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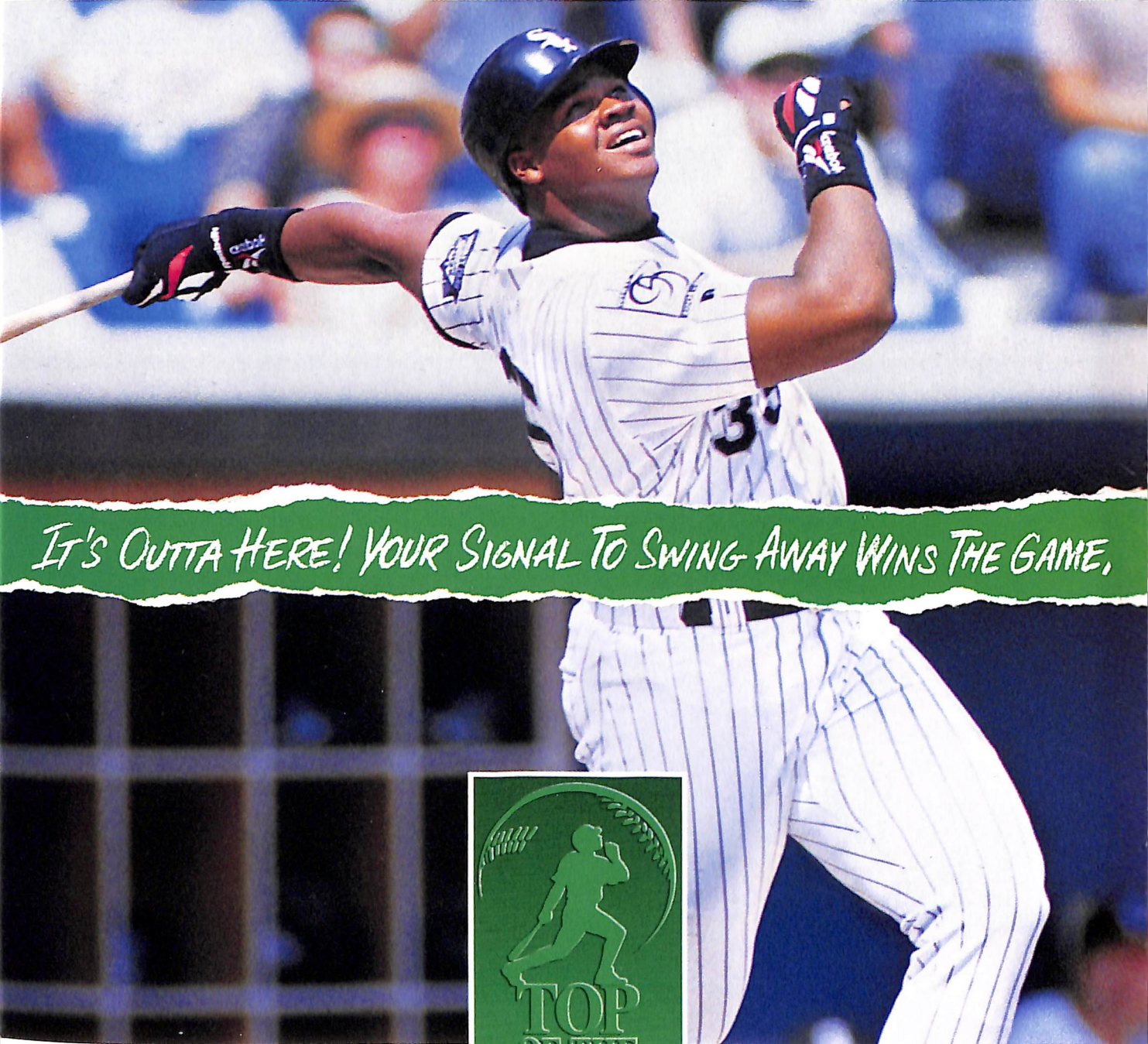
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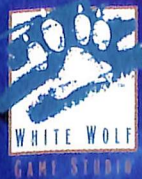
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INQUEST

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1996 Unfolding

We've just about wrapped up the first year of publishing *InQuest*, and it's crazy to see all the changes that the magazine's been through. We've tried lots of new things—some worked great, some not so great—but overall the product we deliver is a tremendous group effort. The magazine is put together by a group of people who really care about what they do as well as the industry in which they are involved. The *InQuest* crew, the editors, designers, price guide researchers and game-testers run themselves ragged trying to outdo themselves with every issue, and they do. I think you'll agree that with every issue we've progressed and matured as a magazine.

We had to. 1995 proved to be a turbulent one for the still-infant gaming community, and we've had to adapt. As 1996 unfolds we stand at a crossroads, wondering where the industry goes from here. Though retail sales on CCGs may not be as high as they once were, the interest in playing has certainly remained. *Magic* will continue to be strong, with lots of new younger players coming aboard. The game is just too well-designed (and too darn fun!) to fall by the wayside. I also believe that a handful of really top-notch games will stand out in the sea of lackluster CCGs that were released, most notably *Star Wars*, *Middle-earth*, *Rage* and *OverPower*.

Support for the CCG market will also materialize in the form of outside-interest games. While sci-fi and fantasy games are cool, expect new fans to enter the scene with the sports- and video-game-based CCGs that are slowly popping up. While the video-game-based CCGs like Topps' *Killer Instinct* should catch some attention on the shelves, expect the sports games to really turn some eyes to this hobby. The two biggest out there now are Donruss' *Top of the Order* and *Red Zone*, a baseball and football game, respectively. While *Red Zone* plays better than *Top of the Order*, they both will draw attention from sports card enthusiasts who will want to collect a full set of each for their sports card collections. Hopefully some will take a couple of minutes out, realize how much fun the games are and play as well as collect, maybe even getting their friends into it.

It's part of what this hobby needs to do. Diversify, test new genres, come up with new systems of game play and produce quality products. That combination will insure that not only will this industry maintain its energy, enthusiasm and viability, but that it grows, reaching out and expanding to different marketplaces.

And finally, a belated Happy New Year. Enjoy 1996 and keep on trying new games. I know I will. They send us everything free. Whoo-hooo!

See ya soon,

Gareb S. Shamus
Publisher



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INQUISITION



NEW GAME IN TOWN

The long-anticipated *Middle-earth: The Wizards* CCG has arrived from ICE. Could it could swipe *Magic's* #1 CCG crown? We went online to see what fans had to say about *Middle-earth*.



Pro

I grew up with Tolkien's characters—the sagely Gandalf, the mysterious Aragorn, the delightful hobbits. Tolkien's *Lord of the Rings* is what got me into fantasy.

I haven't played that many card games yet, but I do know that ICE's *Middle-earth: The Wizards* gives you a spectacular world to play in—Tolkien's world. It's what's gotten me into collectible card games.

Justin Hamilton
Phoenix, AZ

Middle-earth is awesome! It's about time a collectible card game came out that had some roleplaying aspects to it. Everyone complains that a good CCG needs to have simple rules, but I totally disagree. Look at roleplaying games like *Dungeons & Dragons* and *Vampire*—do you think you can learn how to play them in one night? It's their complexity that makes them worthwhile. I think *Middle-earth* has a lot of possibilities because of its complicated rules, not in spite of them. I think the *ME* player's guide will help a lot when it comes out, but until then, I'm game for trying to figure out the rules on my own and just making up what I can't figure out. Way to go, ICE!

Jacob Siegel
Rochester, NY

Con

One question: Why is *Middle-earth: The Wizards* a card game? The movement phase, with all those sites and regions and havens, is way too complicated—it's impossible to figure out without a map. (And the map in the rule book has no names on it, so it's really no help.) This would have been a much better board game.

David Poinsatte
Detroit, MI

I'm totally fed up with these new collectible card games, especially *Middle-earth*. I love Tolkien and *Magic*, so I thought I'd give *Middle-earth* a try. Man, was I disappointed. The game seems pretty neat...if you can figure the rules out. And it's just too expensive to build a good deck. I've got all these cards that can be played at Minas Tirith, but guess what? I didn't get a Minas Tirith, and none of my friends did either. I'm sticking with *Magic*. At least you don't have to buy 50 bucks' worth of cards just to be able to play one card.

Jeremy Smith
Providence, RI

Solid points all around. Overall, fans seemed to dig the game. (We think it's keen.)

Okay, back to our regularly scheduled program...

Fed Up

I am writing to express my anger over the quality (or lack thereof) and excess in quantity of the CCG industry. You discussed it in your "Delays Plague Card Game Market" article ("*InQuest* News," *InQuest* #9).

After *Magic* hit the big time, every comic and card company in existence rushed to throw something out to us so that they could make a buck off the frenzy. These products are commonly hyped during the earliest stages of their development; it's usually months until they're released. By that time everyone has forgotten about the game, I can assure you.

Several months ago, after reading an article about the *Star Wars* CCG in your mag, I was all ready to go down to my card shop and buy a starter deck. Now, three months later, I'm sick of waiting. I bought this month's issue of *InQuest* and *Scrye* with the money I saved. If the game's not on the shelf, younger gamers aren't going to wait. For a lot of us, we don't have the money to pre-order boxes or sets; it's an impulse buy, like a booster pack on the way home from school. But this isn't the only problem with this market flooding.

When most of these games finally do get out, they suck! Again, these companies threw out rushed products to ride on *Magic's* coat tails. The reason *Magic* started this revolution in gaming—and is still the undeniable leader—is that it's a wonderful, well balanced game.

It's not that I think every card game but *Magic* sucks. Actually, I've seen quite a few games that I think have some



potential. I just think the core of this problem is that companies believe that this is a craze, a flash in the pan, and rush to sell something

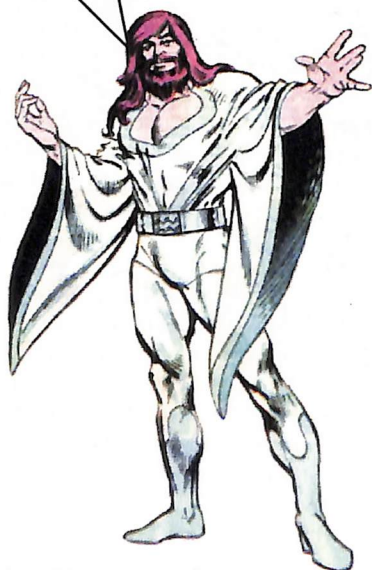
before people quit liking CCGs.

Richard Garfield created such a cool game because he believed in the *game*, not a passing trend. It doesn't matter how you hype it or what superhero you put on it, you can't fool us. A game, after all, needs to be fun above all else.

Luke Pebler
Cyberspace

Well, that about sums it up.

HOW ABOUT USING
AQUARIAN? HEY, IT'S
A GROOVY NAME.



Thy Name in Vain

Issue #8, page 10, the squirrel's comment. Please cease and desist using Jesus' title like that. Poorly done. But if you must do that, please be fair and also use the names of Buddha, Krishna, Mohammed, Moses, Confucius, etc., etc., in the same way. This is the single thing that has most annoyed me in your entire run so far.

Charles Hadden
Havertown, PA

You've got a point. Maybe it's not fair to use Jesus' name in vain like that. Just to make sure, we asked

Christ himself. Here's what "Big J" said: "It's cool with me. Hey, wanna see a neat trick with a fish and a loaf of bread?"

Geez, what an easy-going guy.

Card Stock Attack

The "Card Stock" column ("Year's End") in *InQuest* #9 by Douglas Goldstein complains of the *Homelands* card Giant Albatross: "The ability has nothing to do with being a Giant Albatross." (The ability in question is "U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures can pay 2 life to prevent that creature from being damaged...")

In other words, a fatal curse punishes the one who shoots the albatross, and this curse is lifted only through great suffering. It's "The Rime of the Ancient Mariner." *Read a book!*

Arthur Bullock
San Andreas, CA

Well, we can't apologize enough. To prove it, we've fired Goldstein's ass. Hope you're happy.

Publishing Dumb Letters

I have some questions about *Magic* and "Inquisition" in general.

Why do you publish dumb letters?
Iborg2
Cyberspace

Because if we didn't, people like you would never get letters published.

Head Games

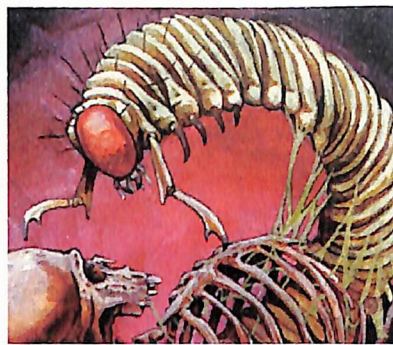
Help!!! I'm trying to complete a *Marvel OverPower* card set and I'm having a hard time doing it. Not because of the cards, but because you guys keep changing the set list!

In issue #5, the game review stated that the set was 384 cards. In issue #6 and #7, the checklists both said that the set was 341 cards. But in issue #8, the price guide lists the set at 388 cards.

I love your magazine, but we need to clear this little problem up so I can sleep well at nights.

Brad Paul
Swift Current, Saskatchewan, Canada

Whoops, our mistake. The actual amount of cards in the set is 386.



Takklemaggot Breath

Jeff "Takklemaggot Breath" Hannes: Saw your theme deck where you equated the Carolina Panthers with Armor Thrulls. Obviously, there weren't enough cat cards for the NFL teams with feline mascots, so you decided to go the cheap and easy route by classifying the expansion teams as cannon fodder.

Since then, Hasran Ogress puppy, the Carolina Panthers have broken all sorts of expansion team records, not in the least by slapping down the defending Super Bowl champion Forty-Whiners in humbling defeat. Not at all like an expansion team, is it?

No need for you to apologize, Orgg-face. Since you're no doubt eating your words, you can continue by eating all 10 zillion Armor Thrull cards still out there in circulation.

Panthers rule!
R. Eric Smith
Raleigh, NC

Jeff sez: "I picked the Thrulls because they seemed like the closest thing to scrubs in Magic. That's not to say scrubs are bad—if a group of rejects from the other 28 NFL teams can win almost twice as many games as my beloved Giants, power to them. Anyway, at least the Panthers got the better of the two Thrulls. And when was the last time you saw someone play a Stone Giant?"

The Meaning of Life

I just want to know one thing: What is with those pictures of disgusting feet [in "Inquisition," *InQuest* #8]?

Brian E. Cilley
Sesame, PA

You're lucky we didn't show you the crotch shot.

P E N

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



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Rantings from the Edge

What a great mag! I hate you all and hope you die. Don't take that personally though. I swear I'm not insane, despite what the doctors say. Anyways, I have a few questions, suggestions and comments.

1. Have Anson Maddocks do every cover.
2. Put more hot comic babes in your magazine.
3. Include more cool *Magic* cards in each issue (10 would be nice).
4. Send me a couple dozen yellow rubber chickens. I have special plans.
5. When is *Magic* coming to the Internet?
6. How do you keep a trained squirrel from leaving bite marks on a Counterspell?
7. Please include more articles on RPGs.
8. Could you please include a list of *Magic* tournaments around the country?
9. Thanks for explaining how people took a dump in the Middle Ages ["Reality vs. Fantasy," *InQuest* #5]. I've always been puzzled about that.

10. When is the picture of the werewolf on page 74 of issue #8 going to transform?

11. Send me rubber chickens.

Randy Breneman

Ada, OH

1. Another one's in the works.
2. What do you mean more?
3. Don't hold your breath.
4. Okay, just this once, but don't ask us again.
5. Refer to answer No. 3.
6. You beat it.
7. We're working on it.
8. See our new Shows & Conventions department. This month it's on page 69, dude!
9. No prob.
10. After you've knocked back a pint of gin.
11. You blew it. You get nothing.

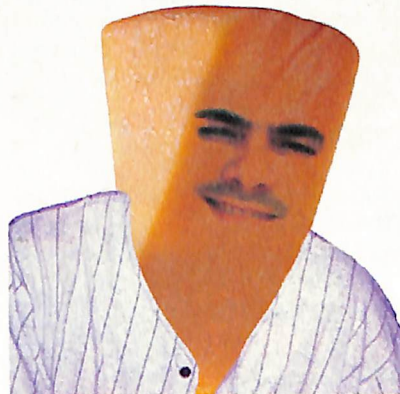
Without a Rule Book

What the hell does tapping mean? I've been playing for a year, but still can't figure it out.

Grizzly
Berkeley, CA

Playing what? What I think you're looking for is this: Tapping is a dance form using small metal tabs

placed under the toe of your shoe. While you dance, you make "tapping" and shuffling sounds with your feet that complement the music. Fan fave Gregory Hines is probably the biggest star to emerge in recent decades, thanks to his exposure to mainstream America in movies like "Tap" and "White Nights."



Secrets Revealed

I'd figure I should write to you, because I'm bored and have nothing else to do in my poor pitiful life. I think the Veteran Bodyguard looks more like Chakotay from *Star Trek: Voyager* than anyone else. Oh yeah, can you possibly explain the guy in "Inquisition" in *InQuest* #4 who has a head made from cheese and is speaking in Spanish?!

Sincerely

Ryan Fitzpatrick
Delmar, NY

He's a guy with a giant block of cheese for a head saying "Hello! My name is brother of Jerry. My head is a giant wedge of cheese" in Spanish. That's all the explanation you get.

Snack Hunter

You know that floating head in *InQuest* #8 about the 30 most FAQs? Is he related to that guy on the Doritos or Eagle snacks commercial? If so, can I have his autograph and plenty o' bags of snacks?

H. Goldberg
Cyberspace

The floating head is Marc Wilkofsky, Contributing Editor to our sister publication, Wizard: The Guide to Comics. And as far as we know, he isn't related to Jack Klugman, but he did make an appearance

The Name of the Game

True stories behind the names of game cards

Shivan Dragon: When he was a child, *Magic* designer Richard Garfield and his family lived in Bangladesh briefly and spent over four years in Nepal. Shiva is the name of the Indian god of destruction.

Black Lotus: Why should a one-shot artifact that gives you three mana of any one color be a flower? Garfield says, "I liked the idea of a lot of power being contained in a flower—transient, not a permanent object like a ring, but more flexible."

Llanowar Elves: Although "Llanowar" can be anagrammed into "war on all," Garfield simply invented the name for its sound.

Kormus Bell: Kormus (pronounced "kormoo") was an undead villain in Garfield's *Call of Cthulhu* roleplaying campaign at the University of Pennsylvania, where he studied as an undergraduate and graduate student. Kormus didn't use a bell in that campaign, but then again, he wasn't trying to animate any swamps.

Nevinyrral's Disk: Yes, "Nevinyrral" is Larry Niven spelled backward. The science fiction author's 1969 story "Not Long Before the End," the first of his "Warlock" stories, inspired this destructive artifact. That story features a floating disk that spins ever faster, consumes all mana in the vicinity and thereby destroys all magical creatures and enchantments. Most of the "Warlock" stories appear in Niven's book *The Magic Goes Away*. "Not Long Before the End" shows up in a sequel anthology Niven edited, *The Magic May Return*.

Yotian Soldier: The designers thought of this 1/4 artifact creature as a toy soldier, so they reversed "toy" and added "-ian."

—Allen Varney

Ever look at a card, scratch your head (or whatever) and ask yourself, "Hey, I wonder where they got that name from?" Then write down the name of the card, the game it comes from, your full name and your mailing address and send it to:

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MAGIC: The Creations

The fan who invented the best *Magic* card this month wins three different foreign edition *Magic* packs and a Palladium-Mors card signed by Ed Beard Jr.! (The other guy just gets some packs of whatever was sent free to us this month.)

GRAND PRIZE WINNER!

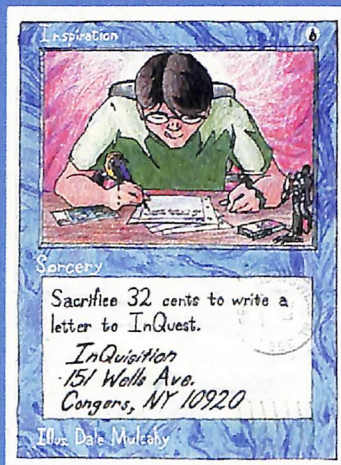
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INSPIRATION

Dale Mulcahy, Madison, AL



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

•Scotty White of North Massapequa, N.Y., was the Grand prize winner of InQuest #5's Dream Team InQuest Contest. He walks off with a complete set of *WildStorms* game cards, including a card autographed by WildStorm founder Jim Lee.
•Steven John Satak of Poulsbo, Wash., won all of *Magic: The Gathering's* special lands by sending in a cool-as-hell mana shirt for #5's Must...Destroy...Mana InQuest Contest.



on "The Tempestt Bledsoe Show" where he said he felt like "a hunky piece of meat."

The Real McCoy

I was just reading your magazine when I wandered onto page four of your November issue. I had a question to assistant editor Mike Fasolo. Did you star in the movie "Christine"? I saw his picture and nearly hurled my Chee-tos.

Jesse B. Weston
Bessemer, AL

The truth of the matter, Jesse, is that Mike did star in "Christine." But after that one role, he was so typecast as a homicidal wacko that he couldn't get work anywhere else. We took pity on him and gave him a job as our proofreader.



The Ol' Eight Ball Strategy

I have five life left, with no defenders on my side. My opponent taps his Force of Nature to deliver the final blow. When he looks down at his cards, I smack him in the head with one of those magic eight balls, scatter his cards and declare myself the winner. He says I cheated. Who is the winner?

Fazor
Dallas, TX

Hey, last man standing wins.

Tunnel Vision

When are you guys going to realize that there is nothing that can save *Magic: The Gathering*? The game is flopping around like a fish out of water. In the meantime, games like *Guardians* and *Heresy* are pounding the last nails into *Magic's* coffin. To me, and many others, it appears that you have a very bad case of tunnel vision, and you are afraid that if people do find out about the other games out there, they won't be as interested in *Magic* or your mag. Do us all a favor and broaden the scope of your mag, so that others may broaden theirs.

Chad M. Dubesa
Lorain, OH

Magic isn't quite dead yet, nor is it likely that it will be dying anytime soon. We understand that readers need to see articles about other games, and we have been doing just that. Recently we've reported on games like Middle-earth: The Wizards (InQuest #8, #10), Star Wars (page 32), Mythos! (page 36) and Fantasy Adventures (page 70). There are a lot of games out there. You just have to give us a little time to get to everything.

Ice Age Idealists

My family and I live on a homestead in Alaska, seven miles to the nearest town (population 500), three miles to the nearest road. Every Sunday we gather around a table under a propane light (we have no electricity) and play what I refer to as "Epic *Magic*." My son and his friend motor in via snow machine and other regulars arrive by sled dog team. Our sessions usually last from noon to midnight.

During the week, much of my time is spent thinking out different combos and deck ideas on the back of my dog sled. There are few things more serene than gliding across the hard-packed snow—mountains reaching up to 20,000 feet all around—and imagining what havoc I can reap with a Spectral Shielded Time Elemental and a handful of lousy Norritts.

Jon Nierenberg
Panguingue Creek, Alaska

*We're glad to hear that *Magic* has given you something more to do than shovel snow up there in the Arctic zone. Hey, if you need any kindling, we've got plenty of commons.*

That's all she wrote, folks. We'll see ya in 30. In the meantime, make sure to exorcise, eat your Thal-lids and stay healthy.

Send yer letters to
InQuestMag@aol.com or:

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

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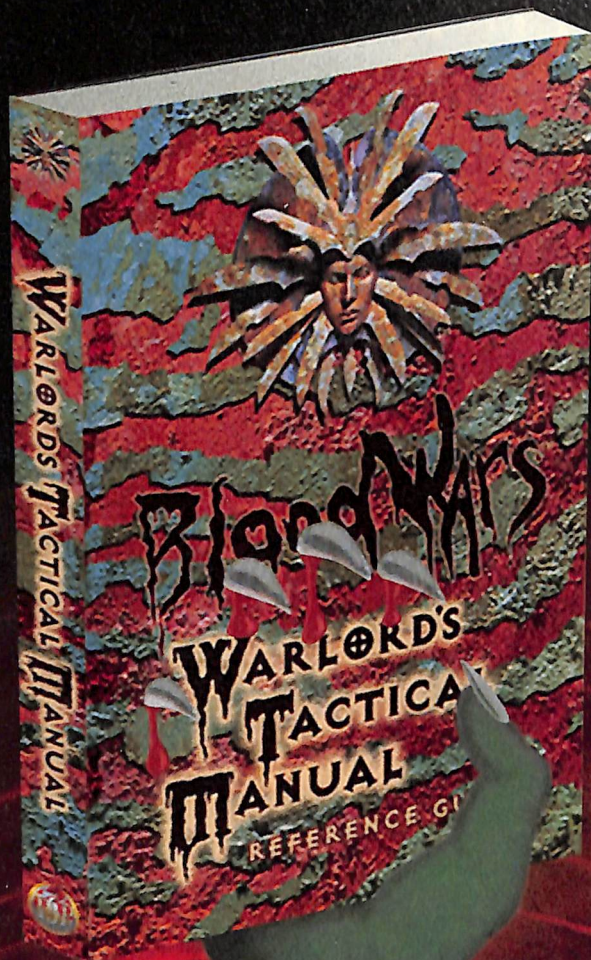
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IF IT'S NEWS,
IT'S HERE!



MAGIC PRO TOUR DEBUTS

Wizards of the Coast will hold the first in a series of professional *Magic: The Gathering* tournaments Feb. 16-18 at the Puck Building in New York City.

"It is our objective to establish *Magic* as an intellectual sport much along the same lines as Bridge or Chess," said Ronnie Noize, marketing director of the *Magic* Pro Tour. "The Pro Tour will help us reach that goal."

The tournament has two divisions. The seniors division consists of 256 players, ages 18 and up. The juniors division has 128 players, 18 and younger. Each group will compete for 16 prizes totaling more than \$30,000, including a \$12,000 cash prize for the seniors' winner. The juniors will receive scholarships equal to the seniors' prizes.

Both tournaments will use modified Type II rules that require players to use at least five cards each from the Fourth Edition, *Fallen Empires*, *Chronicles*, *Ice Age* and *Homelands* sets. Two-hour, Swiss-style rounds will determine the top eight players. The final three rounds will be single-elimination, with three hours allotted to each.

Registration for the event opened in mid-December.



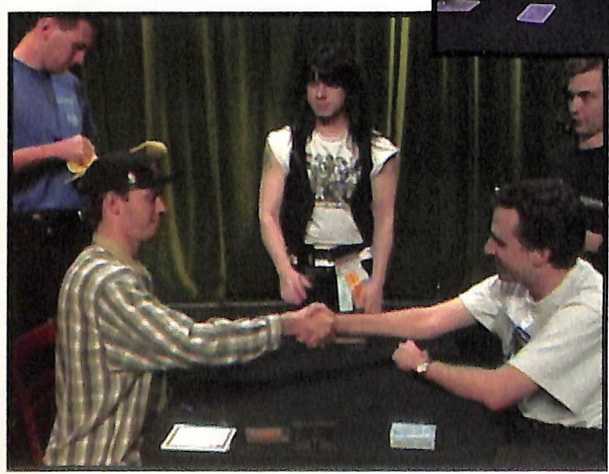
Despite a \$50 entrance fee for all players, the seniors tournament sold out within two hours. The juniors tournament filled more slowly; at press time, a few slots remained open. Observers can also attend for \$10.

Competition at the event should be fierce. W.o.t.C. specially invited the top eight players from the 1995 world championship and the top two from 1994, including world champions Zak Dolan and Alexander Blumke. All intend to attend and play.

W.o.t.C. has also scheduled a few activities outside the tournament play. There is a casual reception Friday night. An archive of original sketches, original artwork, unusual misprinted cards and other special items will be on display Saturday. On Sunday, the W.o.t.C. research and development team will organize *Magic* games.

W.o.t.C. plans to host five pro tournaments this year. The next one is tentatively scheduled for late spring in Southern California; the company hopes to announce specific dates and locations at or before the New York tournament.

—Rich Warren



Photos courtesy: Wizards of the Coast.



WHITE WOLF

INCORPORATED

Logo™ & © White Wolf

White Wolf Reduces Staff

White Wolf Game Studio has reportedly laid off approximately 15 people in its Atlanta-area headquarters. According to an electronic message from Trace O'Connor, formerly editing and development coordinator as well as Internet representative for the company, the move is a result of disappointing sales and attempts to grow too quickly.

In addition to O'Connor, among those known to have been laid off are *Vampire* developer Jennifer Hartshorn and *Rage* Internet representative Tim Byrd.

White Wolf did not return phone calls requesting further information on the layoffs. It's not known what impact, if any, the layoffs will have on new projects like the *Garou Nation* *Rage* gamers club (see "Top Dogs," below).

—Patrick Daniel O'Neill

After the Glut

If the gaming market in 1994 defined the collectible card game industry, the 1995 market threatened to bury it in a flurry of new card games.

Every month, it seemed, more new games cropped up, with most failing to gain an audience. *InQuest* contacted game manufacturers and retailers in late December and early January to survey their opinions on the 1995 market.

While some retailers complained that the release of so many games hurt the market, others opined that the problem wasn't the number of games, it was the number of bad games created by companies racing to jump on the bandwagon.

Designer Steve Jackson, whose company Steve Jackson Games released *Illuminati: New World Order* in late 1994 and one expansion set, *Assassins*, in late '95, said that there had "definitely" been a glut. But he felt some of the industry's woes were more perceived than actual. "Retail-

ers...expect much more from a card game than they do from an R.P.G.," he said. "Sales that would be a 'megahit' for an R.P.G. are considered disappointing for a card game."

Stan Sord of Wargames West agreed that too many retailers tend to determine whether or not a game's sales were successful by examining how much of the game is left in stock after a certain period.

Many retailers concurred that ordering collectible card games in conservative quantities helped them avoid having extra product sitting around on their shelves.

So what's in store for '96? Most people were cautious but optimistic.

It would seem that collectible card games are here to stay. Across the board, retailers felt that the C.C.G. market will adjust itself to stable levels in 1996. Games that have the market share and playability will continue to sell, while those that don't will disappear.

Some retailers predicted a slight drop in sales come in early January. Others said quite the opposite, suggesting that the rush to spend the last of the holiday cash and the late release of some games will produce a short post-holiday boost in sales before the market levels off comfortably in February.

Of course, nothing's certain. Said Steve Jackson: "Ask me again in February."

—Andrew Borelli

BANNED!!



RESTRICTED!!



New Limits on Mind Twist, Black Vise

The Duelists' Convocation has banned *Mind Twist* from tournament play, and has restricted *Black Vise*. Both rulings are effective Feb. 1.

Players have long complained that both cards are unfair, especially if played early in the game. But that wasn't the Convocation's only reason for limiting use of the cards.

President Jason Carlyle noted that the Convocation pays

close attention to how certain cards are used in tournament play. "When all winning tournament decks begin to look alike, that definitely captures our interest," he said. Black Vise "began to show up in decks that had no business having them."

The banning of Mind Twist was a much more radical decision. Initially, the only banned cards were ante cards and cards that unnecessarily lengthened the game, like Shahrazad. But with the banning of Channel and now Mind Twist, the Convocation has started a new trend: prohibiting cards that are unbalancing. "We want to show people that we're not afraid to restrict or ban a card if we feel that it's too powerful," Caryle said.

But he also cautioned that the Convocation doesn't take such major decisions lightly. "The Duelists' Convocation doesn't want to ban cards unless it constitutes a clear benefit to the tournament environment in whole... Although we welcome all input, we hope that we never have to get into a situation where we're banning cards just because someone asks us to do so."

Caryle added that there are certain cards that the Convocation is watching but wouldn't reveal which ones.

—Jeff Hannes



Fallen Empires/ Wyvern Crossover

Jeff Watson of Digital Heroes in Walla Walla, Wash., had an unexpected surprise in November when he opened a case of *Wyvern* Premiere Edition booster packs: the cards had *Wyvern* backs!

After holding them up to the light to make sure that they weren't two cards stuck together, Watson confirmed that they were in fact a printing error: *Fallen Empires* fronts and *Wyvern* backs.

"After I got over my shock, I contacted [Wyvern publisher] U.S. Games Systems and let them know. They didn't believe me, and asked me to send two cards," explained Watson. "Stuart Kaplan said that he wanted to cut one up to make sure that it was the real thing!"

Kaplan, U.S. Games Systems' chairman and founder, sent both cards back uncut, along with a letter of thanks. "Kaplan said that they were the real thing, and sent them both back because he figured that they would be worth some money," said Watson. Watson also sent cards to Wizards of the Coast, which also expressed initial disbelief before admitting that they were the real thing.

While the cards are unplayable, they are a one-of-a-kind collector's item.

"We had almost a complete set of commons from *Fallen Empires* that we sold to Wargames West," his game distributor, said Watson. That represented about 90 percent of Digital Heroes' stock in the misprinted cards. "Of the ones I kept, I've got about 10 left."

Watson laughingly added that the distributor "paid quite a bit for them—enough to pay off my business loans for the store!" He also traded two unopened misprint-containing booster packs to a W.o.t.C. employee for a box of *Legends* boosters.

Three to five sheets, all of common cards, were misprinted at Carta Mundi. The Belgian company, which prints numerous card games, claims that mistakes like this would not happen again.

Interested buyers can contact Digital Heroes at DigHeroes@aol.com.

—Greg McElhatton

Neutral Ground is Gamer's Paradise

Has finding a place to game suddenly become a weekly project? Wouldn't it be cool if you always had a place to go, any day of the week?

Hey, no sweat—you can play at Brian's. He and the rest of crew at Neutral Ground, New York City's newest and biggest gamer's club, will be happy to have you over.

Since its opening in spring 1995, Neutral Ground has been attracting gamers from all over for a variety of events, including live roleplaying, miniatures battles and, of course, *Magic* tournaments.

Daily *Magic: The Gathering* events are the biggest attraction. No surprise there—after all, Neutral Ground was founded by Brian and Karla David-Marshall, Jim Pernicone and Glen Friedman, the same people behind N.Y. *Magic*, which they claim is the largest *Magic* organization in the world.

Why start Neutral Ground? It all began after N.Y. *Magic*'s first tournament: Starving for more game time, gamers were demanding a place to play.

"Obviously, there was a need to be filled," said Brian David-Marshall. "Ask any gamer what the biggest hindrance to their game is and they'll probably say 'Space and time.'"

With that in mind, David-Marshall and his partners found a location in midtown Manhattan, had the place renovated and opened for business.

Although many gaming stores offer gaming space in hopes of attracting potential customers, local shop owners were indifferent to or close-mouthed about the club.

In addition to card leagues and tournaments, Neutral

Ground offers weekly demonstrations of new games, role-playing sessions of various R.P.G.s, and *Magic* classes on a weekly basis. A retail section offers starter decks and booster packs as well as various gaming paraphernalia. Leading game industry figures occasionally show up: Neutral Ground has hosted the likes of Steve Jackson and Richard Garfield.

Admission to Neutral Ground is \$7 for a whole day or \$19.99 for four. Monthly and yearly admission rates are also available. If you'd like to get on Neutral Ground's mailing list, write the club at 291 Seventh Ave., Ninth floor, New York, NY 10001.

—Andrew Borelli



Shadowfist™ & © Daedalus Games

1995 Pinnacle Awards

The inaugural Pinnacle Awards for Design Excellence for collectible card games were announced at the Albuquerque Game Fair.

The winner for best new game was *Shadowfist*, designed by Jose Garcia and Robin Laws and released by Daedalus Entertainment. *Ice Age*, a *Magic* set designed by George Skaff Elias, Jim Lin, Chris Page and Dave Petty and published by Wizards of the Coast, was voted best expansion of an existing game. F.P.G.'s *Guardians*, with art direction by Keith Parkinson, won the best graphic presentation award.

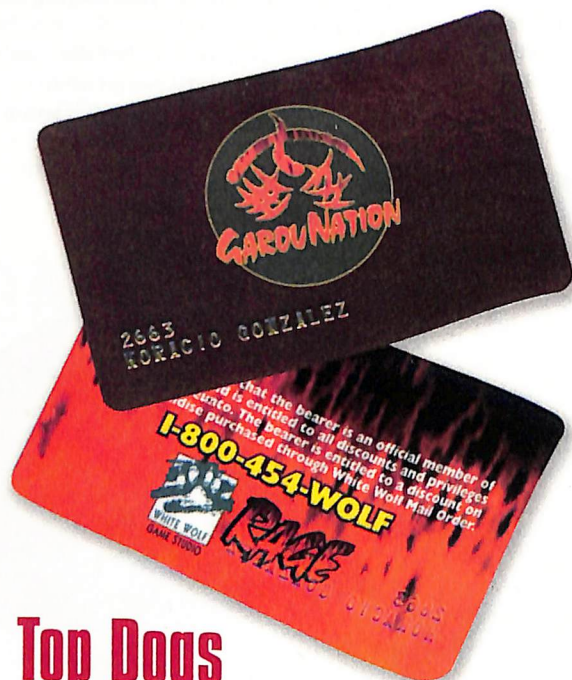
The Pinnacle Awards are intended to highlight the best

C.C.G.s. Although collectible card games are eligible for several gaming awards, the Kachinas (so nicknamed after a traditional southwestern symbol of good fortune) are limited to C.C.G.s exclusively.

The panel of judges for the 1995 awards included Margaret Weis and Don Perrin of Mag Force 7 (publisher of *Wing Commander*); Mike Sager of Thunder Castle Games (*Highlander*); Skaff Elias and Mark Rosewater of Wizards of the Coast (*Magic*); Darwin Bromley of Mayfair Games (*SimCity*); and John Curtis of Iron Crown Enterprises (*Middle-earth*).

The 1996 prizes will be voted upon by this year's winners and presented on Saturday, Dec. 7, at the Albuquerque Game Fair in New Mexico. The fair, which sponsors the awards, is jointly owned and operated by several local gaming stores.

—Mike Fasolo



Garou Nation™ & © White Wolf

Top Dogs

White Wolf has set up a new organization to support and promote high-level tournament competition for its *Rage* collectible card game. Garou Nation will offer members tournament support, a quarterly newsletter and information on upcoming releases and products. "There will also be exclusive prizes ranging from unique T-shirts to sculpted werewolf skulls," said *Rage* developer Justin Achilli. A full year's membership in Garou Nation costs \$10. Interested gamers should dial (404) 292-WOLF (292-9653) and ask for more information on Garou Nation.

—Jeff Franzmann

Absent Without Leave

In hindsight, maybe F.A.S.A. should have taken a closer look at just what A.W.O.L. Productions stood for.

F.A.S.A. revoked A.W.O.L.'s license to produce *Shadowrun Network*, a magazine containing supplements for the *Shadowrun* RPG; *KA•GE*, a similar magazine for *BattleTech*; and *MechForce North America*, a *BattleTech*

fanzine. However, a recent announcement from F.A.S.A. alleged that A.W.O.L. has been accepting payment for services it can not legally provide and has not provided. F.A.S.A.'s statement recommended that consumers who sent checks to A.W.O.L. after March 13, 1995, stop payment on the check.

If your check has been cashed and you haven't received services, F.A.S.A. suggested contacting the Missouri Consumer Protection Office at (314) 751-3321. The Consumer Protection Office, which acknowledged receiving complaints about A.W.O.L., will not act on complaints until it receives claims for unreceived goods or services worth a total of \$15,000.

MechForce is now being handled by F.A.S.A. directly, while the license for *Shadowrun* has been handed to Sword of the Knight Publications.

—Jeff Franzmann

Magic Comics Contain Valuable Cards

Wizards of the Coast and Acclaim Comics are releasing two new *Magic: The Gathering* comic books: *Fallen Angel—A Magic: The Gathering Legend*, and *Dakkon Blackblade—A Magic: The Gathering Legend*. Both are 64-page, prestige-format books being released by Acclaim's Armada imprint, both cost \$5.95 and both will contain a copy of the eponymous cards.

Several previous *Magic* comics have been packaged with *Magic* cards, but these two books are unusual in that the cards they contain are both relatively hard to find and expensive. *Chronicles* versions of Dakkon Blackblade, a rare card originally printed in the *Legends* expansion, run \$5 to

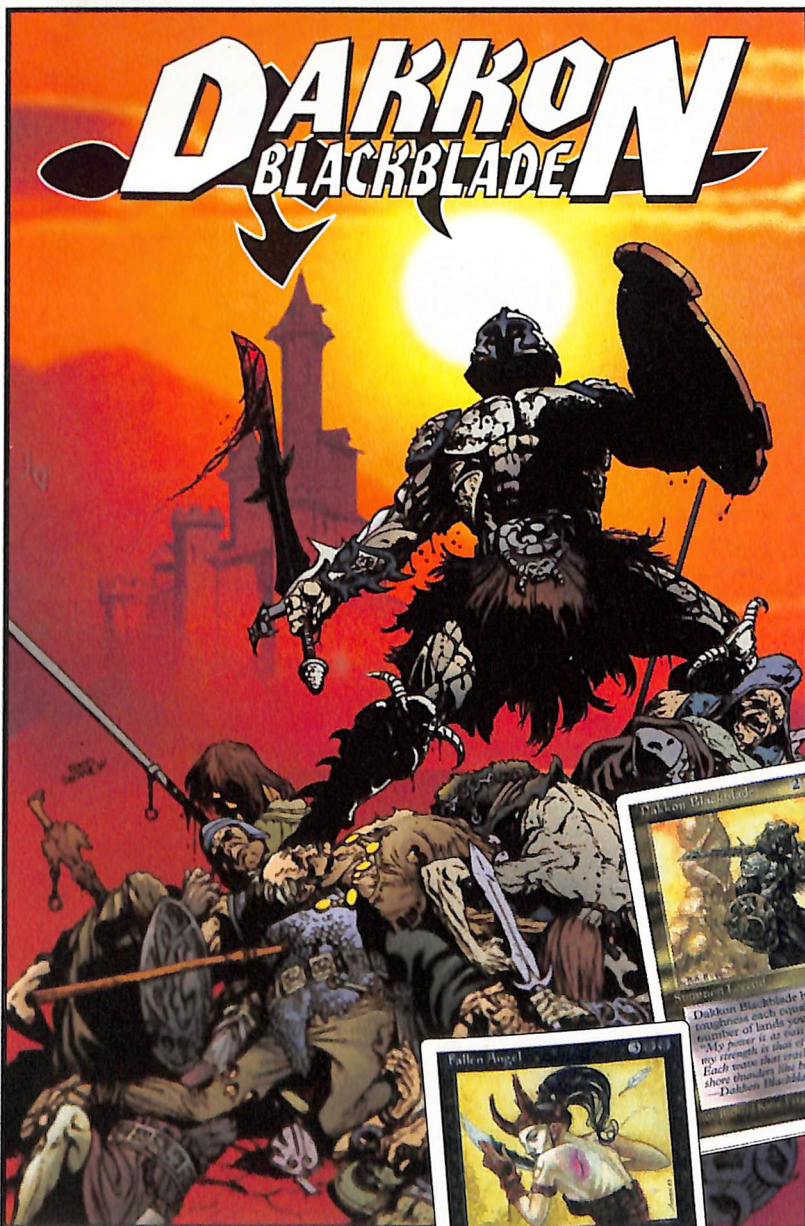
\$8. *Chronicles'* Fallen Angel, an uncommon card that also debuted in *Legends*, costs \$2 to \$3.

Though neither W.o.t.C. nor Acclaim would say how many cards they printed, both claim that the comics will have no significant impact on the cards' rarity or value.

