a Wilderness or one Border-hold as a Ruins & Lairs until the end of the turn. Cannot be duplicated.	Short-event	C

Name	Description	Type	Rarity
Greed	Playable on a site. Until the end of the turn, each non-Hobbit, non-Wizard character at the site must make a corruption check each time an item is played at the site. The character playing an item need not make a corruption check. When a character makes one of these corruption checks, it is modified by subtracting the corruption points that the item would normally give the character if he controlled the item. Cannot be duplicated on a given site.	Short-event	C
Long Winter	Environment. Each moving company that has at least two Wildernesses in its site path must return to its site of origin unless it contains a ranger. Additionally, if Doors of Night is in play, each non-Haven site in play with at least two Wildernesses in its site path is tapped. Cannot be duplicated.	Long-event	C
Lost at Sea	Playable on a company that is moving this turn. If the company has a Coastal Sea Ruins & Lairs in its site path, it may do nothing at the site during its site phase.	Short-event	R
Lost in Border-lands	Playable on a company that is moving this turn. You may play one additional hazard on target company for each Border-land in its site path.	Short-event	C
Lost in Dark-domains	Playable on a company that is moving this turn. If the company has a Dark domain in its site path, its hazard limit is doubled until the end of the turn.	Short-event	R
Lost in Free-domains	Playable on a company that is moving this turn. If the company has a Free domain in its site path, it may do nothing at the site during its site phase.	Short-event	C
Lost in Shadow-lands	Playable on a company that is moving this turn. You may play one additional hazard on target company for each Shadow-land in its site path.	Short-event	C
Lost in the Wilderness	Playable on a company that is moving this turn. You may play one additional hazard on target company for each Wilderness in its site path.	Short-event	C
Lure of Creation	Corruption. A revealed Wizard receives 2 corruption points and makes a corruption check at the end of any movement/hazard phase in a turn during which his company moved to a Haven. Cannot be duplicated on a given Wizard. During his organization phase, a Wizard with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 5, discard this card.	Permanent-event	U
Lure of Expedience	Corruption. Does not affect Hobbits and Wizards. A character receives 2 corruption points. Target character makes a corruption check each time a character in his company gains an item. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 5, discard this card.	Permanent-event	C
Lure of Nature	Corruption. Does not affect Hobbits and Dwarves. A character receives 2 corruption points. Target character makes one corruption check at the end of each movement/hazard phase for each Wilderness in the site path that his company moved through that turn. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 4, discard this card.	Permanent-event	C
Lure of Power	The next non-Hobbit character to make a successful influence attempt (e.g., against a faction, an opponent's character, etc.) must immediately make a corruption check modified by -4. Discard this card after this corruption check.	Permanent-event	R
Lure of the Senses	Corruption. A character receives 2 corruption points. Target character makes a corruption check at the end of his untap phase if he is at a Haven. Cannot be duplicated on a given character. During his organization phase, a character with this card may tap to attempt to remove it. Make a roll (or draw a #): if this result is greater than 6, discard this card.	Permanent-event	C
Minions Stir	The number of strikes and prowess of each Orc and Troll attack is increased by one (by two for Orcs if Doors of Night is in play). Cannot be duplicated.	Long-event	U
Margul Night	Environment. Playable only if Doors of Night is in play, treat all Wildernesses as Shadow-lands and all Shadow-lands as Dark-domains. Cannot be duplicated.	Long-event	R
Margul-horse	This card allows you to place a tapped Nazgul permanent-event back into your hand instead of discarding it. Alternatively, allows a Nazgul to be played keyed to a Shadow-land.	Short-event	R
Margul-knife	A Nazgul's prowess is modified by +2. Discard if attack doesn't wound a character. Corruption. One character (attacker's choice) wounded by an attack modified by this card receives 4 corruption points (place this card under the character). If at a Haven during his untap phase, a character with this card may attempt to remove it (but he may not untap or heal). Make a roll (or draw a #): if this result is greater than 4, discard this card. Cannot be duplicated on a given Nazgul.	Permanent-event	R
Muster Disperses	Affects a faction already in play. The faction's player makes a roll (or draws a #); the faction is discarded if the result plus his unused general influence is less than 11.	Short-event	C
Nazgul are Abroad, The	Nazgul may attack the company containing the bearer of The One Ring at any site that is not a Free-hold or Haven. Nazgul may attack any company possessing any Ring in a Shadow-land or Shadow-hold. If Doors of Night is in play, at the end of each turn, each player may return one Nazgul permanent-event from his discard pile to his hand. Cannot be duplicated.	Permanent-event	R
New Moon	Environment. Tap one Elf character. Alternatively, if Doors of Night is in play, treat one Free-domain as a Border-land or one Free-hold as a Border-hold until the end of the turn. Cannot be duplicated.	Short-event	U
Night	Environment. The prowess of each non-ranger Dunadan is modified by -1. Additionally, if Doors of Night is in play, the prowesses of all attacks are modified by +1 and the prowess of each Man and Dunadan is modified by 1. Cannot be duplicated.	Long-event	C
Pale Sword, The	Unique. A Nazgul's prowess is modified by +1. If used with the Witch-king of Angmar, his prowess is increased by +1 plus the number of Nazgul permanent-events in play. Discard if attack doesn't wound a character. Corruption. One character (attacker's choice) wounded by an attack modified by this card receives 6 corruption points (place this card under the character). If at a Haven during his untap phase, a character with this card may attempt to remove it instead of untapping or healing. Make a roll (or draw a #): if this result is greater than 5, discard this card. Cannot be duplicated on a given Nazgul.	Permanent-event	R
Plague of Wights	The prowess of all Undead attacks is increased by one. Additionally, if Doors of Night is in play, the number of strikes for each Undead attack is doubled. Cannot be duplicated.	Long-event	U

Name	Type	Rarity	Name	SiteType	Region	SP	Rarity	Name	SiteType	Region	SP	Rarity
Precious, The A character in the same company as The One King (not the bearer himself) must make a corruption check modified by -2. If he fails, discard The One Ring along with the target character.	Short-event	R	Dol Amroth Nearest Haven: Edhellond.	FR	Belfalas	WI	C	Lórien Site Path From Rivendell: Wlx2, SL, WI Site Path From Edhellond: WI, SL, FRx2, SL, WI.	HA	Wold & Foothills	WI	C
Ring's Betrayal, The The bearer of a Ring must make a corruption check modified by -2. If the bearer fails this corruption check, his Ring is discarded, but he remains.	Short-event	U	Dol Guldur Nearest Haven: Lórien: Playable: Items (minor, major, greater). Automatic attacks (2): Orcs — 3 strikes with 7 prowess.	DA	Southern Mirkwood	WI	R	Minas Morgul Nearest Haven: Lórien: Playable: Items (minor, major, greater). Automatic attacks: Undeod — 3 strikes with 8 prowess; each character wounded must make a corruption check.	DA	Imlad Morgul	WI	R
River Playable on a site. A company without a ranger that has moved to this site this turn must do nothing during its site phase. Discard at the end of turn.	Short-event	C	Druidan Forest Nearest Haven: Lórien.	BL	Anórien	WI	C	Minas Tirith Nearest Haven: Lórien.	FR	Anórien	WI	R
Siege Playable on a Border-hold or Free-hold site. A company at this site must face an Orc attack of three strikes at 7 prowess at the beginning of its site phase. At the end of its organization phase, a company at a site with Siege on it must make a roll (or draw a #) and subtract one from the result for every non-scout character it contains. If this result is less than 5, the company may not move this turn. Discard when the site card is discarded or when the site card is returned to the location deck. Cannot be duplicated.	Permanent-event	R	Dunharrow Nearest Haven: Lórien.	BL	Rohan	WI	R	Moria Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic attacks: Orcs — 4 strikes with 7 prowess.	SH	Redhorn Gate	WI	R
Snowstorm Environment. Playable only if Doors of Night is in play. Each moving company with a Wilderness in its site path must return to its site of origin. Cannot be duplicated.	Long-event	R	Dunnish Clan-hold Nearest Haven: Rivendell.	BL	Dunland	WI	R	Mount Doom Nearest Haven: Lórien: Special: Any company moving to Mount Doom has its hazard limit modified by +2 and hazard creatures may always be played keyed to the site regardless of any other cards played.	SH	Gorgoroth	WI	U
Storms of Ossë Environment. Playable only if Doors of Night is in play. Each non-Haven site in play with a Coastal Sea Ruins & Loairis its site path is tapped. Cannot be duplicated.	Long-event	R	Eagles' Eyrie Nearest Haven: Lórien.	FR	Anduin Vales	WI	C	Mount Gram Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic attacks: Orcs — 3 strikes with 6 prowess.	SH	Angmar	WI	R
Tookish Blood Playable on a Hobbit character. The Hobbit's player must make a roll (or draw a #); return the Hobbit to the player's hand if the result plus his unused general influence is less than 11. If the Hobbit is removed from play, one of his items may be transferred to another character in his company; any other cards under his control are discarded. Alternatively, this card can be played as a resource card. For the rest of the turn, the target Hobbit cannot be discarded or returned to its owner's hand for any reason.	Short-event	C						Mount Gundabad Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic attacks: Orcs — 2 strikes with 8 prowess.	SH	Gundabad	WI	U
Twilight Environment. One environment card in play is immediately discarded. This card may also be played as a resource.	Short-event	C						Old Forest Nearest Haven: Rivendell. Special: Healing Cards affect all characters at site.	BL	Cardolan	WI	C
Wake of War The number of strikes and prowess of each Wolf, Spider, and Animal attack are increased by one (by two for Wolves if Doors of Night is in play). Cannot be duplicated.	Long-event	U						Old-in-Edhil Nearest Haven: Rivendell. Playable: Items (minor, gold ring). Automatic attacks: Wolves — 3 strikes with 5 prowess.	RL	Hollin	WI	U
Weariness of the Heart The prowess of a character is modified by -1 until the end of the turn. Alternatively, the target character is forced to make a corruption check. Cannot be duplicated.	Short-event	C						Pelargir Nearest Haven: Edhellond.	FR	Lebennin	WI	C
Will of Sauron, The Playable only if Doors of Night is in play. All hazard long-events remain in play until this card is discarded. Discard this card when Doors of Night leaves play, or when any play deck is exhausted. When this card is discarded, all hazard long-events are discarded. Cannot be duplicated.	Permanent-event	R						Rhosgobel Nearest Haven: Lórien: Playable: Items (minor) Special: Healing Cards affect all characters at the site.	FR	Southern Mirkwood	WI	R
Will of the Ring, The The bearer of The One Ring makes a corruption check modified by -4.	Short-event	R						Rivendell Site Path From Lórien: WI, SL, Wlx2 Site Path From Grey Havens: FR, SL, WI.	HA	Rhudaur	WI	R
Words of Power and Terror Modify the prowess of all characters in a company attacked by a Nazgûl by -1 until the end of the turn. Cannot be duplicated on a given company.	Short-event	R						Ruined Signal Tower Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic attacks: Spiders — 2 strikes with 8 prowess.	RL	Enedhwaith	WI	R
Traitor When the next character fails a corruption check, he becomes a "traitor" and an attack is immediately made against a character in the traitor's company. The character to be attacked is chosen by the player who does not control the traitor's company. The prowess of the attack is equal to the prowess of the traitor plus 10. Any resulting body check is modified by +1. After the attack, this card is discarded and the corruption of the traitor is resolved normally (i.e., he is discarded or removed from play).	Permanent-event	R						Sarn Gorwing Nearest Haven: Lórien: Playable: Items (minor, major) Automatic attacks: Orcs — 3 strikes with 5 prowess.	SH	Heart of Mirkwood	WI	C