Written by best-selling author Nancy Collins (*Sunglasses After Dark*, *Swamp Thing*), *Fallen Angel* features artwork by W.o.t.C. artists Richard Kane-Ferguson and Dennis Calero and has a cover by Clyde Caldwell, best known for his *Dungeons & Dragons* canvases. The story chronicles the fall of Trine, a once-noble Serra Angel, and her journey of horror and redemption. The story climaxes with a confrontation between Trine and her sister Rahel—a conflict that destroys an entire city-state. *Fallen Angel—A Magic: The Gathering Legend* should arrive in stores this February.

Dakkon Blackblade was created by Rags Morales (*Turok*, *Dinosaur Hunter*) and Jerry Prosser (*Animal Man*, *Antiquities War*). It includes full computer-generated color by Dennis Calero. This book describes the origin of the planeswalker Dakkon and his indestructible black sword. It also introduces a host of other characters, some of which are featured on prized *Magic* cards: Sol'kanar the Swamp King, the Chromium Dragon and a new Elder Dragon. *Dakkon Blackblade—A Magic: The Gathering Legend* should hit the shelves in March.

—Rich Warren



BULLFROG UNLOCKS DUNGEON KEEPER

● Tired of being the good guy in yet another fantasy computer game? Then *Dungeon Keeper* (February, \$60) is the game for you. The game is by Bullfrog, whose first design, *Populous*, put players in the shoes of a supreme being. As the diabolical *Dungeon Keeper*, it's your job to explore a dungeon and populate it with monsters before a vicious band of heroes slithers in and takes all your loot. Finding good help is a problem, although sacrificing a few of your denizens does wonders for loyalty. When the going gets tough, you can take direct control of your minions! The resulting first-person viewpoint (as opposed to the angled overhead viewpoint in the bulk of the game) is most impressive.

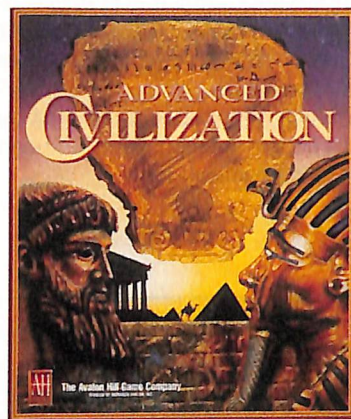
● Due to bugs, Origins delayed *Wing Commander IV* (\$51) until February. The game features clips from seven weeks of filming with such notable actors as Malcolm McDowell and Mark Hamill. You again play the role of beleaguered Col. Blair, although this time the main problem aren't the hostile Kilrathi aliens: the Confederation is breaking apart, and you must squash the rebellion. As usual, there's more than one conclusion to the game/interactive movie, depending upon your choices and success in battle.

● Q.Q.P. (now owned by American Laser Games, but still releasing games under Quantum Quality Productions' acronym) has joined the network-playable game trend with *Visions of Glory* (March, \$45), which lets players develop a band of spacefaring mercenaries. Up to 40 players can play this Windows-compatible game simultaneously.

● *Advanced Civilization* (January, \$34) has nothing to do with MicroProse's Sid Meier games. Based instead upon the epic board game from Avalon Hill, which is also releasing the computer game, up to eight players help their respective civilization advance, mostly through trade.

● Blizzard has managed to improve upon a great game in *Warcraft 2* (December, \$46). Much like the original, the bad guys are orcs, and your humans must fight them. There's a wider variety of combat units and new strategic features (seeking out the enemy isn't always a good idea until you have a sizable fighting force). Some cheats that might help: press enter and type "glittering prizes," "hatchet," "it is a good day to die," or "showpath," then hit the enter key again. You'll be rewarded with useful goodies.

—Rick Moscatello



Above: *Warcraft 2* screen shots. Right: *Advanced Civilization*.

PLUGGED IN

Turf the Net

Screw surfing the Net. Grab a beer and a pigskin and turf the Net.

With ImagiNation Network's new Front Page Sports: Football Online, you'll be able to hand off or go long any time of the year. Football Online combines the bone-crushing fun of Super Bowl action with the convenience of a national online service. You can run complex plays as the quarterback of one of the 30 N.F.L. teams.

ImagiNation isn't one of the "big four" online services, so its prices are a little lower per hour. For free software, visit the ImagiNation Web site at <http://www.inngames.com>.

Live Forever

Grab your broadsword and plug into the *Highlander* C.C.G. mailing list. Drop an e-mail to highlander-1-request@netcom.com for regular updates to the game. Discuss strategy, rules and stumpers—and maybe even stick a sword in a lowland Brit.

Spin a Web

Spin your own gaming Web page with the help of *H.T.M.L. for Dummies* by Ed Tittel and Steve James. H.T.M.L., or hypertext markup language, is what programmers use to build pages on the World Wide Web. Like all of the "for Dummies" books, this one takes the intimidation out of technology with simple diagrams and easy-to-understand language. The book also comes with a companion disk for I.B.M.-compatible computers.

When you get your Web page running, drop us e-mail at InQuestMag@aol.com so we can check it out!

InQuest Online

Join *InQuest* online on America Online every Thursday at 5 p.m. E.S.T. to talk *Magic*, C.C.G.s, R.P.G.s and anything else gaming-related. *InQuest* online guru Keith Olexa (IQKeith) logs on to take your questions and stimulate conversation. Topics include Stumpers, Killer Decks, deck building and so on. To get online with *InQuest*, call (800) 754-4400 for free America Online software and 10 hours of free online time. Keyword: InQuest.

—Buddy Scalera

VIDEO GAMES, CD-ROMS, JUNK LIKE THAT

CHAOS GAME EDITION

the Multiplayer Killer Decks

Michael Searle

Every house has one...those different-colored, plastic recycling cans. White, blue, red—you're never really sure what goes in what. All you know is everything gets recycled. It's good for the environment. It's smart thinking.

Of course, that led me back to my favorite pastime, *Magic*. In a game that takes a long time—say, a big multiplayer chaos game—recycling cards has to be the way to go. Too many times I've seen decks burn out too quickly, get hit with a sudden big boom (read: Nevinyrral's Disk) and not be able to recover or simply run out of cards. In fact, the recycling theme's probably the strongest type of chaos deck you can build, since you'll constantly be able to re-use cards and adapt to lots of different situations.

Your biggest weapon is the Skull of Orm. For five mana, usually paid right at the end of your opponent's turn, the Skull can bring any enchantment in your graveyard back to your hand; you've always got an arsenal of recycling enchantments at the ready. Hold the Reconstructions to bring back a destroyed Skull or to recycle any important artifacts that end up in the grave.

With your chain set up to retrieve enchantments, there's quite a few helpful ones in the deck. Dance of Many (which functions just like a Clone,

except you have to pay two blue a turn) can take the shape of the first hefty creature on the board. If someone kills it, bring it back—it's just like having a free creature! Control Magic can seize the biggest threat and turn it into your greatest ally, all for four mana, and there's the potential to use it over and over again with the mighty Skull of Orm. Finally, Spirit Links are a great life boost. Use them on defense against marauding djinns or drop it on your attacking Seraph and shoot up four life a turn. Another neat trick is to drop one on your Soldevi Simulacrum, pump it to the moon and go to town!

Speaking of life, you'll need a lot of it in a chaos game, and this deck has plenty. Besides the Spirit Links, you've also got a few other life-givers: Ivory Tower (remember to hold those cards), Fountain of Youth (two mana equals one life) and the Zuran Orb (whenever



Chaos Control

BLUE

CREATURES

- 1 Magus of the Unseen
- 1 Time Elemental

SPELLS

- 1 Boomerang
- 3 Control Magics
- 1 Copy Artifact
- 4 Dances of Many
- 2 Power Sinks
- 1 Recall
- 2 Reconstructions

GOLD

- 1 Rasputin Dreamweaver

WHITE

CREATURES

- 2 Blinking Spirits
- 1 Mesa Pegasus
- 1 Samite Healer
- 1 Seraph

SPELLS

- 1 Balance
- 3 Disenchants
- 2 Spirit Links

- 2 Swords to Plowshares

ARTIFACTS

- 1 Feldon's Cape
- 1 Fountain of Youth
- 1 Icy Manipulator
- 1 Ivory Tower
- 1 Life Chisel
- 1 Primal Clay
- 2 Skulls of Orm
- 1 Soldevi Simulacrum
- 1 Tormod's Crypt
- 1 Triskelion

- 1 Walking Wall

- 1 Zuran Orb

LAND

- 1 Adarkar Wastes
- 7 Islands
- 1 Karakas
- 1 Land Cap
- 1 Maze of Ith
- 3 Mishra's Factories
- 5 Plains
- 2 Strip Mines
- 2 Tundras

SIDEBARD

- 2 Blue Elemental Blasts
- 2 Circles of Protection: Black
- 1 Circle of Protection: Blue
- 2 Circles of Protection: Green
- 2 Circles of Protection: Red
- 1 Circle of Protection: White
- 1 Drought (anti-black)
- 1 Equinox (against land destruction)
- 1 Glaciers (anti-red)
- 1 Land Tax (against land destruction)
- 1 Lifetap (anti-green)

you're forced to get rid of land you can eat it instead). Life Chisel works great when you eat someone else's critter that you've corralled with a Control Magic and then recycle the spell right back again. In a desperate pinch, use a Swords to Plowshares on your own creature for a quick life spurt.

A chaos game is a lot different from a one-on-one duel. You'll have use diplomacy to make allies and avoid more than one enemy at a time, you'll have to keep track of lots of cards and possible combos and you'll have to worry about running out of cards. That's why Feldon's Cane (reshuffle your graveyard back into your deck) and Tormod's Crypt (remove an opponent's graveyard from play) are essential chaos cards. If you use them right, you should outlast your opponents. Plus, there are tons of cards which affect graveyards (Night Soil, Animate Dead, Hymn of Rebirth, etc.); once the Cane and Crypt are in play, you should definitely have the advantage when it comes to graveyard manipulations.

All this said, don't underestimate your creatures. You've got some doozies. Mishra's Factories work great in a recycling deck since they function as both land and creature. Rasputin Dreamweaver (a 4/1 blue and white legend) provides colorless mana for you and heals damage to himself—a pretty useful combination. Blinking Spirits are an excellent 2/2 creatures since they are virtually impossible to get rid of!

Most chaos games are single games, not matches, so a sideboard may not prove all that useful. Still, I'm providing one since you may play multiple games over the course of one night.

Direct damage is a weakness of the deck. Hence the COPs and the Blue Elemental Blasts. Glacier can really cripple an opponent that relies heavily on red, with Drought doing the same against black and Lifetap grinding green to a swift halt. Finally, you've got Land Tax and Equinox to prevent your land from being rained on, blighted or sunk.

So if you've got a lot of gamers next time for a big game of *Magic* and you feel like sticking around to see the final play, try a little Chaos Control and see how many times you can recast that Dance of Many.

After lots of skulduggery and quite a few string pulling, Mike Searle finally managed to oust Jeff Hannes from this column—temporarily.

Ice Storm

With winter upon us, we Canadians can now devote our time to that most important of pastimes: Hockey!

Ladies and gentlemen, *mesdames et messieurs*, we are proud to present...

"Power Play!"

NHL'S EASTERN CONFERENCE

Atlantic Division

- 1 Sabretooth Tiger (Florida Panthers)
- 1 Stone-Throwing Devils (New Jersey Devils)
- 1 Island Sanctuary (New York Islanders)
- 1 Kelsinki Ranger (New York Rangers)
- 1 Flying Men (Philadelphia Flyers)
- 1 Ball Lightning (Tampa Bay Lightning)
- 1 Aysen Bureaucrats (Washington Capitals)

Northeast Division

- 1 Balduvian Bears (Boston Bruins)
- 1 Zelyon's Sword (Buffalo Sabres)
- 1 Narwhal (Hartford Whalers)
- 1 Orchish Squatters (Montreal Canadiens...well, they are *Les Habitants*)
- 1 Sengir Autocrat (Ottawa Senators)
- 1 Giant Albatross (Pittsburgh Penguins)

NHL'S WESTERN CONFERENCE

Central Division

- 1 Zephyr Falcon + Deathlace (Chicago Black Hawks)
- 1 Iron Star (Dallas Stars)
- 1 Wings of Aesthir + Chaoslace (Detroit Red Wings)
- 1 Blue Elemental Blast (St. Louis Blues)
- 1 Ironroot Treefolk (Toronto Maple Leafs)
- 1 Mox Jet (Winnipeg Jets)

Pacific Division

- 1 Foul Familiar (Anaheim Mighty Ducks...Ducks? Fowl? Get it? Never mind)
- 1 Brothers of Fire (Calgary Flames)
- 1 Avalanche (Colorado Avalanche)
- 1 Fishliver Oil (Edmonton Oilers)
- 1 Sol'kanar the Swamp King (Los Angeles Kings)
- 1 Giant Shark (San Jose Sharks)
- 1 Northern Paladin (Vancouver Canucks)

A Typical Hockey Game

- 1 Hand of Justice (the referee)
- 1 Nevinyrral's Disk (the puck)
- 1 Deflection (the puck hits the post)
- 1 Arcum's Whistle (the ref calls a penalty)
- 1 Balance (too many men on the ice)
- 1 Icy Prison (the penalty box)
- 1 Time Walk (a power play)

- 1 Melee (fight breaks out)
- 1 Total War (bench-clearing brawl)
- 1 The Brute (send in the goon)
- 1 Stench of Evil (just go to the locker room)
- 1 Siren's Call (the buzzer sounds)
- 1 Icy Manipulator (the Zamboni cleans the ice)
- 1 Ivory Cup (you guessed it, the Stanley Cup!)

Arenas

- 2 Badlands (The Saddledome)
- 2 Bayous (Joe Louis Arena)
- 2 Plateaus (Madison Square Garden)
- 2 Savannahs (Maple Leaf Gardens)
- 2 Scrublands (Chicago Stadium)
- 2 Taigas (Ottawa Civic Centre)
- 2 Tropical Islands (The Pond)
- 2 Tundras (The Igloo)
- 2 Underground Seas (Boston Garden)
- 2 Volcanic Islands (Nassau Coliseum)
- 2 City of Brass (Montreal Forum)

Stephen MacIntyre James Mainprize Goal Scorers

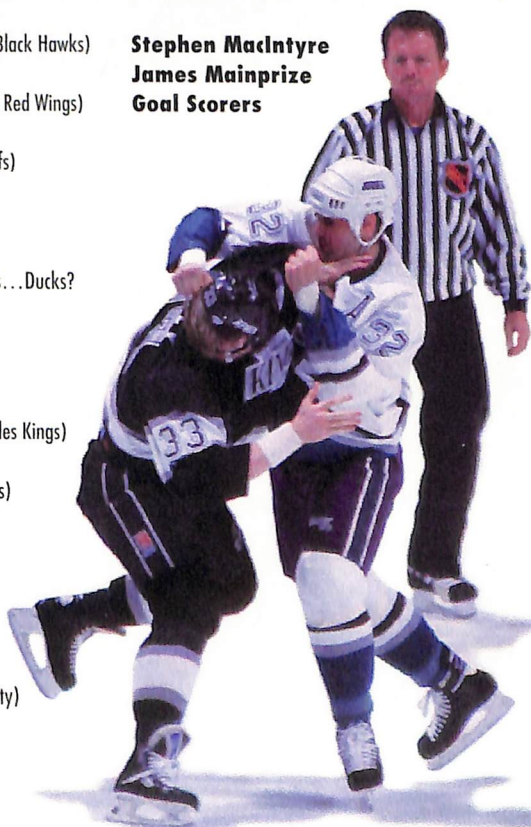


Photo: Barristen Assoc./Art Foxall

Up Your Sleeve

Getting the most out of your *Magic* cards

CIRCLE OF PROTECTION: ARTIFACTS

By Jack Skrip

The *Antiquities* expansion for *Magic: The Gathering*, with its heavy artifact theme, was intriguing but a bit awkward to actually use. Cards like Gaea's Avenger capture big bucks in the collectible card game marketplace but don't show up in many decks. And not a lot of *Magic* players mutter "Must... have... Priest of Yawgmoth..." in their sleep.

However, *Antiquities* did top off white's arsenal of Circles of Protection by adding COP: Artifacts. In keeping with the skewed nature of the expansion, COP: Artifacts is the only uncommon COP (and Artifact Ward ended up the only common ward. Go figure—but don't hurt yourself).

At one white and one colorless, COP: Artifacts is as cheap to cast as any other COP; at two colorless, though, it's more expensive to activate. This downside is offset by the fact that COP: Artifacts is the only COP immune from Sleight of Mind. Moreover, the continuing evolution of the *Magic* card mix has made COP: Artifacts even more useful than when it originally appeared. Really.

Naturally, the most obvious use of COP: Artifacts is to prevent damage done by your opponent's creatures. It works fine against Juggernaut,

but you'll score *mucho* points for annoyance if you shut down something like a Colossus of Sardia ("I've paid my nine-mana upkeep, now I'll... doh!") or a Soldevi Simulacrum (watch as it slowly collapses under the weight of its own upkeep).

What's that? Your opponent doesn't play artifact creatures? Then make 'em! Just as COP: Insert-Color-Here decks need matching Laces, no COP: Artifacts deck is complete without Ashnod's Transmogrant ("Transmogrify This," Up Your Sleeve, *InQuest* #3), which has conveniently returned in *Chronicles*. With this nifty artifact, you can transmogrify one of your opponent's creatures into an artifact creature. Sure, it gets a +1/+1 boost, but who cares? Try this on a Lord of the Pit or Polar Kraken. Add artifact recy-

clers like Reconstruction or an Argvian Archaeologist so you can do it again and again....

COP: Artifacts is also handy against non-creature artifacts. It's tailor-made for defense against prodigal artifacts like the Rod of Ruin, Aladdin's Ring, and the awesome Skull Catapult. And it's a must-have if you play in a group of Marty Feldman-eyed cheeseheads who cackle with glee as they cast Black Vises, Racks and Rocket Launchers.

Don't worry if your opponent doesn't have these cards. The connoisseur of masochistic artifacts has plenty to choose from when building a deck around COP: Artifacts. First, the obvious: Copper Tablets, Armageddon Clock, Time Bomb. Bottle of Suleiman, Voodoo Doll and Goblin Lyre are also potentially damaging to you. Since many of these cards end up in the graveyard after use, artifact recyclers will again come in handy.

The current mix of in-print cards has done wonders for discard decks, so if you're gutsy enough to play Mishra's War Machine, you've gotta have COP: Artifacts; use green to add Instill Energy and you're in business.

COP: Artifacts can also be rather nasty in a deck designed for land destruction. In particular, it's a great way to keep your own Dingus Egg or Ankh of Mishra from hurting you. If you get a Dingus Egg and COP: Artifacts into play, wait until your opponent has a healthy heap of land on the table, then tap all of your available mana and cast Armageddon. If you're careful with your math and timing, you can use the mana in your pool to prevent much of the damage from Dingus Egg—all, if there's a Mana Flare out.

If you're playing white/green, chances are you'll have enough mana to cover all of the damage, and green's non-land mana sources can help you bring out land faster than your opponent if the Ankh of Mishra is in play. Just use your Birds of Paradise or Fyndhorn Elders to power the COP: Artifacts when you play a land, thus keeping the land free for casting spells.

So beat the rush—get a COP: Artifacts. Don't leave your Mana Vault without it!

Jack Skrip is a professional writer and desktop publisher. He is a regular contributor to *Necrofile*, which has nothing to do with sex with dead things—most of the time.



- The only non-color-related COP can be a powerful tool if played in the right deck.

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SEHEN MICH?

Stumpers

By Beth Moursund

Stumper of the Month

Q: If I have a Conversion out and I put out an Illusionary Terrain, changing all Plains to Mountains, which one works?
—Matthew Livingston, Oxford, NY

A: They both do, and you end up with a whole bunch of Mountains. Whenever you have two (or more) continuous effects, you have to keep track of the order they came out, and apply them in that order to each card they affect. So the Conversion turns all the Mountains into Plains, and then the Illusionary Terrain turns all the Plains (including the ones that used to be Mountains) into Mountains. If they were cast in the opposite order, you'd end up with Plains.

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

Q: What is rampage?
—Lots 'n' lots of folks

A: Rampage first appeared on the *Legends* rules insert card, but it's in the Fourth Edition rulebook (on p. 39). After the declaring blockers phase of combat, any attacking creature with Rampage: X that's blocked by more than one creature gets +X/+X for each extra blocker. For example, *Craw Giant* has a Rampage: 2, so if he's blocked by four creatures, he gets +2/+2 for each of the three extra blockers for a total of +6/+6.

Q: If somebody Ice Floes my *Craw Wurm*, could I use my *Fyndhorn Brownie* to untap it?
—Mike Ormiston, Cyberspace

A: Yes.

Q: Can I sacrifice a *Will-O'-The-Wisp* to the Lord of the Pit and then regenerate the *Will-O'-The-Wisp*?
—Alan Silverman, Marietta, GA

A: Not a chance. Sacrificed crea-

tures are buried, not just destroyed, so they can't regenerate.

Q: If someone put an *Earthbind* on my *Air Elemental*, can I then put a *Flight* on it and make it flying again?
—Alan Silverman, Marietta, GA

A: Yes, you can. Just like in the *Stumper of the Month* question, you apply the effects in order, so the creature ends up flying.

Q: I have a *Rod of Ruin* and a 5/5 flying Djinn token (created by a *Bottle of Suleiman*) in play. If I cast *Juxtapose*, which of the two artifacts do I lose?
—Batcoon, Cyberspace

A: The *Rod*. The casting cost of all tokens is zero.

Q: I have an *Icatian Moneychanger* with a bunch of credit counters on it. My opponent casts a *Control Magic* on my *Moneychanger*. Does he get to keep the credit counters on it?
—Zach Freach, Dunmore, PA

A: Of course he does. Well, OK, he has to give them back at the end of the game, unless you're using candy for counters and he eats them first.

Q: If two creatures are banded, one with first strike and the other without, does the first-striking one still do damage first?
—Nicholas Fang, Portland, OR

A: Yes. Banding doesn't add or remove any abilities from any of the creatures.

Q: Why does *Goblin Rock Sled* say "Summon Rock Sled" instead of "Summon Goblins"?
—Pierre Villeneuve, Laval, Quebec

A: Stumps us. But it keeps *Goblin King*, *Goblin Shrine*, *Goblin Grenade*, and all those other fun cards that affect Goblins from working on the *Rock Sled*.

Q: Does the *Thrull Champion* give himself +1/+1?
—Pierre Villeneuve, Laval, Quebec

A: Yes, since he says "Summon Thrull."

Q: If I cast *Conquer* on a *Rainbow Vale*, do I get permanent control?
—John Langone, Cyberspace

A: No. When you tap the *Vale*, it will still switch controllers at the end of the turn. (Casting *Control Magic* on a *Ghazban Ogre* isn't very useful either.)

Q: Can you use a *COP: White* to take care of all the damage on your *Personal Incarnation*?
—Mark Powers, Westchester, IL

A: Only if something white did the damage in the first place. Redirecting damage doesn't change the source of the damage. If someone *Fireballs* your *Personal Incarnation*, then it's red damage, and it's still red damage even if you use the *Incarnation's* ability to redirect it to yourself.

Q: If you tap a land with a *Wild Growth* on it when *Manabarbs* is in play, do you take two or one damage?
—Mark Powers, Westchester, IL

A: One.

Q: Can a *Red Ward* keep a *Dragon Whelp* from exploding if you pump more than three mana into it?
—DYoung8888, Cyberspace

A: Nope. The *Whelp's* self-destruction isn't targeted and isn't damage, so the *Ward* can't do a thing about it.

Q: Can *Crown of the Ages* move an enchantment such as *Control Magic* from one creature owned by an opponent to another creature controlled by that opponent?
—DYoung8888, Cyberspace

A: Yep. If you're controlling a wimpy creature and your opponent summons something bigger, you can move the *Control Magic* to take control of the big one. Also, if your opponent casts *Control Magic* on one of your creatures, you can move the enchantment to one of his own creatures so he just controls something he already has.

Q: If I discard a *Rock Hydra* and then use *Hell's Caretaker* to bring it from the



■ Battling land converters: check

out our "Stumper of the Month."



■ Try Conquering a Rainbow

Vale and see how long you

hold it.

graveyard into play, is it 0/0 or 5/5 or 100/100?
—Joe Elberts, Glen Ellyn, IL

A: 0/0. Whenever you need to know the value of "X" for a spell that's not being cast at the moment, X is always zero. The headless Hydra goes straight back to the graveyard unless you have a Castle or something.

Q: If you have a Library of Leng and an Orcish Librarian in play, when you use the Librarian's special ability, can you decide which four cards you remove from the game? Can you put all eight cards back on top of your library?

—Martin Casas, Cyberspace

A: No to both. "Remove from the game" is completely different from "discard."

Q: If I use a Prodigal Sorcerer to block a creature with trample such as Polar Kraken and then tap it to do a point of damage to something, will the Sorcerer die? Will I take any trample damage?

—Patrick & Henrick Shyu, Cupertino, CA
A: The Sorcerer is paste, and you've got 10 points of trample damage coming your way. Tapping a blocking creature keeps it from doing any damage itself, but the attacker still does full damage.

Q: I have a 5/5 Fungusaur with Regeneration on it. If my fungus gets sent to the graveyard and I

regenerate it, is it still a 5/5 'saur?

—Crei Hartman, Santa Fe, NM

A: Yes. If you regenerate something, then it never really died, so it keeps all the stuff that's on it. If it actually goes to the graveyard and then later on you Animate or Resurrect it, though, it starts all over as a brand-new creature.

Q: Can I cast Righteousness on my creature if it is chosen to fight in the Arena?

—Corpalt, Cyberspace

A: No. Righteousness can only be cast on a blocking creature. Creatures in the Arena don't count as attacking or blocking.

Q: I have a Jester's Cap in the graveyard and a Xenic Poltergeist in play. Can I tap the Poltergeist to make the Cap an artifact creature and then use Resurrection to bring the Cap back into play?

—Brian Chernish, Indianapolis, IN

A: Great idea, but it doesn't work. Cards in the graveyard can't be targeted by anything that doesn't specifically say that it affects the graveyard. The Poltergeist can only affect artifacts in play.

Q: Can you sacrifice Lord of the Pit to Ebon Praetor and not take damage, even if you have enough creatures out?

—Vringe, Cyberspace

A: Yes. Any time you have several different

cards that say to do something during your upkeep, you can do them in any order you want, and even use other fast effects before, after and in between. If you manage to get rid of a card before you get around to doing its effect, then that effect never comes up.

Q: If my opponent has Feldon's Cane out and I cast Jokulhaups, can he use the Cane to shuffle the cards I just buried into his library?

—Don Wongprapan, Yazoo City, MS

A: No. COP: Artifacts only works on damage from artifacts, not on damage from other colorless sources. And there's no such thing as a Prismatic Ward on "colorless"—Prismatic Ward says "choose a color," and colorless isn't a color.

Q: Does Ghostly Flame affect Justice in any way?

—Jeff Mumford, Lakewood, CO

A: No, it doesn't. Justice only cares about the color of the creature or spell doing the damage, not the color of the damage. Ghostly Flame only affects the damage, not the card that did the damage.

Q: If my opponent has a Serendib Efreet out, and I cast Justice and Sleight it to affect blue, then when the Efreet does its point of damage to him during upkeep, does Justice do an additional point of damage?

—Scott Troyan, Folsom, PA

A: Yep.

MAGIC RULINGS

General Rulings

If a card in play has an automatic effect that counters spells (such as Nether Void, Invoke Prejudice and Presence of the Master), the effect triggers as soon as the spell is declared, before either player can cast interrupts.

When a card says to treat something as though it were just cast, it applies to wording on the "something" but not to other cards. For example, if you use Crown of the Ages to move a Phantasmal Terrain, the Terrain's controller picks a new land type, but can't use a Crystal Rod or Verduran Enchantress to gain a life or draw a card. Any permanent changes to the Phantasmal Terrain, such as Laces, are erased.

If someone responds to a "Tap X to gain control of ... as long as X remains tapped" effect by destroying or untapping X, the effect still resolves. The target changes control briefly and then reverts back immediately, before either player can do anything, but automatic effects do trigger. For example, a target Sea Serpent will be buried if X's player has no islands, and the target creature will be buried if X is Merieke Ri Berit.

Artifacts that say "counts as a wall" are affected by an An-Zerrin Ruins that affects walls.

Reversals

If an Assembly Worker is changed into another land type, it will still be a 2/2 artifact/land creature until the end of the turn.

If Camouflage flips over an attacking creature with enchantments on it, the enchantments remain face-up and can be used to identify the creature.

Ring of Ma'ruf cannot retrieve a card that's trapped in an Oubliette or Tawnos's Coffin.

A Shahrazad subgame and the "parent" game are both part of the same game. Ring of Ma'ruf in the subgame cannot grab cards from the parent game, and cards "removed from the game" by a spell or effect in the subgame are not shuffled back into the library when returning to the parent game.

Errata

All "Summon Elder Dragon Legend" cards should be read as saying "Summon Legend."

Big change to Mana Vault and Basalt Monolith: they do not untap until the end of the phase their untapping cost is paid. This errata only changes these two cards, not any other untap effects.

Ray of Command only taps the target creature if you lose control when the Ray's effect wears off at the end of the turn. If you lose control earlier during the turn or keep control at the end of the turn due to some other effect, the creature doesn't become tapped.

If Murk Dwellers attack and are not blocked, they get +2/+0 until the end of combat, not until the end of the turn.

Clarifications

Land's Edge only deals damage if you discard a land using Land's Edge's ability. Lands discarded for other reasons (say, Bazaar of Baghdad or Hymn to Tourach) don't trigger it.

Soldevi Golem's ability is an untap cost, so it's cumulative with Paralyze or the likes.

Spending red mana to prevent a Rock Hydra from losing a head counts as damage prevention. Removing a head if you don't spend mana also counts as damage prevention. Normally, you can't leave any damage on a Rock Hydra if the Hydra has any heads left—you must spend mana or remove heads until all the damage is used up. (Note that you can spend more mana than the Hydra has heads.) But Lava Burst says that no damage prevention can be used on its damage, so if a Rock Hydra is hurt by one, the Hydra actually keeps the damage like a normal creature. That means it'll die if its toughness goes below one or it'll heal completely (but not gain heads) at the end of the turn if it survives.



■ Palladia-Mors is no longer an "Elder Dragon," but a "Legend."

Corrections

In issue #9, Magic Rulings said that the changes for default effect durations affect Dream Coat, Shyft and Chronicles' Sentinel. Actually, only Dream Coat gets "until end of turn" errata.

—Beth Moursund

Q: I have a Reflecting Mirror in play. I then cast Demonic Consultation, naming a card I know my opponent does not have, then use my Reflecting Mirror to force my opponent to go through her entire library, ending the game. Legal? Why or why not?
—Psbibernet1, Cyberspace

A: Very illegal. Demonic Consultation isn't targeted. When a spell says "you," that always means the caster; if it were targeted, it would say "target player." So you can't use a Reflecting Mirror or Deflection on a Consultation. Also, if you cast Demonic Consultation and then Fork it, you just look through your own library twice for the same card.

Q: My Benalish Hero has Holy Armor. I pump one white mana into it. You Disenchant it. What's the Hero's current toughness: 1, 2, 3, or 4? Why?

—Matthew E. Milliken, *InQuest* Associate Editor

A: Two, after everything resolves. Pumping the armor generates a fast effect to give the Hero +0/+1 until end of turn, and since destroying the source of an effect does not counter that effect, she still gets the bonus even if you Disenchant the armor before the effect resolves. The +0/+2 part of the armor, on the other hand, is a continuous effect that lasts as long as the armor remains on the Hero. As soon as the armor goes away, she loses that bonus.

Q: Can Deflection be used to change the targets of spells like Control Magic, Black Vise, Wanderlust, or Clone?

—Jason Moore, Raleigh, NC

A: Deflection works on any spell with a single target; it switches that spell to a new legal target. You can Deflect a Control Magic or Wanderlust to any creature in play, and Deflect Clone to copy any legal creature. You can't Deflect a Black Vise in a normal two-player game because it says "target opponent" and you've only got one opponent. In a multiplayer game, you could Deflect it to a third player.

Q: If I use a Seasinger's special ability to take control of one of my opponent's creatures when he has islands, do I lose control of that creature if all his islands are destroyed?

—Michael Chansky, Burnsville, MN

A: Nope. Once the Seasinger effect has successfully resolved, you keep control of whatever she grabbed until one of the things listed on the Seasinger happens. Even if all your opponent's islands are destroyed, or the card stops being a creature, you still control it.

Q: If I use Vexing Arcanix's ability on my opponent, can he respond by using his Orcish Spy to look at his library before he has to name a card?

—Michael Chansky, Burnsville, MN

A: He sure can. Or he could even respond by using an Orcish Librarian and arranging the four cards in any order he wanted. Orcs can be quite useful sometimes.

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

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Stumpers

Include your full name, mailing address and phone number.

S P O T L I G H T :

Middle-earth: The Wizards Stumpers

Q: What do the standard modifications on the faction cards mean?

A: This is a modification to the influence check based on the race of the character attempting to bring the faction into play. For example, the Rangers of the North card, a Dúnedain faction, gives all Dúnedain a +1 to an influence check.

Q: When do you play hazard long-event cards?

A: Hazard long-events may be played at any time during an opponent's movement/hazard phase outside of a strike sequence. You can not play hazard long-events during the normal long-event phase.

Q: How do region cards work exactly?

A: According to page 36 of the rules, a series of regions (up to four) connects two sites if the starting site is in one of the regions, and if that region is adjacent to one of the other regions... and finally, if the last region contains the new destination site. If two sites are separated by more than four regions, a company may not travel directly between them; they must first travel to an interim site which is closer, and then see if they are within four regions of their intended destination.

Q: Can you move from site to site—say, Minas Tirith to Isengard—or do you have to move back to a haven first?

A: You can only move from non-haven site to non-haven site with region movement. Otherwise, a company may only move between a haven and one other site.

Q: There are several environment event cards in play. Doors of Night is in play and then Gates of Morning is brought in... what happens?

A: When Gates of Morning is brought into play, all hazard environment cards already in play are discarded. This includes Doors of Night. There are some detailed issues on timing and resolving cards that could come up with the play of environment cards.

Q: Why do hazard creature cards like Mouth of Sauron and the Nazgûl have prowess and body scores?

A: When a strike from one of these creatures fails (i.e., the strike dice roll from a character against the strike was higher than the creature's prowess), a body check immediately follows for the creature. If the body check dice roll is higher than the creature's body, the strike is defeated. If all of a creature's strikes are defeated, his opponent puts the creature in his marshalling points pile and receives the marshalling points given in the upper left-hand corner of the creature card. A strike from a hazard creature that has "—" for its body is automatically defeated when a strike fails.

Q: Can your company go to a site if it is tapped?

A: Yes, but the company may play no items, allies, factions or information cards.



■ Rangers of the North is a fairly easy three-point faction to collect.



■ The antithesis to Gates of Morning, Doors of Night is the most influential hazard environment card.

A special thanks to Michael Reynolds, series editor for *Middle-earth: The Wizards*, for answering our questions this month. For additional answers to your *Middle-earth* questions, send your comments via email to metwice@aol.com or via standard mail to Iron Crown Enterprises, P.O. Box 1605, Charlottesville, VA 22902.

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DREAM SETS

Magic expansions we'd love to see

Everybody does it. You sit around thumbing through your *Magic* deck, thinking about how cool it would be if you were the guy who came up with ideas for new cards. Or maybe,



like us, you have enough free time to think up whole expansion sets for this addictive little game. Y'know, like a whole set based on prehistoric creatures. Or heroic knights

based on the Arthurian legends. How about unreal, slimy horrors from beyond? And boy, wouldn't it be snappy to play the gods of Dominia?

Man, if we had the power, we'd make the coolest expansion sets on the planet. Yeah, in fact, they'd kinda look something like this...



Gods

Wielding magics more powerful than mortals were ever meant to possess, the planeswalkers of Dominia have grown brash and conceited, defying even the immortal deities of old. But these haughty sorcerers will soon pay the price for their insolence. For

the gods of Dominia have awakened and none shall escape their wrath upon the world of Magic: The Gathering.

And you thought Legends were cool! Chock full of high casting-cost (yet supremely powerful) spells, creatures, artifacts and lands, this expansion set would also introduce special rules regarding the Summon Deity cards: they're immortal! Each player can only have one god in play at any time, and if for any reason your god is killed or removed from the game, it is instead placed back into your library which is then reshuffled!

Set Highlights

- Akron Cathedral. Legendary Land.

Choose a creature type and tap Akron Cathedral. Mark all creature types chosen with follower tokens. Creatures with follower tokens may not attack or block and cannot target any of your creatures. If Akron Cathedral leaves play, remove all follower tokens from creatures.

Acron Cathedral does not untap as normal during your upkeep. If Akron Cathedral is untapped after it has been

tapped, bury Akron Cathedral.

- Lifesblood Avatar (White). Summon Avatar. Casting Cost: WW4. Power/Toughness: */*.

When Lifesblood Avatar is cast, its power and toughness equal X, where X is the amount of life you sacrifice. For example, if you sacrifice eight life, Lifesblood Avatar's */* can be any combination from 0/8 to a 7/1. You can only spend life at the time of the Avatar's casting.

- Condemned (Black). Enchant Creature. Casting Cost: BB2.

During creature owner's upkeep, all other creatures owned by that player receive a permanent -0/-1 token.

- Fire from Heaven (Red/White). Sorcery. Casting Cost: RWX.

Do X damage to every creature in play. For each point of damage done by Fire from Heaven, you must spend one mana and remove from the game one creature from your graveyard.

- Bast (Green/White). Summon Deity. Casting Cost: GGWW1. Power/Toughness: 2/5.

GG, WW and Tap: Put a 1/1 cat token into play.

GG, WW: Bast and all cat tokens gain a landwalking ability of your choice.



Camelot

In a land of chaos, amidst chivalry and sorcery, journey to fabled Camelot and join King Arthur, Merlin, Lancelot, Galahad and the Knights of the Round Table as they battle barbarians and wage war against the evil forces of Mordred—all for peace. Or follow your own path of glory on a quest into the unknown... to claim the mighty Siege Perilous or the miraculous Holy Grail.

Don your sword. Pledge your heart. Honor your vows. It's the time of legends on the world of Magic: The Gathering.

Who doesn't love King Arthur? (Well, other than that nasty Morgan Le Fey and that bastard Mordred.) His whole fight to unite England is a classic confrontation between good and evil, hope and despair, friendship and betrayal. Loaded with myth-based Legends—and the introduction of the new legendary artifacts (i.e., only one artifact of that kind in play at a time)—this would truly be an Arthurian Legends set.

Set Highlights

- Excalibur. Legendary Artifact. Casting Cost: 4.

Tap to give legendary creature a permanent +1/+1. That creature can now tap to deal its power to target creature or player.

Excalibur does not untap on your upkeep. If creature wielding Excalibur goes to the graveyard, bury Excalibur.

- Merlin (Black, Blue, White). Summon Legend. Casting Cost: BUW. Power/Toughness: 0/1.

As long as Merlin is in play, all blue interrupts cost U to cast.

- Morgan Le Fey (Black, Green, Red). Summon Legend. Casting Cost: BGR2. Power/Toughness: 1/2.

Tap: Bury target Legend. Every time you use this ability, put a permanent -1/-1 token on a target creature you control.

- Holy Grail. Legendary Artifact. Casting Cost: 8.

Pay one life and one mana to regenerate target creature.

- Lancelot (Black, White). Summon Legend. Casting Cost: BW2. Power/Toughness: 5/5.

Any time Lancelot is declared as an attacker, put a betrayal counter on him. Lancelot does not untap as normal during the untap phase. To untap Lancelot, remove counter and deal damage equal to Lancelot's power to owner.



- Camelot. Legendary Land. When Camelot comes into play, Camelot becomes a basic land of your choice. Every upkeep, you may change Camelot to another basic land of your choice. If any land is destroyed on your side of play, Camelot is destroyed as well.



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The Lost World

Primal roars echo in the valley like closing thunder and send pterosaurs to the sky. The basin floor trembles and the tiny anichisauruses scatter into the dark shadows of the ferns. All around, volcanic steam crawls along the fungus

and moss, coiling through the trees...

Suddenly, the trees splinter. Like an earthquake, six tons of predatory flesh chomps down on its prey! The ancient monsters, dinosaurs, once again roam the world of Magic: The Gathering.



Dinosaurs! Woo-hoo! Ever since the Pygmy Allosaurus, we've been drooling for some earth-stomping, flesh-wrestling, tough-as-scales dinosaurs. WotC didn't oblige, so we came up with our own prehistoric set, fresh with *T-rexes*, Raptors and Tar Pits. Heck, this expansion even introduces archaeological digs...sorta. Y'see, you can sacrifice any dino from this expansion in your graveyard to get one mana of that dino's color...fossil-fuel mana!

Set Highlights

- Stygian Stegosaurus (Black). Summon Dinosaur. Casting Cost: BB4. Power/Toughness: 4/4.

If declared as a blocker, Stegosaurus gains +0/+2.

0: Sacrifice Stegosaurus from your graveyard to add one black mana to your mana pool.

- Meteor Strike (Black). Sorcery. Casting Cost: B2.

Destroy all dinosaurs in play.

- Psilary Raptor (Red). Summon Velociraptor. Casting Cost: R4. Power/Toughness: 3/2. First strike.

Psilary Raptor has the ability "Bands with other Velociraptors."

0: Sacrifice Raptor from your graveyard to add one red mana to your mana pool.

- Scarwood Brachiosaurus (Green). Summon Dinosaur. Casting Cost: GG3. Power/Toughness: 6/6.

Brachiosaurus cannot attack. For every forest sacrificed, Brachiosaurus gains a permanent +1/+1 digestion counter.

0: Sacrifice Brachiosaurus from your graveyard to add one green mana to your mana pool.

- Tar Pits. Land.

Tap to capture all non-flying creatures that are attacking you after the damage-dealing phase. Creatures remain tapped as long as Tar Pits is tapped. Tar Pits does not untap.

The Shadow Realm

Bent on a mad quest for power, a reckless sorcerer shatters the boundaries between worlds and unleashes foul beasts and twisted magics from the shadow realm. Now the planeswalkers of Dominia must stand united against a seemingly endless horde of nightmarish creatures, or all will be lost on the world of Magic: The Gathering.

Spookier than *The Dark* and more confusing than *Ice Age*, *The Shadow Realm* introduces twisted spells and hideous beasts unlike anything seen before on the worlds of Dominia.

This expansion also introduces enchantments, artifacts and creatures whose abilities may change every turn depending on the roll of a die!

Set Highlights

- Cthuarian Gateway (Black). Enchant World. Casting Cost: BB3.

Creatures not from *The Shadow Realm* expansion now cost twice their casting cost to summon.

- Taint (Blue). Interrupt. Casting Cost: BX. Permanently change the color of a card being cast to any color of your choice. X is the casting cost of card.

- Ma'Kari Stone. Artifact. Casting Cost: 6. X, Tap: Target creature now has cumulative upkeep: 1. If not paid, creature is discarded. X

is equal to target creature's casting cost.

- Mucus Beast (Green). Summon Mucus Beast. Casting Cost: GG5. Power/Toughness: 4/5.