WIZARD'S RIVER HORSES

Spell: Wizard only. All Nazgûl events are discarded or canceled on attack against a Wizard if he is the only character in the company. Wizard makes a corruption check modified by -2.

...some of the wisest took the form of great white horses with shining white riders, and there were many riding and grinding hooves.

—Lauri

Wizard's River Horses: If you've had just about enough of those nine Nazgûl, or if you just want to hedge your bets, put Wizard's River Horses into play—and watch your opponent's face drop when you negate all that great evil he was throwing around.

SITES				
Name	Site Type	Region	SP	Rarity
Bag End Nearest Haven: Rivendell.	FR	Shire	WI	R
Bandit Lair Nearest Haven: Lórien: Playable: Items (minor, gold ring). Automatic attacks: Men — 3 strikes with 6 prowess.	RL	Brown Lands	WI	R
Barad-dûr Nearest Haven: Lórien: Playable: Items (minor, major, greater). Automatic attacks (2): Orcs — 4 strikes with 7 prowess; 3 strikes with 9 prowess. Special: Any company moving to Barad-dûr has its hazard limit modified by +2.	DA	Gorgoroth	WI	R
Barrow-downs Nearest Haven: Rivendell: Playable: Items (minor, major). Automatic attacks: Undeod — 1 strike with 8 prowess; each character wounded must make a corruption check.	RL	Cardolan	WI	R
Beorn's House Nearest Haven: Lórien.	FR	Anduin Vales	WI	R
Blue Mtn Hold Nearest Haven: Grey Havens.	FR	Númeiador	ff	C
Bree Nearest Haven: Rivendell.	BL	Arthedain	WI	R
Cameth Brin Nearest Haven: Rivendell.	BL	Rhudaur	WI	C
Carn Dûm Nearest Haven: Rivendell. Playable: Items (minor, major, greater). Automatic attacks: Orcs — 4 strikes with 7 prowess.	DA	Angmar	WI	R
Caves of Ulund Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic attacks: Dragon — 1 strike with 13 prowess.	RL	Withered Heath	WI	U
Cirith Ungol Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic attacks: Orcs — 4 strikes with 7 prowess.	DA	Imlad Morgul	WI	R
Dancing Spire Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic attacks: Dragon — 2 strikes with 11 prowess.	RL	Withered Heath	WI	U
Dead Marshes Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic attacks: Undeod — 2 strikes with 8 prowess; each character wounded must make a corruption check.	SH	Dagorlad	WI	U
Dimrill Dale Nearest Haven: Lórien: Playable: Information Automatic attacks: Orcs — 1 strike with 6 prowess.	RL	Redhorn Gate	WI	U