Every time Mucus Beast is damaged but not destroyed, put a 0/1 Mucus token into play. During your upkeep, all Mucus tokens receive a permanent +1/+0. No Mucus token can exceed 3/1.

- Maelstrom (Red). Enchant World. Casting Cost: R3.

When Maelstrom is cast, roll a six-sided die. Depending on the outcome of the roll, Maelstrom generates one of the following effects:

1 or 2: Whenever target opponent puts a card into play or casts a spell, he gains one life.

3 or 4: Reverse sequence of play. Begin your turn with the discard phase, continue through the main, draw and upkeep phases, and end with the untap phase.

5 or 6: Whenever you tap a permanent for mana, it generates an additional mana of that type.

During your upkeep, roll to determine a new Maelstrom result that replaces the previous result.



- Displacement (White). Sorcery. WWX. Remove X tokens from the game.

Pat McCallum can eat his body weight in meatloaf. Mike Searle prefers cabbage.

JEDI MASTERS

The *Star Wars* designers pick their **10** favorite cards

By Edward Willett

Players of Decipher's *Star Wars: Customizable Card Game* enjoy immersing themselves in the fascinating world that first sprang from the imagination of George Lucas. What they may not realize is that the cards themselves sprang from a couple of other fertile imaginations, those of Rollie Tesh and Tom Braunlich.

As the designers of the cards, you might think that, like parents with many children, they'd love all of them equally. In fact, just like the game's players—and, alas, some parents—they have their favorites. Interestingly, the men had completely different lists, proof that gamers aren't the only people with differing views on the best cards.

ROLLIE TESH



1. STORMTROOPER/REBEL TROOPER

Ultracommon cards that might be thought of as little more than blaster fodder by some players may seem a strange choice for the favorite cards of one of the game's designers, but Tesh sees these dark- and light-side cousins as "fundamental to strategy."

"Because they deploy for free to the same location as any character strong in Force ability, these basic troopers provide quick and easy protection," Tesh says. He points out that the attrition rule makes lone main characters highly vulnerable during battle, but one trooper protects that main character from destiny draws less than three, two protect against destiny draws less than five, and three make the main character all but invulnerable.

"Even when not used as 'fodder,' a trooper-heavy deck can sometimes overwhelm the opponent due to their cheap deploy cost," Tesh says. "And the dark side has a bonus in that TIE Fighters work in the same way for main starships."



2. COUNTER ASSAULT/SURPRISE ASSAULT

Tesh picked these as his second choice because they're great for "surprise interaction," especially when your opponent tends to play with a character- or starship-heavy deck.

"Such an opponent will usually enjoy rampant Force drains against you," Tesh says, "but what a nice surprise when the tables are turned!"

Since assault cards are linked to the number of characters or starships involved in the Force drain, they can be extremely effective against a deck heavy with troopers. "If the opponent attempts to Force drain you with, say, four Rebel Troopers, you will draw four destiny and wreak huge counter-damage," he says. "Just be sure to save some Force in your Force pile to pay for these cards—and hope your opponent has no Jawas!"



3. TONNIKA SISTERS

Tesh admits that this odd card will undoubtedly draw more questions than any other, but it's one of his favorites because it was such a "fun card to design."

"Because these sisters are two characters in one, we began to build their game text around the number two, and things got carried away!" Tesh adds that players should at least be glad they nixed a few of the "more eccentric" ideas—such as putting "too sensitive" in the sisters' Force Ability box.

Since the card was designed, Tesh notes wryly, whenever anything at Decipher is doubled, they refer to it as being "Tonnikaed."

He recommends that players deal with any ambiguities resulting from the two-in-one nature of the card by "getting into the spirit and answering those questions on your own—as I'm sure we're going to have to do each time someone finds a new quirk!"

4. TATOOINE/YAVIN 4 SYSTEMS

Whatever kind of deck you're building, Tesh says, the Tatooine and Yavin 4 system cards can be essential, because they link characters to starships.

"An opponent who plays with a character-heavy deck at the expense of starships may regret it when your unopposed starships are able to lend support to battles on the Tatooine surface due to the game text on the Tatooine system card," Tesh says. "Conversely, an opponent with a starship-heavy deck will wish they had more characters on the surface to lend support to."

Tesh says this fundamental "game text" will likely appear on many more system cards in the future, lending support to the "most crafty" players.

5. LABRIA

Tesh says he almost hates to bring attention to this devilish character—he doesn't want to spoil its mystery. "I personally love designing cards which appear to be innocuous but are in fact very strong," he says. "Of all the cards in the Premiere release, Labria, more than any other, received the question, 'Why would I ever play with this card?' Each time I would only smile. Only perceptive players will appreciate just how powerful Labria can be."

That enigmatic statement was all he would say on the subject.

TOM BRAUNLICH



1. NIGHTFALL/SUNDOWN

Nightfall arose from a desire to do something unusual with the evocative image of the double suns setting on Tatooine. The result was a card that allows a player to heighten danger on a planet by causing "nighttime conditions."

By itself it's worth little, Braunlich admits, but combining Nightfall with certain other cards creates incremental changes that a player can use to big advantage in a coordinated Nightfall Deck strategy.

"One example is the Macroscan, which allows you to scan the top three cards instead of just one, an edge which can be devastating at times," Braunlich says. "Some characters—like the Talz, certain droids or spies—are strong at night due to night-vision ability, and so on."

Braunlich says future cards will enhance the concept further.

CONTINUED



2. A DISTURBANCE IN THE FORCE

Braunlich likes this card because it highlights the advantages that having a split between light side and dark side brings to the play of the game.

He points out that cards can be completely mixed (this card, for instance, is inserted into the opponent's deck), but are still easily tracked during play and retrieved afterward. There are already several cards like this, with more to come.

Braunlich likes this card in particular because "this one is fun—it always seems to come at an inopportune moment." It prevents any further force activation by the opponent that turn—which, Braunlich says, can really ruin his or her plans, preventing the deployment of a key card that turn, for example.



3. HAN'S DICE

It's a scene in the first *Star Wars* movie you may not have even noticed: as Chewbacca enters the cockpit of the *Millennium Falcon* before lifting off from Mos Eisley, he touches a tiny pair of dice dangling above the console. "They're not just a joke by Lucas," Braunlich emphasizes. "Han Solo believes in luck, not the Force."

Braunlich likes Han's Dice because it's an example of turning a seemingly insignificant detail from the movie into "a cool little card." The card gives good luck by improving your chances of getting a good destiny draw—but, since Obi-Wan says there's no such thing as luck, this trick is tied to ability.

"The card is a handy one to have in hand during a key battle, where a second shot at a good destiny draw is often important," Braunlich says.

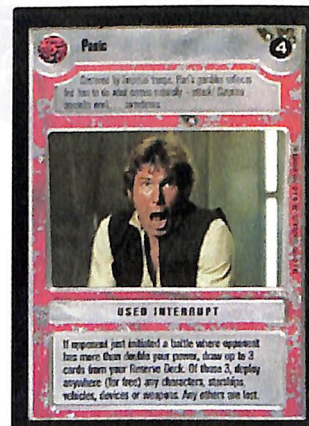


4. YOU OVERESTIMATE THEIR CHANCES/ DON'T UNDERESTIMATE OUR CHANCES

These cards makes Braunlich's list because they can result in some nice card combinations—as he knows from personal experience.

You play one if your opponent attacks you and you think you can win the battle, Braunlich says; the actual result will be tripled. That means the best tactic with this card is to try to "sucker" the opponent into what appears to be a good attack, but is actually a trap.

"I had one game in which my opponent attacked, I played You Overestimate Their Chances to triple the stakes, and the battle was played out, in which I had a favorable destiny draw," Braunlich recounts. "But he had Han's Dice and drew again, getting a five, enough to win. But then I played my ace in the hole: the Takeel card, which allows you to switch destiny numbers. I thus won by three, which was tripled to nine."



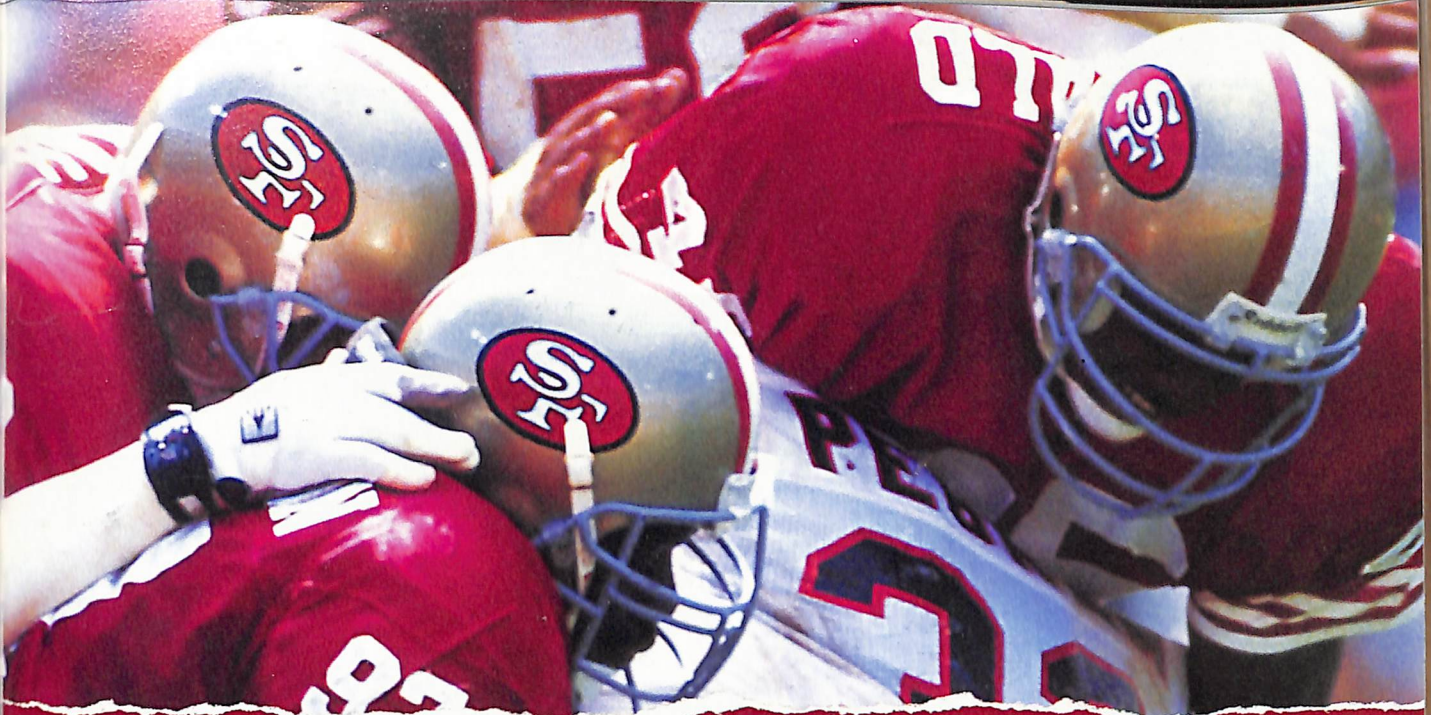
5. PANIC

Braunlich rounds out his list of the top five cards with this one, featuring a hilarious image of Han Solo. "It simulates the panic caused by an overwhelming attack and gives the player a chance to turn the tables," Braunlich says. "You can draw three cards and deploy them if they are of the right type, risking that you must lose them if they are not deployable."

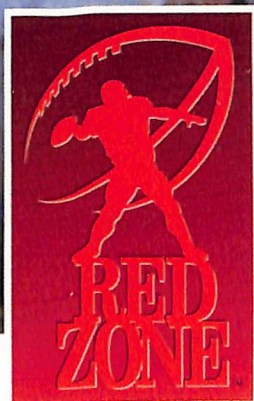
Although the tactic often fails, he admits, "sometimes it works like a charm and it is certainly always fun when it is played."

He recommends occasionally stocking a Panic card in your deck because it will always make your opponent think twice about attacking you with more than double power.

Edward Willett routinely answers holographic telephone calls from InQuest editors with the question "What is thy bidding, master?"



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CONTEST



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THE WIN A DATE WITH CTHULHU CONTEST!



*It's Valentine's Day,
and that means it's time to
send Valentine cards
to all the people out there you love.*

*But what if you love Cthulhu,
that nasty H.P. Lovecraft
demon-spawn from Hell?
Well, you can send him (her? it?)
a Valentine too.*

*And if you turn out to be the one
object of Cthulhu's affection,
you might even get
a **BIG** token
of his devotion.*



Say What?

This here's a contest. We figure Cthulhu doesn't get enough love, so we'd like you to send...uh...it a Valentine. Not just any Valentine, but one that comes straight from the heart. We want a good ol' homemade Valentine that tells Cthulhu just how much you love it. And since Cthulhu is a troglodytic, squid-like demon from the netherworlds, a Hallmark "Windows"-type sentiment probably won't cut the mustard. Send Cthulhu the kind of Valentine you think it would like to receive. Express your feelings well enough and Chaosium will send you on the ultimate trip...

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One lucky reader will win an exciting dream date with Cthulhu! Since you probably really *wouldn't* want to go to the movies with an evil, crustacean-faced, smelly lord of the underworld, instead we'll give you the biggest Chaosium Cthulhu prize package you could ever hope to lay a tentacle on. It includes: a complete set of the Chaosium *Mythos* cards, a copy of the *Call of Cthulhu* rulebook, one copy each of the last six *Call of Cthulhu* supplements, one copy each of the last six books in the Cthulhu fiction line and a swell-as-hell Miskatonic University T-shirt. Whew! That's a lot of evil!

This contest is sponsored by Chaosium, publishers of fine books and roleplaying games and stuff.



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No purchase necessary. Contest is open to anyone except employees of Wizard Press, Chaosium and their immediate families or that fella who stuck the Cthulhu monsters in TSR's first Deities & Demigods book. Naughty, naughty, naughty! Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach the form or card to your Valentine. Enter as many times as you like. Mail each entry separately to: Cthulhu Valentine Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are 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 winner. No cash equivalent or substitute prizes will be offered. Prize is awarded in the name of the contest winner and is not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Are you the keymaster? All entries must be received at contest headquarters by March 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winner will be selected by Cthulhu personally based on originality, quality and creativity among all properly completed entries by Wizard Press. Drawing will take place on April 15, 1996.

For the winner's name, available after April 15, 1996, send a self-addressed stamped envelope to: Win a Date with Cthulhu Winner, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118.

Fill this sucker out, attach it to the back of your Valentine, put it all in an envelope and send it all to:
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On Deck

Reviewing the latest releases in collectible card games

THE **BOX**

**STAR WARS:
CUSTOMIZABLE CARD GAME**

Limited Edition

Publisher: Decipher

Designers: Tom Braunlich and Rollie Tesh

Genre: You don't need us to answer this, do ya?

Set Size: 324 cards

Release: December 1995

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

Suggested Retail: \$9.50 per starter deck; \$2 per booster pack

Rating: * * * *



RATINGS

***** THE BEST

**** VERY GOOD

*** AVERAGE

** WEAK

* POOR

Star Wars: Customizable Card Game

Half of the cards in *Star Wars: Customizable Card Game* belong to the light side of the Force; the other half are dark side. As it turns out, some things about this game are fantastic, others problematic. Overall, the game winds up being okay—not terrible, not great.

This is Decipher's second foray into the CCG market, the first being the *Star Trek: The Next Generation Customizable Card Game* (also by designers Tom Braunlich and Rollie Tesh), and much of what you liked about *Star Trek* is here, including sharp visual design and picture illustrations.

Unfortunately, some of the cards are painfully obscure. I mean, who is the Prophetess, Vader's estranged sister? Don't get me started on the "(Blank)'s Back" series either, which sports the backs of various people's heads. What kind of design is that?

Then there's the text. Which I think needs a little tightening. "If you have two stormtroopers and one weapon, target opponent's alien at same site." If you have a clue what this means and can read it without falling asleep, let me know.

Speaking of sleep cycles, check out the circular "flow of the Force" that powers this game. Force, measured by the number of cards in the deck, is used to pay for various actions. You start each turn by taking cards from your main draw deck and putting them face down into a Force pile. To use the Force, move the requisite number of cards from the Force pile into the used pile. At the end of the turn, the used pile moves to the bottom of your reserve deck.

When you lose cards in battles with your opponent, or when he makes you lose Force, cards from your Force pile are placed face up in the lost pile, which doesn't re-circulate. You win the game when you make your opponent run out of Force, that is, when he runs out of cards—an interesting idea that has its disadvantages, as we shall see.

Okay, enough griping. Once it gets going, the game isn't bad. You and your opponent play the dark and light sides of the Force, i.e., the Empire and the Rebellion. To start (the Empire goes first), pick one location site from your deck. The object is to establish presence at a location by placing a character with an ability of one or more there; you get control of the spot if you have personnel there but your enemy has none.

Since sites are played in a row, much like





- A. Name:** Your favorites from the great trilogy are mentioned in this space.
- B. Icon:** This handy visual reference tells you if the card's rebel, Imperial, alien or whatever.
- C. Destiny Number:** The randomizing element of *Star Wars*—better than dice.
- D. Lore:** Interesting info about your card.
- E. Power:** What you're gonna use to blast the pants off your foe.
- F. Ability:** The supremo stat for using devices and draining Force. You can't leave home without it.
- G. Force Sensitivity:** "The Force is strong in this one." But stronger in some than others.
- H. Text:** The nuts and bolt of this guy.
- I. Deploy Cost:** It takes Force to get these characters out, and this white box says how much.
- J. Forfeit Cost:** This black box indicates how much you can save in Force by giving up this guy. (Quite a lot.)
- K. Additional Icons:** More nice graphics to tell you what else this guy can do.

the *Star Trek* spaceline, it's possible for you or your opponent to control all the locations. As light and dark location cards vary slightly, it's possible to wrest a critical bonus from your rival by playing your version over his. But beware—he can do the same.

Control of a location grants you the ability to generate Force for yourself and, more importantly, the ability to drain Force from your opponent. This is the crux of the game: it's possible to win just by draining Force, never encountering another player's characters. But this rarely happens.

You fight to clear enemies out of locations. You must pay one Force to start a battle, to which your opponent may react by deploying extra cards. After that it's take aim and fire, which costs at least one Force; you can see how it slips away. Combat is resolved by drawing destiny: picking up the top card from your deck and comparing the "destiny number" in the top right corner to the number needed to hit a target. When hit, cards are discarded, but not before their Force drain is totaled. Then there's attrition, the danger of battle: players lose Force equal to the number of a destiny draw.

With all this Force loss, you might think that a game would end in about 15 minutes. Fortunately, all characters, vehicles, droids and ships have a forfeit value. That means if you have to lose six Force, you can instead lose one four-forfeit creature and make the other two up in cards. This makes for longer game play and requires strategy on your part: Do you throw away Ben Kenobi to save that vital Corellian Corvette you've got stationed at Yavin 4?

Ships can be used to shuttle people from system to system, but it's actually easier to get around by paying Force to move your characters from one docking bay to another. Starships are used principally to secure systems, which provide Force and have global effects on the sites connected to them.

The balance of other cards in the game are effects, equipment and interrupts. The first two usually stay in play for the remainder of the game, while interrupts go off just once and are immediately placed in your lost or used pile.

There's also a subgroup called Utinni effects. Utinni is the Jawa word for "come," and that's exactly what the target must drop everything and do to benefit from the effect, or to negate it if it's bad. These cards are great for twisting the strategy of your opponent.

That's the game. It's important to remember that your Force pile is what keeps you in the game; it doesn't pay to take loads and loads of cards into your hand just because you can—cards in

hand can't be reshuffled into your decks unless you have some card like Reactor Terminal. So it pays to be judicious, and to have cards like Electrobinoculars in hand to see what's in your reserve deck.

My biggest problem with the game is this: There comes a point where it's obvious one player is going to be the winner and one is going to be the loser. Not only is your opponent moving himself toward victory by draining your Force—your cards—he's also reducing your ability to act on your own behalf. Decipher needs to make more global hoser cards to help snatch victory away.

All in all, I think *Star Wars* is only okay. The game play is too cumbersome to excite me, and that law of diminishing Force returns burns me up. Still, for serious gamers and for die-hard *Star Wars* fans, it has its merits. Hopefully the new expansion will give this game a boost.

—Keith J. Olexa

The Good, The Bad and The Ugly

The Good

Based on a great movie, and it remains true to the source.

Photos. It's always neat to look at the cards and go, "I remember that scene!"

Destiny. Love it. It could have been dice—and I hate dice in card games.

Makes it more of a challenge to build a deck: one-shot cards always have more destiny than, say, characters.

I like the idea of your deck being connected with your life. It makes your deck especially important.

The Bad

Battle: hitting, Force drain, attrition, forfeiting... There has to be a simpler way.

The life Force cycle and its three decks. Round and round they go... There has to be a simpler way.

Though I like the idea of survival being linked to your play deck, there has to be some way to give a losing player a chance to bounce back. It's too easy to spiral into defeat.

Too many cards require too much to make them worthwhile.

The Ugly

Utinni! Why do creatures as unimportant as Jawas have a whole category of cards named after something they said once in the whole trilogy?

Chewie and R2-D2: I'm not the only one who wonders where they are.

Darth Vader should have had cooler game text.

The rule book has neither a table of contents nor an index! O gods of gaming, when will you realize how useful those two rule tools can be?

—Keith J. Olexa

Kult

THE BOX

KULT

Limited Edition

Publisher: Heartbreaker Hobbies & Games

Designers: Bryan Winter

Genre: Horror

Set Size: 262 cards

Release: January 1996

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

Suggested Retail: \$8.95 per starter deck, \$2.95 per booster pack

Rating: ****



“Reality as you know it is a lie.” These words introduce players to the world of *Kult*, a modern setting with a morbid twist. As a player, you represent a major arcanum—one of 20 powerful beings competing for control over the crumbling remnants of the world. The object? Sway the majority of the population to your beliefs. Sounds simple enough, but how do you do it?

Each player starts by playing his major arcanum in front of him, establishing the foundation of his own individual mystic cross. The mystic cross contains beings and regions, and it is the engine that allows players to win the game. Your major arcanum represents the hub of the cross. The four spaces adjacent to the hub comprise the stage, while four more spaces off to the right make up the cast.

The keys to winning the game are the population markers. The population pool starts with nine counters in a regular two-player game (add five more for each additional player). In order to have complete control over a population marker, you must move it from the population pool to your cast, then to your stage, and finally to your hub. When you’ve got five population markers in your hub, you win.

Before you can move population markers, you need somewhere to move them to. Beings and regions are the two types of cards that can hold population markers, and they must be played in either your stage or cast. Unless a card says otherwise, it can only hold one population marker. As you put cards into play, you’ll gradually be able to move markers from the common pool to your hub. Of course, in order to win, you’ll need to prevent your opponent from doing the same.

As far as game mechanics go, playing cards is usually pretty easy in a well-tuned deck. Most cards require a combination of one or more of the five suits (crescent, eye, hourglass, rose and skull). In order to play a card, you need to have control of the suits designated on the card. If you think this sounds familiar, well, don’t.

Unlike mana in *Magic*, suits are never used up by playing a card, and your major arcanum generates four suits right from the start. For example, Hod is a major arcanum who gives you two skulls and two hourglasses. Since these resources are always there, you can play cards requiring only skulls and hourglasses at no cost. But what if you need a rose to play something?

This is where one of the unique aspects of the game comes into play. You have the ability to repel population markers whenever you want. To repel a population marker, you simply move it down one step to a being or region capable of holding it (such as from your hub to your stage, or from stage to cast). You can repel one step to generate one of any suit for the rest of the turn. Also, a lot of the cool special abilities possessed by beings require you to repel

population markers. The result this has on game balance is great.

You may be one “pop marker” away from winning the game, but if one of your opponents is also getting close, you may have to repel one or more pop markers in order to keep him in check. Just because you’ve moved a marker to your hub doesn’t mean it’s going to stay there. They get moved around all over the place during the course of a regular game.

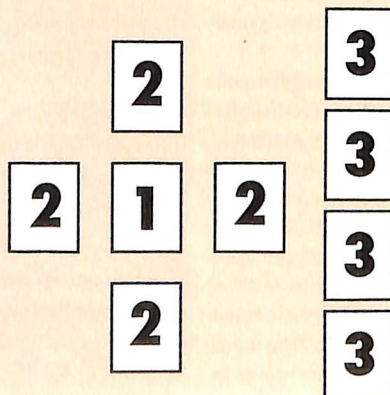
With all these beings running around trying to sway the popula-

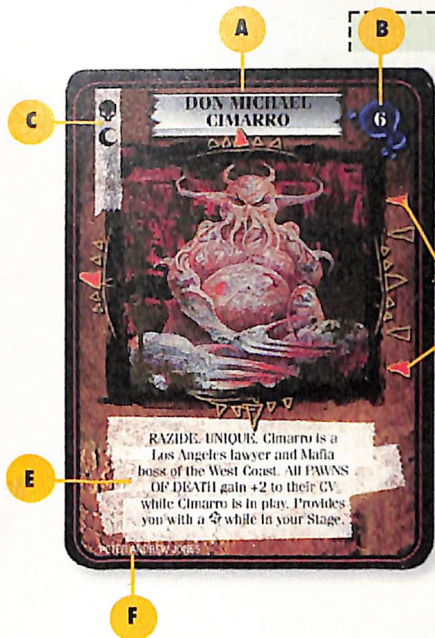
MYSTIC CROSS

1. Hub: This is where your major arcanum sits, and where you need to move population markers in order to win.

2. Stage: The middle men. Beings or regions placed here are primarily used to transfer population markers, and they usually can’t attack.

3. Cast: The more interactive zone, most combat takes place between beings in different casts. Population markers can be moved from the population pool to members of your cast.





A. Card Name: A different one for every card!
B. Combat Value: How well a being does in combat. We don't care what your mother says—bigger is better.
C. Suits: What you need to have in order to play the card. Usually these suits are provided by your major arcanum.

D. Station Indicators: The orange markers show where you're allowed to play the card within your mystic cross.
E. Description: The type of being or card, its special abilities—all that funky stuff that makes the game interesting.
F. Artist: We'll let you figure this one out for yourself.

RAZIDE. UNIQUE. Cimarro is a Los Angeles lawyer and Mafia boss of the West Coast. All PAVNS OF DEATH gain +2 to their CV while Cimarro is in play. Provides you with a ♣ while in your Stage.

tion, combat is an inevitable aspect of the game. In *Kult*, combat is simple: You choose who you want to attack with and who to attack. Then you compare each being's combat value. The higher number wins, the loser is discarded. However, there are enough cards that can be played to modify combat to make *Kult's* combat system really interesting and challenging.

For example, my main man Hod has a special ability that lets you repel a population marker during combat to give a being +2 to its combat value, and you can do this as many times as you want. That means you can usually pull ahead to win a battle, but at the same time you'll be putting yourself further from your goal.



In addition to being and region cards, *Kult* also has commandments, influences and spells. Commandments are a lot like *Magic's* instants. Influences are kind of like enchantments, and they include weapons, special powers for your beings, and limitations for your opponent's beings.

Spells are like commandments, but they are a lot more powerful and usually require at least two of a specific suit to play. Spells can only be played if you have a being who is a spellcaster in play.

The card mix makes for a lot of interesting combinations and deck-building possibilities, a strong plus for any game. Deck building starts with your choice of a major arcanum, which largely influences what cards you can put in your deck. This makes it easy for a beginner to make a good working deck if he has a large enough card base to start with.

Kult was designed and developed by Bryan Winter and the same team that did *Doomtrooper*, a highly underrated

game that suffered from coming out too soon after *Magic*. Hopefully, *Kult* will fare better. The system is very clever and unique, and extraordinarily well-balanced. The designers put a lot of thought into making the game truly interactive between the players, and it shows. For instance, in a two-player game, there are nine population markers—meaning that each player can take four markers for himself but will have to fight for the fifth, final, winning marker. If that game-breaking marker is in your opponent's pool, your biggest concern will be getting it over to your cast.

Overall, *Kult* is a unique new addition to the growing pool of collectible trading card games. The rules are smooth and easy to learn, but complex enough to keep players entertained for a long time, and, refreshingly, the outcome is never decided by your opening draw.

—Jeff Hannes

The Good, The Bad and The Ugly

The Good

With its unique system of transferring population counters, *Kult* is very well-balanced and a lot of fun to play.

A great two-player game, it's among the best multiplayer card games I've ever played. A three-player game takes about an hour and is well worth it.

There are very few cards that seem completely worthless, and the three-of-each-card limit makes every deck diverse.

The Bad

The biggest problem with *Kult* is its subject material. With cards like *Fetus Alteration* and *Manipulate Passion* (picturing a topless woman), this game is not going to find any support from your local church group, and you won't find too many kids playing it either. That's understandable but regrettable, because the mechanics of this game are among the best out there.

Aside from more editing, the rule book could've used a table of contents and an index. A glossary of terms at the end of the book doesn't make up for the lack of those items, especially when it's inconveniently split between game terms and card terms.

The Ugly

With the notion of tapping, Richard Garfield came up with a mechanic that's almost essential to collectible card games. So why do so many games have to pretend they're not using his idea? *Kult* has you turn cards over when they've been used. The biggest problem with this, besides the fact that you can't see what the card is, is that a lot of cards that get turned have counters on them! This can get downright ugly. Just tap, baby.

—Jeff Hannes

Expansions

Game Reviews

Wyrms

Warzone

THE BOX

WYRM

Publisher: White Wolf
Designers: Mike Tinney
Genre: Gothic Fantasy/Horror
Set Size: 185 cards
Release: November 1995
Packaging: 15-card booster packs
Suggested Retail: \$2.50 per booster
Rating: ****



Both *Wyrms* (above) and *Warzone* (below) are top-notch expansion sets.



Wyrms is a great expansion. I was never much of a Garou fan—they're just a bunch of goody-goody environmentalist wolves (I'll bet they're all vegetarians too). When I played *Rage*, I always nursed this sneaking desire to play the Wyrms—so warped, so twisted, so malignant. Imagine my joy when I opened my first pack. Now you can play all the corporations and secret societies that make up the Wyrms, along with their monstrous minions. And believe me, it's not an expansion for the weak of heart.

Or stomach. The artwork is amazing—and shocking. Cards like *Infectious Touch* are quite vivid, while *Taste of Pain*, although not quite as detailed, is gory in the extreme. I'm not damning this art—heck, I'm praising it. After all, this is the Wyrms, where demons-most-foul rub elbows (or whatever) with man and Garou.

The fetishes, gifts and events in this set are as unique and corrupted as everything else. I like cards like *Stench of Death*, *Vampire Blood* and *Oil of Corruption*. Take note also of *Caern of Ritthku*, which allows you to attack enemies in the hunting grounds. There is no honor amongst the Wyrms.

The game play itself is essentially unchanged. Instead of moots you have board meetings, instead of pack totems you have personal totems. And rather than take on enemies, the Wyrms terrorize helpless victims! If there's a major difference, though, it's in the characters. Most of the Wyrms cannot regenerate, frenzy or step sideways.

But before you snub this expansion, look at some of the characters. My personal favorite is *Blossom*. She's only four renown, but her power to remove both herself and any opponent's character from combat is amazing. *Latonia the Seductress* kicks with her eight renown, but more than that, if you don't like your opponent's combat hand, *Latonia* will seduce him into replacing it with another one! With powers like this, who cares if she doesn't have regeneration?

There's more, but you get the idea. Just go out and pick up some of these cards. The art is fierce, the characters are nasty and the victory will assuredly go to you—and not the weak, paltry wolves.

—Keith J. Olexa

Warzone adds a new twist to *Doomtrooper's* melting pot of intrigue and black technogoth atmosphere. Excellent!

This latest addition to *The Mutant Chronicles* universe introduces warzone cards, locations that modify character stats and other rules. This twist on play adds tactical dimensions not possible in the original set, which I think is great. You never know when a *Hellstrom Mountains* or *Citadel Sanctum* might come into play and wreck your plans of domination!

Many Dark Legion warzones will now kill a character on the first strike, rather than the second. Pretty scary! Home-turf warzones grant regular doomtroopers the same ability. But most warzones grant extra promotion points for killing a certain type of opponent or for killing in a certain way.

Now before you get too excited over this, here's the rub: You can normally only defend, not attack, from warzones. So unless you come up with some way to induce your wounded opponent to attack, it becomes at best a good deterrent.

The other twist is that you need to play a grand tactician card in order to play warzones. I opened nearly 20 packs before I got my first grand tactician card, though I'm told it's a common. Still, it should be easy enough to agree on a proxy or just start the game with all players as grand tacticians, unless you're a real rules hound.

At any rate, there are plenty of new cards in the set to help offset the great defensive potential of warzones. For instance, now there are cards that imprison other characters. Certain characters, like *Bauhaus Cop*, or effects, like *Prison Camp*, will imprison opponents when conditions are met. When you imprison, you discard all equipment from that character and effectively freeze him out of the game.

Doomtrooper is great, and *Warzone* only enhances game play. The art is that same battle-hardened *RoboTech-meets-Aliens* style you know and love. I'll say no more—just go out and get this expansion.

—Keith J. Olexa

THE BOX

WARZONE

Publisher: Heartbreaker Hobbies & Games
Genre: Science Fantasy
Release Date: December 1995
Set Size: 140 cards
Packaging: Eight-card booster packs
Suggested Retail: \$1.75 per pack
Rating: ****

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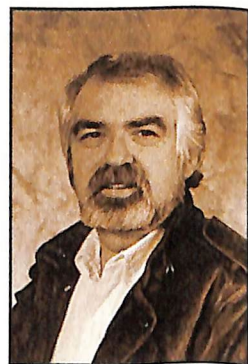
By Andrew Kardon

Lord

Fantasy artist supreme Larry Elmore on his early *Dungeons & Dragons* days, dead artists and painting monsters

Dungeons. Dragons. Lances. Realms. You've seen the books. You've played the games. Perhaps you've even witnessed a small company by the name of TSR explode into a phenomenon in

Through his breathtaking portrayals of dragons, wizards and warriors, Elmore is one of TSR's most widely known fantasy artists. Still, ever the professional, Elmore is never completely satisfied



with his art, whether it be his first painting back in high school—an outdoor scene depicting a group of Indians trying to kill a buffalo—or his current *Dragonlance* covers. After careful consideration, though, the fact that the 47-year-old fantasy master is never fully satisfied with his work really isn't that ironic. As Elmore himself puts it, "Trying to improve is the whole thing."

VITAL STATS

Name: Larry Elmore

Born: August 5, 1948, in Louisville, Kentucky

Occupation: Illustrator exclusively with TSR

Base of Operations: Leitchfield, Kentucky

Career highlights: Spent almost eight years working exclusively with TSR before going freelance and returning to the company some five years later. Worked on the covers to *Dragonlance* and *Forgotten Realms* and helped kick off the *Shadowrun* game.

the early '80s thanks to some truly world-class art and a revolutionary roleplaying game. Yet, as synonymous as TSR is with *Dungeons & Dragons*, *D&D* art is just as synonymous with the name Larry Elmore.

InQuest: Let's start back at the beginning. You must've had a real exciting childhood to inspire the paintings you've done.

Elmore: I was pretty average for a kid in rural Kentucky. We didn't have a farm, but we owned a house and lot out in the country. And when I wanted extra money, I would do farm work for neighbors and stuff. My dad worked at Fort Knox in Civil Service. I just went to high school and liked hot rods and girls.

Did you spend any of your time drawing at all?

I drew all the time. I always drew. Painting didn't really enter my mind. I didn't have any art in grade school or high school. I drew with colored pencils, but I always drew from the time I was three years old until now. So I was constantly drawing; that was a form of entertainment for me.

You're saying that you actually remember drawing when you were three?

Yeah. My sister was born when I was five, and I can remember drawing a lot before then. My mom's got lots of little drawings that I did, mainly horses and people working on old cars. [Laughs] If you looked across the field, the closest neighbor was about a quarter mile away, and he had some sons that were working on their cars all the time. They constantly had their cars with the hood up and the trunk up, y'know, working on 'em. And I would draw these cars with the hoods up and people standing around them. I hardly ever had the trunks closed. And I liked horses, though a lot of them were stick horses. And I always tried drawing people like mommas and daddies and kids.

So when did the "professional

artist" bug finally bite?

Well, that sort of creeps up on you. By the time I was say in the 7th or 8th grade, everybody knew me as the class artist. Then in high school, that was sort of your identity—you could do the art. If there was any art needed, they would call on you. At the time, I realized that that was the only thing I could do. I thought, "Well, I might as well go to college and major in art since I don't love anything else I can do very well." And I enjoyed it. By the time I got out of high school, Vietnam was going on pretty strong. So that'd be a real safe place to be for a while... [to] go on to college. But I ended up getting through college [at Western Kentucky University] and I still got drafted. [Laughs]

"If something happened to me and I got stuck inside some place or got thrown in jail for the rest of my life, I would like to be able to draw anything...to escape through my imagination...to be able to draw anything just from my mind."

You must have gotten some very vivid ideas for paintings while serving over in Vietnam.

No, I didn't go to 'Nam. I was all ready to go, but I ended up spending about a year and a half in Germany. It was neat. I tried to absorb the European landscape and everything because I knew I was already interested in fantasy art. To me, fantasy always takes place in Europe. If you're talking about "once upon a time" kind of stuff, it always seemed to be in Europe someplace... [When I returned home] I went to

work at Fort Knox as an illustrator for the government drawing tanks, helicopters and soldiers for training manuals.

Okay, not counting the work you did for those training manuals, what was your very first published work?

The first thing that was really published was back in the late '70s in *National Lampoon Magazine*. It was a piece that was assigned out of the clear blue. A friend of mine had sent some samples in to them because I never thought I was good enough. He had a friend that was a writer for *National Lampoon*, so he sent my art samples into this guy who said, "These are good." Shortly after, I got a call and I thought, "Is this for real?" At first, I thought it was some

friends of mine trying to tease me with a New York accent. But he finally convinced me that he was for real. The job was doing a Trojan Horse. I was like, "Whoa, a Trojan Horse? That sounds neat." But it wasn't a Trojan horse, it was a Trojan condom with little Trojans popping out. So it was sort of a bittersweet kind of thing. I'm finally getting published, but I'm doing a giant rubber. [Laughs] So I did it and the guy liked it. I did several other inside things. At that time, *Lampoon* owned *Heavy Metal*, and I got a back cover of *Heavy Metal* and an interior piece. But I wasn't really pursuing anything.

You're telling me that one of the top artists in the fantasy field literally stumbled into the industry just because his friend was nice enough to send in some samples for him? That's some friend!

Yeah. I was wanting to get into it, but I wasn't ready yet. I kept thinking I wasn't ready. I guess I wouldn't ever be ready; I wanted my art to be perfect or something. I kept waiting to get better, and they kept saying, "You're



good enough now." And even when I was being published, I knew in my heart I wasn't good enough and I had to get better. I think that's been my struggle. I don't know if it'll ever happen, because I'm hardly ever satisfied with a painting I do. And the same thing happened with TSR.

A friend of mine was playing this new game called *Dungeons & Dragons*. He was an illustrator working at Fort Knox also. We played it one time and it was fantastic. He showed us the covers for their work—and oh, the art sucked really bad. And, of course, we found out later, most of the art was done by friends and neighbors of the people that worked there. They hadn't contacted any real professional people. So my friend said he could do that good. But he worked sort of cartoonish and I worked more realistic. So he sent his samples and on the spur of the moment sent some of my samples in. He got really pissed, because they wanted to use me for something and not him. So I did a piece for them and then they wanted to talk to me some more. They basically made me an offer I couldn't refuse. So I quit Fort Knox and me, my wife and my two children moved to Wisconsin.

What was it like working for TSR?

At that time, it was a lot of fun. We were very creative. We had a nice art department; all of us worked in one big room. Shortly after I got there, I helped get Jeff Easley on board, and it wasn't long before we had a really great art department. I think all of us there learned a lot from each other. I guess of all the times in my life, I probably look back on that group of

guys—Keith Parkinson, Jeff Easley, Jeff Butler and Clyde Caldwell—as probably the best I've ever worked with. We all got along well, had a good time and it was a blast. I worked for TSR from '81 to, I think, late '87. Keith Parkinson and myself went freelance at the same time and got a studio on Lake Geneva. We stayed together for about two years and I said, "If I'm freelancing, I may as well move back home. My folks and my wife's folks are all from the same area [in Kentucky]. My kids didn't get to see their grandparents very often. So I thought it'd be neat to bring them back and show 'em their heritage, whether they'd like it or not. So we did. And TSR would continue to contact me to move back and work for them. The biggest problem was, I didn't

want to move back to Wisconsin. I like Wisconsin; I like the people. But [Kentucky] is home to me and I'm very much a homebody. I guess it's the land here. It's got nice gentle rolling hills and a lot of different kinds of landscapes. TSR said, "Why don't you stay in Kentucky and you can work for us?" So, in '93 we sort of made a verbal agreement and I went back to work for them. So I've been working with them exclusively since then.

You have such a nice, realistic feel to your work. What goes through your mind before and during the painting process?

When I was younger, this is the way I thought. If something happened to me and I got stuck inside some place or got thrown in jail for

THE BEST OF THE BEST

Favorites. Everyone's got some. In artist Larry Elmore's case, his favorite subjects are landscapes and people. And he just loves painting women, although in over 10 years with the company, he hasn't had a chance to draw too many sexy women. "One of these days," he says, "I'm just gonna do a really sexy barbarian girl. Just for the fun of it!" And with countless paintings under his artistic belt, Elmore must certainly have a few favorites in his collection. The talented artist, who prefers painting with oils on masonite (although he recently started using linen—a finer grade of canvas—to try for a softer feel), managed to come up with three of his favorite works.



• Avalyne the Life Giver

It's a snow scene with some pine trees in the background. In the foreground, there's a girl kneeling in the snow and there's like a dead warrior she's trying to heal; she has her hand placed on his chest. Then in the background, there's a giant walking away and he's sort of looking over his shoulder. And you can tell by the footprints in the snow that he's probably the one that clubbed this guy. I like that one because when I start painting, the first thing I get is a little mental picture. I try to draw this and paint what I see in my mind. And usually, if you get about 75 to 80 percent of what you see, you're pretty good, 'cause a painting usually gets a life of its own also. On that particular painting, it came out almost exactly as I envisioned it. And that's probably the closest that that ever happened."

the rest of my life, I would like to be able to draw anything...to escape through my imagination... to be able to draw anything just from my mind. So I spent my whole life basically observing nature. Looking and looking. I grew up in a real rural area so I spent a lot of time in the woods looking at trees and leaves and grass and moss and rocks and stumps. You name it. And when I go to different places in the U.S. or in Europe I always study that. When I sit down to draw I try to remember what things are like. I want to do everything from my imagination. I can use models for parts of the painting, like a real tree or rock or people, but then I can fill all the gaps from my imagination, which I've trained my whole life to do. It can make a painting

look very convincing.

Do you use any reference materials at all?

I've got a lot of pictures; I've taken a lot myself. And every time I go over [to Europe] I try to pick up some books and magazines. And then the biggest help is that I had a friend who was in the military in Europe. He got stationed back in Germany, and I made a deal with him. If he'd take pictures for me, I'd give him prints. So we did that, and he took vacations all over. So I've got lots of original photographs of all these places. That really helps.