Easterling Camp Nearest Haven: Lórien.	BL	Horse Plains	WI	R
Edhellond Site Path From Grey Havens: FR, COx5, WI Site Path From Lórien: WI, SL, FRx2, SL, WI.	HA	Anfalas	WI	C
Edoras Nearest Haven: Lórien.	FR	Rohan	WI	R
Ettenmoors Nearest Haven: Rivendell. Playable: Items (minor). Automatic attacks: Troll — 1 strike with 9 prowess.	RL	Rhudaur	WI	C
Gladden Fields Nearest Haven: Lórien. Playable: Items (gold ring). Automatic attacks: Undeod — 1 strike with 8 prowess; each character wounded must make a corruption check.	RL	Anduin Vales	WI	C
Glittering Caves Nearest Haven: Lórien. Playable: Items (minor, major). Automatic attacks: Pákel-man — 1 strike with 9 prowess.	RL	Gap of Isen	WI	U
Goblin-gate Nearest Haven: Rivendell. Playable: Items (minor, gold ring). Automatic attacks: Orcs — 3 strikes with 6 prowess.	SH	High Pass	WI	R
Grey Havens Site Path From Rivendell: Wlx2, FR Site Path From Edhellond: WI, COx4, FR.	HA	Lindon	WI	C
Henneth Annûn Nearest Haven: Lórien.	BL	Ithilien	WI	R
Himring Nearest Haven: Grey Havens: Playable: Items (minor, major). Automatic attacks: Undeod — 1 strike with 8 prowess; each character wounded must make a corruption check.	RL	Elven Shores	FR	U
Irerock Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic attacks: Dragon — 1 strike with 14 prowess.	RL	Withered Heath	WI	U
Iron Hill Hold Nearest Haven: Lórien.	FR	Iron Hills	WI	R
Isengard Nearest Haven: Lórien. Playable: Items (minor, major, gold ring). Automatic attacks: Wolves — 3 strikes with 7 prowess.	RL	Gap of Isen	WI	R
Isles of the Dead that Live Nearest Haven: Grey Havens. Playable: Items (minor, major, gold ring). Automatic attacks: Undeod — 2 strikes with 8 prowess; each character wounded must make a corruption check.	RL	Eriadoran Coast	FR	R
Lake-town Nearest Haven: Lórien.	BL	Northern Rhovanion	WI	C
Lond Galen Nearest Haven: Edhellond.	BL	Anfalas	WI	C
Lonely Mtn, The Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic attacks: Dragon — 1 strike with 14 prowess.	RL	Northern Rhovanion	WI	R
Lossadan Cairn Nearest Haven: Rivendell. Playable: Items (minor, major, greater*). Palantiri Only Automatic attacks: Undeod — 2 strikes with 8 prowess; each character wounded must make a corruption check.	RL	Fofochel	WI	C
Lossadan Camp Nearest Haven: Rivendell.	BL	Fofochel	WI	C

Mount Gram Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic attacks: Orcs — 3 strikes with 6 prowess.	SH	Angmar	WI	R