What projects can we look forward to from you in the near future?

I'm going to be the co-author of a book next

year. I come from a line of storytellers; it's Kentucky heritage. Storytelling was an art when I was a child, so I was always good for a lot of stories. And after reading a lot of the books I've illustrated, I was like, "I've got some stories just as good or better than that." So I got with a cousin of mine and told him what story I had and he got all fired up. I had the story in my mind, so I started writing it; it took about two years to do. We submitted it to Bane books first, and they wanted a change. And I could tell from the change they wanted that they hadn't read the book real good. So I sent it to TSR and the editor [Phil Athans] read it there and liked it. We had a lot of fat in the book, so we had to trim it down. It should come out somewhere around May, June, July.

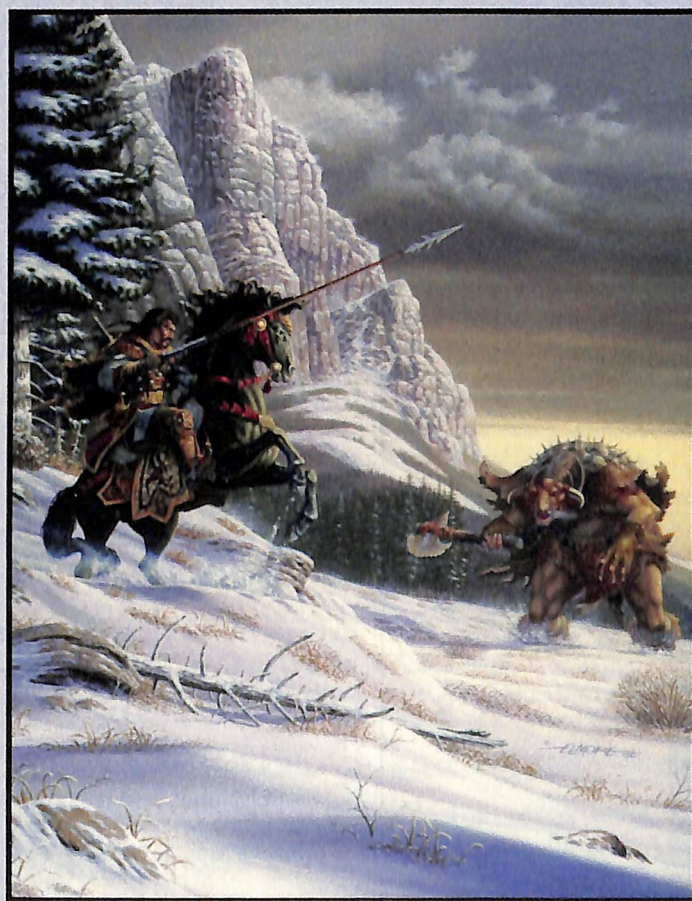


• Dechara's Tree [above left]

"It's just a girl in a red dress, sitting in the fork of a dead tree. It's a real moody thing. And again, it came out very close to what I envisioned."

• Shadamehr Encounters Baakish Vah [above right]

"I did this one for myself. It's a guy on a black horse in a snow scene. A warrior with a long lance. And out across the field is this huge kind of monster, this sort of humped-back thing with horns. He would be huge, probably like 30 feet tall, but he's in the distance



so he's not overpowering the piece. There's just mountains behind him and a heavy sky. That's one of my favorites. I'm not really good at painting monsters; I think it's because monsters don't scare me. I guess, growing up and being in the woods a lot, I wasn't scared very easily. What scares me more than anything is not knowing what's there—the suspense. Painting a monster is hard for me to do. I get to paint a lot of dragons but to me, a dragon's not really a monster; it can be beautiful really. So I thought I'd paint a monster. Something that would probably scare me if I was out in the snow. I like the old monster; he looks pretty good."

Elmore put out a limited-edition print of *Shadamehr Encounters Baakish Vah*, which has since sold out, but it was also used by ICE in its *Heroes* game. If you'd like a catalog of currently available prints and artwork from Larry Elmore, write to the big guy himself at:

Larry Elmore
1314 Sunbeam Road
Leitchfield, KY 42754
And tell 'im *InQuest* sent ya!

—Andrew Kardon

From artist to scribe, that's a pretty big jump. What can you tell us about your first novel?

Right now, the working title is "Runes of Autumn." I call it a stand-alone book. It's not under any titles like *Dragonlance* or *Forgotten Realms*; it stands on its own merit. It's a little bit of a different take. Sort of like my paintings, I'm trying to make it real. So much of [fantasy] is, "We've got to get together, go down the road and fight a dragon." Pretty soon it's like those movies where you're murdering somebody every minute, and after a while murder is no big deal. So what I'm trying to do is take a very realistic situation and then when all the magical and fantasy elements happen, it seems fresh and new and powerful. It's not one of these novels trying to save the world. It's a novel trying to solve one problem in a village, a series of murders and mutilations. It's like a fantasy mystery. I'm doing the cover and some interior illustrations.

Do you have anything else coming out this year that we should keep our eyes peeled for?

With TSR, I've done some hardback covers already and some paperbacks. This year, all the ones I've done since August have been a lot of fun and they've been good paintings. And most of them have been book covers except for one game cover. It's a snow scene, a sort of comical one. It's a giant roasting a girl, pretty wild for TSR. It's for a game I think is called *The North*. I've also got some Colossal Trading Cards on the market now. They're printed so well, you can frame those things. I think they're cutting into my print sales. [Laughs]

Fantasy's really hit it big these past few years with all the col-

lectible card games out there like Magic: The Gathering and such. What do you think of this whole collectible card game craze?

I've stayed away because I was afraid I'd get addicted like everybody else. I'd never get any work done. I've got lots of cards people have given me all along. I think it's a good thing. The market will eventually establish itself and it will all boil down to what is truly collectible. I think with some of these art cards, there's some collectibility. An artist can only produce so much in a lifetime. He's gonna surely croak one of these days, and



Perhaps Elmore's most notable works: the *Dragonlance* covers

that's the end of his collection. If the card producers stay true and don't screw up their own market, then they could become very

collectible. An artist can only produce so much, and I think there's a value built in that. There it is. End of collection.

You've got an extensive collection yourself. Over the years, you must have been inspired by a bunch of different artists. Who would you

say are your biggest influences?

In fantasy, I'd have to say Frank Frazetta. Not necessarily so much in the way he painted. He made me realize you could just do it. You can't help but like his paintings, and he does action better than anybody can. And also Greg and Tim Hildebrandt. That first Tolkien calendar really blew me away. They were an influence. They still are; the way they do colors. Most of the fantasy artists that had been working in the '60s and '70s have all been influences on me. And then there's the early American illustrators like M.C. Wyeth and

Howard Pyle. The living Western artists. There's so many of them, I can't think of 'em all. And then there's a period of realistic painters in Europe and America right around the 1880s. They were doing representational art, you might say, and these artists are just now being recognized.

Sounds like you had a lot of influences.

The more you look and study, the more influences; you have. At one time, I only had two influences; it was Frazetta and Norman Rockwell. Those were the only two artists that I knew, that caught my attention. And then it went from there to "the more I saw, the more influenced I got." The older I get, the more I appreciate and the better art I can appreciate.

And I'm sure your work has influenced other artists as well. What do you think of today's fantasy artists?

Oh, there's a lot of great art; there's a lot of good young artists. But there's always room for improvement. You see a lot of art and, of course, there's better art because there are more artists. But there's still room for improvement all the way around. Artists should never get lazy. We should always try to improve.

Andrew Kardon, King Copy Editor for InQuest's sister mag Wizard, once drew a gold-plated dragon fighting a centaur, but it looked more like a squished banana and a flying squirrel.

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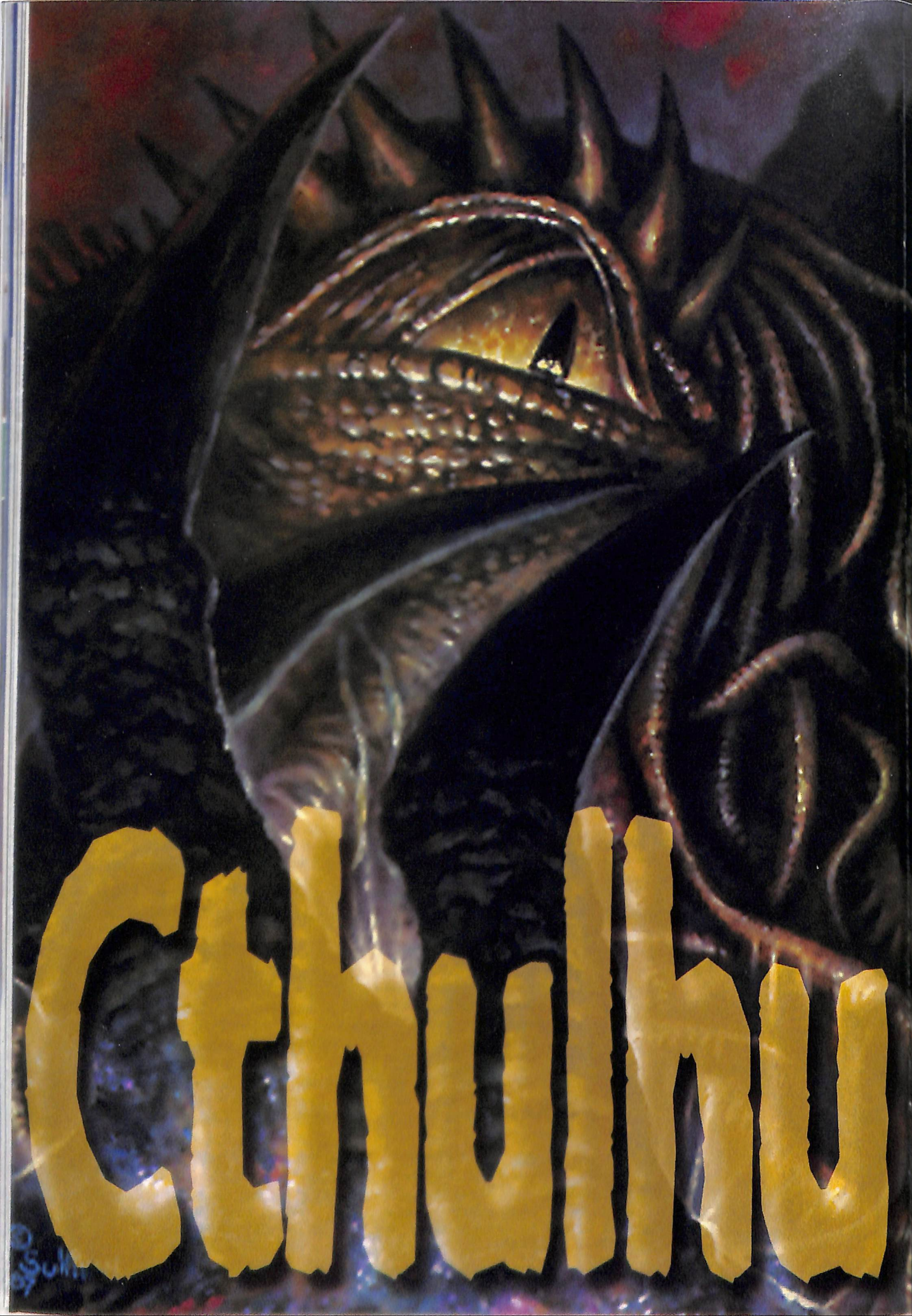
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Cthulhu

© Sully



People called him crazy, but really, we should all be so crazy. Sure, if H.P. Lovecraft were living in the apartment next door, you might wonder about this quiet, dirt-poor, horse-faced outsider who spent his days writing hundred-page letters. Maybe you'd picture headlines like "NEIGHBORS SAY KILLER WAS 'STRANGE DUCK.' "

But after all, we should expect a few peculiarities from the creator of the Cthulhu (kuh-THOO-loo) Mythos, the greatest hoard of horror fiction between Poe and Stephen King. If we had more strange ducks like H. P. Lovecraft, the books we read would be a lot stranger and more interesting.

In the usual script, the next bit is supposed to be (1) alcohol and drug abuse, (2) terrible rages, (3) "KILLER CALLED 'LONER' BY SPOOKED NEIGHBORS." Nothing of the kind could be attributed to Lovecraft. He lived out a quiet life in Providence, traveling often along the eastern seaboard and writing letters, letters, tens of thousands of letters—possibly more letters than anyone in history. He never touched liquor or drugs, although he had an amazing appetite for ice cream. For all his faults and oddities, Lovecraft was also independent, rational, philosophical, curious and amazingly well-educated. He died in 1937 of intestinal cancer and kidney disease.

What saved Lovecraft from tragedy or

Care Bears. But HPL always recognized that his true talent lay in horror fiction.

His many terror tales, influenced by Edgar Allan Poe, Welsh fantasist Arthur Machen and others, derive from his own fears. From Poe's work, HPL borrowed highly strung, morbidly sensitive Gothic narrators; from Machen, the device of stark cosmic terrors erupting into a peaceful rural setting. The fantasies of British writer Algernon Blackwood showed Lovecraft how to conjure weird entities that shatter the barrier between reality and imagination.

But ultimately Lovecraft's work is very original, powered by his personal phobias. Horror novelist and editor T.E.D. Klein listed most of the menu: "His own private dreads and revulsions produced a body of work filled

Lovecraft often began his tale in a mundane, carefully described backwater town and then gradually boiled the reader's brain with bizarre happenings, hideous alien things and a growing sense that the universe doesn't care about us.

THE CREATOR

Hearing about the early life of Howard Phillips Lovecraft (or, as his fans often call him, "HPL"), you might expect the worst. He was born in 1890 in Providence, R.I. His father went crazy and died young, his mother was a clinging neurotic, and Howard grew up a reclusive and sickly boy in genteel poverty. He became an avowed and lifelong atheist by age 12 and got drummed out of Sunday school.

Lovecraft never held a regular job. After his mother's death in 1921, he made a poor living as a critic and ghost writer; he ghosted a story for escape artist Harry Houdini. He married in 1924 and moved to Brooklyn, but after two miserable years he divorced his wife and returned to Providence. There he lived alone and basically friendless. Those who knew HPL described him as emotionally remote, prim, neurotic, alienated, intellectual, aristocratic, anti-quarian, contemptuous of commercialism, militaristic and vehemently racist even by the standards of his time. In other words, a real charmer.

oblivion? Very early in life, around age 7, he started writing. He was driven to write. At age 24 he joined an amateur press association, a tiny group of writers who wrote cheaply printed fanzines for each other. Until then, "I was as close to the state of vegetation as any animal well can be," he wrote. "What Amateur Journalism has given me is—life itself." For the rest of his life, finding kinship with this microscopic audience, he filled dozens of issues with philosophy, criticism, political theory, humor—and stories, strange fantasies of horror and the macabre.

Urged by his readers, he submitted some of his tales to the influential magazine *Weird Tales* and quickly became one of its leading writers. In this and other pulp magazines, he published the works that still attract many thousands of readers today.

THE STORIES

Lovecraft claimed to be attracted by beauty more than by fear, and some of his works are exotic fantasies in frank imitation of the early 20th century Irish writer Lord Dunsany. These are about as creepy as The

with cannibalism, bestiality, reverse evolution, fish-gods and fish-men, reptile-men, ape-men, creatures both slimy and scaly, monsters behind human masks, savage tribes, degenerate backwoodsmen, fungoid rotteness that spreads like cancer, and decomposing corpses that walk and speak like men." Fungoid rotteness—yum, yum!

A subset of Lovecraft's tales, just over a dozen stories and novels written between 1921 and 1935, concerns an imagined pantheon of sinister, inhuman gods, the demented cults that worship them, and the arcane texts that describe their inevitable return to Earth. These stories, and those of later writers, form the core of what we know as the Cthulhu Mythos.

Most of Lovecraft's horror fiction—especially the Cthulhu Mythos stories—troubles the reader with one central idea: that Earth used to belong to another race that got driven away, but lurks in the darkness, waiting to take back the world. The Mythos gets its name from the 1926 story that kicked off this cycle, "The Call of Cthulhu."

So, who are these new neighbors? Supreme among them is the blind idiot god

Unspeakable elder gods, their creator H.P. Lovecraft and all about losing your sanity

By Allen Varney

Azathoth, who sits formless at the center of the universe "encircled by his flopping horde of mindless and amorphous dancers, lulled by the thin monotonous piping of a demonic flute held in nameless paws."

Not your idea of a fun playmate? Just look at these:

- Yog-Sothoth, a giant agglomerate of iridescent spheres coterminous with all time and space, Opener of the Way and provider of mind-shattering wisdom.

- Shub-Niggurath, the Black Goat of the Woods with a Thousand Young, a fertility deity that manifests as a huge, cloudy mass and spawns hideous, three-legged Dark Young.

- Nyarlathotep (nye-ar-LATH-ho-tep), the Crawling Chaos, enigmatic messenger of the gods, whose 999 forms appear frequently among humanity to enforce the Outer Gods' will.

And those are just the Outer Gods. Beneath these entities in power are the Great Old Ones, powerful alien beings that plot to retake the Earth they once ruled. Chief among these is Great Cthulhu, who dwells in a kind of suspended animation at the bottom of the Pacific, in the sunken city of R'lyeh.

Cthulhu is a "Dating Game" contestant's worst nightmare: "A monster of vaguely anthropoid outline, but with an octopus-like head whose face [is] a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind." Oh, and he's as big as



"Submit to us mortals, or we'll kick your ass up around your ears."

from Yuggoth (i.e., Pluto), insectile things that steal brains and store them, still living, in canisters; plus shoggoths, shantaks, dholes, flying polyps, nightgaunts, dimensional shamblers and other cheery folks.

Just as important as the monsters in these stories are the vivid settings. Almost all take place in Lovecraft's beloved New England, in quaint but sinister, history-soaked towns

care about us.

You want to know the real terror in the Cthulhu Mythos stories? It's not only that godlike monsters want our world, and not just that secret cults are carrying out conspiracies forged eons ago that will inevitably destroy the human race. It's that nobody out there cares. This is, like, the natural order of things. We gradually realize that Cthulhu

Those who knew HPL described him as emotionally remote, prim, neurotic, alienated, intellectual, aristocratic, antiquarian, contemptuous of commercialism, militaristic and vehemently racist even by the standards of his time. In other words, a real charmer.

a mountain. When "the stars are right," Cthulhu and his servitors will return to life and take over the Earth, driving out humanity like vermin. This obviously justifies Cthulhu's being part of the title of Lovecraft's work.

The Mythos is populated by many lesser figures: Dagon, whose Deep One servitors are the fish-men Klein mentioned above; Hypnos, god of sleep; the Mi-Go, or Fungi

like Arkham (a fictional analogue of Salem, Massachusetts), where scholars at Miskatonic University study such eldritch texts as the *Necronomicon*, written centuries ago by the mad Arab Abd al-Azrad.

HPL often began his tale in a mundane, carefully described backwater town and then gradually boiled the reader's brain with bizarre happenings, hideous alien things and a growing sense that the universe doesn't

and his bunch aren't even *evil*, because "good" and "evil" are human concepts that mean nothing to the uncaring universe. Now, that's scary. Lovecraft begins the story that spawned the Mythos, "The Call of Cthulhu," as follows: "[S]ome day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee

from the deadly light into the peace and safety of a new dark age."

THE LEGACY

Lovecraft's visionary work attracted a small but talented circle of like-minded writers. In the best spirit of amateurdom, Lovecraft freely encouraged them to add stories of their own to his pantheon of Mythos tales—a happy contrast to the licensing deals and shared-world contract anthologies of today. Clark Ashton Smith, Frank Belknap Long, Henry Kuttner, Robert E. Howard and others added new deities, cults and occult texts. They thought it great fun.

After Lovecraft died, one of his most devoted correspondents, an energetic Wisconsin writer/editor named August Derleth (1909-71), co-founded and ran a publishing company, Arkham House, specifically to preserve HPL's work. It remains one of the most successful small presses in the country, and its three huge volumes of Lovecraft's fiction—now in corrected critical editions—are still the mainstay of its line. A new generation discovered Lovecraft through these books. Later horror writers like Brian Lumley and Ramsey Campbell modeled their early works on his. (If you've seen these works, you know this turned out to be a mixed blessing.)

Since the rise of Stephen King, Lovecraft's influence on horror fiction has faded. Strings of weird adjectives and long, overwrought, hypnotic sentences no longer trail across the horrific page. But HPL's small niche in literary history is secure, shored up by annual conferences, small-press pamphlets that republish his every scrap of fiction, bibliographies, and fine work by the tireless scholar S.T. Joshi. Of all of Lovecraft's works, the Cthulhu Mythos stories draw the most attention.

As his tales grew more popular after his death, some critics and amateur psychologists began saying Lovecraft was nuts. They never tried to argue that he actually believed in the Mythos or in magic (his letters make it clear he didn't), only that, well, gee, someone who lived alone, felt alienated, and wrote maybe 100,000 letters *must* be crazy. Colin Wilson, a prolific British author who has himself written Mythos stories, wrote in *The Strength to Dream: Literature and the Imagination* (1962) that Lovecraft "made no attempt whatever to come to terms with life," was "totally withdrawn," had "rejected 'reality' and [was] fundamentally 'sick.'"

Baloney. HPL had plenty of limitations, but he coped with them rather gracefully. He traveled a lot, maintained a huge network of correspondents and conveyed a powerful literary vision that still draws in readers.

His sickness, if any, lay in his compulsion to write exactly the twisted stuff he wished, without concession to commercial pressures. Man, gimme some of that sickness!

THE ROLEPLAYING GAME

Lovecraft's stories have made it onto film and into comics, but possibly the biggest source of Cthulhu converts is the remarkable *Call of Cthulhu* roleplaying game from Chaosium (Albany, Calif.). Published in 1981 and now in its fifth edition, CoC was the first horror roleplaying game and remains one of the best. According to Chaosium, the game and its excellent line of supplements have won two dozen gaming awards. CoC has also kept Chaosium alive through some tough times.

Designer Sandy Petersen based *Call of Cthulhu* on Chaosium's venerable "Basic Roleplaying" system, which in turn derives from *RuneQuest*. Early on, Petersen apparently assumed that CoC would be a novelty game, a change of pace from standard fantasy fare: "In this game the monsters win—hee-hee!" But just as in a good HPL story, a grander and spookier view gradually pervaded the game's scenarios. Under editors Petersen, Lynn Willis and Keith Herber, CoC has evolved into the major example of Lovecraft's continuing influence.

What makes CoC so neat? Much has been written about the game's unique attractions. Set mostly in the 1920s, it is the only historical RPG to become an authentic hit. It creates vivid settings, just as Cthulhu's creator did. The "Lovecraft Country" supplements meticulously describe Arkham, Dunwich, Kingsport and other sinister towns, sometimes house by house.

Also, because Mythos monsters are so much more powerful than player characters, heroes (called "investigators" in the game) can't just charge in with guns and dynamite. They must uncover clues, scout out the scene, and otherwise show prudence. This encourages actual roleplaying instead of combat mania. Players often talk of strong attachment to their characters, even though the characters inevitably perish in

the slimy jaws of some dhole or Elder Thing. Or, just as bad, they run out of Sanity.

Sanity is the signature rule system of *Call of Cthulhu*, the one system everyone knows and other games imitate. Characters have a Sanity score from one (barely sane) to 99 (solid as a rock). As they see monsters and other horrors, or study the abominable and profane tomes that increase their Cthulhu Mythos skill, characters inevitably lose Sanity points. Sudden sharp drops incur a temporary insanity from a two-page list, and when one's Sanity reaches 0, the character goes permanently ga-ga and leaves the game. Few roleplaying experiences match the fun of playing a stiff-upper-lip 1920s investigator as his mind slowly, slowly unravels...

But setting and Sanity notwithstanding, the key ingredient in *Call of Cthulhu*'s popularity has been its sensational adventures. No other RPG's scenario support even remotely approaches the breadth, originality, flavor and quality of the CoC line. With such massive globetrotting campaigns as *Masks of Nyarlathotep* (1984) and *Horror on the Orient Express* (1991), as well as many fine scenario collections, CoC offers an astounding range of settings, activities and fears. The game has expanded beyond the 1920s with two other period settings, *Gaslight* (1890s London) and *Cthulhu Now* (modern-day). Another supplement, *Dreamlands*, even captures the high-fantasy atmosphere of Lovecraft's Dunsanian tales.

Just as Lovecraft's friends began writing Mythos stories back in the 1930s, small com-



Eee-gad! Stroke! Stroke, dammit!

panies license rights to publish their own CoC scenarios today. Chief among these is Pagan Publishing (Seattle, Wash.), which has produced an exceptionally intelligent line of major campaigns like *Walker in the Wastes* and *Coming Full Circle*. Pagan's magazine for CoC enthusiasts, *The Unspeakable Oath*, is superb. Pagan also sells—believe it or don't—stuffed Cthulhu plush dolls, Papa (with wings) for \$28 and Baby (without) for \$20. (For more information on Pagan Publishing see the "Getting Into Cthulhu" sidebar.

Startlingly and happily, Chaosium's *Call of Cthulhu* line shows a mordant sense of humor. The two *Blood Brothers* scenario collections bring the CoC rules into campy, one-evening adventures based on classic horror movies in various genres: vampires, werewolves, dinosaur, detached body parts, killer dolls and even Mexican wrestling movies. You even get game statistics for Abbott and Costello! Pop a bowl of popcorn and have a rousing time.

THE CARD GAME

With the trading card game craze in full swing in mid-1995, Chaosium began work on *Mythos: The Call of Cthulhu Collectable Card Game*. Each of two or more players of this game becomes an investigator with unique skills and a Sanity value. Investigators travel around Lovecraft's world in search of allies and Mythos spells, all the while struggling to remain sane.

Chaosium partner Charlie Krank designed *Mythos* and its first three boosters simultaneously, producing over 400 cards in a single dark spawning. The basic game, which is scheduled to debut in March '96, is sold in 60-card starter decks that focus on "Lovecraft Country" in New England: Arkham, Kingsport, Dunwich and other spooky places.

In *Mythos: The Call of Cthulhu CCG*, cool artwork like this abounds.



Released with the basic game, the first expansion, *Expeditions of Miskatonic U.*, develops deeper mysteries surrounding the same area. It's sold in 15-card boosters.

A second expansion, *Cthulhu Rising*, appears in late April. This takes players to the sunken (or is it?) island of R'lyeh in the Pacific, where Great Cthulhu lies dreaming. In late May, the third expansion, *Legends of the Necronomicon*, ranges across the Middle East and Europe in a search for the original eldritch tome.

Lovecraft's continuing popularity, in games, books, bumper stickers, buttons (Cthulhu Saves!) and other spinoffs, shows that artistic success has little to do with "normality." Like all early science fiction and fantasy writers, HPL wrote not for money or fame, but because he felt compelled to create. Today's career-minded fantasy novelists, with their three-book contracts and merchandising deals, sneer at Lovecraft as a hopeless failure. Yet his weird vision has survived, and it will last long after today's bestsellers fade away.

Allen Varney (a.varney1@genie.com) has written five published books, 15 roleplaying supplements and three board games. He wishes he were as "strange" as H.P. Lovecraft.

GETTING INTO CTHULHU... (ICK!)

H. P. Lovecraft's complete fiction has been published in three thick volumes by Arkham House. Try them in this order: *The Dunwich Horror and Others* (corrected text 1985), *At the Mountains of Madness and Other Novels* (1985) and *Dagon and Other Macabre Tales* (1986). Look for them at specialty bookstores. The hordes of cheap paperback editions can be uneven, so if you don't like one, try another.

Looking for a Lovecraft movie or comic? There are bunches. Looking for a good movie or comic? Hmmm. You might start with the first film ever based on a Lovecraft story (in this case, the novel *The Case of Charles Dexter Ward*): a 1963 Roger Corman quickie called—get this—"Edgar Allan Poe's Haunted Palace." (It's a strange place, Hollywood is.)

After that, the pickings get slim. You can get into fistfights with Lovecraft fans over whether Stuart Gordon's "Re-Animator" (Empire Pictures, 1985) or any of Sam

Raimi's "Evil Dead" movies (1983, 1985, 1993) bear any resemblance to the Lovecraft sources they claim. Probably the best film evocation of HPL is the 1991 HBO made-for-cable movie "Cast a Deadly Spell," starring Fred Ward as detective H. Phillip Lovecraft. Set in a 1948 Los Angeles where use of magic is common, this fine movie manages to be faithful to Lovecraft without adapting any Mythos story!

In comics, you can find a lot of pale Mythos adaptations in early '70s Marvel comics like *Journey into Mystery* or Warren's *Creepy* and *Eerie*. More recently, Millennium Publications produced several three-issue runs of Mythos comics that gave new meaning to the term "limited series": *H.P. Lovecraft's Cthulhu: The Whisperer in Darkness*, *Cthulhu: The Festival*, and a "Re-Animator" adaptation. Ugh.

Lovecraft's *Necronomicon*, no matter what anybody tries to tell you, doesn't exist and never did. He made it up. You can find several recent books published under that title, even including a couple of art books by "Alien" artist H. R. Giger.

For a practical *Call of Cthulhu* roleplaying campaign, get the rulebook (fifth edition, \$22), the first *Investigator's Companion* (\$11), *Arkham Unveiled* (\$19) and a scenario book such as *The Great Old Ones* (\$18). Once you're under way, *Masks of Nyarlathotep* (\$19) and *Horror on the Orient Express* (\$40) will keep you busy for months apiece. (All this is available through Chaosium, at 950-A 56th Street, Oakland, CA 94608. E-mail: chaosium@aol.com. World Wide Web: www.sirius.com/~chaosium/chaosium.html.) Meanwhile, *Mythos* 60-card starter decks—due out in March—cost \$8.95; boosters cost \$2.95.

Chaosium has also published Daniel Harris's *Encyclopedia Cthulhiana* (\$11), which covers fiction, poetry, and gaming material.

The best CoC material today comes from Pagan Publishing ("Plotting the downfall of humanity since 1990"). Pagan is also readying its own massive Cthulhu Mythos bibliography. Look for issues of *The Unspeakable Oath*, and write for a free catalog (4542 18th Ave. NE #4, Seattle, WA 98105-4232. E-mail: paganpub@aol.com.).

—Allen Varney

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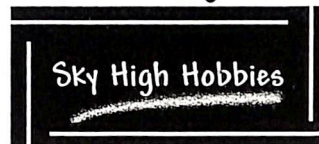
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RAGE

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RAGE

The name of the game says it all: *Rage*. This is not a game about long-winded Machiavellian scheming and posturing; it's a game about tearing someone's arm off and beating them to death with it. Fast and furious, *Rage* develops quickly, resolves quickly and ends quickly, spilling a great deal of werewolf blood in the process.

Playing Strategies

The play of *Rage* revolves around three types of cards. Character cards represent the individual members of your pack, who will happily jump headlong into battle as well as undertake other actions that will lead their pack to glory. Sept cards are the resources of the pack and include weapons, magical items, tactical maneuvers, spiritual powers, political votes and other aspects of the werewolves, who collectively call themselves Garou. The combat deck includes all of the vicious and savage maneuvers that a nine-foot-tall, seven-hundred-pound blur of claws and fangs might perform. Here are the Disembowelments, Mangles, Massive Wounds and Broken Limbs of the game, as well as a couple sneaky "ha ha, you missed" cards. To keep the game as fast-paced and active as it is, Sept cards and combat cards are picked from separate decks.

The More the Merrier

The most important thing to remember when playing *Rage* is that it is designed with multiplayer games in mind. Though it plays fine with two players, four to six players is an optimal arrangement, giving you a broad base from which to make alliances and develop rivalries.

This multiplayer nature makes *Rage* the carnival of carnage that it is, and a player's strategy must take this into account. Any player at the table is both a legitimate target for your wrath and a potentially valuable asset, so diplomacy can play as great a role as you wish. Not only is "table talk" allowed,

Rage openly encourages it! Players stacking their deck with monstrous combat cards will find themselves either voted into nothingness or beaten gang-style by everyone else at the table.



Don't be squeamish about using big damage dealers—they're well worth it.

Speed is the Key

Because the game plays so quickly, you can afford to be fast and loose with your strategies, and that speed is something a clever player will take advantage of. The redraw phase which begins each turn gives each player the opportunity to refill his hand back up to full size, as opposed to drawing only one card. This is important! Since you get a full hand of cards back, you are free to use them all up as you get them. Use gifts with reckless abandon. Sneak Attack anything that looks at you. Recruit three Flame Spirits. Arm all of your characters to the teeth. Who cares—you get a whole new hand of cards next turn and you can do it all again! This is perhaps the most difficult of *Rage*'s nuances to become accustomed to. Though your resources are, of course, finite, even more limited is the time you have to implement them. Overly patient planning is inevitably futile.

Training

Even if you end a turn with cards in your hand, discard them. They obviously have not been of use to you thus far, and there are too many other factors to consider to plan the perfect strategy 12 turns in advance. Trust me: 12 turns in the future is about three games in the future. Everything that is not immediately used is a burden, and you are justified in getting rid of those cards like the dead weight that they are. Five fresh new cards will await you, hopefully with five fresh opportunities to teach some painful lessons.

Victory is in the Cards

Immediately following redraw is the regeneration phase, where the hardy Garou will heal their wounds. It is important to note all phases occur simultaneously between opponents. This makes for a lightning-fast game with a very different strategy from other card games. Learning how to adapt to this pace is one key to victory.

Certain cards—including gifts, actions and events—may be used at any time. As such, these cards are the most versatile in both use and playability. If you are the type to intricately plot the demise of fellow players, these are the best cards for it. Go ahead and sit on them for part of the turn. Then, during the combat phase, Sneak Attack that high-Renown enemy before anyone else gets the chance. Nothing causes howls of agony from others like stealing a juicy kill out from under them—along with those victory points!

The equip/ally phase allows players to recruit allies, gain equipment and play enemies. Enemy cards are an underrated aspect of the



Nothing wrong with being greedy. Add some extra victory points to a kill with a card like Scouring the Wurm.

game. When used effectively, enemies will serve two purposes: provide bonus victory points and function as a buffer zone between you and your opponents. At their simplest, enemies are a bit easier to kill than other characters. However, you can take great advantage of this, because other players know it too. Don't hesitate to use big damage cards on behalf of enemies. Once your opponent's werewolf takes five damage from Samuel Haight, he'll probably break off combat, putting you all the closer to your pack leader's attack (alpha action). At that point, you'll have some options open: go after that wounded enemy or go after that wounded werewolf. By all means, get those enemies out to soften up your opponents!

The moot phase comes fourth. Voting is an extremely useful facet of playing *Rage*, and is an immensely effective method of shutting down rampaging combat gangs. All too often a player casts aside the moot cards, though moot cards are an effective and subtle way of garnering victory points. Other players often overlook votes in the victory pile, as they are not "kills." As such, votes can help put a player over the top when victory points get close and scarce. Also, almost all votes affect the future course of the game, whether by limiting players' options or by reducing their characters' effectiveness outright. Just look at your opponent's face when you declare that his toughest character is a Wurm-tainted Skindancer and must spend the rest of his days as an enemy in the Hunting Grounds.

Kicking Ass and Taking Numbers

The combat phase is the most decisive and entertaining phase of *Rage*. Rumbling deep within the every Garou, even the most refined Silver Fang, is the rampaging fury of unbridled rage. Within the game of *Rage*, every character has the capacity to dole out (and suffer!) catastrophic damage. Take heed: pick your fights carefully. The key to the game is your characters; when you run out of them, you must pack up and go home. If there is any way you can avoid an unwanted combat, do so, because things will escalate and quickly get very ugly.

Cycling through the combat deck is a fine art. Much like the sept deck, you need combat cards on a here-and-now basis. Much like the sept deck, combat deck cards should be trashed if they are not immediately useful. Who cares if you have an Entrail Rend if you don't have a character that can use it? Throw that away! Get some cards you can use! The combat deck also offers an added bonus: when you run out of combat cards, you get to reshuffle and recycle them. This way, you are almost never caught flat-footed, and can always at least sting someone as they twist you in half.

Deck-Building Guidelines

Putting Two and Two Together

Deck building for *Rage* is best done in stages. As always, a concept is very important when designing your pack, their resources and their tactics. It is best to know the tack you will take with your deck beforehand, in order to flesh out a bit of its function. Do you want a pack of Lupus-bred characters or would you prefer the Kailindo-wielding martial artists? Will you be using lots of gifts, requiring high-gnosis characters? Or are you building a weenie pack of low-renown characters? What is the renown level of the game? Theme is probably the single most important aspect of constructing a deck.

Current tournament rules generally set renown levels for games at 20, allowing up to 20-renown worth of characters who are competing to amass 20 victory points. Sept- and combat-deck card minimums are 25 and 20, respectively. Also, only three of any given sept card and two of any combat card are allowed in a deck. Past Lives and Realms are excluded in the interest of fairness. In addition, only one Gaia's Vengeance may be played per player per game; the same goes for the Dream-speaker Mage.

Gifts are critical. Certain gifts will prevent an opponent from playing a combat card. Use one of these and follow up by rending his entrails without a second thought. Play a Lunar Eclipse at a crucial moment and watch half of the table's gift-using abilities vanish into thin air. (It is important to cackle with glee whenever you do something underhanded.)

Allies present another resource to be exploited. Not only can these fellows serve as your alpha if you're in a bad situation, many of them are

What do these cards have in common? Um, nothing, but they're all useful and easy to get a hold of.



tough enough to serve a werewolf his guts on a platter by themselves. Also, several of them may use gifts, or have high enough gnosis to equip with cool fetishes. And, since none of them are fully renowned werewolves, they are skimpy on the victory points. Even if an opponent manages to kill a Kinfolk Soldier of Fortune for a measly four victory points, he undoubtedly got a shotgun blast full of Silver Ammo in the gullet for his trouble! For this reason, you can use your allies as "cruise missiles" very reliably, and your characters will be none the worse for the wear. And some of them also have valuable non-combat abilities, like the Kinfolk Veterinarian or the TV Reporter.

Another thing to keep in mind: combat in *Rage* is a delicate balance of offense and defense. The prime advantage belongs to high-renown aggressive characters, of course, so either have one of your own or prepare your deck to deal without one. Not only should you be able to hand out massive damage, but you should be more than able to avoid the heavy-handed blows of your foes. Remember that in combat, discretion is the better part of valor...and survival.

Your First Deck

What follows is a fairly typical deck, constructed from the average mix of cards that might be found in a starter deck.

Garou

- Roger Daly (renown 8)
- Simon Gentle (renown 6)
- Teeth-of-Titanium (renown 6)

- 2 Sneak Attacks
- 1 Spear of Deceit
- 2 Staredowns
- 1 Take True Form
- 1 Umbral Quest

Sept Deck

- 1 Alias
- 1 Cockroach
- 1 Crescent Moon
- 1 Exorcism
- 1 Flame Spirit
- 1 Furmling
- 1 Gathering of the Departed
- 1 Insightful Eyes
- 1 Jam Technology
- 2 Lesser Banishments
- 2 Mother's Touches
- 1 Persuasion
- 1 Razor Claws
- 1 Remove Gaia's Blessing
- 1 Serenity
- 1 Silver Record

Combat Cards

- 2 Blocks
- 2 Body Blows
- 2 Dodges
- 1 Hunting Party
- 1 Massive Wound
- 1 Overextended Attack
- 2 Pack Defenses
- 1 Rend and Tear
- 1 Shieldmate
- 2 Solid Blows
- 1 Stinging Wound
- 1 Surprise Ally
- 2 Swipes
- 1 Umbral Escape

Who's That Guy Deck

Characters are the focus of any pack and should serve as the least common denominator of the *Rage* deck. Consider the different aspects of the character: tribe, auspice, breed, rage, gnosis and their special ability. Packs built around tribes are popular, as many cards require that the user be of one in particular. Let's start with, say, the Glass Walkers, a tribe of affluent urban werewolves, and build a 20-renown, tournament-legal deck. Glass Walkers have some great gifts, and many of them have high gnosis scores; gift-using will be the focus of the sept deck. They do suffer from relatively low rage scores, however, so our combat deck should highlight pack actions, careful blows and defensibility.

Also, every card game player knows the benefits of keeping one's deck small. The fewer cards you have, the more likely you are to get the card you need when you need it. Keeping this in mind, the sept deck should be comprised of about 25 cards. The combat deck will contain 20 cards.

Remember, combat cards are reshuffled and re-used once they are all gone.

The Garou

- Start with the high-gnosis Theurge and Philodox Garou, like Roger Daly and Simon Gentle.
- Add the Ahroun Teeth-of-Titanium. He'll open up a few combat options that the sept deck's cards should accentuate.
- Use spirit allies, enemies and fetishes that will allow the characters to deal with combat on their own terms.
- The table-spanning effects of events are useful in any deck, and actions are great for circumventing normal procedures. Quests are also devious and subtle methods of sneaking away with victory points.

Gifts

- The gifts in the deck are geared towards averting or modifying combat.
- Mother's Touch heals damage.
- Serenity ends those nasty frenzies.
- Stare-down ends combats that are too much to handle.
- The Sneak Attacks are geared towards getting a hold of enemies early, killing them for victory points.
- Lesser Banishment and Remove Gaia's Blessing work to cancel the gifts the other players use.

Combat Deck

- The combat deck should take a defensive stance with such cards as dodges and blocks.
- Also make use of pack tactics for offense (Hunting Party) and defense (Shieldmate).
- Cautious and effective use of damage cards like Body Blow and Rend and Tear should also play a major role, as these characters won't want to hang around long in a fight—their strikes should be decisive.

Pulling Out The Stops

For comparison, let's have a look at a killer deck. Assuming we have access to all of the cards in sufficient quantities, a monster deck is quite workable. Once again this will be a 20-renown deck.

Twink Deck

Garou

Golgor Fangs-First (10 renown)
Mamu (10 renown)

Sept Deck

1 Beastmind
1 Deranged Mokolé
2 Distractions
1 Fang Dagger
1 Fang Necklace of Fenris
1 Fenris
1 Fenris Bite
1 Grand Knaive
1 Griffin
1 Mokolé Hide
1 Pentex Refinery
2 Razor Claws
1 Samuel Haight
1 Scream of Gaia

2 Scourging the Wyrms
1 Silver Claws
2 Sneak Attacks
2 Spirit of the Frays
2 True Fears

Combat Deck

2 Body Blows
2 Dodges
2 Entrail Rends
1 Evasion
1 Eyes Gouged
2 Frenzies
2 Mangles
2 Massive Wounds
2 Rend and Tears
2 Spine Crusheds
1 Umbral Escape
1 Vital Blow

Garou

- Golgor Fangs-First and Mamu are two of the toughest characters in the game.
- Both are Ahrouns (warriors), and both will have gifts and other options open to them for a quick and bloody fight.
- Both are also 10-renown characters.

Gifts

- The gifts in the sept deck are all geared towards making combat end in this pack's favor.
- Some of them, like Distractions, keep opponents from hitting.
- Razor Claws give damage bonuses to the combat cards played by the pack.
- Spirit of the Fray allows the character to strike and possibly kill their opponents before their opponent's shot lands.
- The high-renown enemies, like Fenris, are good for victory points: they are tough foes and other players might not want to take them on.