Mount Gundabad Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic attacks: Orcs — 2 strikes with 8 prowess.	SH	Gundabad	WI	U
Old Forest Nearest Haven: Rivendell. Special: Healing Cards affect all characters at site.	BL	Cardolan	WI	C
Old-in-Edhil Nearest Haven: Rivendell. Playable: Items (minor, gold ring). Automatic attacks: Wolves — 3 strikes with 5 prowess.	RL	Hollin	WI	U
Pelargir Nearest Haven: Edhellond.	FR	Lebennin	WI	C
Rhosgobel Nearest Haven: Lórien: Playable: Items (minor) Special: Healing Cards affect all characters at the site.	FR	Southern Mirkwood	WI	R
Rivendell Site Path From Lórien: WI, SL, Wlx2 Site Path From Grey Havens: FR, SL, WI.	HA	Rhudaur	WI	R
Ruined Signal Tower Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic attacks: Spiders — 2 strikes with 8 prowess.	RL	Enedhwaith	WI	R
Sarn Gorwing Nearest Haven: Lórien: Playable: Items (minor, major) Automatic attacks: Orcs — 3 strikes with 5 prowess.	SH	Heart of Mirkwood	WI	C
Shelob's Lair Nearest Haven: Lórien. Playable: Items (minor, major). Automatic attacks: Orcs — 2 strikes with 8 prowess.	SH	Imlad Morgul	WI	R
Shel-Kain Nearest Haven: Lórien.	BL	Dorwinion	WI	C
Southern Oasis Nearest Haven: Edhellond.	BL	Harondor	WI	R
Stone-circle Nearest Haven: Edhellond. Playable: Information, Items (minor). Automatic attacks: Pákel-man — 1 strike with 9 prowess.	RL	Old Pákel Gap	WI	R
Stones, The Nearest Haven: Edhellond. Playable: Items (minor, major, greater). Automatic attacks: Pákel-man — 2 strikes with 9 prowess.	RL	Andrast	WI	R
Thranduill's Halls Nearest Haven: Lórien.	FR	Woodland Realm	WI	R
Tollfalas Nearest Haven: Edhellond: Playable: Items (minor, major, greater). Automatic attacks: Undeod — 3 strikes with 7 prowess; each character wounded must make a corruption check.	RL	Mouths of the Anduin	WI	R
Vale of Erech Nearest Haven: Edhellond.	BL	Lamedon	WI	R
Variag Camp Nearest Haven: Edhellond.	BL	Khand	WI	R
Weanertop Nearest Haven: Rivendell. Playable: Information Automatic attacks: Wolves — 2 strikes with 6 prowess.	RL	Arthedain	WI	R
Wellinghall Nearest Haven: Lórien.	FR	Fangorn	WI	R
White Towers, The Nearest Haven: Rivendell. Automatic attacks: Wolves — 2 strikes with 6 prowess.	RL	Arthedain	WI	U
Wind Throne, The Nearest Haven: Lórien: Playable: Information, Items (minor, major). Automatic attacks: Orcs — 3 strikes with 7 prowess.	RL	Grey Mtn Narrows	WI	R
Woodmen-town Nearest Haven: Lórien.	BL	Western Mirkwood	WI	C
Wose Passage-hold Nearest Haven: Edhellond.	BL	Old Pákel-land	WI	C

REGIONS					
Name	Site	Rarity	Name	Site	Rarity
Andrast	WI	C	Heart of Mirkwood	WI	C
Andrast Coast	CO	C	Horse Plains	SL	C
Mouths of the Anduin	CO	C	Imlad Morgul	SL	C
Anduin Vales	BL	C	Iron Hills	WI	C
Anfalas	WI	C	Ithilien	WI	C
Angmar	SL	C	Khand	BL	C
Anorien	FR	C	Lamedon	FR	C
Arthedain	WI	C	Lebennin	FR	C
Bay of Belfalas	CO	C	Lindon	FR	C
Belfalas	FR	C	Northern Rhovanion	WI	C
Brown Lands	SL	C	Nurn	DA	C
Cardolan	WI	C	Old Pákel Gap	WI	C
Dagorlad	BL	C	Old Pákel-land	WI	C
Dorwinion	SL	C	Redhorn Gate	WI	C
Dunland	WI	C	Rhudaur	WI	C
Elven Shores	CO	C	Rohan	BL	C
Enedhwaith	WI	C	The Shire	FR	C
Eriadoran Coast	CO	C	Southern Mirkwood	DA	C
Fangorn	WI	C	Southern Rhovanion	WI	C
Fofochel	WI	C	Udûn	DA	C
Gap of Isen	CO	C	Western Mirkwood	WI	C
Gorgoroth	DA	C	Withered Heath	WI	C
Grey Mtn Narrows	SL	C	Wold & Foothills	WI	C
Gundabad	DA	C	Woodland Realm	BL	C

BL	Boarderland	CP	Corruption Points	DL	Dark Lands	M	Mind	P/B	Prowess/Body	RL	Ruins and Lands	SP	Site Path	WI	Wilderness
CO	Coasts	DI	Direct Influence	FR	Freehold	MP	Marshalling Points	P/B+	P/B+ P/B bonus	SL	Shadowlands	War	Warrior		

KEY



Sleight of Hand

By Rick Swan

My father's not the kind of person who'll sit still for a game called *Blood Wars*, but I thought he might get a kick out of *SimCity*. (That's the one where you build a city out of cards.) He agreed to play, on two conditions: (1) I had to leave the deck with him the night before, and (2) he'd be allowed to shuffle before every turn. That didn't make sense to me, but what the heck. I decided to humor the old guy.

Well, not only did he beat me, he crushed me, sort of like a tank rolling over an earthworm. Whenever he needed a City Council card, there it was. Whenever he needed a Power Plant, he had that too. And when the opportunity arose to wipe me out, he just happened to have a Terrorist Attack.

Did I mention my dad's a professional magician?