Combat Cards

- The high-rage characters in the pack make it possible to go hog-wild with combat cards.
- The above high-damage cards, like Entrail Rend and Massive Wounds, make for quick and easy kills.
- There are also a few handy defensive cards (Evasion, Umbral Escape) just in case someone sneaky gives your characters more than they can handle. Not likely with these two, though.

Tails Between Their Legs

This rounds out a simple but effective deck with a firm premise, as well as a monster deck with a singular goal. Using a strong concept when deck building and intuitive strategy while playing is a formidable combination in *Rage*. When planning and playing, keep these in mind. Also, bring a toothpick...it'll help get those bits of your opponents out of your incisors.

Justin Achilli is the *Rage* developer. He says that werewolves love Elvis Presley just as much as you do, baby.



A beast like Mamu shouldn't have any kind of Mokolé, but just in case, Umbral Escape provides the cheap way out.

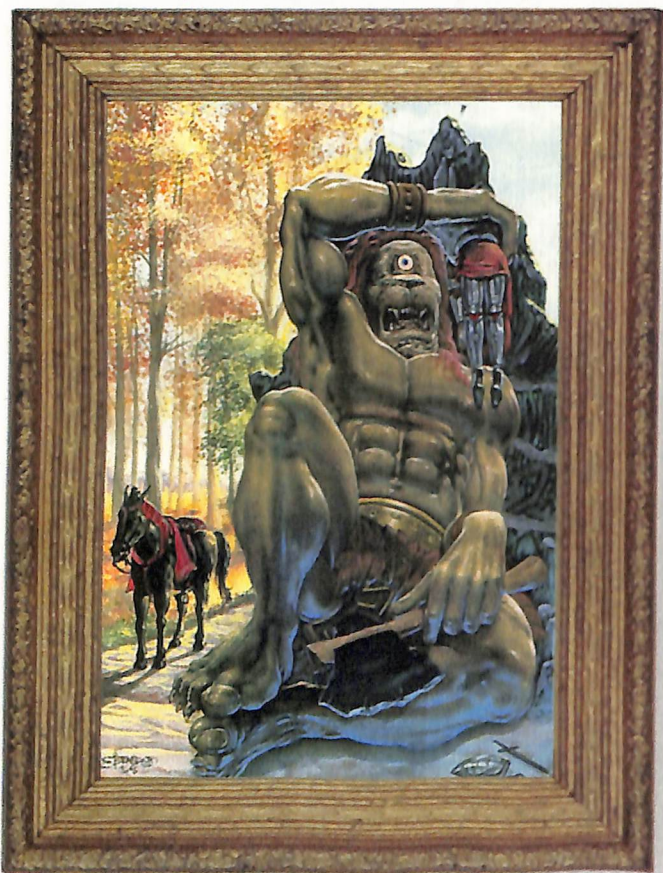
CONTEST

Destini Productions Presents:

THE MEET YOUR DESTINI CONTEST

Those boys over at Destini Productions have been busy as little beavers cranking out imaginative drawings for prints, lithos and card games like *Middle-earth*, *Magic: The Gathering* and their very own *Flights of Fantasy*. If you can get into the same imaginative mode, you just might meet your Destini in the form of some great original art.

PRIZES: Randomly selected winners who get the message could receive:



Grand Prize (1): One reader will receive the original painting "Drogah's Hunger" by Ed Beard Jr. in a custom hardwood frame along with a certificate verifying the painting to be the original, a box of *Flights of Fantasy* game cards and an *Eternal Quest* #1 portfolio with a signed-and-numbered certificate from Ed Beard Jr. and Ron Rouselle II.



First Prize (1): One reader will receive the original painting "Helm of False Alliance" by Ron Rouselle II in a custom hardwood frame along with a certificate verifying the painting to be the original, a box of *Flights of Fantasy* game cards and an *Eternal Quest* #1 portfolio with signed-and-numbered certificate from Ed Beard Jr. and Ron Rouselle II.

How to Play

It's a breeze. Just fill in the blanks in the following semi-complete sentence to find the hidden message. Where do you get the letters? Why from the titles of these three nifty pieces of Destini Productions art, natch. Use letters from "Drogah's Hunger," "Helm of False Alliance" and "King Ogden Loven" to complete this sentence:

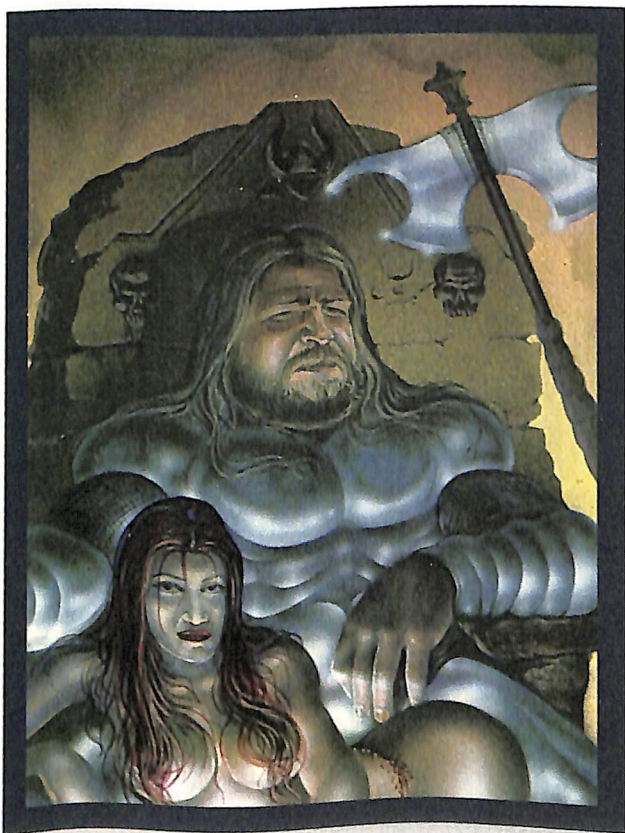
___ a w ___ i ___ t ___ e y t ___
 u ___ ck y ___ gi ___ t ___ n.

YOUR LEGAL DESTINY

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Destini Productions, their immediate families or...or...geez, we've run out of funny things to stick in the legal text. What a downer. Print your name, date of birth, address, city, state, zip and telephone number with area code on the official entry form or a 3-by-5 inch index card and include your message. Enter as many times as you like. Mail each entry separately to: Destini Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes are awarded in the names of the 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. Why'd you bother reading through all this crap to find the second joke? We've already told you the humor-well's dry. Now beat it! All entries must be received at contest headquarters by March 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by random drawing among all properly completed entries by Wizard Press. Drawing will take place on April 15, 1996.

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



Second Prize (1): One reader will receive a matted "King Ogden Loven" limited-edition lithograph, a box of *Flights of Fantasy* game cards and an *Eternal Quest* #1 portfolio with a signed-and-numbered certificate from Ed Beard Jr. and Ron Rouselle II.

This month's contest is sponsored by Destini Productions, and we think they're real swell.

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

Meet your Destini Contest

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

Contest Entry Form

Deadline is **March 31, 1996**
"MEET YOUR DESTINI"

Name: _____

Date of Birth: _____

Address: _____

City: _____

State: _____

ZIP: _____

Phone: () _____

That Hidden Message: _____

Official Meet Your Destini Inquest

Meet cartoonist Phil Foglio

Vital Stats

Name: Phil Foglio [Foe-glee-oh]

Birth: May 1, 1956, in Mt. Vernon, New York

Occupation: Staff artist for TSR

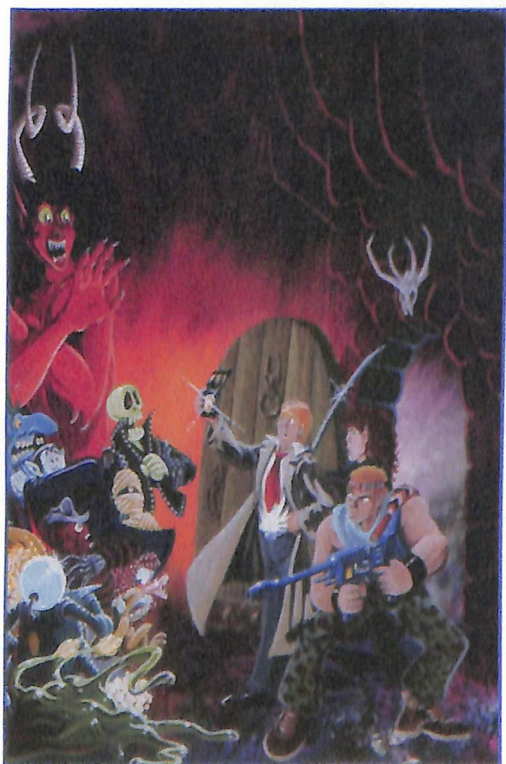
Base of Operations: Seattle, Wash., on the Prime Material Plane

Career Highlights: Hugo Award for Best Amateur Artist (twice); "What's New" cartoon strip; writer and artist of *XXXenophile*; *Magic cards* (including *Anarchy*, *Mirror Universe* and *Mishra's Factory*)

By Marty Stever



Above: Phil Foglio. Left: Cover to Bureau 13 role-playing game.



Everybody doodles, but few doodles create a career the way Phil Foglio's did. The jovial gentleman cartoonist's career began when he began sending funny little doodles, cartoons and gag illustrations to science fiction fanzines. A prodigious output of illustration while in art school led to two Hugo Awards, given for excellence in the science fiction and fantasy genres.

"I'm basically lazy," confessed Foglio. "I was riding on a New York subway when I realized it was a lot of work doing single panels for \$25 a pop when I could be getting \$100 for doing full pages, which seemed like just a little bit more effort for four times the money. Thanks to the brilliance of [editor] Kim Mohan, these full pages appeared in *Dragon* as 'What's New.' " First scheduled as a one-time feature, "What's New," a series of cartoons having fun at roleplaying's expense, became a gaming staple in the early '80s. Those early "What's New" appearances have been reprinted

in two volumes, and "What's New" has even been revived in the pages of *The Duelist* to have some fun with collectible card gamers.

Foglio's off-the-wall sense of humor found outlet in the world of comic books. Starting with *Myth Adventures* from Warp, he's become well known for his wacky cartoon-style presentation, clever illustrations and whimsically writings. Currently Foglio's *XXXenophile* and *Buck Godot* are coming out on an regularly irregular schedule from Palliard Press.

Foglio and his wife Kaja (yes, also of *Magic* fame) both knew people working at Wizards of the Coast in the company's "early days." WotC's then-art director Jesper Myrfors asked Kaja to illustrate some *Magic* cards, which brought both Kaja and Phil into the *Magic* spotlight; now Foglio's a stockholder in Wizards of the Coast. "I don't really play a lot of *Magic*," confessed Foglio, "but Kaja and I have many friends working at WotC, and I really enjoy poking fun at them with 'What's New.' "

Currently Foglio is working on a collectible card game of his own. "I did a gag cover for *XXXenophile* featuring cards from a then completely fictitious, humorous, adults-only card game. Well, the cover got a lot of people asking me when the game was coming out, so now we're working on the real thing." Foglio has started his own company, Slag-Blah Entertainment, to publish the 270-card game.



Favorite work of your own...

"Oh No! There goes Tokyo!" cover from *XXXenophile* #1. It's sexy. It's funny. It's my best one-panel to date, and it sums up everything we're trying to do with the comic.

Favorite work by someone else...

"Starry, Starry Night" by Vincent Van Gogh. What can I say, it's beautiful.

Person you'd most like to meet...

Thomas Jefferson, a man educated on many subjects and master of most of them.

What do you collect...

Ray guns and primitive masks.

What kind of Magic deck do you play...

Pure white, but it's not a white weenie.

Last Good Book Read...

"Mother of Storms" by John Barnes.

What do you do for grins and giggles...

Read, garden, play computer games, watch movies, go out to restaurants and enjoy Seattle weather. Notice the George Hamilton-like tan.

Favorite TV show...

"Tales of the Gold Monkey." Can you tell I don't watch a lot of TV?

Favorite computer games...

Doom, *Myst*, *SimCity 2000* and *Spaceward Ho!* I use a Mac, so the game selection is somewhat limited.

Favorite late night munchie...

Hostess Suzie Q's.

What kind of D&D character would you be...

Smart-alec NPC.

Favorite fantasy character...

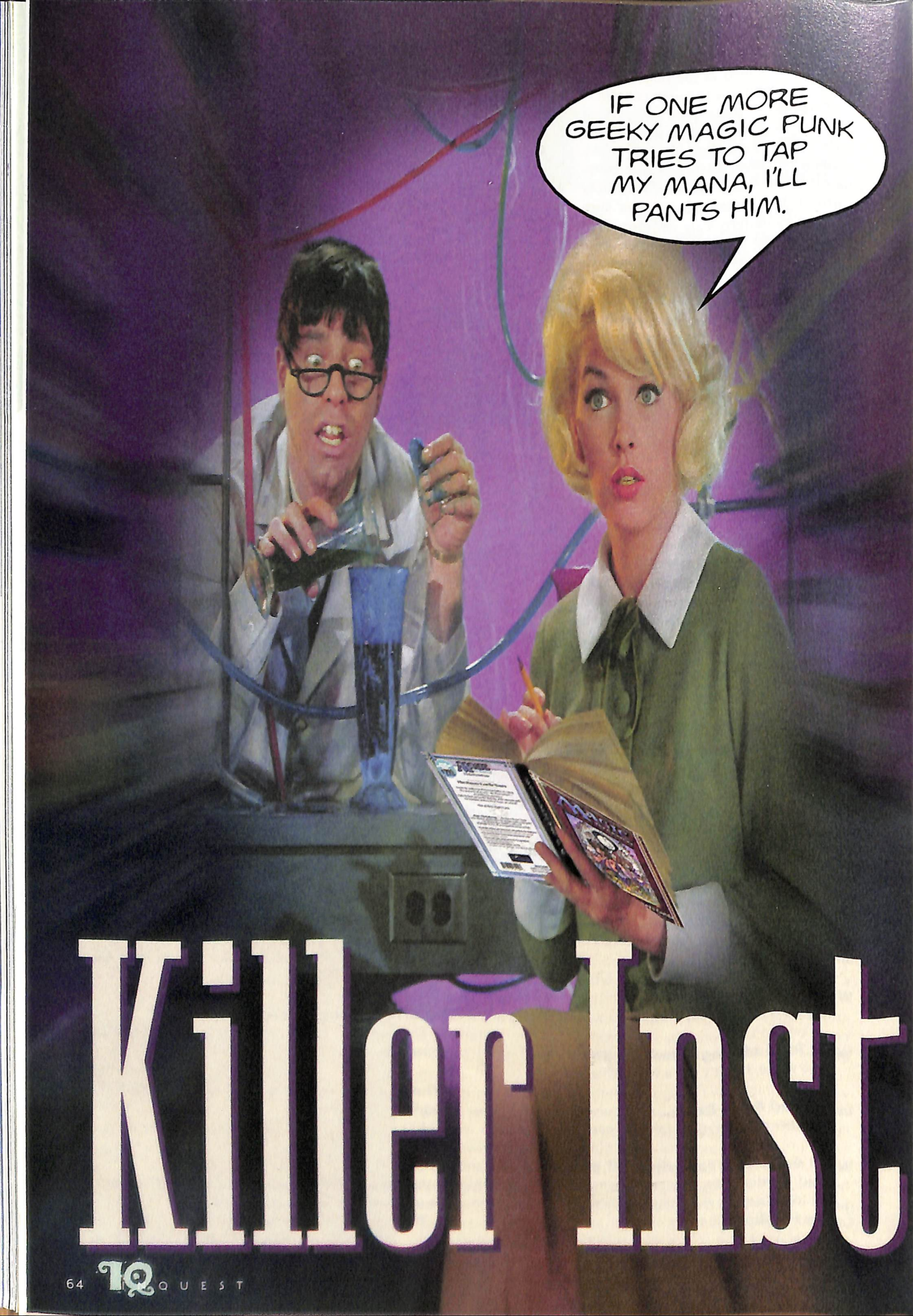
The Humbug in *Phantom Tollbooth*. [children's book by Norton Juster].

What's next from the mad mind of Phil Foglio...

XXXenophile: The Trading Card Game which is due out in June.

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

Try to make everyone happy.



IF ONE MORE
GEEKY MAGIC PUNK
TRIES TO TAP
MY MANA, I'LL
PANTS HIM.

Killer Inst

The regular *InQuest* column "Killer Decks" has received mixed reviews. Some people like the idea of seeing pre-made decks; others complain that they don't like the deck ideas, or that they don't have the cards to make the decks. So what's the best way to make a killer deck if you don't already own four of every *Magic* card? Simple: come up with your own! But wait, anybody can come up with a deck...so how do you make it "killer"?

Gaining a Sense of Purpose

The first and most important step in building a killer deck is picking a theme. Before you start throwing all the power cards into your deck, you'll need to decide how you want to beat your opponent.

There are several themes out there you can go with—discard, land destruction, weenies, big creatures. You also might want to come up with a theme of your own. The best way to do this is to pick one or two specific cards you want to base your deck around. However, you should almost never base your deck on two-or-more card combos or restricted cards.

The reason you don't want your deck theme to be a specific card combination is simple—there's a good chance that during a tournament you won't pull the combo. It's one thing to have some good combos in your deck, but if your deck relies on them, you're in for a hard time.

It's for this same reason that you don't want your deck theme to revolve around a restricted card like Balance or Mind Twist. Since you can only have one of a restricted card in your deck, you're sure to have games where you never draw the card you need.

Quantity and Quality

This leads to the second rule of build-

ing a killer deck: use four of everything that matters! Any deck built with some thought can pull off a crushing combo that annihilates your opponent—but if that only happens once every 100 games, it's not that reliable. A good killer deck wins often because it's consistent.

There are two ways to have a consistent deck. Keep your deck as close to the 60-card minimum as possible, and use four of any card that you consider necessary to the deck. For example, if your deck relies on Armageddon to beat your opponent, make sure you put four in. If an Armageddon will only help you win every now and then, you can afford to go with only one or two.

"No matter how good your deck theme is, if it isn't fast or highly defensive, it isn't going to win. That Polar Kraken may be more than your opponent can handle, but while you're waiting for your 11th land, your opponent will probably rip you to shreds."

Setting up For the Kill

With the first two rules in mind, let's take a look at how to put together a killer deck I came up with. In keeping with the times, I made a Type II-legal tournament deck—so no moxes, multi-lands or other hefty out-of-print stuff to worry about.

For my theme I decided to pick one card to start with, and then work my way up from there. Jokulhaups, the red sorcery from *Ice Age* that crushes everything but enchantments, is an incredibly powerful but underused card. It can reduce your opponent to nothing and set you up for the kill.

Right off the bat, I put four Jokulhaups in the deck. Of course, if you decide to base your deck around a theme rather than a specific card, you should have at least 12 cards that contribute to your theme. For example, if you're playing a permission/counter deck, you should have at least a dozen counterspells (Counterspells, Power Sinks, Spell Blasts, etc.).

The next two things you need to consider are how you will damage your opponent and how you will deal with your opponent's cards.

Dealing with permanents doesn't seem too hard for a deck with four Jokulhaups—except for one small problem. As powerful as Jokulhaups is, it can't do jack about enchantments, and cards like

Land Tax could cause some serious problems.

There are basically three ways you can knock out enchantments: white (Disenchant), green (Tranquility and Essence Filter) and Nevinyrral's Disk. Destroying everything with Nevinyrral's Disk seemed kind of redundant, so I narrowed it down to green or white. The question now is which color do you pick? If you've got a couple of options and aren't sure which to choose, try figuring out how your deck is going to deal damage.

The best thing about Jokulhaups is that it leaves the board empty, but this doesn't do any damage to your opponent—it just slows him down. However, if you save enough mana, you can throw down a creature or other permanent after everything gets wiped away, and victory will be yours in no time.

As far as creatures go, both green and white have some nasty ones. Erhnam Djinn is a 4/5 creature for four mana, and if played right after Jokulhaups, the fact that it gives forestwalk isn't going to make a heck of a lot of a difference. Serra Angels are also really tough, but they're more expensive to cast, so I decided to go with green.

The Erhnams are obviously key to the deck, so I put in four, but that's still not

How to build a killer *Magic* deck in nine easy steps

by Jeff Hannes

enough damage. Unless you're playing a Millstone deck or something similar, a good killer deck should have at least 16 sources of damage. These can include creatures, artifacts and enchantments, as well as direct damage.

For one piddly mana, Black Vise is the one of the best (if not cheesiest) sources of damage. A first-turn Vise is good for at least three points of damage, and more if your opponent's deck can't deal with it. With this deck, you can hang on to one until you cast Jokulhaups, and then slam down a Vise to pin your opponent down.

Of course, even cards as good as the Vise aren't no-brainers. If your deck theme is discard, it's probably not worth using Vises. Always think about how your damage dealers will work in your deck. If they work contrary to your theme, there's probably something better out there.

In this deck, Vises happen to work well with the theme, so it's worth putting in four. That brings the total of damage dealers up to eight—still not nearly enough. Fortunately, red and green are not short on spells and creatures that cause damage.

Fireballs and Lightning Bolts can crush creatures as well as your opponent, and Storm Seeker can be devastating in this deck, especially if your opponent's been saving up on lands for when you play Jokulhaups. Four Fireballs and four Lightning Bolts were obvious, but four Storm Seekers seemed like too much.

In cases where you're not too sure how many to put in, two is a safe number. If you find that the card is very useful in your deck, you can add two more. If you don't cast it that often, you can cut the number down to one or none. Experimenting is one of the most important deck-building processes.

Gentlemen, Start Your Engines!

The third factor in building a killer deck is speed. No matter how good your deck theme is, if it isn't fast or highly defensive, it isn't going to win. That Polar Kraken may be more than your opponent can handle, but while you're waiting for your 11th land, your opponent will probably rip you to shreds.

The biggest problem with Jokulhaups is its casting cost. Six mana is never cheap, especially when your opponent is also trying to kill you as fast as possible. Before even trying the deck, I knew right away that it was going to need some way of generating fast mana to get those Jokulhaups out when I needed them.

Mana Vaults and Orcish Lumberjacks could both give me a three-mana jump on casting Jokulhaups, and even better, they both cost only one mana to play, so it was worth putting in four of each.

Of course, these cards aren't right for every deck. Lumberjacks only work in green/red decks, and

if you don't have enough mana to untap a Mana Vault, it can end up hurting more than helping you. The Vaults work well in this deck because the Jokulhaups destroys them after they've been used.

Black has Dark Rituals for speed, and green has elves and birds, but there's not much in the other colors. As mentioned before, one way to increase the speed of your deck is by putting in lots of cheap spells. Look at the falcon Killer Deck from issue #10 ("Up, Up, and Away!", page 24)—it's blue and white, but all the cheap creatures (falcons and sprites) make it a fast and effective deck.

The best test of speed for a deck is how it will fare against a Black Vise. Just about every Type II tournament deck uses these suckers, so it's best to be prepared. If you can't knock your hand size down to four in a couple of turns, you're probably in for a quick exit. It's okay to have a couple of expensive spells—just make sure you've got

enough cheap ones to balance it out.

Filling in the Gaps

Once you've got card destruction, damage dealers and speed taken care of, all that's left is tying up a few loose ends. First, you'll need to see how your deck works at preventing damage or gaining life. If you're using blue or white, counterspells and circles of protection will do the trick, but if you're not using these colors, there's not much available.

Fortunately, there are a couple of artifacts that give life at a very cheap cost—namely, Ivory Tower and Zuran Orb. These are two cards I put in just about every deck, and with good reason. Even if you're playing a very fast deck, a first-turn Tower can net you a couple of points of life, and it's a great target for your opponent's artifact hosers.

For zero mana, the Zuran Orb is a no-brainer. No matter what anyone says, there is no deck that can't benefit from being able to sacrifice a land for two life whenever you want.

Speaking of the Tower and the Orb, cards that are restricted are almost always worth putting into a killer deck if you've got the right colors. Balance, Mind Twist and Recall are among the most powerful cards in their color, so you should always find room for them.

Feldon's Cane is another very useful restricted card that can fit into any deck.



Erhnam Djinn, one of the most powerful creatures in the game

Recipe for Success

1. Choose a theme. Bring to a slow boil.
2. Add a healthy dose of permanent crushers. Stir until moist.
3. Gradually mix in at least 15 parts damage dealers. Let simmer.
4. Pour in the appropriate speed enhancers to give your deck some spice.
5. Coat with damage prevention or life gaining and let stand.
6. Sprinkle in a few tasty spells and restricted cards.
7. Add 24 parts mana sources.
8. Season to taste, trimming off unwanted residue.
9. Serve to your opponent *au gratin* with a fresh plate of cheese.

shows & conventions

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It lets you have another crack at drawing restricted cards you've already used, and it may save you from a defensive deck that tries to run you out of cards.

The Duelists' Convocation restricted these cards for a reason—they're powerful! If you want your deck to really be killer, put in those cards that too many people found a way to abuse.

Mmm...More Filling

By now you should be pretty close to finishing your deck, but you're not done yet. A good killer deck should have at least 12 cards that serve pretty much the same function. For example, a land destruction deck should have at least a dozen land-crushing spells. If your deck theme already gives you 12 spells, no problem. But what if you've picked a single card as your theme?

In this case, you should have a secondary theme. The secondary theme is usually as simple as weenie creatures, big creatures or direct damage, but it can be something more specific like artifacts if you're playing an artifact deck.

My Jokulhaups deck already had 10 direct damage spells (four Fireballs, four Lightning Bolts and two Storm Seekers), so direct damage seemed like the best secondary theme. Incinerate is a good damage spell if you've already loaded up on Lightning Bolts, so I added two to bring my direct damage total up to 12.

It's Not the Size that Counts... Or Is It?

At this point, you should be closing in on enough cards for your deck, which brings us to one of the most important parts of the deck-building process: deck size. How big should your deck be, and how many lands should it have?

The ideal number of cards your deck should have is 60—the Duelists' Convocation's minimum. It's okay to go a little

bit above that, but anything more than 65 or 66 will dilute your deck too much.

What about land? In a 60-card deck, you should usually have 24 permanent sources of mana. A source of mana is any *permanent* which can give you mana every turn without some great penalty.

For example, even though it costs two mana to play, a Fellwar Stone can be considered a permanent source of mana, because once it's out, it's just about as reliable as a land.

On the other hand, a Mana Vault is *not* a permanent source of mana because after you've used it once, you need to pay four mana to use it again. Mana critters like Llanowar Elves and Birds of Paradise should not be counted as permanent sources of mana either because they're easy to kill and cost colored mana to get out.

Trimming the Fat

Once you've got your mana sources set you should be pretty close to 60 cards. If you're over, try shaving off a few cards. If you've got four Lightning Bolts and four Incinerates, you can probably afford to cut down to two or three Incinerates. Just don't take out anything that's vital to your deck. If you feel like your deck has to be over 60 cards, add mana sources on a one-mana-to-two-card ratio. This should bring your deck size to the upper limit, 66.

If you've got all your damage dealers, permanent crushers and life gainers set and you're still under 60, there are plenty of general-use cards you can slip in. Card drawing devices like Jalum Tome, Greed and Sylvan Library are always useful, and funky cards like Jester's Cap, Icy Manipulator and Land Tax will only make your deck better.

Finally, I almost always top off my killer decks with a couple of Strip Mines. You never know when you're going to run into annoying lands, especially if your opponent is using cards like Maze of Ith or Mishra's Factories

The coolest thing about Strip Mines



The essential card in Jeff's Killer Deck



The Orcish Lumberjack: quick mana in creature form

Jokul-Whomp!

Permanent Crushers

4 Jokulhaups

1 Tranquility

Damage Dealers

4 Black Vises

4 Erhnam Djinns

4 Fireballs

2 Incinerates

4 Lightning Bolts

2 Storm Seekers

Speed Enhancers

4 Mana Vaults

4 Orcish Lumberjacks

1 Sylvan Library

Life Gainers

1 Ivory Tower

1 Zuran Orb

Mana Producers

15 Mountains

9 Forests

3 Strip Mines

is that they fall into their own little deck-building category. They're not permanent mana sources because their purpose is not to stick around too long, and they're not spells because they don't cost anything to cast. When I get up to 60 cards, I usually throw in three or four Strip Mines to finish it off.

Rome Wasn't Built in a Day

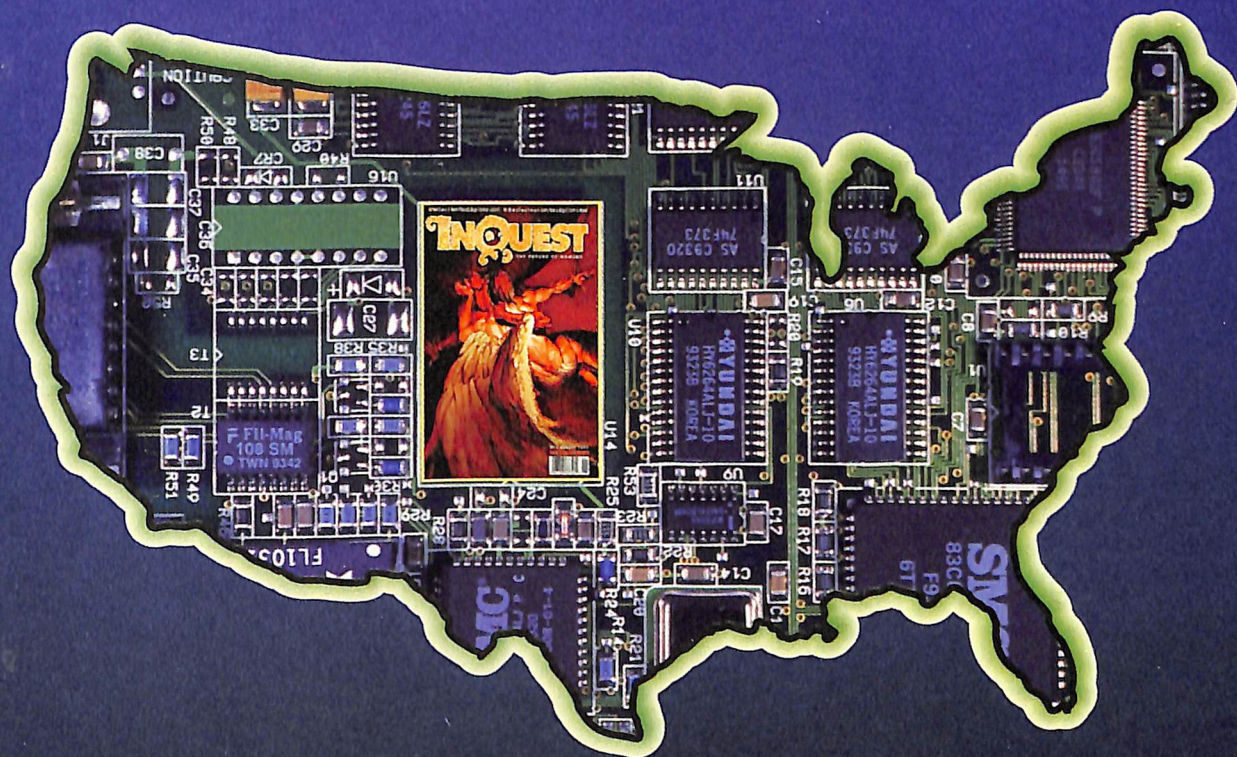
And the last step in building a killer deck? Practice, practice, practice! There are plenty of ways of testing out a deck—dealing out a hand and seeing how many turns it takes to beat a phantom opponent, playing against another one of your decks, etc.

Of course, the best way is to play against other people. The more you use your deck, the more you'll know which cards are really helping it and which cards are just slowing it down.

Remember, the deck-building process never ends. You never know when new cards are going to come your way, or when you'll fall upon a cool combo you never noticed before. Keep your deck fresh without changing it too much, and you'll have a winner in no time.

Jeff Hannes' new book is called "Cooking with Cardboard."

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Printing Adventures

From paper to packaging, InQuest takes a look at how the new *Fantasy Adventures* cards are printed

By Beth Moursund

"God, they look gorgeous!" exclaims artist Jean Martin, bending over Mayfair's new *Fantasy Adventures* cards. For the past two days, Martin and a slew of other Mayfair reps have been working with the Yaquinto Printing Company 'round the clock, staggering in for press checks every few hours to examine the first prints of Mayfair's new collectible card game, signing off only when everything is as close to perfect as possible.

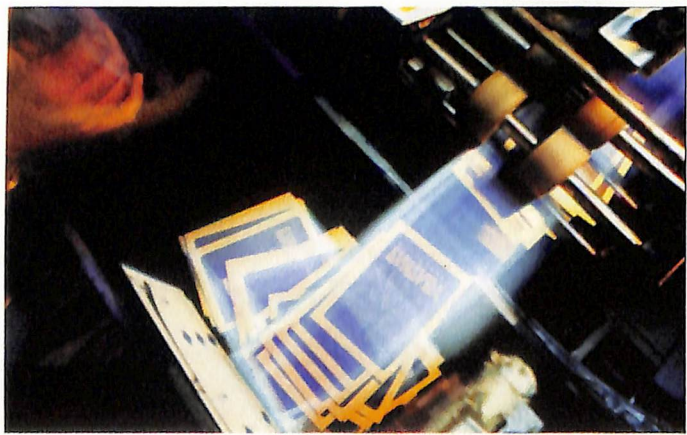
Unlike most CCGs, *Fantasy Adventures* has five separate sheets of cards to print: common, uncommon, rare and ultra-rare sheets for the randomly sorted booster packs, plus another starter-deck sheet consisting of a set 100 cards. The card backs come in two different colors (yellow for heroes and blue for encounters), and although the color is computer-controlled, the rows of cards sometimes have to be adjusted individually for lighter or darker tones.

After color adjustments, it takes some 60 to 100 sheets before the ink works its way fully into the press. The less-than-perfect copies, called "make-readies," will eventually be shredded...but not until they've been reused as much as possible for the test runs of each step.

1. Pre-press

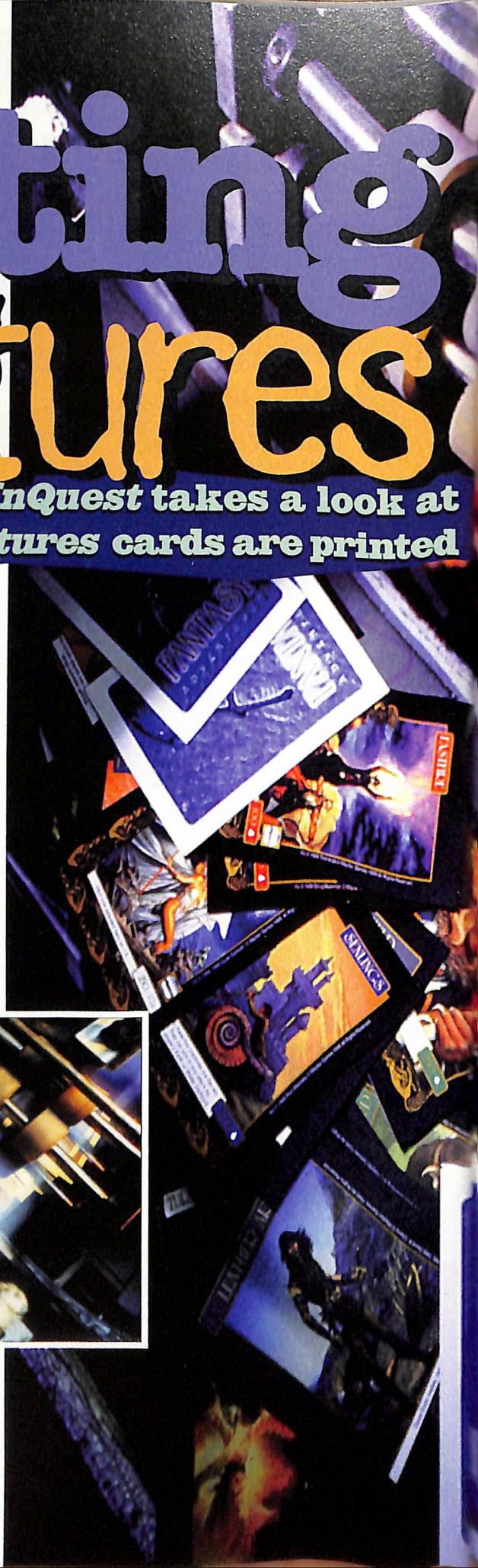
The story starts when film for the cards arrive at the factory from Mayfair. This film, which looks similar to black-and-white negatives, is the end result of almost a year of development, playtesting, art collection, design, editing and layout...but it's just the beginning for the printing company.


First, a specialist called a lithographic stripper, peering through a magnifying glass called a loupe and making tiny adjustments, lays the film out on large sheets of clear plastic. Everything must be precisely aligned, down to almost microscopic detail. The images on each of the four color



plates used must match perfectly or else you'll end up with the "coloring outside the lines" effect.

To make life more complicated, some of the cards on the initial films had errors, so replacements had to be





patched in. (These cards are so complicated, they're right at the edge of what the computer that makes the films can handle. Sometimes it just gives up and leaves out a piece. Several *Fantasy Adventures* cards had bits eaten that way.)

Once everything is assembled, they're taken to a "plate burner." This device shines ultraviolet light through the negatives onto the printing plate, a large sheet of aluminum coated with a UV-sensitive layer. Where the film is transparent, the UV light hits the coating; where the film is black, the light can't get through. This plate is then developed almost like a photograph. The end result is an aluminum sheet with 100 card images.

2. Paper Preparation

Now that we've got plates, we need something to print on. *Fantasy Adventures* uses a special card stock called "12-point economy smooth." It's actually two layers of paper with a darker layer containing dye and carbon fibers sandwiched

one by one, to little levers which feed them into the rollers. No human hands have touched the actual card stock yet. The surface must be clean and pristine so the ink will adhere perfectly.

3. Printing

The press printing *Fantasy Adventures* is an Akiyama Bestech 40 and takes three pressmen to operate. One loads the card stock, one makes adjustments and keeps the ink wells topped up, and one handles the controls and does quality checks. There's none of the traditional "Kerchunk! Kerchunk!" you may associate with printing presses—this sucker goes so fast that all you hear is a continuous rumble. When it's running at full speed, it can churn out up to 12,000 sheets per hour (that's 1,200,000 cards per hour).

The Bestech is a big monster, a 55-foot long whopper, with a chest-high walkway running around it for the pressmen to walk along as they add ink to the top of each of the six

ber "blanket" which picks up the ink. As the card stock speeds through the press it squeezes between the blanket and a back cylinder, transferring the ink onto the cards. Since it's a double-sided press, both the card fronts and backs are printed at the same time.

At the end of the sixth tower the sheet travels through one last set of rollers where it's sealed with a special coating. Each card factory has its own top-secret card-coating formulas. Yaquinto's coating for trading card games is slicker than their sports card coating, since the cards need to be easy to shuffle, but not as slick as casino cards, so it doesn't obscure the fine detail of the art. The coating seals in the ink, so the sheets don't need to be set aside to dry between card printing and cutting.


The finished sheets stack neatly on a platform at the front of the press. Every few minutes, the lead pressman pulls a sheet and compares the colors to the master sheet that the Mayfair reps signed off on, using a cellular telephone-sized instrument called a densitometer whose digital readouts measure the exact amount of each color at a point.

4. Slice 'n' Dice

The Yaquinto cutting/packaging arm is in a separate building, a few minutes' drive away. This area is less tidy than the press room, and we spotted a few *Spellfire*, *Legend of the Five Rings* and *Heresy* scraps. This place keeps busy!

The first stop in this factory is an L-shaped machine called a "slitter," which can process 1,400 to 1,700 sheets per hour. A worker feeds stacks of card sheets into the business end, where they're picked up by vacuum suction and guided into place by little gripping clamps. Finally they shoot through a set of spinning wheels. As each sheet skids out the other side into the corner of the L it looks unchanged, but picking one up shows that it's now a set of one-card-wide strips, held together only by a thin border of uncut paper. How'd that happen?

The top set of spinning wheels are actually razor-sharp disk-shaped blades. The lower wheels, the size of dinner plates, are also called "blades" by the printers, even



between them. This makes the cards stiffer but still flexible for shuffling, and also keeps you from being able to see through the card. This quality of card stock is only manufactured at about three places in the world, none in the United States.

First, the pressmen load the 1,200-pound stacks of card stock sheets into a contraption called a "skid turner," a big drum that looks like a square-mouthed Pac-Man. The skid turner rotates the whole stack onto its side, then blows air through the sheets to separate and get rid of any dust or grit between them. Then they load the whole pile into the back end of the press, where a vacuum pump creates enough suction to lift the sheets,

tower-like printing units. Only four of the six are being used for this run, one for each of the four colors of ink—black, cyan, magenta and yellow, in that order—that the *Fantasy Adventure* cards use. (The Unlimited Edition run will add a fifth ink, another black, overprinting the thin gold border around the card text.)

Inside each printing unit, the thick gloppy ink (almost the consistency of honey) squeezes down, back and forth between rollers that break up the pigments, until it ends up on the roller with the plate from step one around it. As the plate turns, the ink only sticks to the parts of the plate where the coating was burned away. Then it rolls against another cylinder covered with a rub-



Photography by David Sams

though they're not sharp, because the cutting takes place when the paper is squeezed between the two.

After skidding out of the first set of blades, the newly perforated sheet has a moment of freedom before it picks up momentum from a set of rollers mounted at 90 degrees to the first blades, which fling it down the other arm of the L into a second set. These blades, which have no notches, clip the strips into card-size rectangles which drop onto a small conveyer belt along the side of the stripper. Each sheet forms one pile. Workers pick up the piles, straighten them and pack them into boxes to carry to the next step.

5. Die-cutting

This step almost has to be seen to be believed. A worker shoves stacks of rectangular cards into a machine, closes a protective cover and presses a button. With a high-pitched screech, the machine drives a

"die"—essentially a heavy card-shaped cookie-cutter—right through all the layers of cardboard, faster than you can say "no fingers." A die can cut two to three million cards between sharpenings. The finished cards slide down a runway to waiting workers who pack them into trays. Yaquinto doesn't have booster-packing equipment, so the booster trays are shipped off to another company. There, machinery will automatically count off one ultra-rare, two rare, four uncommon and eight common cards into each pack and seal the ends. The starter decks, though, are all packaged by hand. Workers along an assembly line fold the boxes; insert cards, dice, and rule books; and pack them.

6. Security

Since collectible cards are valuable, security at the Yaquinto plant is tight. All the emergency exits have alarms and cameras.

The main entrance is watched by a guard, and everyone must sign in and out. Random checks of purses and pockets discourage anyone from trying to sneak out a stash of rares.

The make-readies, misprints, miscuts and other rejects are all loaded into numbered, locked bins, which are taken to another site for shredding. All this is documented and filmed. No souvenir press sheets for us from this visit!

And that's it, start to finish. Now you know how cards are printed. If your teacher yells at you for reading *InQuest* in class, tell her it's educational! If she makes you write an essay about printing, make sure to crib from at least three different sources—that way it's research.

Beth "BethMo" Moursund is fascinated by factories with big machinery, but is glad she doesn't have to work in one.

A look at *Fantasy Adventures*

Mayfair's latest collectible card game, *Fantasy Adventures*, is based on an old, out-of-print game called *Encounters*, which was published in the early '80s. Each player has two decks, one of heroes, the other of monsters, spells and artifacts. Every card has a point value printed on it, and the rules specify the number of cards and the maximum number of points for each deck.

The limited run is only five million cards, divided into roughly 15,000 starter decks and 250,000 boosters. The set consists of 100 ultra-rare, 100 rare, 100 uncommon, 50 booster-only common, 50 starter-only common and 50 booster-and-starter common cards, for a total of 450. All starter decks are identical and playable, but tuned decks are more effective.

The cards are beautiful. The game elements take up only a small part of the card face, leaving most of it for artwork—and the artwork is stunning, rich and detailed, with paintings coming from noted artists like David Cherry, Jody Lee and Ruth Thompson. Some is brand new, some has been previously published. Fantasy and science fiction readers will spot a few familiar pictures from book covers, such as the covers off Robert Jordan's *Wheel of Time* books and Mercedes Lackey's *Valdemar* novels. Identifying the sources could make a game in itself. Also, the card names and text are full of subtle references and in-jokes (such as the card Sarah's Sister with a pic-

ture—an angel wielding a sword—suspiciously like that of another well-known game).

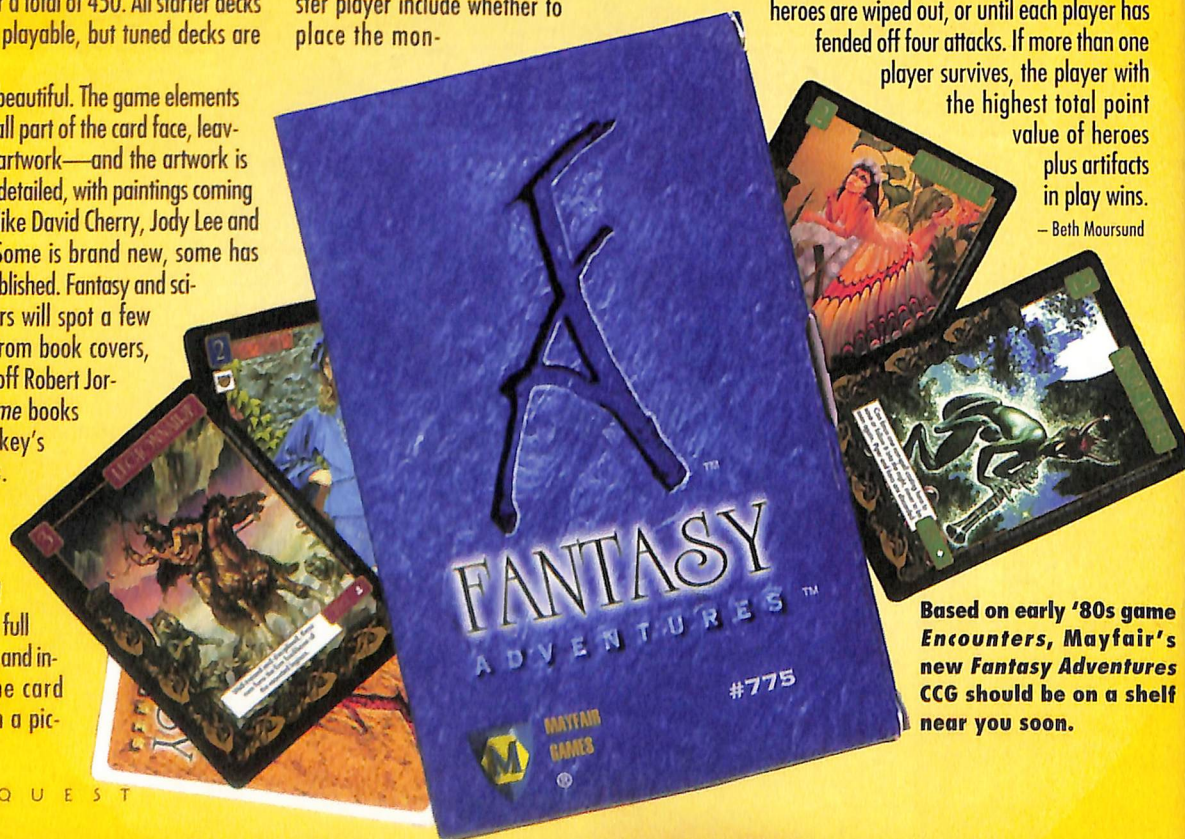
The game is fast and easy to play, but requires some thought and strategy to play well. To begin, each player shuffles his heroes and draws 10 cards, then picks eight of those to play with. There are a few ways to bring additional heroes into play, but mostly these eight are all you get. The hero deck contains 25 cards, so you can't count on getting a particular hero.

Once the heroes are set up, players alternate sending groups of monsters to attack the other player's heroes. Strategic decisions for the monster player include whether to place the mon-

sters in a lair (allowing the use of traps) or wandering (for a surprise bonus). The monsters tend to have an advantage here—for instance, flying monsters can slip past tough, front-rank heroes to attack the weaker spellcasters—but some well-placed spells or artifacts may tip the balance. You can give your heroes up to three artifacts from your hand at the beginning of the game and after each turn that you beat up the monsters, but only one if your heroes flee. At the beginning of each turn you fill your hand (up to 10 cards on a hero turn, 12 on a monster turn).

The game lasts until all but one player's heroes are wiped out, or until each player has fended off four attacks. If more than one player survives, the player with the highest total point value of heroes plus artifacts in play wins.

—Beth Moursund



Based on early '80s game *Encounters*, Mayfair's new *Fantasy Adventures* CCG should be on a shelf near you soon.

INQUESTTM #12

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Card Stock

Tracking trends in the card game market

WHAT'S IN THE FUTURE?

By Dan Albaugh



■ *Middle-earth: The Wizards* is quickly climbing to the top of the CCG ladder.



■ *Alternate Universe, Star Trek's* latest set, has brought the game back to the forefront.

How was your 1995? Ask that question to retailers and most will tell you '95 was a good year for business. *Magic* releases included *Ice Age*, *Chronicles* and *Homelands*, and sales for these releases enjoyed varying degrees of success. What do retailers across the country predict for 1996?

Barry Smith of Cards-Coins-Comics in Monroe, La., has high hopes for the new year. "Thanks to healthy sales of *Stars Wars* and *Star Trek: Alternate Universe*, 1996 is already off to an excellent start."

Smith believes the influx of new CCGs will continue and that most will be able to carve out only the smallest of collecting niches. "Affordability is a big factor," says Smith. "There's a ton of CCGs, forcing gamers to be selective in what they buy. Plus, in order to truly enjoy a CCG, you need to convince a friend to buy the game. Throw in the time factor too. It takes valuable time to learn and play the game. That keeps many gamers from making a purchase."

"I'm anticipating a good 1996," reports Steven West of Collectors Choice in Athens, Tenn. "I've been pleased with the sales of *Star Wars*, *Star Trek: Alternate Universe* and *Middle-earth: The Wizards*. In the past I expected to do well with *Magic*, and anything else that sold well was a bonus. Perhaps 1996 will be the year when another CCG becomes a consistent moneymaker."

Eric Nelson of Coastside Comics in Pacifica, Calif., offers these thoughts on trends for 1996. "Nothing will replace *Magic* as No. 1, but I believe that more than ever before, new CCGs will generate a larger following. I'm currently selling the heck out of *Red Zone*. I'm also big on CCGs that are based on an existing product. For example, *Middle-earth* is based on the works of J.R.R. Tolkien. A built-in collector base already exists for CCGs like that. *Star Wars* and *Star Trek* fit into that mold."

Homelands Prices Still Falling

This month's *InQuest* Price Guide reflects

an across-the-board drop in prices for *Magic: Homelands*, with few exceptions. Demand for *Homelands* cards has lessened and, as a result, retailers have lowered prices. Is this cause for alarm? Not at all.

Unlike *Ice Age*, the 140-card *Homelands* is a small set. In most stores, packs were readily available at an affordable \$1.75 to \$2. Gamers easily found the cards they wanted. As with any collectible, when the supply meets the demand, prices either stabilize or drop.

Retailers view this with mixed emotions. With *Homelands*, sales went from hot to steady to slow in a relatively short period of time. Perhaps Eric Nelson of Coastside Comics puts it best when he says, "There were a lot of headaches involved with gamers wanting but not being able to get *Ice Age* at a reasonable price. The plentiful availability of *Homelands* meant less sales overall, but it made for happy customers. It was a nice change."

No Fumbling

Those of you familiar with sports cards are aware that players of similar ability and popularity fall into tiers of prices. For example, at the top of the football pricing ladder you'll find Drew Bledsoe, Dan Marino, Joe Montana and Emmitt Smith. At a notch below will be Troy Aikman, Jerry Rice, Barry Sanders and Steve Young. Between the Marinos and the 10-cent common cards there may be four to six pricing levels.

Donruss' popular new CCG, *Red Zone*, has created the need to deviate from the normal pricing tiers. Although most pigskin stars in the set have been assigned uncommon or rare status, talent-laden players such as Errict Rhett and Isaac Bruce are commons. In a traditional football card set, Rhett would always command a higher value than a Marcus Allen. However, such is not the case in *Red Zone*, where Allen is an uncommon.

Another interesting phenomenon is

that certain cards are more playable than their commonality counterparts. Give any football card collector living outside of Atlanta a choice between Jeff George and Troy Aikman and he or she will likely take the higher-priced Aikman card. However, allowed the same choice, *Red Zone* fan Wil Chase (author of "Baron Sengir's Last Stand," *InQuest* #10) will take George without batting an eye. "In my opinion," says Chase, "George is the most powerful quarterback in the set. I'd even take him over Marino."

Other players have come to the forefront as powerful cards. Offensive players include Herman Moore and Darnay Scott. Defensive players found to be extremely playable include Greg Lloyd and Maurice Hurst. As more and more gamers learn to play *Red Zone*, expect the more powerful cards to increase in price.

The Other Sports

Donruss' baseball game, *Top of the Order*, has not experienced the success of *Red Zone*, due in part to an out-of-season release. Donruss representative Tracy Santiago confirmed that the company is looking to expand in the field of sports-related CCGs, but could not comment if basketball or hockey would be the next release. Baseball and football are deliberate, plotting sports and lend themselves well to CCGs. It will be interesting to see if the same CCG excitement can be captured with fast-paced sports such as basketball and hockey.



■ Brett Hull vs. Isaac Bruce—can't happen. But you can still have fun with the sports games out there.

Top 5 Selling Games

HOMELANDS

STAR WARS
CUSTOMIZABLE CARD GAME

STAR TREK
CUSTOMIZABLE CARD GAME

MIDDLE-EARTH
THE WIZARDS
THE WYRM

1. Magic: The Gathering

Ice Age, *Chronicles* and *Homelands* are still seeing their share of action. Retailers report holiday sales were steady if not brisk.

2. Star Wars: Customizable Card Game

Production delays created frustration amongst retailers and gamers alike, but evidently the wait was worth it. Decks and boosters are selling like wildfire.

3. Star Trek: Customizable Card Game

A lengthy wait was also experienced for *Alternate Universe*. Interest in this new CCG expansion is hot, but not at the same level as *Star Wars*.

4. Middle-earth: The Wizards

Tolkien fans, rejoice! The opportunity to become a Wizard and battle the forces of darkness awaits you.

5. Rage

The Wyrms gives new meaning to the phrase "No more Mr. Nice Guy." Here's your chance to be an evildoer and destroy those who fight to save the Earth.

Playoff's *One-on-One Hockey Challenge* has hit store shelves. Initial pricing for this new CCG appears in the *InQuest* Price Guide. Strongly marketed in Canada and major retail outlets in the U.S., many smaller retail shops currently lack this product.

While the jury is still out on the playability of *One-on-One Hockey*, the card design and selection is great. Whereas *Red Zone* is missing stars such as Emmitt Smith, Brett Favre and Deion Sanders, *One-on-One Hockey* has them all—Wayne Gretzky, Eric Lindros, Mario Lemieux, Brett Hull.

Collectors will be pleased to know that most star performers are found not only as ultrarares but also as commons and uncommons. Gamers may be frustrated that certain ultrarare cards are issued exclusively in either starter decks or booster packs.

A Final Word

Hey CCG manufacturers, how about keeping this new columnist aware of your upcoming releases? Send info, photos, product samples and whatnot to: Card Stock, Attn: Dan Albaugh, P.O. Box 458, Waterford, PA 16441. Thanks!

Dan Albaugh prefers the old Atari game *Freeway* coz he gets to be this chicken dodging speeding trucks to get to the other side of the road.

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

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked...

One person's Mint is another one's Ex-Mint. That said, since grading can be a subjective thing, each person should take into account what he feels important. Without further ado, here are the grades:

Mint (MT): Perfectumundo! Beautiful! Sort of a card cross between the Taj Mahal and Andy 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 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

Good (GD), 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 in Tempe, AZ. All Pro Sports in Newark, DE. Augusta Comics & Cards in Carmel, IN. B&R Baseball Cards in Suffers, NY. Barry's Collectors Corner in Grand Forks, ND. Book & Music Exchange in Louisville, KY. Books, Comics & Things in Ft. Wayne, IN. Books Galore in Erie, PA. Broadway Comics in Valrico, FL. Card & Comic Arcade in New York, NY. Card & Comic Empire in Huntsville, AL. Cards, Coins & Collectibles in Monroe, LA. Chimera Comics & Cards in Fond Du Lac, WI. Claude's Comics in Hallboro, IL. Coastline Comics in Pacifica, CA. Collector's Choice in Athens, TN. Collector's World in Anderson, IN. Comic City in San Diego, CA. Comic Dungeon in Riverside, CA. The Comic Shop in Fairbanks, AR. The Comic Shop in Garden City, KS. Comics on Parade in Santa Barbara, CA. Comic World, Inc. in Stafford VA. Comics Warehouse in Albion, NY. COMICS & CARDS, Inc. in Rocklin, CA. Comics Inc. in Fayetteville, NC. Comically Speaking in Mayberry, 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 Kingswood, NJ. Fiction Comics in Porterville, CA. Front Row in Sovereign Park, MD. Gallop's Comics & Games in Statesboro, GA. Game-A-Go! in Santa Cruz, CA. Games, Crafts, Hobbies & Stuff in Overland, MO. Games Plus in Woodville, WA. Gator Country Cards & Comics in Gainesville, FL. Golden Comics in Action, MA. The Great Escape in Louisville, KY. Gridiron Comics & Games in Manchester, CT. Hansen's Hobbies in Wilmette, IL. Heroes and Fantasies in San Antonio, TX. High Five Sport Cards in Fremont, CA. Hobby Center in Hattiesburg, MS. Hobbytown USA in Las Vegas, NV. Home Field, Inc. in Portland, OR. Legacy Comics & Cards in Colorado Springs, CO. 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. Northeast Ink in Jackson, MI. Oak Leaf Comics in Cedar Falls, IA. Odin's Cosmic Bookshelf in Uluru, Ga. and Stone Mountain, GA. Outer Limits in Clinton, NJ. Paul & Judy's in Arthur, IL. Pea Wee Comics in Canoga Park, CA. Sean's Locker Room in Somerset, PA. Shahrazad Games in Lexington, KY. Shinder's in Minneapolis, MN. Sidelines in Dayton, TN. Slam Dunk in Ozarks Springs, MS. S.N.S. Collectibles in Lake Ridge, VA. Source Comics & Games in St. Paul, MN. The Time Tunnel in Statesville, NC. Thunderbolt Comics in Henderson, NV. Titan Games and Comics III in Smyrna, GA. TJ's in Middletown, NY. Troll and Toad in Peavy, KY. WarGames & Fantasy in Metairie, LA. Who's on First in Westhaven, CT. Wizard World in Hamlet, 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 for Near Mint cards. 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 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.

Color boxes to the left of the card name mark the card's color or group.

price guide	
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
Felkwar Stone	2.50 .. 3.50
Festival	35 .. 75
Fire and Brimstone	2.25 .. 3.00

How to use the *InQuest* CCG Price Guide

In this example, **Blood Wars** is the name of the game, **TSR** is the name of the manufacturer, and **FACTS and FACTIONS** 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 yellow bar indicates that a set has been heavily traded with no price change. 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.

BLOOD WARS	GALACTIC EMPIRES
TSR-1995	COMPANION GAMES-1995
Full Set (334 cards) \$275.00 .. 350.00	Full Set (440) \$165.00 .. 200.00
Starter Deck (50 cards) 8.00 .. 10.00	Starter Deck (55 cards) 8.00 .. 9.00
Starter Box (10 dual decks) 75.00 .. 100.00	Starter Box (10 decks) 75.00 .. 100.00
Booster Pack (15 cards) 2.00 .. 2.50	Booster Pack (12 cards) 2.00 .. 2.50
Booster Box (36 packs) 70.00 .. 85.00	Booster Box (36 packs) 70.00 .. 85.00
Assassination Plot 5.00 .. 8.00	Dragon Hatchling 4.00
Chaos Beast 4.00 .. 6.00	Dragon Lair 4.00
Lady of Pain 25.00 .. 35.00	Moon Dragoness 5.00
Shield Maidens of Odin 4.00 .. 6.00	Monster Overstrike 3.50
Tiannat 5.00 .. 8.00	Saintflating Dragoness 3.50
FACTS AND FACTIONS	NEW EMPIRES EXPAN
TSR-1995	COMPANION GAMES-1995
Full Set (134 cards) 75.00	Full Set (209 cards) \$75.00
Booster Pack (15 cards) 2.00	Booster Pack (12 cards) 2.00
Booster Boxes(36 packs) 70.00	Booster Box 70.00

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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
Deathgrasp	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	2.00	3.00
Earthbind	1.25	2.00
Earthquake	4.00	6.00
Elvish Archers	3.50	5.00
Evil Presence	1.25	2.00
False Orders	3.50	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	.50	1.00
Feedback	1.25	2.00
Fire Elemental	1.25	2.00
Fireball	.50	1.00
Firebreathing	.50	1.00
Flashfires	1.25	2.00
Flight	.50	1.00
Fog	.50	1.00
Force of Nature	10.00	15.00
Forcefield	50.00	80.00
Forest	.10	.25
Fork	25.00	30.00
Frozen Shade	.50	1.00
Fungusaur	5.00	8.00
Gaea's Liege	10.00	15.00
Gauntlet of Might	50.00	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 Chaztuk	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
Hawling Mine	7.00	10.00
Harlowe 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	55.00
Lifeforce	1.25	2.00
Lifeline	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	2.00	3.00
Llanowar Elves	.50	1.00
Lord of Atlantis	8.00	12.00
Lord of the Pit	10.00	15.00
Lure	1.25	2.00
Magical Hack	7.00	10.00
Mahamohi Djinn	8.00	10.00
Mana Flare	5.00	8.00
Mana Short	3.50	5.00
Mana Vault	3.50	5.00
Manabombs	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
Mox's Goblin Raiders	.50	1.00
Mountain	.10	.25
Mox Emerald	95.00	125.00
Mox Jet	95.00	125.00
Mox Pearl	95.00	125.00
Mox Ruby	95.00	125.00
Mox Sapphire	95.00	125.00
Natural Selection	20.00	30.00
Neither Shadow	4.00	6.00
Netting Imp	3.50	5.00
Nevinyral's Disk	6.00	10.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.25	2.00
Orcish Artillery	.75	1.50
Orcish Onflamme	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
Purloace	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	2.00	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	7.00	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
Thoughtlace	2.50	3.50
Throne of Bone	1.25	2.00
Timber Wolves	4.00	6.00
Time Vault	40.00	55.00
Time Walk	80.00	100.00
Timetwister	45.00	70.00
Tranquility	.50	1.00
Tropical Island	12.00	20.00
Tsunami	1.25	2.00
Tundra	18.00	30.00
Tunnel	1.25	2.00
Twiddle	2.00	3.00
Two-Headed Giant of Foriys	30.00	45.00
Underground Sea	12.00	20.00
Unholy Strength	.50	1.00
Unsummon	.50	1.00
Uthden Troll	2.00	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	8.00	15.00
White Knight	2.50	3.50
White Ward	1.25	2.00
Wild Growth	.50	1.00
Wit-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.25	2.00
Word of Command	35.00	50.00
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	3.00	4.00
Brainingyer	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	3.00	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	2.00	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	3.00	4.00
Dark Ritual	.15	.50
Darkpact	3.50	5.00
Death Ward	.15	.50
Deathgrasp	.75	1.50
Deathlace	2.00	3.00
Demonic Attorney	4.00	6.00



TOP TEN HOTTEST CARDS

8) Hell's Caretaker

Hell is an evil place, and few things in it are more evil than Hell's Caretaker. Why, just throw some innocent creature to him and he'll cough up some monstrosity from your graveyard. Unpleasant.

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	3.00	4.00
Dragon Engine	1.25	2.00
Dragon Whelp	2.00	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
EH-Hajjaj	4.00	6.00
Elvish Archers	3.00	4.00
Energy Flux	.75	1.50
Erg 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	3.00	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	3.00	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

WENT UP

WENT DOWN

HEAVILY TRADED



price guide

□ Farmstead	5.00	8.00
■ Fastbond	6.00	10.00
■ Fear	.15	.50
■ Feedback	.75	1.50
■ Fire Elemental	1.25	2.00
■ Fireball	.15	.50
■ Firebreathing	.15	.50
■ Flashfires	.75	1.50
■ Flight	.15	.50
■ Flying Carpet	3.50	5.00
■ Fog	.15	.50
■ Force of Nature	8.00	12.00
■ Forest	.05	.10
■ Fork	15.00	25.00
■ Frozen Shade	.15	.50
■ Fungusaur	4.00	6.00
■ Gaea's Liege	8.00	12.00
■ Giant Growth	.15	.50
■ Giant Spider	.15	.50
■ Glasses of Urza	.75	1.50
■ Gloom	.75	1.50
■ Goblin Balloon Brigade	.75	1.50
■ Goblin King	8.00	10.00
■ Granite Gargoyle	6.00	10.00
■ Gray Ogre	.15	.50
□ Green Ward	.75	1.50
■ Grizzly Bears	.15	.50
□ Guardian Angel	.75	1.50
□ Healing Salve	.15	.50
■ Helm of Chantzuk	3.00	4.00
■ Hill Giant	.15	.50
■ Hive, The	4.00	6.00
□ Holy Armor	.15	.50
□ Holy Strength	.15	.50
■ Howl from Beyond	.15	.50
■ Howling Mine	6.00	10.00
■ Hurky's Recall	3.50	5.00
■ Hurlion Minotaur	.15	.50
■ Hurricane	.75	1.50
■ Hypnotic Specter	2.00	3.00
■ Instill Energy	.75	1.50
■ Iron Star	.75	1.50
■ Ironroot Treefolk	.15	.50
■ Island	.05	.10
■ Island Fish Jasonius	3.50	5.00
□ Island Sanctuary	3.50	5.00
■ Ivory Cup	.75	1.50
■ Ivory Tower	4.00	6.00
■ Jade Monolith	1.50	2.50
■ Jandar's Ring	5.00	8.00
■ Jandar's Saddlebags	2.50	3.50
■ Joyemdae Tome	3.00	4.00
■ Juggernaut	5.00	8.00
■ Jump	.15	.50
■ Karma	.75	1.50
■ Keldon Warlord	1.50	2.50
■ Kird Ape	1.00	2.00
■ Kormus Bell	2.50	3.50
■ Kudzu	4.00	6.00
□ Lance	1.25	2.00
■ Lay Druid	.75	1.50
■ Library of Leng	.75	1.50
■ Lifeforce	.75	1.50
■ Lifeface	2.00	3.00
■ Lifetop	.75	1.50
■ Lightning Bolt	.15	.50
■ Living Artifact	3.25	5.00
■ Living Lands	3.50	4.00
■ Living Wall	1.50	2.50
■ Llanowar Elves	.15	.50
■ Lord of Atlantis	6.00	10.00
■ Lord of the Pit	8.00	12.00
■ Lure	.75	1.50
■ Magical Hack	5.00	8.00
■ Magnetic Mountain	2.50	3.50
■ Mahamoti Djinn	7.00	10.00
■ Mana Flare	4.00	6.00
■ Mana Short	3.50	5.00
■ Mana Vault	3.00	4.00
■ Manaburbs	3.00	4.00
■ Meekstone	3.50	5.00
■ Merfolk of the Pearl Trident	.15	.50
■ Mesa Pegasus	.15	.50
■ Mijae Djinn	4.00	6.00

■ Millstone	3.00	4.00
■ Wind Twist	5.00	8.00
■ Mishra's War Machine	3.00	4.00
■ Moans's Goblin Raiders	.15	.50
■ Mountain	.05	.10
■ Nether Shadow	3.50	5.00
■ Nettling Imp	2.50	3.50
■ Nevinyml's Disk	5.00	8.00
■ Nightmare	10.00	15.00
■ Northern Paladin	8.00	12.00
■ Obsidian Golem	.75	1.50
■ Onulet	1.25	2.00
■ Orcish Artillery	.75	1.50
■ Orcish Oniflame	2.00	3.00
■ Ornithopter	.75	1.50
■ Paralyze	.15	.50
■ Pearl Unicorn	.15	.50
□ Personal Incarnation	5.00	8.00
■ Pestilence	.15	.50
■ Phantasmal Forces	.75	1.50
■ Phantasmal Terrain	.15	.50
■ Phantom Monster	.75	1.50
■ Pirate Ship	3.50	5.00
■ Plague Rats	.15	.50
■ Plains	.05	.10



TOP TEN HOTTEST CARDS
7) Lhurgoyf
 I still have trouble with this guy's name. But not with his ability: +1/+1 for each creature in all graveyards. Lhurgoyf must be Norse for "Put me out after Jokulhaups."

■ Plateau	10.00	18.00
■ Power Leak	.15	.50
■ Power Sink	.15	.50
■ Power Surge	3.50	5.00
■ Primal Clay	2.50	3.50
■ Prodigious Sorcerer	.15	.50
■ Psychic Venom	.15	.50
□ Pureface	2.00	3.00
■ Rack, The	1.25	2.00
■ Raise Dead	.15	.50
■ Reconstruction	.75	1.50
■ Red Elemental Blast	.15	.50
□ Red Ward	.75	1.50
■ Regeneration	.15	.50
■ Regrowth	3.50	5.00
□ Resurrection	2.00	3.00
□ Reverse Damage	5.00	8.00
□ Reverse Polarity	.75	1.50
□ Righteousness	5.00	8.00
■ Roc of Kher Ridges	6.00	10.00
■ Rock Hydra	12.00	18.00
■ Rocket Launcher	4.00	6.00
■ Rod of Ruin	.75	1.50
■ Royal Assassin	12.00	18.00
■ Sacrifice	1.50	2.50
□ Samite Healer	.15	.50
■ Savannah	10.00	18.00
□ Savannah Lions	3.50	5.00
■ Scathe Zombies	.15	.50
■ Scavenging Ghoul	.75	1.50
■ Scrubland	10.00	18.00
■ Scryb Sprites	.15	.50
■ Sea Serpent	.15	.50
■ Sedge Troll	8.00	12.00
■ Sengir Vampire	3.50	5.00
■ Serenidib Efreet	10.00	15.00
■ Serra Angel	5.00	8.00
■ Shandor Dryads	.15	.50
■ Shatter	.15	.50

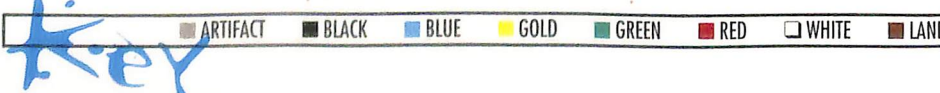
■ Shatterstorm	4.00	6.00
■ Shivan Dragon	15.00	20.00
■ Simulacrum	.75	1.50
■ Siren's Call	1.25	2.00
■ Sleight of Mind	3.50	5.00
■ Smoke	3.00	4.00
■ Sol Ring	6.00	8.00
■ Sorceress Queen	5.00	8.00
■ Soul Net	.75	1.50
■ Spell Blast	.15	.50
■ Stasis	3.00	4.00
■ Steal Artifact	.75	1.50
■ Stone Giant	.75	1.50
■ Stone Rain	.15	.50
■ Stream of Life	.15	.50
■ Sunglasses of Urza	3.00	4.00
■ Swamp	.05	.10
□ Swords to Plowshares	1.25	2.00
■ Taiga	10.00	18.00
■ Terror	.15	.50
■ Thicket Basilisk	2.00	3.00
■ Throatlunge	2.00	3.00
■ Throne of Bone	.75	1.50
■ Timber Wolves	3.00	4.00
■ Titania's Song	2.50	3.50
■ Tranquility	.15	.50
■ Tropical Island	10.00	18.00
■ Tsunami	.75	1.50
■ Tundra	10.00	18.00
■ Tunnel	.75	1.50
■ Underground Sea	10.00	18.00
■ Unholy Strength	.15	.50
■ Unstable Mutation	.15	.50
■ Unsumman	.15	.50
■ Uthden Troll	1.50	2.50
■ Verduran Enchantress	4.00	6.00
■ Vesuvan Doppelganger	12.00	20.00
□ Veteran Bodyguard	7.00	12.00
■ Volcanic Eruption	4.00	6.00
■ Volcanic Island	10.00	18.00
■ Wall of Air	.75	1.50
■ Wall of Bone	.75	1.50
■ Wall of Brambles	.75	1.50
■ Wall of Fire	.75	1.50
■ Wall of Ice	.75	1.50
■ Wall of Stone	.75	1.50
□ Wall of Swords	1.50	2.50
■ Wall of Water	.75	1.50
■ Wall of Wood	.15	.50
■ Wanderlust	.75	1.50
■ War Mammoth	.15	.50
■ Warp Artifact	3.00	4.00
■ Water Elemental	1.25	2.00
■ Weakness	.15	.50
■ Web	3.00	4.00
■ Wheel of Fortune	7.00	12.00
□ White Knight	1.50	2.50
□ White Ward	.75	1.50
■ Wild Growth	.15	.50
■ Will-O'-The-Wisp	5.00	8.00
■ Winter Orb	3.00	4.00
■ Wooden Sphere	.75	1.50
□ Wrath of God	4.00	6.00
■ Zombie Master	5.00	8.00

FOURTH EDITION
 WIZARDS OF THE COAST 1995
 Cards contain a copyright date beneath the artist's name on the front of the card.

Full Set (378 cards)	\$250.00	350.00
Starter Deck (60 cards)	8.00	12.00
Starter Box (10 decks)	75.00	100.00
Booster Pack (15 cards)	2.50	3.50
Booster Box (36 packs)	85.00	110.00

Name	Low	High
■ Abomination	2.00	3.00
■ Air Elemental	.75	1.50
□ Alabaster Potion	.10	.40
■ Aladdin's Lamp	2.50	3.50
■ Aladdin's Ring	3.00	4.00
■ Ali Baba	3.00	4.00
□ Amrou Kithkin	.10	.40
■ Amulet of Kroog	.10	.40
□ Angry Mob	1.50	2.50
■ Animate Artifact	.35	.75
■ Animate Dead	.35	.75
□ Animate Wall	2.00	3.00
■ Ankh of Mishra	2.50	3.50
■ Apprentice Wizard	.10	.40
□ Armageddon	3.50	5.00
■ Armageddon Clock	2.50	3.50
■ Ashes to Ashes	.35	.75
■ Ashnod's Battle Gear	1.50	2.50

■ Aspect of Wolf	3.50	5.00
■ Backfire	1.50	2.50
■ Bad Moon	3.50	5.00
□ Balance	3.00	4.00
■ Ball Lightning	5.00	8.00
□ Battering Ram	.10	.40
□ Bendish Hero	.10	.40
■ Bird Maiden	.10	.40
■ Birds of Paradise	5.00	8.00
■ Black Knight	1.25	2.00
■ Black Mana Battery	3.50	5.00
■ Black Vise	.75	1.50
□ Black Ward	.35	.75
□ Blessing	2.50	3.50
■ Blight	1.50	2.50
■ Blood Lust	.10	.40
■ Blue Elemental Blast	.10	.40
■ Blue Mana Battery	3.50	5.00
□ Blue Ward	.10	.40
■ Bog Imp	.10	.40
■ Bog Wraith	.75	1.50
■ Bottle of Suleiman	2.50	3.50
■ Brainwash	.10	.40
■ Brass Man	.60	1.00
■ Bronze Tablet	2.50	3.50
■ Brothers of Fire	.10	.40
■ Brute, The	.10	.40
■ Burrowing	.60	1.00
■ Carnivorous Plant	.10	.40
■ Carrion Ants	5.00	8.00
□ Castle	1.25	2.00
■ Cave People	1.25	2.00
■ Celestial Prism	.60	1.00
■ Channel	.10	.40
■ Chaoslace	1.50	2.50
□ Circle of Protection: Artifact	3.00	4.00
□ Circle of Protection: Black	.10	.40
□ Circle of Protection: Blue	.10	.40
□ Circle of Protection: Green	.10	.40
□ Circle of Protection: Red	.10	.40
□ Circle of Protection: White	.10	.40
■ Clay Statue	.10	.40
■ Clockwork Avian	4.00	6.00
■ Clockwork Beast	2.50	3.50
■ Cockatrice	4.00	6.00
■ Colossus of Sardia	4.00	6.00
■ Conservator	.60	1.00
■ Control Magic	1.50	2.50
□ Conversion	1.25	2.00
■ Coral Helm	2.50	3.50
■ Cosmic Horror	3.50	5.00
■ Counterspell	.75	1.50
■ Craw Wurm	.10	.40
■ Creature Bond	.10	.40
■ Crimson Manticores	3.00	4.00
■ Crumble	.35	.75
■ Crusade	3.50	5.00
■ Crystal Rod	.60	1.00
■ Cursed Land	.35	.75
■ Cursed Rack	1.50	2.50
■ Cyclopean Mummy	.10	.40
■ Dancing Scimitar	2.50	3.50
■ Dark Ritual	.10	.40
□ Death Ward	.10	.40
■ Deathgrip	.60	1.00
■ 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	.10	.40
■ Disintegrate	.10	.40
■ Disrupting Scepter	2.50	3.50
□ Divine Transformation	3.00	4.00
■ Dragon Engine	.75	1.50
■ Dragon Whelp	1.50	2.50
■ Drain Life	.10	.40
■ Drain Power	3.50	5.00
■ Dudge Skeletons	.10	.40
■ Duskwood Boats	.10	.40
■ Dwarf Warriors	.10	.40
■ Earth Elemental	.75	1.50
■ Earthquake	3.00	4.00
■ Ebony Horse	2.00	3.00
■ El-Hojaji	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	.60	1.00
■ Energy Tap	.10	.40
■ Erg Raiders	.10	.40
■ Erosion	.10	.40
■ Eternal Warrior	.10	.40
■ Evil Presence	.60	1.00



Eye for an Eye	3.00	4.00
Fear	1.00	4.00
Feedback	3.50	7.50
Fellwar Stone	2.00	3.00
Fire Elemental	7.50	1.50
Fireball	1.00	4.00
Firebreathing	1.00	4.00
Fissure	1.00	4.00
Flashfires	6.00	1.00
Flight	1.00	4.00
Flood	1.00	4.00
Flying Carpet	3.00	4.00
Fog	1.00	4.00
Force of Nature	6.00	10.00
Fortified Area	1.00	4.00
Forest	0.50	1.00
Frozen Shade	1.00	4.00
Fungusaur	3.50	5.00
Gaea's Liege	6.00	10.00
Gaseous Form	1.00	4.00
Ghost Ship	3.50	7.50
Giant Growth	1.00	4.00
Giant Spider	1.00	4.00
Giant Strength	1.00	4.00
Giant Tortoise	1.00	4.00
Glasses of Urza	6.00	1.00
Gloom	6.00	1.00
Goblin Balloon Brigade	6.00	1.00
Goblin King	6.00	10.00
Goblin Rock Sled	1.00	4.00
Grapeshot Catapult	1.00	4.00
Gray Ogre	1.00	4.00
Green	2.50	3.50
Green Mana Battery	3.50	5.00
Green Ward	3.50	7.50
Grizzly Bears	1.00	4.00
Healing Salve	1.00	4.00
Helm of Chaztuk	2.50	3.50
Hill Giant	1.00	4.00
Hive, The	3.50	5.00
Holy Armor	1.00	4.00
Holy Strength	1.00	4.00
Howl from Beyond	1.00	4.00
Howling Mine	5.00	8.00
Hurkyl's Recall	3.00	4.00
Hurlon Minotaur	1.00	4.00
Hurr Jackal	2.00	3.00
Hurricane	6.00	1.00
Hypnotic Specter	1.50	2.50
Immolation	1.00	4.00

Killer Bees	5.00	8.00
Kismet	3.50	5.00
Kormus Bell	2.00	3.00
Land Leeches	1.00	4.00
Land Tax	2.00	3.00
Leviathan	3.50	5.00
Ley Druid	6.00	1.00
Library of Leng	6.00	1.00
Lifeforce	6.00	1.00
Lifelace	1.50	2.50
Lifetop	6.00	1.00
Lightning Bolt	1.00	4.00
Living Artifact	2.50	3.50
Living Lands	2.50	3.50
Llanowar Elves	1.00	4.00
Lord of Atlantis	5.00	8.00
Lord of the Pit	6.00	10.00
Last Soul	1.00	4.00
Lure	6.00	1.00
Magical Hack	4.00	6.00
Magnetic Mountain	2.00	3.00
Mahamoti Djinn	6.00	8.00
Mana Clash	1.50	2.50
Mana Flare	3.50	5.00
Mana Short	3.00	4.00
Mana Vault	2.50	3.50
Manabombs	2.50	3.50
Marsh Gas	1.00	4.00
Marsh Viper	1.00	4.00
Meekstone	3.00	4.00
Merfolk of the Pearl Trident	1.00	4.00
Mesa Pegasus	1.00	4.00
Millstone	2.50	3.50
Mind Bomb	1.50	2.50
Mind Twist	4.00	6.00
Misha's Factory	3.50	5.00
Misha's War Machine	2.50	3.50
Mons' Goblin Raiders	1.00	4.00
Morale	1.00	4.00
Mountain	0.50	1.00
Murk Dwellers	1.00	4.00
Naf's Asp	1.00	4.00
Nether Shadow	3.00	4.00
Nevinryal's Disk	3.50	5.00
Nightmare	7.00	12.00
Northern Paladin	6.00	10.00
Oasis	2.00	3.00
Obsidian Golem	6.00	1.00
Onulet	7.50	1.50
Orchid Artillery	6.00	1.00
Orchid Oriflamme	1.50	2.50
Ornithopter	3.50	7.50
Osai Vultures	3.50	7.50
Paralyze	1.00	4.00
Pearled Unicorn	1.00	4.00
Personal Incarnation	4.00	6.00
Pestilence	1.00	4.00
Phantasmal Forces	6.00	1.00
Phantasmal Terrain	1.00	4.00
Phantom Monster	6.00	1.00
Pirate Ship	3.00	4.00
Piety	1.00	4.00
Pikeman	1.00	4.00
Pit Scorpion	1.00	4.00
Plague Rats	1.00	4.00
Plains	0.50	1.00
Power Leak	1.00	4.00
Power Sink	1.00	4.00
Power Surge	2.50	3.50
Pradesh Gypsies	1.00	4.00
Primal Clay	2.00	3.00
Prodigal Sorcerer	1.00	4.00
Psionic Entity	3.50	5.00
Psychic Venom	1.00	4.00
Purelace	1.50	2.50
Pyrotechnics	1.25	2.00
Rack, The	7.50	1.50
Radian Spirit	2.00	3.00
Rag Man	2.50	3.50
Raise Dead	1.00	4.00
Rebirth	2.50	3.50
Red Elemental Blast	1.00	4.00
Red Mana Battery	3.50	5.00
Red Ward	3.50	7.50
Regeneration	1.00	4.00
Relic Bind	3.00	4.00
Reverse Damage	4.00	6.00
Righteousness	4.00	6.00
Rod of Ruin	6.00	1.00
Royal Assassin	10.00	15.00
Samite Healer	1.00	4.00
Sandstorm	1.00	4.00
Savannah Lions	3.00	4.00
Scathe Zombies	1.00	4.00

Scavenging Ghoul	6.00	1.00
Scryb Sprites	1.00	4.00
Sea Serpent	1.00	4.00
Seeker	1.00	4.00
Segovian Leviathan	1.25	2.00
Sengir Vampire	3.00	4.00
Serra Angel	4.00	6.00
Shanodin Dryads	1.00	4.00
Shapeshifter	3.50	5.00
Shatter	1.00	4.00
Shivan Dragon	12.00	18.00
Simulacrum	1.00	4.00
Sindbad	2.50	3.50
Siren's Call	7.50	1.50
Sisters of the Flame	1.00	4.00
Sleight of Mind	3.00	4.00
Smoke	2.50	3.50
Sorceress Queen	4.00	6.00
Soul Net	3.50	7.50
Spell Blast	1.00	4.00
Spirit Link	3.50	5.00
Spirit Shackles	7.50	1.50
Stasis	2.50	3.50
Steal Artifact	6.00	1.00
Stone Giant	6.00	1.00
Stone Rain	1.00	4.00
Stream of Life	1.00	4.00
Ship Mine	3.00	4.00
Sunglasses of Urza	2.50	3.50
Sunken City	1.00	4.00
Swamp	0.50	1.00
Swords to Plowshares	7.50	1.50
Sylvan Library	4.00	6.00
Tawano's Wand	1.25	2.00
Tawano's Weaponry	1.25	2.00
Tempest Efreet	3.00	4.00
Terror	1.00	4.00
Tetravus	4.00	6.00
Thicket Basilisk	1.50	2.50
Thoughtcage	1.50	2.50
Throne of Bone	6.00	1.00
Timber Wolves	2.50	3.50
Time Elemental	6.00	10.00
Titania's Song	2.00	3.00
Tranquility	1.00	4.00
Triskelion	4.00	6.00
Tsunami	6.00	1.00
Tundra Wolves	3.50	7.50
Tunnel	3.50	7.50
Twiddle	3.50	7.50
Uncle Istan	1.50	2.50
Unholy Strength	1.00	4.00
Unstable Mutation	1.00	4.00
Unsummon	1.00	4.00
Untamed Wilds	1.25	2.00
Urza's Avenger	4.00	6.00
Uthden Troll	1.25	2.00
Vampire Bats	1.00	4.00
Venom	1.00	4.00
Verduran Enchantress	3.50	5.00
Visions	1.50	2.50
Volcanic Eruption	3.00	4.00
Wall of Air	6.00	1.00
Wall of Bone	6.00	1.00
Wall of Brambles	6.00	1.00
Wall of Dust	1.50	2.50
Wall of Fire	6.00	1.00
Wall of Ice	6.00	1.00
Wall of Spears	1.00	4.00
Wall of Stone	6.00	1.00
Wall of Swords	1.25	2.00
Wall of Water	6.00	1.00
Wall of Wood	1.00	4.00
Wanderlust	6.00	1.00
War Mammoth	1.00	4.00
Warp Artifact	2.50	3.50
Water Elemental	7.50	1.50
Weakness	1.00	4.00
Web	2.50	3.50
Whirling Dervish	3.00	4.00
White Knight	1.25	2.00
White Mana Battery	3.50	5.00
White Ward	3.50	7.50
Wild Growth	1.00	4.00
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	3.50	7.50
Word of Binding	1.00	4.00
Wrath of God	3.50	5.00
Xenic Poltergeist	1.25	2.00
Yotian Soldier	1.00	4.00
Zephyr Falcon	1.00	4.00
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	4200.00
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	1.00
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
Cuombaji Witches	7.50	1.50
Cyclone	5.00	8.00
Dancing Scimitar	5.00	8.00
Dandan	7.50	1.50
Desert	4.00	6.00
Desert Nomads	2.50	3.50
Desert Twister	2.50	3.50
Diamond Valley	35.00	45.00
Drop of Honey	20.00	30.00
Ebony Horse	5.00	8.00
El-Hajjaj	6.00	10.00
Elephant Graveyard	20.00	35.00
Erg Raiders	7.50	1.50
Erhnam Djinn	5.00	8.00
Eye for an Eye	6.00	10.00
Fishliver Oil	5.00	1.00
Flying Carpet	5.00	8.00
Flying Men	3.25	4.00
Ghazban Ogre	5.00	1.00
Giant Tortoise	7.50	1.50
Guardian Beast	45.00	70.00
Hasran Ogress	7.50	1.50
Hurr Jackal	1.00	2.00
Iff-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	5.00	1.00
Mijae Djinn	8.00	12.00
Moorish Cavalry	4.00	6.00
Mountain	4.00	6.00
Naf's Asp	5.00	1.00
Oasis	3.50	5.00
Old Man of the Sea	25.00	35.00
Oubliette	3.50	5.00
Piety	5.00	1.00
Pyramids	20.00	30.00
Repentant Blacksmith	3.00	5.00
Ring of Mar'uf	25.00	35.00
Rukh Egg	7.00	10.00
Sandals of Abdallah	8.00	12.00
Sandstorm	5.00	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	7.50	1.50
War Elephant	5.00	1.00
Wyluli Wolf	4.00	6.00
Ydwen Efreet	10.00	15.00

ANTIQUITIES

WIZARDS OF THE COAST: 1994

Full Set (100 cards)	\$300.00	400.00
Booster Pack (8 cards)	12.00	18.00
Booster Box (60 packs)	700.00	900.00
Name	Low	High
Amulet of Kroog	15	50



TOP TEN HOTTEST CARDS

6) Icy Manipulator

The Alpha is nicer-looking, but Alpha or Ice Age, you can't look a gift, or, whatever in the mouth. And as icy here will top or untap anything, it's literally a gift from the gods.