He beat me with an old trick called card clipping, so simple that anyone can do it—not that you would, of course, because that'd be cheating, and cheating is unethical. Anyway, all you need is a razor blade and a straightedge. Lay the straightedge on a card you want to prepare, parallel to one of the card's short sides. Razor off about 1/16th of an inch off the end. Replace the clipped card in the deck and shuffle. Stand the deck upright, and square it off. You'll see the clipped card as plain as plain as day, slightly shorter than the rest of the deck.

Hold the deck in one hand, then riffle the end of the deck with the thumb of your other hand; when you get to the clipped card, you'll be able to feel it. Stop there and cut the cards. The clipped card will now be at the bot-

tom of the deck. You can deal the clipped card from the bottom of the deck (a technique magicians call gliding), or let the card drop in your lap where you can get it later (called a kick-out). Of course, these techniques are immoral and should never be used in a game.

Alternately, you can appropriate the top card by placing your hand over the deck, cupping the top card in your palm, then dropping it in your lap. If you have trouble holding the card in your palm, you might invest in a bottle of Palm Grip, which costs about \$3; a few drops in your hand and the card will cling like it's hanging on for dear life. But this would hardly be fair to the other players, so forget I mentioned it.

In fact, the dexterity-challenged might want to forego all this sleight-of-hand stuff and go straight for the gizmos. Start with some Fanning Powder (\$2), a dry lubricant that makes cards easier to retrieve from sleeves and waistbands. The Sure Card Grip (\$4) resembles an oversized paper clip that attaches to your belt, holding one or more cards away from prying eyes. Or you might consider a Card Changing Servante (\$20), a device consisting of a clip and small basket that secures to the back of your chair. When your opponent isn't looking, you discard your old deck in the basket and remove a new deck from the clip. All of these items, including Palm Grim, can be purchased from mail-order houses such as Abbott's Magic Manufacturing Company, but I can't in good conscience recommend you buy them, so do me a favor and ignore this paragraph.

The niftiest gimmick of all is a substance called Roughing Fluid, which costs about \$5 per bottle and is pretty easy to find. (I picked some up at a novelty store in a shopping mall.) If you put a little on a playing card and let it dry, it becomes practically invisible. But you can still feel the dried fluid with your finger. It occurred to me that it'd be a snap to mark the backs of *Magic* cards; for instance, you could put a drop in the center of a Time Elemental, or a drop in each corner of a Nightmare. It'd sure be easy to tell what cards you were going to get before you drew them.

Not that I would ever, ever do such a thing.



Rick Swan is a former Boy Scout with many merit badges to his credit. OK, one.

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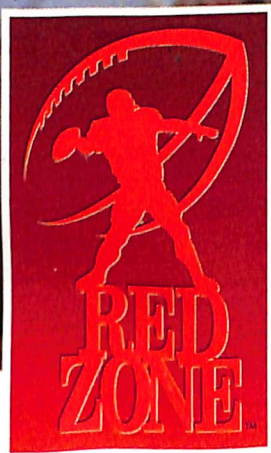
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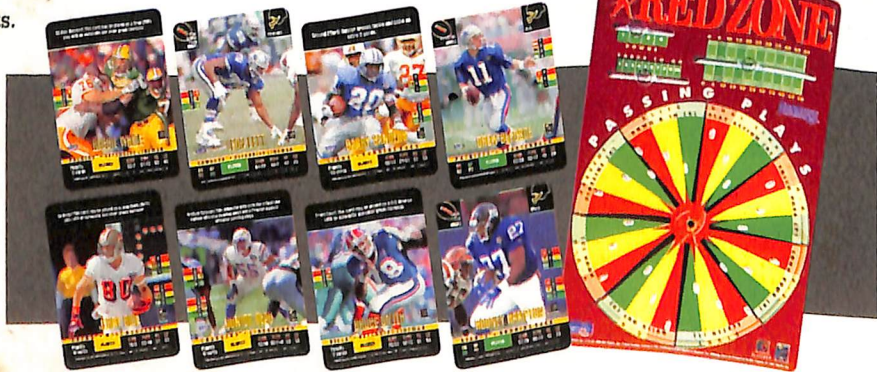
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