Inferno	3.50	5.00
Instill Energy	6.00	1.00
Iron Star	6.00	1.00
Ironclaw Orcs	1.00	4.00
Ironroot Treefolk	1.00	4.00
Island	0.50	1.00
Island Fish Jascenius	3.00	4.00
Island Sanctuary	2.50	3.50
Ivory Cup	6.00	1.00
Ivory Tower	3.50	5.00
Jade Monolith	1.25	2.00
Jandar's Saddlebags	2.00	3.00
Jayemdae Tome	2.50	3.50
Jump	1.00	4.00
Junun Efreet	3.50	5.00
Karma	6.00	1.00
Keldon Warlord	1.25	2.00



price guide

Argvian Archaeologist	20.00	35.00
Argvian 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 Tawnos	20.00	35.00
Circle of Protection: Artifact	5.00	10.00
Citinal 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 Cane	2.25	3.00
Gaea's Avenger	12.00	20.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.25	2.00
Golgathian Sylex	7.00	10.00
Grapeshot Catapult	15	50
Haunting Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jalum Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Nightstone	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
Orkish 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 ofYawgmoth	75	1.50
Primal Clay	3.50	5.00
Rack, The	1.25	2.00
Rakalite	2.25	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	40	1.00
Shapeshifter	8.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegan	40	1.00
Strip Mine	3.50	5.00
Strip Mine (Tower)	5.00	8.00
Su-Chi	3.25	4.00
Tablet of Ephyr	15	50
Tawnos's Coffin	12.00	20.00
Tawnos's Wand	2.25	3.00
Tawnos's Weaponry	2.25	3.00
Tetravus	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Chalice	15	50
Urza's Mine	40	1.00
Urza's Miter	7.00	10.00
Urza's Power Plant	40	1.00
Urza's Tower	40	1.00
Urza's Sowers	75	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00

Yotian Soldier 75 1.50

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards) \$1,100.00 1,400.00
 Booster Pack (15 cards) 25.00 30.00
 Booster Box (36 packs) 850.00 1,000.00

Name	Low	High
Abomination	3.50	5.00
Abys, The	20.00	30.00
Acid Rain	15.00	20.00



TOP TEN HOTTEST CARDS

5) Deflection

With Deflection, which allows you to choose another target for a targeted spell, not only are your opponent's cheeseballs less intimidating, but his Streams of Life become more attractive.

Active Volcano	40	1.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Arathi Berserker	4.00	6.00
Aisling Leprechaun	40	1.00
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Al-abara's Carpet	10.00	15.00
Alabaster Potion	40	1.00
Alchor's Tomb	10.00	15.00
Amrou Kithkin	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	10.00	15.00
Arena of the Ancients	4.00	6.00
Avoid Fate	75	1.50
Axelrad Gunnarson	8.00	10.00
Ayesho 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
Barbtooth Warbeard	3.50	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogaardon	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	40	1.00
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
Carion 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 Lightning	1.25	2.00
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
Crvasse	3.50	5.00

Crimson Kobolds	40	1.00
Crimson Manicare	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	1.50	2.50
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
Field	1.25	2.00
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
Hunding Gjornersen	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolation	75	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	40	1.00
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Boreal	4.00	6.00
Jedit Ojanen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00
Kasimir the Lone Wolf	4.00	6.00
Keepers of the Faith	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
Lark's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	10.00	15.00
Lifeblood	12.00	18.00
Living Plane	12.00	18.00
Livonya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Last Soul	15	50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marhault Elsdragon	2.50	3.50
Master of the Hunt	18.00	25.00
Mirror Universe	45.00	70.00
Moat	20.00	30.00
Mold Demon	8.00	12.00
Moss Monster	75	1.50
Mountain Stronghold	2.25	3.00
Mountain Yeti	40	1.00
Nebuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nicol Bolos	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Oasi 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
Psonic Entity	7.00	10.00
Psychic Purge	1.50	2.00
Puppet Master	2.50	3.50
Pyrotechnics	75	1.50
Quagmire	3.50	4.50
Quarum Trench Gnomes	8.00	12.00
Rabid Wombat	4.00	6.00
Radian Spirit	3.50	5.00
Raging Bull	40	1.00
Ragnar	10.00	15.00
Rapid Fire	8.00	12.00
Ramirez DePrieto	4.00	6.00
Ramesses Overdark	10.00	15.00
Rasputin Dreamweaver	10.00	15.00
Rebirth	4.00	6.00
Recall	7.00	10.00
Red Mana Battery	2.50	3.50
Reincarnation	3.50	5.00
Relic Barrier	4.00	6.00
Relic Bind	3.25	4.00
Remove Enchantments	1.25	2.00
Remove Soul	40	1.00
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Turnbulb	4.00	6.00
Rohgagh of Kher Keep	12.00	18.00
Rubinix 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	1.00	2.00
Segovian Leviathan	2.50	3.50
Sentinel	5.00	8.00
Serpent Generator	8.00	10.00
Shelkin Browne	75	1.50
Shield Wall	2.00	3.00
Shimian Night Stalker	2.50	3.50
Silhouette	3.50	5.00

■ Sir Shandlar of Eberyn	4.00	6.00
■ Siviri Scrazam	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	7.50	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
■ Sunastian Falconer	4.00	6.00
■ Sword of the Ages	20.00	30.00
■ Syphon Soul	7.50	1.50
■ Sylvan Library	4.00	6.00
■ Sylvan Paradise	3.50	5.00
■ Tabernacle of Pendrell Vale	10.00	18.00
■ Takblemagot	3.00	5.00
■ Telekinesis	10.00	18.00
■ Teleport	4.00	6.00
■ Tempest Ereet	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
■ Tolaria	3.50	5.00
■ Tor Wauki	3.00	5.00
■ Torsten Von Ursus	4.00	6.00
■ Touch of Darkness	3.50	5.00
■ Transmutation	4.00	1.00
■ Triassic Egg	5.00	8.00
■ Tuknir Deathlock	8.00	12.00
□ Tundra Wolves	7.50	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
■ Vaeictis Asmodi	10.00	15.00
■ Vampire Bats	.35	.75
■ Venarian Gold	7.50	1.50
□ Visions	3.25	4.00
■ Voodoo Doll	6.00	10.00
■ Walking Dead	7.50	1.50
□ Wall of Caltrops	7.50	1.50
■ Wall of Dust	3.25	4.00
■ Wall of Earth	7.50	1.50
■ Wall of Heat	.40	1.00
■ Wall of Light	3.50	5.00
■ Wall of Opposition	3.25	4.00
■ Wall of Putrid Flesh	3.50	5.00
■ Wall of Shadows	.40	2.00

■ Wood Elemental	8.00	12.00
■ Wretched, The	10.00	15.00
■ Xiro 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	7.50	1.50
■ Ashes to Ashes	.15	.40
■ Ball Lightning	8.00	12.00
■ Banshee	1.50	2.50
■ Bari'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
■ Gaeo's Touch	.75	1.50
■ Ghost Ship	.15	.40
■ Giant Shark	.15	.40
■ Goblin Caves	.15	.40
■ Goblin Digging Team	.15	.40
■ Goblin Hero	.15	.40
■ Goblin Rock Sled	.15	.40
■ Goblin Shrine	.15	.40
■ Goblin Wizard	6.00	8.00
■ Goblins of the Flarg	.15	.40
■ Grave Robbers	5.00	8.00
■ Hidden Path	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
■ Niall Silvain	4.00	6.00
■ Orc General	2.50	3.50
■ People of the Woods	3.25	4.00
□ Pikemen	.15	.40

□ Preacher	10.00	15.00
■ Psychic Allergy	4.00	6.00
■ Rag Man	4.00	6.00
■ Reflecting Mirror	3.50	5.00
■ Ripide	.15	.40
■ Runesword	1.50	2.50
■ Safe Haven	3.25	4.00
■ Savaevn Elves	.15	.40
■ Scarecrow	3.50	5.00
■ Scarwood Bandits	5.00	8.00
■ Scarwood Goblins	.15	.40
■ Scarwood Hag	2.50	3.50
■ Scavenger Folk	.15	.40
■ Season of the Witch	5.00	8.00
■ Sisters of the Flame	.75	1.50
■ Skull of Orm	4.00	6.00
■ Sorrow's Path	3.25	4.00
■ Spitting Slug	1.50	2.50
□ Squire	.15	.40
■ Standing Stones	3.25	4.00
■ Stone Calendar	6.00	8.00
■ Sunken City	.15	.40
■ Tangle Kelp	1.50	2.50
■ Tvardar'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	3.25	4.00
■ War Barge	3.50	5.00
■ Water Wurm	.15	.40
■ Whippoorwill	2.50	3.50
□ Witch Hunter	5.00	8.00
■ Word of Binding	.15	.40
■ Worms of the Earth	5.00	8.00
■ 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
■ Basin of Restoration	1.25	2.00
■ Balin Thrull	.10	.40
■ Bottomless Vault	3.25	4.00
■ Brassclaw Orcs	.10	.40
■ Breeding Pit	1.50	2.50
□ Combat Medic	.10	.40
■ Conch Horn	.75	1.50
■ Deep Spawn	.50	1.25
■ Delir's Cone	.10	.40
■ Delir's Cube	.75	1.50
■ Derelot	1.25	2.00
■ Draconion Cylis	2.25	3.00
■ Dwarfen Armorer	2.25	3.00
■ Dwarfen Catapult	.50	1.25
■ Dwarfen Hold	2.50	3.50
■ Dwarfen Lieutenant	.50	1.25
■ Dwarfen Ruins	.50	1.25
■ Dwarfen 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 Thrull	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 Touroach	.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
■ Mersine	.10	.40
■ Mindstab Thrull	.10	.40
■ Necrite	.10	.40
■ Night Sail	.10	.40
■ Orchid Captain	.50	1.25
■ Orchid Spy	.10	.40
■ Orchid 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	3.75	4.00
■ 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
■ Spore Cloud	.10	.40
■ Spore Flower	.50	1.25
■ Svelunite Priest	.50	1.25
■ Svelunite 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
■ Touroach's Chant	.10	.40
■ Touroach's Gate	2.25	3.00
■ Vodalian Knights	3.50	5.00
■ Vodalian Mage	.10	.40
■ Vodalian Soldiers	.10	.40
■ Vodalian War Machine	2.50	3.50
■ Zelyon Sword	2.25	3.00

ICE AGE
WIZARDS OF THE COAST- 1995

Full Set (383 cards) \$375.00 450.00
 Starter Deck (60 cards) 10.00 18.00
 Starter Box (10 decks) 90.00 170.00
 Booster Pack (15 cards) 2.50 3.50
 Booster Box (36 packs) 90.00 125.00

Name	Low	High
■ Abyssal Specter	2.00	3.00
■ Adarkar Sentinel	2.50	3.50
□ Adarkar Unicorn	.15	.40
■ Adarkar Wastes	4.00	6.00
■ Aegis of the Meek	4.00	6.00
■ Aggression	2.25	3.00
■ Altar of Bone	4.00	6.00
■ 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
■ Aronson's Aura	.15	.40
□ Armor of Faith	.15	.40
■ Armjot's Ascent	.15	.40
■ Ashen Ghoul	1.50	2.50
■ Aurachs	.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
■ Binding Grasp	2.50	3.50
■ Black Scarab	1.50	2.50



TOP TEN HOTTEST CARDS

4) Autumn Willow
 Such a delicate creature—not. This little lady not only packs an impressive 4/4 punch, but you can't cast diddly on her... that is, unless she's yours and it's to your benefit.

■ 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
■ Winter Blast	7.00	10.00
■ Wolvenne Pack	1.00	2.00



price guide

☐ 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 Ulfpe	15	40
☐ Brushland	4.00	6.00
☐ Burnt Offering	15	40
☐ Call to Arms	6.00	8.00
☐ Canbou 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
☐ Despot's 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 Army	5.00	8.00
☐ Earthlink	5.00	7.00
☐ Earthlore	15	40
☐ Elder Druid	4.00	6.00
☐ 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
☐ Enevate	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's Suppliant	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
☐ Gangrenous Zombies	15	40
☐ Gaze of Pain	15	40

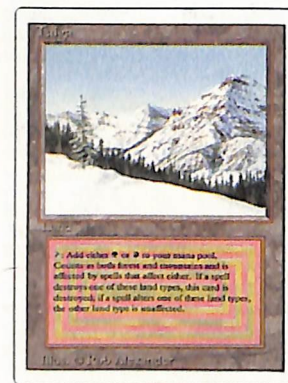


TOP TEN HOTTEST CARDS

3) Baron Sengir
Dashing, cruel, evil, but most importantly—powerful. That's Baron Sengir for ya. Our 5/5 overlord can suck a +2/+2 bonus out of every critter he so much as helps into the grave, and can raise his vampire brothers as well. Anne Rice, eat your heart out!

☐ General Jarkeld	6.00	8.00
☐ Ghostly Flame	6.00	9.00
☐ Giant Growth	15	40
☐ Giant Trap Door Spider	2.00	3.00
☐ Glacial Chasm	2.00	3.00
☐ Glacial Crevasses	4.00	6.00
☐ Glacial Wall	1.50	2.50
☐ Glaciers	4.00	6.00
☐ Goblin Lyr	4.00	6.00
☐ Goblin Mutant	2.25	3.00
☐ Goblin Sappers	15	40
☐ Goblin Ski Patrol	15	40
☐ Goblin Snowman	2.00	3.00
☐ Gorilla Pack	15	40
☐ Grovebind	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
☐ Hermit's 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
☐ Hydroblaster	2.00	3.00
☐ Hymn of Rebirth	2.50	3.50
☐ Ice Berg	2.50	3.50
☐ Ice Cauldron	5.00	8.00
☐ Ice Floe	2.50	4.00
☐ Icequake	2.50	3.50
☐ Icy Manipulator	8.00	15.00
☐ Icy Prison	5.00	7.00
☐ Illusionary Forces	15	40
☐ Illusionary Presence	4.00	6.00
☐ Illusionary Terrain	2.25	3.00
☐ Illusionary Wall	15	40
☐ Illusions of Grandeur	6.00	8.00
☐ Imposing Visage	15	40
☐ Incinerate	15	40
☐ Infernal Darkness	6.00	8.00
☐ Infernal Denizen	6.00	8.00
☐ Infinite Hourglass	5.00	7.00
☐ Infuse	15	40
☐ Island	05	10
☐ Jester's Cap	18.00	30.00
☐ Jester's Mask	12.00	20.00
☐ Jeweled Amulet	2.50	3.50
☐ Johtull Wurm	2.00	3.00
☐ Jokulhaups	6.00	9.00
☐ Juniper Order Druid	15	40
☐ Justice	2.50	3.50
☐ Karplusan Forest	5.00	7.00
☐ Karplusan Giant	2.50	3.50

☐ Karplusan Yeti	6.00	8.00
☐ Kelsinko Ranger	15	40
☐ Kjeldoran Dead	15	40
☐ Kjeldoran Elite Guard	2.25	3.00
☐ Kjeldoran Frostbeast	2.00	3.00
☐ Kjeldoran Guard	15	40
☐ Kjeldoran Knight	5.00	7.00



TOP TEN HOTTEST CARDS

2) Dual Lands
We're still not sure it's fair to mention 10 cards as one entry in the Top Ten, but heck—think about what they do! One dual land gives you one mana of either of two colors, no untap delay, no damage, no nothing. Clean and simple.

☐ 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
☐ Kravikan Elementalist	2.25	3.00
☐ Kravikan Fetish	15	40
☐ Kravikan Sorcerer	15	40
☐ Kravikan 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-Dal	15	40
☐ Leshrac's Rite	1.50	2.50
☐ Leshrac's Sigil	1.50	2.50
☐ Lhurgoyf	6.00	10.00
☐ Lim-Dal's Cohort	15	40
☐ Lim-Dal's Hex	2.25	3.00
☐ Lightning Blow	4.00	6.00
☐ Lost Order of Jarkeld	6.00	8.00
☐ Lure	1.50	2.50
☐ Maddening Wind	1.50	2.50
☐ Magus of the Unseen	6.00	10.00
☐ Malachite Talisman	1.50	2.50
☐ Marton Stromgald	10.00	15.00
☐ Melee	1.50	2.50
☐ Melting	1.50	2.50
☐ Mercenaries	4.00	6.00
☐ Merike's 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 Tesh Szat	6.00	8.00
☐ Mistfolk	15	40
☐ Mole Worms	2.25	3.00
☐ Monsoon	4.00	6.00
☐ Moor Fiend	15	40
☐ Mountain	05	10
☐ Mountain Goat	15	40
☐ Mountain Titan	5.00	7.00
☐ Mudslide	5.00	7.00
☐ Musician	5.00	8.00
☐ Mystic Might	4.00	6.00
☐ Mystic Remora	15	40
☐ Nacre Talisman	1.50	2.50
☐ Naked Singularity	5.00	7.00
☐ Nature's Lore	1.50	2.50
☐ Necropotence	5.00	7.00
☐ Norrith	15	40
☐ Oath of Lim-Dal	4.00	6.00
☐ Onyx Talisman	1.50	2.50
☐ Orkish Cannoneers	1.50	2.50

☐ Orkish Conscripts	15	40
☐ Orkish Farmer	15	40
☐ Orkish Healer	2.00	3.00
☐ Orkish Librarian	4.00	6.00
☐ Orkish Lumberjack	15	40
☐ Orkish 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	7.00	12.00
☐ Portent	15	40
☐ Power Sink	15	40
☐ Pox	4.00	6.00
☐ Prismatic Ward	15	40
☐ Pygmy Allosaurus	4.00	6.00
☐ Pyknight	15	40
☐ Pyroblast	15	40
☐ Pyroclasm	3.25	4.00
☐ Rally	15	40
☐ Ray of Command	15	40
☐ Ray of Erasure	15	40
☐ Reality Twist	6.00	9.00
☐ Reclamation	4.00	6.00
☐ Red Scarab	1.50	2.50
☐ Regeneration	15	40
☐ Rime Dryad	15	40
☐ Ritual of Subdual	5.00	8.00
☐ River Delta	4.00	6.00
☐ Runed Arch	5.00	8.00
☐ Sabretooth Tiger	15	40
☐ Sacred Boon	2.25	3.00
☐ Scaled Wurm	15	40
☐ Sea Spirit	2.25	3.00
☐ Seizures	15	40
☐ Seraph	10.00	15.00
☐ Shambling Slinder	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 Ember	2.00	3.00
☐ Skeleton Ship	6.00	8.00
☐ Skull Catapult	2.00	3.00
☐ Sleight of Mind	2.50	3.00
☐ Snow-Covered Forest	15	40
☐ Snow-Covered Island	15	40
☐ Snow-Covered Mountain	15	40
☐ Snow-Covered Plains	15	40
☐ Snow-Covered Swamp	15	40
☐ Snow Devil	15	40
☐ Snow Fortress	5.00	8.00
☐ Snow Hound	2.00	3.00
☐ Snowblind	4.00	6.00
☐ Snowfall	15	40
☐ Soldevi Golem	5.00	7.00
☐ Soldevi Machinist	1.50	2.50
☐ Soldevi Simulacrum	2.00	3.00
☐ Songs of the Damned	15	40
☐ Soul Barrier	2.00	3.00
☐ Soul Burn	15	40
☐ Soul Kiss	15	40
☐ Spectral Shield	2.00	3.00
☐ Spoils of Evil	4.00	6.00
☐ Spoils of War	5.00	8.00
☐ Staff of the Ages	4.00	6.00
☐ Stampede	5.00	8.00
☐ Stench of Evil	2.50	3.50
☐ Stone Rain	15	40
☐ Stone Spirit	2.00	3.00
☐ Stonehands	15	40
☐ Storm Spirit	5.00	7.00
☐ Stormbind	5.00	7.00
☐ Stromgald Cabal	4.00	6.00
☐ Stunted Growth	4.00	6.00
☐ Sulfurous Springs	4.00	6.00
☐ Sunstone	1.50	2.50
☐ Swamp	05	10
☐ Swords to Plowshares	1.50	2.50
☐ Tarpan	15	40
☐ Thermokaist	2.25	3.00
☐ Thoughtleech	2.25	3.00
☐ Thunder Wall	2.50	3.50
☐ Timberline Ridge	4.00	6.00
☐ Time Bomb	5.00	7.00
☐ Tinder Wall	15	40
☐ Tor Giant	15	40
☐ Total War	4.00	6.00



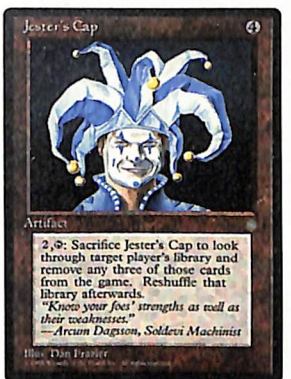
Touch of Death	15	40
Touch of Vitae	2.00	3.00
Trailblazer	4.00	6.00
Underground River	4.00	6.00
Upldraft	1.50	2.50
Urza's Bauble	1.50	2.50
Veldt	4.00	6.00
Venomous Breath	2.00	3.00
Vertigo	2.00	3.00
Vexing Arcanix	5.00	8.00
Vibrating Sphere	3.50	5.00
Walking Wall	3.25	4.00
Wall of Lava	2.00	3.00
Wall of Pine Needles	2.00	3.00
Wall of Shields	2.00	3.00
War Chariot	2.25	3.00
Warning	1.15	4.00
Whalebone Glider	2.00	3.00
White Scarab	1.50	2.50
Whiteout	2.25	3.00
Wild Growth	1.15	4.00
Wind Spirit	2.25	3.00
Wings of Aesthir	2.25	3.00
Winter's Chill	5.00	7.00
Withering Wisps	1.50	2.50
Witigo	6.00	8.00
Woolly Mammoths	1.15	4.00
Woolly Spider	1.15	4.00
Word of Blasting	2.00	3.00
Word of Undoing	1.15	4.00
Wrath of Marit Lage	4.00	6.00
Yavimaya Gnats	2.50	3.50
Zur's Weiridng	5.00	7.00
Zuran Enchanter	1.15	4.00
Zuran Orb	3.00	5.00
Zuran Spellcaster	1.15	4.00

CHRONICLES

WIZARDS OF THE COAST-1995

Full Set (125 cards)	\$70.00	100.00
Booster Pack (12 cards)	1.75	3.00
Booster Box (45 packs)	75.00	125.00

Name	Low	High
Abu Ja'far	1.50	2.50
Active Viteano	1.15	4.00
Akron Legionnaire	3.00	5.00
Aladdin	4.00	6.00
Angelic Voices	3.50	5.00
Arcades Sabbath	5.00	8.00
Arena of the Ancients	3.00	5.00
Argothian Pixies	1.15	4.00
Ashtod's Altar	2.25	3.50
Ashtod's Transmogram	2.25	3.50
Axelrod Gunnarson	3.00	5.00
Ayeshla Tanaka	2.00	3.00
Azure Drake	1.00	2.00
Banshee	2.25	3.50
Barl's Cage	1.50	2.50
Beasts of Bogardon	1.00	2.00
Blood of the Martyr	2.25	3.50
Blood Moon	4.00	6.00
Boag Rats	1.15	4.00
Book of Rass	1.50	2.50
Boomerang	1.15	4.00
Bronze Horse	2.00	3.00
Cat Warriors	1.15	4.00
Chromium	5.00	7.00
City of Brass	5.00	8.00
Cocoon	1.00	2.00
Concordant Crossroads	4.00	6.00
Craw Giant	2.00	4.00
Cuombajj Witches	1.15	4.00
Cyclone	2.00	4.00
D'Avanant Archer	2.25	3.50
Dakkon Blackblade	5.00	8.00
Dance of Many	2.00	3.00
Dandon	1.15	4.00
Divine Offering	2.25	3.50
Emerald Dragonfly	1.15	4.00
Enchantment Alteration	2.25	3.50
Erhnam Djinn	3.00	5.00
Fallen, The	1.00	2.00
Fallen Angel	2.00	3.00
Feldon's Cane	2.25	3.50
Fire Drake	1.00	2.00
Fishliver Oil	1.15	4.00
Flash Flood	1.15	4.00
Fountain of Youth	2.25	3.50
Gabriel Angelfire	4.00	6.00
Gauntlets of Chaos	4.00	6.00
Ghazban Ogre	1.15	4.00
Giant Slug	1.15	4.00
Goblin Artisans	2.25	3.50



TOP TEN HOTTEST CARDS

1) Jester's Cap

This guy may be a Jester, but he's no fool! For just six mana (four to get out and two to use), he becomes a clutch card par excellence! They better make a new clutch card or this guy's head is gonna swell and bust his cap.

Goblin Digging Team	1.15	4.00
Goblin Shrine	1.15	4.00
Goblins of the Flarg	1.15	4.00
Hasran Ogress	1.15	4.00
Hell's Caretaker	5.00	8.00
Horn of Deafening	2.50	4.00
Indestructible Aura	1.15	4.00
Ivory Guardians	7.50	10.00
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	1.15	4.00
Kei Takahashi	7.50	10.00
Land's Edge	4.00	6.00
Living Armor	7.50	10.00
Marhault Elsdragon	1.00	2.00
Metamorphosis	1.15	4.00
Mountain Yeti	1.15	4.00
Nebuchadnezzar	4.00	6.00
Nicol Bolas	5.00	8.00
Obelisk of Undoing	3.50	5.00
Palladia-Mars	5.00	8.00
Petra Sphinx	2.50	4.00
Primordial Ooze	1.00	2.00
Puppet Master	1.00	2.00
Rabid Wombat	2.00	3.00
Rakalite	1.50	2.50
Recall	3.50	5.00
Remove Soul	1.15	4.00
Repentant Blacksmith	1.15	4.00
Revelation	3.00	4.00
Rubinia Soulsinger	4.00	6.00
Runesword	2.25	3.50
Safe Haven	1.50	2.50
Scavenger Folk	1.15	4.00
Sentinel	3.00	4.00
Serpent Generator	4.00	6.00
Shield Wall	7.50	10.00
Shimian Night Stalker	2.00	3.00
Sivriti Sczarzam	7.50	10.00
Sol'kanar 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 Andion	7.50	10.00
Tor Wauki	7.50	10.00
Tormod's Crypt	2.25	3.50
Transmutation	1.15	4.00
Triassic Egg	3.00	4.00
Urza's Mine (4 versions)	1.15	4.00
Urza's Power Plant (4 ver.)	1.15	4.00
Urza's Tower (4 versions)	1.15	4.00
Vaevictis Asmadi	6.00	8.00
Voodoo Doll	3.00	4.00
Wall of Heat	1.15	4.00
Wall of Opposition	1.00	2.00
Wall of Shadows	1.15	4.00
Wall of Vapor	1.15	4.00
Wall of Wonder	1.00	2.00
War Elephant	1.15	4.00
Witch Hunter	2.00	3.00
Wretched, The	5.00	7.00
Xira Arien	3.00	4.00

Yawgmoth Demon	3.50	5.00
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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	2.00	3.00
Abbey Matron (ver. 1)	1.15	4.00
Abbey Matron (ver. 2)	1.15	4.00
Aether Storm	4.00	6.00
Aliban's Tower (ver. 1)	1.15	4.00
Aliban's Tower (ver. 2)	1.15	4.00
Ambush	1.15	4.00
Ambush Party (ver. 1)	1.15	4.00
Ambush Party (ver. 2)	1.15	4.00
An-Havva Constable	3.00	5.00
An-Havva Inn	2.00	4.00
An-Havva Township	3.00	5.00
An-Zerin Ruins	4.00	6.00
Anaba Ancestor	2.00	4.00
Anaba Bodyguard (ver. 1)	1.15	4.00
Anaba Bodyguard (ver. 2)	1.15	4.00
Anaba Shaman (ver. 1)	1.15	4.00
Anaba Shaman (ver. 2)	1.15	4.00
Anaba Spirit Crafter	4.00	6.00
Apocalypse Chime	6.00	8.00
Autumn Willow	8.00	10.00
Aysen Abbey	3.50	5.00
Aysen Bureaucrats (ver. 1)	1.15	4.00
Aysen Bureaucrats (ver. 2)	1.15	4.00
Aysen Crusader	3.50	5.00
Aysen Highway	3.50	5.00
Baki's Curse	2.00	4.00
Baron Sengir	7.00	10.00
Beast Walkers	3.50	5.00
Black Carriage	4.00	6.00
Broken Visage	3.50	5.00
Carapace (ver. 1)	1.15	4.00
Carapace (ver. 2)	1.15	4.00
Castle Sengir	3.50	5.00
Cemetery Gate (ver. 1)	1.15	4.00
Cemetery Gate (ver. 2)	1.15	4.00
Chain Stasis	3.50	5.00
Chandler	1.15	4.00
Clockwork Gnomes	1.15	4.00
Clockwork Stead	1.15	4.00
Clockwork Swarm	1.15	4.00
Coral Reef	1.15	4.00
Dark Maze (ver. 1)	1.15	4.00
Dark Maze (ver. 2)	1.15	4.00
Daughter of Autumn	3.50	5.00
Death Speakers	2.00	4.00
Didgeridoo	4.00	6.00
Drudge Spell	2.00	4.00
Dry Spell (ver. 1)	1.15	4.00
Dry Spell (ver. 2)	1.15	4.00
Dwarven Pony	2.00	4.00
Dwarven Sea Clan	5.00	7.00
Dwarven Trader (ver. 1)	1.15	4.00
Dwarven Trader (ver. 2)	1.15	4.00
Ebony Rhino	1.15	4.00
Eron the Relentless	6.00	8.00
Evaporate	2.00	3.00
Faerie Noble	4.00	6.00
Feast of the Unicorn (ver. 1)	1.15	4.00
Feast of the Unicorn (ver. 2)	1.15	4.00
Feroz's Ban	4.00	6.00
Folk of An-Havva (ver. 1)	1.15	4.00
Folk of An-Havva (ver. 2)	1.15	4.00
Forget	2.00	4.00
Funeral March	1.15	4.00
Ghost Hounds	2.00	4.00
Giant Albatross (ver. 1)	1.15	4.00
Giant Albatross (ver. 2)	1.15	4.00
Giant Oyster	2.00	4.00
Grandmother Sengir	5.00	7.00
Greater Werewolf	1.15	4.00
Hazdahr the Abbot	3.50	5.00
Headstone	1.15	4.00
Heart Wolf	3.50	5.00
Hungry Mist (ver. 1)	1.15	4.00
Hungry Mist (ver. 2)	1.15	4.00
Ihsan's Shade	2.00	4.00
Irin Sengir	2.00	4.00
Ironclaw Curse	2.00	4.00
Jinx	1.15	4.00
Joven	1.15	4.00
Joven's Ferrets	1.15	4.00
Joven's Tools	3.50	5.00
Kaskun Falls	2.00	4.00
Kaskun Keep	3.50	5.00

Labyrinth Minotaur (ver. 1)	1.15	4.00
Labyrinth Minotaur (ver. 2)	1.15	4.00
Leaping Lizard	1.15	4.00
Leeches	3.50	5.00
Mammmoth Harness	2.00	4.00
Marjhan	6.00	8.00
Memory Lapse (ver. 1)	1.15	4.00
Memory Lapse (ver. 2)	1.15	4.00
Merchant Scroll	1.15	4.00
Mesa Falcon (ver. 1)	1.15	4.00
Mesa Falcon (ver. 2)	1.15	4.00
Mythic Decree	5.00	8.00
Norwhal	4.00	6.00
Orchish Mine	2.00	4.00
Primal Order	7.00	10.00
Prophecy	1.15	4.00
Rashka the Slayer	2.00	4.00
Reef Pirates (ver. 1)	1.15	4.00
Reef Pirates (ver. 2)	1.15	4.00
Renewal	1.15	4.00
Retribution	2.00	4.00
Reyeko, Wizard Savant	4.00	6.00
Roof Spider	2.00	4.00
Roots	2.00	4.00
Roterhopper	1.15	4.00
Rysorian Badger	4.00	6.00
Samite Alchemist (ver. 1)	1.15	4.00
Samite Alchemist (ver. 2)	1.15	4.00
Sea Sprite	2.00	4.00
Sea Troll	1.00	3.00
Sengir Autocrat	5.00	8.00
Sengir Bats (ver. 1)	1.15	4.00
Sengir Bats (ver. 2)	1.15	4.00
Serra Aviary	5.00	7.00
Serra Bestiary	1.15	4.00
Serra Inquisitors	1.00	3.00
Serra Paladin	1.15	4.00
Serrated Arrows	1.15	4.00
Shrink (ver. 1)	1.15	4.00
Shrink (ver. 2)	1.15	4.00
Soraya the Falconer	4.00	6.00
Spectral Bears	2.00	4.00
Timmerian Friends	3.50	5.00
Torture (ver. 1)	1.15	4.00
Torture (ver. 2)	1.15	4.00
Trade Caravan (ver. 1)	1.15	4.00
Trade Caravan (ver. 2)	1.15	4.00
Truce	4.00	6.00
Veldrane of Sengir	4.00	6.00
Wall of Kelp	4.00	6.00
Willow Faerie (ver. 1)	1.15	4.00
Willow Faerie (ver. 2)	1.15	4.00
Willow Priestess	4.00	6.00
Winter Sky	4.00	6.00
Wizards' School	3.50	5.00

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 Pack (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

FACTS & FACTIONS EXP.

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 EXP.

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



THE CROW-LIKE LIGHTNING

CROW, THE
HEARTBREAKER HOBBIES-1995

Full Set (105)	\$75.00	125.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

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

SHILOH EXPANSION
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

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

EAGLES: WATERLOO-1815
COLUMBIA GAMES-1995

Full Set (300 cards)	\$60.00	80.00
Starter Deck (60 cards)	7.00	10.00

Starter Box (12 decks)	75.00	110.00
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ECHELONS OF FIRE/FURY

MEDALLION SIMULATIONS-1995

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

FLIGHTS OF FANTASY

DESTINY PRODUCTIONS-1994

Full Set (108 cards)	\$25.00	50.00
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

NEW EMPIRES EXPANSION

COMPANION GAMES-1995

Full Set (209 cards)	\$75.00	125.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

GRIDIRON

PRECEDENCE/UPPER DECK-1995

Full Hobby Set (306 cards)	\$180.00	300.00
Full Retail Set (306 cards)	180.00	300.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Packs (15 cards)	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 Box (10 decks)	75.00	95.00
Booster Pack (14 cards)	2.50	3.00
Booster Box (36 packs)	90.00	100.00

HERESY: KINGDOM COME

LAST UNICORN GAMES-1995

Full Set (374 cards)	9.00	11.00
Starter Deck (60 cards)	9.00	11.00
Starter Box (12 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

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

HIGHLANDER: THE MOVIE EXPANSION

COMPANION GAMES-1995

Full Set (300 cards)	9.00	11.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	70.00	90.00

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

Ancient Gate Redemption	50.00	75.00
Angel Storm	20.00	30.00

Winning	20.00	30.00
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ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES-1994

Card 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 Common cards	20	40
Unlisted Uncommon cards	75	150
Unlisted Rare cards	2.50	3.50

Blitzkrieg	R	3.25	4.00
C.I.A.	R	3.25	4.00
Cyborg Soldiers	R	3.25	4.00
Elvis	R	3.25	4.00
Germany	R	3.25	4.00
Hitler's Brain	R	3.25	4.00
Italy	R	3.25	4.00
Mafia, The	R	3.25	4.00
Men In Black, The	R	3.25	4.00
N.S.A.	R	3.25	4.00
Perpetual Motion Machine	R	3.25	4.00
Polsters	R	3.25	4.00
Shroud of Turin	R	3.25	4.00
Soulburner	R	3.25	4.00
Subliminals	R	3.25	4.00
Texas	R	3.25	4.00
Underground Newspapers	R	3.25	4.00
Unmasked!	R	3.25	4.00

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 (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00

Single Cards are 0.5-1x Limited Price

ASSASSINS EXPANSION

STEVE JACKSON GAMES-1995

Full Set (100 cards)	\$75.00	125.00
Booster Pack (8 cards)	1.30	1.50
Booster Box (60 packs)	70.00	85.00

JAMES BOND 007

HEARTBREAKER HOBBIES-1995

Full Set (231 cards)	\$125.00	200.00
(Set price includes 10 rare chase cards)		
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

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

KULT

HEARTBREAKER HOBBIES-1995

Full Set (250 cards)	\$150.00	225.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	75.00	95.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00

LAST CRUSADE, THE

CHARMELEON ECCLECTIC ENTERTAINMENT-1995

Full Set (300 cards)	\$120.00	200.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (10 decks)	80.00	100.00
Booster Packs (12 cards)	1.75	2.50
Booster Box (36 packs)	65.00	80.00

LEGEND OF THE FIVE RINGS

ALDIFAC-1995

Full Set (320 cards)	\$180.00	300.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

MARVEL OVERPOWER

FLEER-1995

Full Set (386 cards)	\$300.00	400.00
(Set price includes 42 Mission cards)		
Starter Deck (62 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (36 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00
42-Card Missions set (1 per pack)	1.00	2.00
Unlisted Common cards	20	40

Some names are abbreviated after Hero card listed.

Apocalypse Hero Card	R	3.00	5.00
Apoc Enhance Strength	U	1.50	2.50
Apoc Genetic Engineering	U	1.50	2.50
Apoc Mega Morph	R	3.00	5.00
Apoc Survival...Fittest	U	1.50	2.50
Beast Hero Card	U	1.50	2.50
Beast Analyze	U	1.50	2.50
Beast Animal Dexterity	U	1.50	2.50
Beast Biochemical Brown	U	1.50	2.50
Beast Biochemist	U	1.50	2.50
Beast Drop Kick	U	1.50	2.50
Bishop Plasma Gun	U	1.50	2.50
Bishop Spectrum Blast	R	3.00	4.00
Cable Hero Card	R	3.00	4.00
Cable Battle Tactics	U	1.50	2.50
Cable Bionic Eye	U	1.50	2.50
Cable Bodyside	U	1.50	2.50
Cable Cover Fire	U	1.50	2.50
Cable Custom Firearms	U	1.50	2.50
Captain America Hero Card	R	3.00	5.00
Cap Am Avenger	U	1.50	2.50
Cap Am Mighty Shield	U	1.50	2.50
Cap Am Ricochet Shield	U	1.50	2.50
Cap Am Stars & Stripes	U	1.50	2.50
Cap Am Super Soldier	U	1.50	2.50
Carnage Hero Card	R	3.00	4.00
Carnage Blade Hands	U	1.50	2.50
Carnage Climb	U	1.50	2.50
Carnage Insane Rage	U	1.50	2.50
Carnage Ruthless	R	3.00	4.00
Carnage Symbiotic Web	R	3.00	4.00
Colossus Fastball Special	U	1.50	2.50
Colossus Haymaker	U	1.50	2.50
Colossus Metal Barrier	U	1.50	2.50
Colossus Skin of Steel	U	1.50	2.50
Colossus Smash Object	U	1.50	2.50
Cyclops Ground Blast	R	3.00	4.00
Cyclops Visual Sweep	U	1.50	2.50
Deadpool Assassin	R	3.00	4.00
Deadpool High Threshold/Pain R	3.00	4.00	
Deadpool Killing Machine	U	1.50	2.50
Dr. Doom Hero Card	U	1.50	2.50
Dr. Dm Concussion Beams	U	1.50	2.50
Dr. Dm Energy...Field	U	1.50	2.50
Dr. Dm Super Genius	R	3.00	4.00
Dr. Dm Time Machine	U	1.50	2.50
Dr. Dm Villainous Plot	R	3.00	4.00
Dr. Octopus Evasive Action	U	1.50	2.50
Dr. Oc Grasping Tentacles	R	3.00	4.00
Elektra Hero Card	R	3.00	4.00
Elektra Anticipate	U	1.50	2.50
Elektra Martial Artist	R	3.00	4.00
Elektra Resurrection	U	1.50	2.50
Elektra Sai	U	1.50	2.50
Gambit 52 Card Pickup	U	1.50	2.50
Gambit Charm	R	3.00	4.00
Gambit Intercept Object	U	1.50	2.50
Gambit Staff Attack	U	1.50	2.50
Hobgoblin Hero Card	R	3.00	4.00
Hobgoblin Goblin Glider	U	1.50	2.50
Hobgoblin Stun Bats	U	1.50	2.50
Hobgoblin Razor Gun	R	3.00	4.00
Hulk Hero Card	U	1.50	2.50
Hulk Enraged	R	3.00	4.00
Hulk Green Goliath	U	1.50	2.50
Hulk Intimidate	R	3.00	4.00
Hulk Shrug Off	U	1.50	2.50
Human Torch Hero Card	R	3.00	4.00
HT Fire Shield	U	1.50	2.50
HT Fire Storm	U	1.50	2.50
HT Inferno	U	1.50	2.50
HT Nova Burst	R	3.00	4.00
HT Searing Heat	U	1.50	2.50
Invisible Woman Hero Card	R	3.00	4.00
In Woman Bubble Shield	U	1.50	2.50
In Woman Force Field	U	1.50	2.50
In Woman Invisibility	U	1.50	2.50
In Woman Invisible Ram	R	3.00	4.00
In Woman Unseen Ass.	U	1.50	2.50
Iron Man Hero Card	R	3.00	5.00
IM Concealed Arsenal	U	1.50	2.50
IM Heat Seeking Missile	R	3.00	4.00
IM In the Line of Fire	U	1.50	2.50
IM Radar Warning	U	1.50	2.50



INQUEST

checklists



ILLUMINATI: NEW WORLD ORDER ASSASSINS EXPANSION

Full Set (125 cards)

An asterisk after the card name indicates a card is available only through magazines. UR indicates ultra-rare cards.

Name	Type	Rarity
A Brief Attack of Conscience	Plot, Zap	C
Al Amara	Place	R
Alien Abduction	Plot	R
Anarchists Unite!	Plot, Zap	C
Anything Worth Doing is Worth Overdoing	Plot, Zap	C
Arms Dealers	Organization	R
Australia	Place	R
Back to the Drawing Board	Plot, Zap	U
Back to the Salt Mines	Plot	U
Backfire	Plot, Freeze	U
Backmaskerade	Plot	C
Bait and Switch	Plot, Zap	C
Bar Codes	Plot	U
Beach Party	Plot	C
Big Prawn, The	Resource	R
Bite the Wax Tadpole	Plot, Freeze	C
Black Helicopters	Resource	U
Blivit	Resource	U
Brushfire War	Plot, Zap	C
Cat Juggling	Plot, Paralysis	C
Cease-Fire	Plot	C
Chain Letter	Plot, Paralysis	C
Church of Violence	Organization	R
Contract on America	Plot, Paralysis	C
Convenience Stores*		
Copy Shops	Organization	U
Crackdown on Crime	Plot, Paralysis	C
Crusade	Plot	C
Day Care Centers	Organization	U
Death to All Fanatics	Plot, Paralysis	C
Defection	Plot	C
Dittoheads	Organization	U
Dolphins	Plot	C
Don't Rock the Boat	Plot, Zap	C
Don't Touch that Dial!	Plot	U
Drought	Disaster	R
Drug Companies	Organization	UR
Enough is Enough	Plot, Paralysis	C
EPA	Organization	U
Every Year is Worse	Plot, Paralysis	C
Exorcism	Plot	C
Family Values	Plot, Zap	C
Fickle Finger of Fate	Plot, Zap	U
Five-Year Plan	Plot, Freeze	U
Flesh-Eating Bacteria	Disaster	UR
Floating Point Error	Plot, Freeze	U
Frankenfood	Plot	C
General Disorder	Personality	U
Go Fish	Plot	U
Go, Lemmings, Go!	Plot	UR
Goal: Blinded by Science	Goal	C
Goal: Earth First!	Goal	R
Goal: Population Reduction	Goal	R
Grove Robbers	Plot	R
Green Party, The	Organization	U
Hubble Trouble	Plot, Freeze	C
Illuminati University	Place	UR
Irish Flu, The	Plot	UR
Junk Bonds	Plot, Freeze	C
Killer Satellite	Resource	U
Lab Explosion	Plot, Zap	C
Lama Ramadingdong	Personality	U
Lenin's Body	Resource	U
Let the Sunshine In	Plot, Freeze	C

Name	Type	Rarity
Lyndon LaRouche	Personality	R
May Day	Plot	C
Meek Shall Inherit, The	Plot, Zap	C
Metric System	Plot, Paralysis	C
Militia	Organization	UR
My Karma Ran Over Your Dogma	Plot, Zap	C
Near Miss	Plot	C
Nevermore!	Plot	U
Newt Gingrich	Personality	R
No Beer!	Disaster	UR
Nutrition Nazis	Organization	R
NWO: Antitrust Legislation	NWO Yellow	R
NWO: Apathy	NWO Red	R
NWO: Australian Rules	NWO Red	C
NWO: End of the World	NWO Yellow	C
NWO: Global Warming	NWO Blue	C
NWO: Interesting Times	NWO Blue	R
NWO: The Magic Goes Away	NWO Red	R
NWO: Visualize Whirled Peas	NWO Yellow	R



NWO: WATERMELONS

NWO: Watermelons	NWO Blue	R
Oil Spill	Disaster	R
Organo Grinder	Resource	U
Pale People in Black	Organization	R
Partition	Plot	C
Pave the Earth!	Plot, Freeze	U
Pizza for the Secret Meeting	Plot	C
Power Satellite	Resource	U
Recycling Centers	Organization	U
RegiStered Trademark	Plot	R
Reverse Whammy	Plot	C
School Prayer	Plot, Freeze	C
Science Alarmists	Organization	R
Screaming Meme	Resource	R
Secret Master	Plot	UR
Security Leak	Plot, Zap	U
Shock Jocks	Organization	R
Society of Assassins	Illuminati	U
Sorry, Wrong Number	Plot, Zap	U
Spontaneous Combustion	Assassination	UR
Spy Satellite	Resource	R
State Lotteries	Organization	U
Strange Bedfellows*		
Sudden European Vacation	Plot	U
Sufficiently Advanced Technology	Plot	C
Supernova	Plot	C
Supreme Court Nomination	Plot	U
Swingers	Organization	R
Take the Money and Run	Plot, Zap	C
TANSTAAFL	Plot, Zap	C
Teddy Kennedy	Personality	U
Teflon Coating	Plot	C
This Was Only a Test	Plot	C
Thule Group, The	Organization	UR
Truck Bomb	Plot	U
Vile Secretions	Plot, Paralysis	U
Vladimir Zhirinovsky	Personality	U
Waiting Period	Plot, Paralysis	C
Whistle Blowers	Plot, Paralysis	C
Witch Hunt	Plot	C
X-Ray Specs	Resource	R
You Are What You Eat	Plot	C

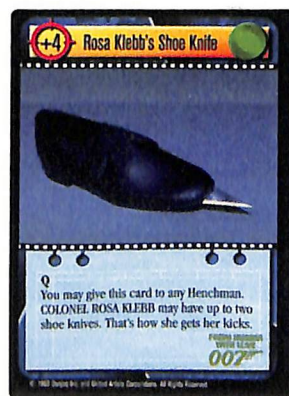


JAMES BOND 007

Full Set (231 cards)

Name	Rarity
A Brand New Toy	U
A Gentleman's Duties	U
A Giant Step For Mankind	U
A Helping Hand	C
Acrostar Mini-Jet	U
All Part of my Plan	R
Ambush!	C
Aris Kristatos	U
Assaulted	C
Aston Martin DB-5	R
Atlantis	R
Auric Goldfinger	U
Avenge Felix Leiter	U
Bar	U
Baron Samedi	U
Bell Jet Pack	U
Blafeld	R
Blafeld's Assassin	U
Blow from Above	U
Blown Away	U
Bond Theme Music	R
Boris Grishenko	C
Brad Whitaker	R
Bridge Out	C
Bring in the Cavalry	U
Brutal Force	R
Bulls-Eye	C
Bungie Jump	C
Buzz Saw Ya-Yo	C
Caged	C
Carnival in Rio	R
Cat and Mouse	U
Club Card	C
Colonel Rosa Klebb	U
Concealed Knife Belt	C
Counterintelligence	U
Crab Key	R
Customs Officials	R
Daily Workout	U
Daredevil, The	C
Deadly Attack	R
Destroy Cocaine Factory	R
Destroy Laser Satellite	U
Disco Volante, The	U
Dismantle Nuclear Bombs	U
Domino	R
Double Agent	U
Doubly Prepared	R
Dr. Kananga	C
Dr. No	U
Dr. No Dragon Tank	U
Electrocuted	R
Emilio Largo	R
Equalize	R
Escape Route	R
Explosive Pen	U
Faux Pas	C
Felix Leiter	C
Fifth Gear	C
Find Goldeneye	C
Fiona Volpe	R
Firefight	U
Fire in the Sky	C
Focused	U
Fort Knox	C
Francisco Scaramanga	C
Franz Sanchez	R
Friends in High Places	C
Garrote	C
General Orlov	C
General Ourumov	C
Gobinda	R
Headquarters	C
Helga Brandt	U
Heller	U
Hidden Agenda	R
High Stakes	U
Honey Rider	U
Horrible Weather	R
How Rude!	R
Hugo Drax	U

Name	Rarity
Improved Gondola	U
Incredible Escape	R
Indiscretion	R
Information Center	C
Inventive Champion, The	C
Jack Wade	U
Jaws	R
J.I.M. Diving Equipment	C
Kais Milvoy	R
Kissy	R
License to Kill	R
"Little Nellie"	R
Live Twice	U
Lotus Espirit Submarine Car	R
Lupe Lamora	U
"M"	U
Magda	U
Main Strike Mine	U
Major Anya Amasova	C
Malfunction	R
Man Behind the Scenes, The	U
Marksmen, The	C
Marital Training	U
Mary Goodnight	U
Max Zarin	C
May Day	C
Melina Havelock	R
Men for the Job, The	C
Milton Krest	U
M is Displeased	U
Miss Canuso	U
Miss Moneypenny	C
Modified BMW	U
Monte Carlo Casino	C
Naomi	R
Natalya Simonova	C
Navy Hero, The	C
Necros	U
Octopus	C
Octopussy	R
Oddjob	U
Omega Laser Watch	C
Ousted	U
Out of the Blue	C
Overheated	C
Paula Caplan	R
Perfect Companion, The	U
Prevent Conventional War	U
Prevent Extermination of Agents	U
Prevent Nerve Gas Attack	R
Prevent Nuclear Launch	U
Prevent World War Three	C
Prince Kamal Khan	C
Professor Dent	R
Protector, The	R
Pussy Galore	U
"Q"	C
Quarrel	R
Quick Thinking	C
Rapier Wit	U
Reassignment	R
Red Grant	U
Retribution	R
Retrieve Decoding Machine	U
Retrieve the A.T.A.C	C
Retrieve the Solex Agitator	C



ROSA KLEBB'S SHOE KNIFE

Rosa Klebb's Shoe Knife	C
Save Silicon Valley	R
Scuba Gear	C
Secret Agent, The	C
Setup	U

Name	Rarity
Shark Infested Waters	R
Sheriff J.W. Pepper	U
Silence is Golden	U
Silent Visitor, The	C
Snappy One-Liner	U
Snowstorm	U
Solitaire	R
Soviet Weapons Research Center	R
Space Station	U
Specialist, The	C
S.P.E.C.T.R.E Consortium	U
S.P.E.C.T.R.E Island	C
S.P.E.C.T.R.E. is Unprepared	U
Speedboat	C
St. Petersburg	U
Stacey Sutton	U
Sticky Situation	C
Stop Heroin Flow to the U.S.	R
Strict Rules of Golf	R
Submachine Gun	U
Supertanker Liparus	C
Swoosh!	U
Take Down	R
Tatiana Romanova	U
Tee Hee	C
This Never Happened to...	R
Tiffany Case	U
Time Bomb	U
Tricky Situation	R
Uncontrolled Aircraft	C
Underwater Vehicle	C
Valentine Zukovsky	R
Venice	U
Vodka Martini	U
Volcano Rocket Base	C
Walther PPK with Silencer	C
Warrior, The	C
We Have All the Time in the World	R
Weapon Jam	C
Wet Suit	C
Wild Goose Chase	R
Winning Smile	R
Xenia Onatopp	C
Your Worst Nightmare	U
Zora & Vida	U
Zoran's Blimp	C

CHASE CARDS

Alec Trevelyan—006	R
Aston Martin "Volante"	R
Connections	R
Ernst Stavro Blofeld	R
Leadership	R
Legend, The	R
One Step Forward, Two Steps Back	R
Pam Bouvier	R
Save Gold Reserve	R
Soviet War Room	R

KULT

KULT

Full Set (186 cards)

The MA rarity stands for Major Arcana, which are rare cards.

Name	Rarity
Ability to Dupe	C
Ace in the Hole	U
Admiral Lyle P. Crowley	U
Adnan Kazour	U
Aggression	C
Agitator	C
Alter Your Body	C
Andrea Bergstrom	U
Anselm Hoder	U
Antagonism	U
Anton Pradwyck	U
Anton Teptov	U
Artist	C
Ashtaroth Stirs	U
Automatic Rifle	U
Avenger	C
Avenging Angel	U
Aziqui	U
Baal Reshaf—Lord of Pestilence	U
Beirut Hilton	U
Bergstrom Institute, The	U
Bernauer Krankenhaus	U

Name	Rarity
Binah	MA
Black Guardsman	C
Blood Angel	C
Bloodthirst	U
Blood Venue	C
Blue-Collar Worker	C
Borderland, The	U
Born Again	C
Bulletproof Vest	C
Burn-Out Occulitist	C
Business Executive	C
Camera	U
Cardinal Giorgio Biatti	U
Carrier of Pestilence	C
Cathedral, The	U
Chagidiel	MA
Chesed	MA
Child of Chagidiel	C
Chokmah	MA
City of the Dead, The	C
Cleansing	U
Cleaving	C
Coatlicue—Goddess of Chaos	U
Company Careerist	C
Conjurer	C
Contort Other	U
Cross, The	U
Crossbreed	U
Cube, The	U
Curse	C
Djeraba	U
Don Michael Cimarro	U
Dr. Mortimer Blanco	U
Dream Walk	C
Dream World	C
Drifter	C
Drug Addict	C
Drug Dealer	C
Dupont Circle	U
Eraser	U
Excrucy	C



EXECUTIONER

Executioner	C
Eye for an Eye	C
Factory	C
Faith Shortcut	C
Family Secret	U
Fast Reactions	U
Femme Fatale	C
Fettered	U
Fetus Alteration	U
Fight Fire with Fire	C
Find Object	C
Fly in the Ointment	C
44 Ladbroke Hill	U
Gamaliel	MA
Gomichioth	MA
Gang Member	C
Garden of the White Dragon	U
Geburah	MA
General Hu	U
General Juan Martinez	U
Golub	MA
Gory	U
Grand Master Marcus	U
Grenade	U
Guardian, The	U
Guilty!	C
Hades Walk	C
Handgun	C
Hareb-Serap	MA
Hatching Chambers, The	U

Name	Rarity
Haunted	C
Hauptquartier Argente	U
Haury	C
Hayworth Emergency Aid	U
Heralds of Death	C
Herrington's District	U
Hod	MA
Hole in the Sky	U
Hooked Up	C
Huang Li-Pao	U
Hunger Spirit	U
Hunting Grounds, The	U
Hunting Instinct	C
Impaled	C
Incinerator	U
Inferno	U
Inner Labyrinth, The	U
Insane Killer	U
Jonathan Hayworth	U
Journalist	C



JUST IN TIME

Just in Time	C
Kali Durga Temple Servant	C
Karma	C
Kether	MA
Kingpin	C
Knight of Light	U
Ktator	U
Lack of Faith	C
Leash of Believers	U
Le Marquis	U
Leonard Sakhil	U
Lictor	C
Living City, The	C
Longleather's Purgatory	U
Lord Giveth, The	U
Lord Taketh Away, The	U
Los Renunciations Mission	U
Luigi Cantorre	U
Machine City, The	U
Mad Scientist	C
Madness Walk	C
Malice	C
Malkuth	MA
Maniaphastos	C
Manipulate Death	C
Manipulate Dream	C
Manipulate Passion	C
Manipulate Senses	C
Maora Nakemi	C
Marbas—Lord of Pain	U
Maria Feodorova	U
Mass Suggestion	C
Maze, The	C
Meat Hook	C
Mirror Halls, The	C
Misguidance	U
Mislead	U
Molest Soul	U
Morbid Experiments	C
Morgue	U
Muckracker	C
Nakamura Building, The	U
Natural Weapon	U
Nehemoth	MA
Neonate	U
Nepharite	U
Netzach	MA
New Age Pagan	C
No Man's Land	U
No Pain, No Gain	C
Nowhere	U
Oaxici	C

Occult Experience	C
O Luong	C
Open Artery	C
Outcast	C
Out of Control	C
Pact with Dark Power	U
Parthenogenesis	C
Pearls for the Swines	C
Perpetuity	C
Petty Criminal	C
Pierre Lombard	U
Plague	U
Plainclothes Cap	C
Population Explosion	U
Possessed	U
Power Failure	C
Priest	C
Prince Rainer von Habsburg	U
Private Investigator	C
Professional	C
Prostitute	C
Protective Skin	U
Psychotherapy	U
Purgatory	U
Purge Power	U
Purified	C
Putrefy Other's Body	C
Rage of the Masses	C
Razide	C
Redemption	C
Regeneration	C
Relocate	U
Researcher	C
Ruins, The	U
Run, You Fool, Run!	C
Sabbath	C
Sadomasochist	U
Samael	MA
Samuel Herrington	U
Sand Rider	U
Sanitarium	C
Sathariel	MA
Scalpel	C
Secret Agent	C
Selena Kalenka	U
Sell Your Soul	C
Seraphim	U
Servallant	U
Siamese Twins	C
Skin Trade	U
Slaves of Pain	U
Soldier	C
Sorry	C
Spineless	U
Strapped	C
Student	C
Sub-machine Gun	U
Symbol Bondage	C
Takeo Oshima	U
Teacher	C
Telekinesis	C
Temple of Kali Durga	U
Temporary Insanity	U
Thaumiel	MA
Time and Space Walk	C
Tiffany Reeder	U
Tiphareth	MA
Togari	MA
Tomb Bondage	U
Tormented Army, The	U
Torn Assunder	C
Tracking Device	C
True Vision	C
22/24 Rue de Sevigne	U
Two is More Than One	U
Uncontrolled Shape Change	U
Underground, The	C
Undertaker	U
Under the Skin	U
Unholy Hunger	U
Unhuman Appearance	C
Ushers	C
U.S.S. Reliant	U
Vacuum	U
Veteran	C
Victim of Crime	C
Voice of the Blood, The	U
Voice of Pain	U
Void, The	U
Vortex	C
War Hound	C
Yesod	MA
Yoshiko Nakamura	U
Youth Prison 315	U

HAUNTED 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.

SAMPLE LISTING

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

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1, or R2-D2; in this price guide, cards are either common, uncommon, or rare.

Guess what? We've got a real simple abbreviation system for those words—check it out below.

C Common

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

U Uncommon

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

R Rare

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

74

Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take 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	KRF
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	MWw
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
HL	Homelands
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

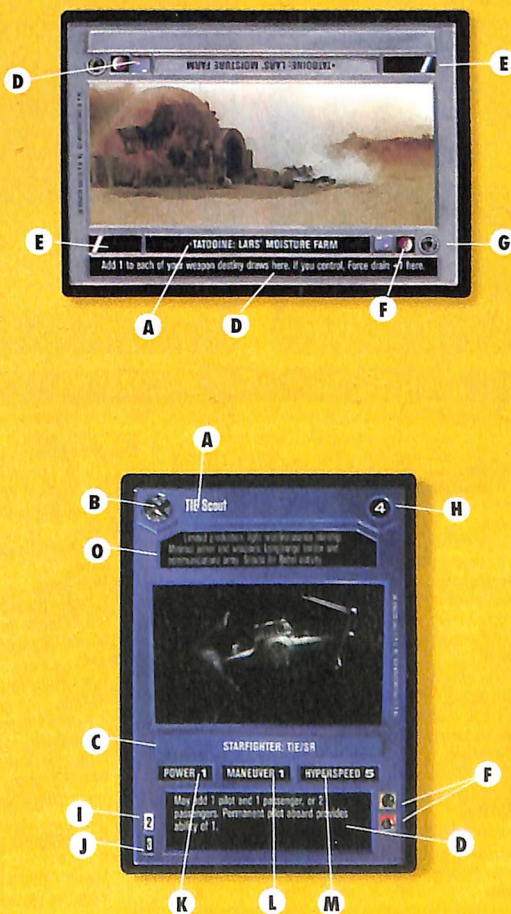
SPOTLIGHT:



STAR WARS CARD DESCRIPTION

- A. Name:** So you know instantly if it's Darth, Luke or Don't Overestimate Their Chances.
- B. Type Icon:** Colorful symbols that tell you at a glance just what kinda card it is you got there.
- C. Type:** Text, in case you can't be bothered with simple little icons.
- D. Description:** Here it is—the dirt on what makes this card so essential to your game.
- E. Force:** One to three lightsabers indicate how much Force you collect from the site cards or how much Force you can drain from your foe. Red for the Empire, blue for the rebels.
- F. Icons:** A pictorial assessment of the powers and limitations of your cards. Locations can have interior, exterior, mobile, space or planet icons. Others cards include warriors, astrocomps and Rebel or Imperial pilots icons.
- G. Scomp:** Your droids too can access the computers of the Empire and sneak a peek at their dastardly plans. But the site or vehicle must have this symbol.
- H. Destiny:** This number acts as a randomizer. When needed, you draw from the Force Deck, hoping for the best. Sites and systems have zero destiny.
- I. Deploy Number:** You need to use this much Force to deploy various characters, vehicles and such onto the table.
- J. Forfeit Number:** Combat usually results in loss of Force. If you want to hold on to your cards, sacrifice a card with this number and it reduces Force loss by that amount.
- K. Power:** Power, power, the Force is power. And this is your destructive potential in *Star Wars*.
- L. Maneuver, Armor or Ability:** Maneuver, for vehicles, is your ship's defensive ability. A fast darting ship is hard to hit, right? Armor is defense for those whoppers, the capital ships. And ability, for characters only, indicates how well a character uses things, like vehicles or weapons.
- M. Landspeed, Hyperspeed or Force Sensitivity:** Moving just wouldn't be possible without landspeed and hyperspeed. The landspeed number indicates how many adjacent sites a vehicle can move at one time, while hyperspeed is the number of parsecs a craft can travel. Force sensitivity indicates Force-attuned characters; it grants special bonuses and abilities.
- O. Lore:** All that colorful jargon and anecdotal stuff to make the game come alive.

A long time ago, in a galaxy far, far away, a great card game was created: *Star Wars: Customizable Card Game*. Decipher, who brought you the best-selling and popular *Star Trek: The Next Generation* CCG, now bring you Darth, Luke, Leia and hordes of Jawas and droids in an action-packed card duel. In this game you choose between the Rebellion and the Empire, and try to collect Force in an effort to crush your opponent. You'll battle over sites and systems, in Landspeeders, TIE Fighters and X-wings, using devices and sundry effects to gain the upper hand. You'll manipulate the Force to deploy cards and try to drain power away from your opponent. The first to deplete his opponent of all Force (represented by the play deck) is the winner. So ready your lightsaber and remember the words of Ben Kenobi: "May the Force be with you!"



INQUEST

players guide

Name Kind CR Rating Artist Cost Sets Found

- **Bronze Tablet** | ART R • TWu 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 ••• JMj 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.

Name Kind CR Rating Artist Cost Sets Found

- ### ARTIFACTS
- Adarkar Sentinel** AC U ••• MBe 5 IA
1: +0/+1 until end of turn. 3/3.
- Aegis of the Meek** ART R ••• LWi 3 IA
1, T: Give a 1/1 creature +1/+2 until end of turn.
- Aeolipile** ART R •• HHu 1 FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.
- Al-abara's Carpet** ART R ••• KFo 5 LG
5, T: Prevent all damage done to you by attacking non-flying creatures.
- Aladdin's Lamp** ART U ••• MTe 10 AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.
- Aladdin's Ring** ART U ••• DFr 8 AN,R,4TH
8, T: Do 4 damage to any target.
- Alchor's Tomb** ART R ••• HMc 4 LG
2, T: Change the color of target permanent you control.
- Amulet of Kroog** ART C •• MOK 2 AQ,4TH
2, T: Prevent 1 damage to any target.
- Amulet of Quoz** ART R •• DFr 6 IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.
- Ankh of Mishra** ART R •• AWe 2 A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.

Name Kind CR Rating Artist Cost Sets Found

- Ashnod's Battle Gear** ART U •• MPo 2 AQ,4TH
2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.
- Ashnod's Transmigrant** ART C ••• MTe 1 AQ,CH
Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmigrant after it has been used.
- Balm of Restoration** ART R •• MOK 2 FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.
- Barbed Sextant** ART C ••• AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.
- Bart's Cage** ART R •••• TWa 4 DK, CH
3: Target creature does not untap as usual in its controller's next untap phase.
- Basalt Monolith** ART U ••• JMj 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.
- Baton of Morale** ART U ••• DSh 2 IA
2: Give target creature banding until end of turn.
- Battering Ram** AC C •• JMj 2 AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.
- **Black Lotus** ART R •••• CRu 0 A,B,U
T: Discard to add 3 mana of any single color to your mana pool.



LIVING PLANE



HECATOMB



ENDURING RENEWAL

Living Plane, Hecatomb and Enduring Renewal: With an Enduring Renewal already out, cast Living Plane to make all your lands 1/1 critters. Then play Hecatomb, sacrificing four of your lands to bring it into play. Since your lands are creatures, you immediately get 'em all back. With Hecatomb out, you can use your swamps to zap your opponent's lands. Plus, lands that come out under Living Plane can't be tapped for mana initially, so you can crush your opponent's the first turn they come out with one of your *Prodigal Swamps*.

- Apocalypse Chime** ART R •• MPo 2 HL
2, T: All cards in play from *Homelands* expansion are buried, including Apocalypse Chime.
- Arum's Sleigh** ART U ••• TWa 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.
- Arum's Weathervane** ART U ••• TWa 2 IA
2, T: Turn a snow-covered-land into a non-snow-covered land of the same type. 2,T: Turn a non-snow-covered land into a snow-covered land of the same type.
- Arum's Whistle** ART U ••• QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.
- Arena of the Ancients** ART R •• TWa 3 LG, CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.
- Armageddon Clock** ART U •• AWe 6 AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.
- Ashnod's Altar** ART C •• AMa 3 AQ, CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

- Black Mana Battery** ART R ••• AMa 4 LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).
- Black Vise** ART U •••• RTh 1 A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.
- Blue Mana Battery** ART R ••• AWe 4 LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).
- Bone Flute** ART U •• CRu 2 DK
T: Give all creatures -1/-0 until end of turn.
- Book of Rass** ART R •• SEv 6 DK, CH
2: Sacrifice 2 life to draw 1 card.
- Bottle of Suleiman** ART R ••• JMj 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 •••• JMj 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.

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
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
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	●●●	MKi	UU	HL
Gaseous Form Target creature deals no rewrites in combat.	EC	C	●●●	Pfo	U2	LG,4TH
Ghost Ship Flying. UUU: Regenerates. 2/4.	SC	U	●●●●	TWa	UU2	DK,4TH
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
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
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
Giant Tortoise +0/+3 while untapped. 1/1.	SC	C	●●	KFo	U1	AN,4TH
Glacial Wall 0/7.	SC	U	●●●	DWi	U2	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
High Tide All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.	INS	C	●●●●	Multi	U	FE
Homarid Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.	SC	C	●	Multi	U2	FE
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	●●●	AWe	UU2	FE
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Camaroids, 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. O: Remove an ice counter to add one colorless mana to your mana pool.	EN	U	●●●	JMe	UUX	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

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Invoke Prejudice Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	●●	HMc	UUUU	LG
Island Fish Jascounis 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
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	●●	MKi	U1	HL
Jump Target creature has flying until end of turn.	INS	C	●●	MPo	U	A,B,U,R,4TH
Juxtapose Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	●●●	JHa	U3	LG,CH
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	●●●	PMa	U2	IA
Labyrinth Minotaur Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)	SC	C	●●	AMa	U3	HL
Land Equilibrium If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	EN	R	●●●	JMy	UU2	LG
Leviathan Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	●●●	MTe	UUUU5	DK,4TH
Lifetop Gain 1 life whenever opponent taps a forest.	EN	U	●●●●	AMa	UU	A,B,U,R,4TH
Lord of Atlantis 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

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
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
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	●●	TWa	U	AN
Merfolk Assassin T: Destroy target creature that has islandwalk. 1/2.	SC	U	●●●	DDe	UU	DK
Merfolk of the Pearl Trident 1/1.	SC	C	●●	JMe	U	A,B,U,R,4TH
Merseine Put 3 net counters on Merseine when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: HHu, MOK, DTu, PVe.	EC	C	●●●	Multi	UU2	FE
Mesmeric Trance CU: 1. U: Discard a card from your hand to draw a card.	EN	R	●●●	Dfr	UU1	IA
Mind Bomb Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	●●	MTe	U	DK,4TH
Mistfolk U: Counter any spell that targets Mistfolk. 1/2.	SC	C	●●●	QHo	UU	IA
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.	SC	R	●●●	DTu	U2	IA
Mystic Decree All creatures loose flying and islandwalk.	EW	R	●●●	LDA	UU2	HL
Mystic Might CU: U1. O: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.	EL	R	●	NLe	U	IA
Mystic Remora CU: 1. You may draw a card whenever target opponent successfully casts a non-creature spell. That player may pay 4 to counter this effect.	EN	C	●●	KMe	U	IA
Narwhal First strike, Protection from red. 2/2.	SC	R	●●●	DCh	UU2	HL

Land Tax
Rechantment
During your upkeep, if an opponent controls more land than you, you may search your library and remove up to three basic land cards and put them into your hand. Reshuffle your library afterwards.

Winds of Change
Sorcery
All players shuffle their hands into their libraries, and then draw the same number of cards they originally held.
"In the set of sails, and not the gales, Which tells us the way to go."
—Elia Wheeler Wilcox

Land Tax and Winds of Change: Everyone knows the obvious combos for Land Tax. Load up on land and play Armageddon, or throw down a Land's Edge and annihilate your opponent. But how about using it with Winds of Change? That's right, fill up your hand with three cards a turn, and then for one red mana, trade 'em back into your library for something cooler. Change is good.

LAND TAX	WINDS OF CHANGE
Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	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.
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.	Part Water Give X target creatures islandwalk until end of turn.
Mahamoti Djinn Flying. 5/6.	Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.
Mana Drain Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	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.
Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	Phantasmal Terrain Target land switches to any basic land type chosen by caster.
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.	Phantom Monster Flying. 3/3.
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.	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.
Memory Lapse Counter target spell. Put that spell on top of its owner's library. (Two versions)	Polar Kraken Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.
	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.

*/● Restricted/Banned 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

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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 Entify	SC	R	••	JHa	U4	LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.						
Psychic Allergy	EN	R	••••	MTe	UU3	DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
Psychic Purge	SOR	C	•••	SVC	U	LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.						
Psychic Venom	EL	C	••	Bsn	U1	A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.						
Puppet Master	EC	U	•••	SEv	UUU	LG,CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.						
Ray of Command	INS	C	•••••	HMc	U3	IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.						
Ray of Erasure	INS	C	••	MRa	U	IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.						
Reality Twist	EN	R	••	JER	UUU	IA
CU: 1UU. Instead of their normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.						
Recall	SOR	U	•••••	Bsn	UXX	LG,CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.						
Reconstruction	SOR	C	•••	AMa	U	AQ,R
Bring an artifact from your graveyard into your hand.						
Reef Pirates	SC	C	••	TWa	UU1	HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions) blocked a blue creature or a blue creature blocked Sea Troll. 2/1.						
Relic Bind	EA	R	••	CRu	U2	LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.						
Remove Soul	INT	C	•••	Bsn	U1	LG,CH
Counter target summon spell.						
Reset	INT	U	••	NLe	UU	LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.						
Reverberation	INS	R	••••	JHa	UU2	LG
Redirect damage from a sorcery to its caster.						
Reyeka, Wizard Savant	SL	R	•••	SVC	UU2	HL
Reveka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.						
Riptide	INS	C	••	RAF	U	DK
Tap all blue creatures.						
River Merfolk	SC	R	•••••	DSh	UU	FE
U: Give River Merfolk islandwalk 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	US	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	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Sea Spirit	U: +1/+0 until end of turn. 2/3.	SC	U	•••	RAI	U4	IA
Sea Sprite	Flying. Protection from red. 1/1	SC	U	•••	SVC	U1	HL
Sea Troll	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	SC	U	•	DGe	U2	HL
Segovian Levialthron	Islandwalk. 3/3.	SC	U	•••	MBe	U4	LG,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Tangle Kelp	Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.	EC	U	••	RAI	U	DK
Telekinesis	Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	••	DGe	UU	LG
Teleport	Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	•••	DSh	UUU	LG,CH



ARTIFACT POSSESSION

Serendib Djinn	Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	••	AMa	UU2	AN
Serendib Efreet	Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	•••••	AMa	U2	AN,R
Shyft	During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.	SC	R	••••	RTh	U4	IA
Sibillant Spirit	Flying. When Sibillant Spirit attacks, defending player may draw a card. 5/6.	SC	R	•••••	RSp	U5	IA
Silhouette	Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	•	KFo	U4	LG
Silver Erne	Flying, trample. 2/2.	SC	U	•••	MBe	U3	IA
Sinbad	T: Draw new card, you may only keep it if it's a land. 1/1.	SC	U	•	JBa	U1	AN,4TH
Siren's Call	All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.	INS	U	•••	AMa	U	A,B,U,R,4TH
Sleight of Mind	Change the text of a card being played or in play by switching one color word with another.	INT	U	•••••	NLe	U	A,B,U,R,4th,IA
Snow Devil	Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.	EC	C	•••	KMe	U1	IA
Snowfall	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.	EN	C	••	Pfo	U2	IA
Soldevi Machinist	Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	••	JMe	U1	IA
Soul Barrier	Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.	EN	U	•••	HMc	U2	IA
Spectral Cloak	Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	••••	RAI	UU	LG
Spell Blast	Counter target spell; X is casting cost of target spell.	INT	C	••••	Bsn	UX	A,B,U,R,4TH
Stasis	Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.	EN	R	•••	FJo	U1	A,B,U,R,4TH
Steal Artifact	Take control of target artifact.	EA	U	•••	AWe	UU2	A,B,U,R,4TH
Sunken City	All blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.	EN	C	•••	JMy	UU	DK,4TH
Svyelunite Priest	UU, T: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.	SC	U	•••	RSp	U1	FE



RELIC BARRIER

Artifact Possession and Relic Barrier: Tired of getting crushed by people who use Moxes? Sick of seeing a Zuran Orb in every single deck you face? Then strike back! First possess the offending artifact so it does two points of damage to its owner if used or tapped. If your opponent is too stubborn to use his tainted artifact, give him a helping hand with a Relic Barrier.

Thoughtlace	Change the color of a card being played or already in play to blue.	INT	R	•••	MPo	U	A,B,U,R,4TH
Thunder Wall	Flying. U: +1/+1 until end of turn. 0/2.	SC	U	••••	RTh	UU1	IA
Tidal Flats	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.	EN	C	••	Multi	U	FE
Tidal Influence	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.	EN	U	••	TwA	U2	FE
Time Elemental	Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.	SC	R	•••	AWe	U2	LG,4TH
Timelwister	Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.	SOR	R	•••••	MTe	U2	A,B,U
Time Walk	Take an extra turn immediately after the end of the one in which you cast Time Walk.	SOR	R	•••••	AWe	U1	A,B,U
Transmute Artifact	Choose an artifact from your library and immediately put it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	•••	AMa	UU	AQ
Twiddle	Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.	INS	C	•••••	RAI	U	A,B,U,4TH
Undertow	Creatures with islandwalk may be blocked.	EN	U	••	RAF	U2	LG
Unstable Mutation	Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.	EC	C	•••	DSh	U	AN,R,4TH
Unsummon	Return target creature to the hand of its owner. Discard enchantments on creature.	INS	C	•••	DSh	U	A,B,U,R,4TH
Updraft	Give target creature flying until end of turn. Draw a card at the beginning of the next turn.	INS	U	•••	LWi	U1	IA
Venarian Gold	Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	EC	C	•••	DGe	UUUX	LG
Vesuvan Doppelganger	Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*	SC	R	•••••	QHo	UU3	A,B,U,R
Vodalian Knights	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.	SC	R	•••••	SVC	UU1	FE

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 U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	•••	Multi	U2	FE	Arcades Sabbath Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.	SL	R	••••	EBe	UUGWW2	LG, CH	Giant Trap Door Spider GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	•••	HHu	GR1	IA
Vodalian Soldiers Artists: MBe, RKF, JMe, SVC. 1/2.	SC	C	•	Multi	U1	FE	Axelrod Gunnarson Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.	SL	R	•••	SKi	BBRR4	LG, CH	Glaciers All mountains become plains.	EN	R	••••	MTe	UW2	IA
Vodalian War Machine Top Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	•••	AWe	UU1	FE	Ayesha Tanaka T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SL	R	•••	BWa	UUWW	LG, CH	Gosta Dirk First strike. Creatures with islandwalk may be blocked as normal while Gosta Dirk is in play. 4/4.	SL	R	•••	RTh	UUWW3	LG
Volcanic Eruption Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.	SOR	R	•••	DSh	UUUX	ABUR,4TH	Barktooth Warbeard 6/5.	SL	U	••	ARu	BRR4	LG	Gwendlyn Di Corei T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SL	R	•••••	JBa	BBUR	LG
Wall of Air Flying. 1/5.	SC	U	•••	RTh	UU1	AB,UR,4TH	Bartel Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	••••	ARu	BGR3	LG	Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	••••	MBe	BUW1	LG
Wall of Kelp UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R	•••	ARa	UU	HL	Boris Devilboon BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	•••	JMy	BR3	LG	Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SL	R	••••	RKF	GRW4	LG
Wall of Vapor Cannot be damaged by creatures it blocks. 0/1.	SC	C	•••	RTh	U3	LG, CH	Centaur Archer T: Deal 1 damage to target flying creature. 3/2.	SC	U	•••	MBe	GR1	IA	Hunding Gjornersen Rampage: 1. 5/4.	SL	U	••	RTh	UUW3	LG
Wall of Water U: +1/+0. 0/5.	SC	U	••	RTh	UU1	AB,UR,4TH	Chromatic Armor Put a slight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a slight counter on Chromatic Armor and change the color that it protects against. X equals the number of slight counters on Chromatic Armor.	EC	R	••••	MPo	UW1	IA	Hymn of Rebirth Take a creature from any graveyard and put it directly into play under your control as if it were just summoned.	SOR	U	••••	RKF	GW3	IA
Wall of Wonder UU2: Give Wall of Wonder +4/+4 and enable it to attack. 1/5.	SC	U	••	RTh	UU2	LG, CH							Jacques le Vert Make all your green creatures +0/+2. 3/2.	SL	R	•••	ARu	GRW1	LG	
Water Elemental 5/4.	SC	U	••	JMe	UU3	AB,UR,4TH														
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	••	RSp	U	DK														



|| Nevinyrral's Disk, Spoils of Evil and Spoils of War: So you've just set off a Nevinyrral's Disk and your opponent has tons of artifacts and creatures in her graveyard. You have a Drudge Skeleton that stuck around and you want to beef it up, but you don't have enough mana! Cast Spoils of Evil for a mere three mana, and use the colorless mana you get to pay the X cost for your Spoils of War. And oh yeah...as if making your Skeletons like 12/12 or something isn't enough, you also gain life for the Spoils of Evil.

NEVINYRRAL'S DISK

SPOILS OF EVIL

SPOILS OF WAR

Wind Spirit Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	••••	KFo	U4	IA	Chromium Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	•••	EBe	BBUWW2	LG, CH	Jasmine Boreale 4/5.	SL	U	••	RKF	GW3	LG
Winter's Chill Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	•••	EBe	UX	IA	Dakkon Blackblade * equals the number of lands you control. */*.	SL	R	••••	RKF	BUUW2	LG, CH	Jedit Ojanen 5/5.	SL	U	•••	MPo	UWW4	LG
Word of Undoing Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	••••	CRu	U	IA	Dark Heart of the Wood Sacrifice a forest to gain 3 life.	EN	C	•••	CRu	BG	DK	Jerrard of the Closed Fist 6/5.	SL	U	•••	ARu	GGR3	LG
Wrath of Marit Lage Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	••••	MRa	UU3	IA	Diabolic Vision Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	••••	AWa	BU	IA	Johan If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.	SL	R	••••	MTe	GRW3	LG, CH
Zephyr Falcon Flying. Does not tap to attack. 1/1.	SC	C	••	HHu	U1	LG,4TH	Earthlink Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	••	RKF	BGR3	IA	Kasimir the Lone Wolf 5/3.	SL	U	•	RKF	UW4	LG
Zuran Enchanter B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	•••	DSh	U1	IA	Elemental Augury 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	••••	AWa	BUR	IA	Kei Takahashi T: Prevent up to 2 damage to target creature. 2/2.	SL	R	•••	SKi	GW2	LG, CH
Zuran Spellcaster T: Do 1 damage to any target. 1/1.	SC	C	••••	EBe	U2	IA	Essence Vortex Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	•••	MOK	BU1	IA	Kjeldoran Frostbeast Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	••••	MPo	GW3	IA
Zur's Weirder All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	•••••	LDa	U3	IA	Fiery Justice Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	•••	MBe	GRW	IA	Lady Calaria T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	••••	BWa	GGWW3	LG
							Fire Covenant Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you sacrifice.	INS	U	•••	DFr	BR1	IA	Lady Evangela BW, T: Target creature deals no damage this turn during combat. 1/2.	SL	R	•••	MPo	BUW	LG
							Flooded Woodlands No green creature can attack unless its controller sacrifices a land when that creature attacks.	EN	R	•••	KFo	BU2	IA	Lady of the Mountain 5/5.	SL	U	••	RKF	GR4	LG
							Fumarole Sacrifice 3 life to destroy a land and a creature.	SOR	U	••••	Dtu	BR3	IA	Lady Orca 7/4.	SL	U	••	SEv	BR5	LG
							Gabriel Angelfire During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.	SL	R	••	DGe	GGWW3	LG, CH	Livonya Silone First strike, legendary landwalk. 4/4.	SL	R	•••	RKF	GGRR2	LG
							Ghastly Flame Black and red permanents and spells are considered colorless sources of damage.	EN	R	••••	RGa	BR	IA	Lord Magnus First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3.	SL	U	•••	MTe	GWW3	LG
													Marhaunt Elsdragon Rampage: 1. 4/6.	SL	U	••	MPo	GRR3	LG, CH	
													Marsh Goblins Swampwalk. 1/1.	SL	C	••	QHs	BR	DK	
													Merieke Ri Berit Merieke does not untap during its controller's untap phase. T: Gain control of target creature. If Merieke Ri Berit leaves play, leaves your control, or becomes untapped, that creature is buried. 1/1.	SL	R	•••	HHu	BUW	IA	

/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

KRY

magic: the gathering

PLAYERS GUIDE



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Monsoon	EN	R	••••	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	••••	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nebuchadnezzar	SL	R	••••	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Nicol Bolas	SL	R	••••	EBe	BBUURR2	LG, CH
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolas. 7/7.						
Palladia-Mors	SL	R	••••	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Maliki	SL	U	••••	ARU	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Princess Lucrezia	SL	U	••••	SEV	BUU3	LG
T: Add U to your mana pool (play as an interrupt). 5/4.						
Ragnar	SL	R	••••	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro	SL	U	••••	PfO	BBU3	LG
First strike. 4/3.						
Ramses Overdark	SL	R	••••	RKF	BBU2	LG
T: Destroy a target creature with an enchantment on it. 4/3.						
Rasputin Dreamweaver	SL	R	••••	ARU	UU4	LG, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
Reclamation	EN	R	••••	DWi	GW2	IA
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
Riven Turnbull	SL	U	••••	RKF	BU5	LG
T: Add B to your mana pool (play as an interrupt). 5/7.						
Rohgahh of Kher Keep	SL	R	••••	EBe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RKR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.						
Rubinia Soulsinger	SL	R	•••••	RAI	UGW2	LG
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
Scarwood Goblins	SC	C	••••	RSp	GR	DK
2/2.						
Sir Shandlar of Ebery	SL	U	••••	ARU	GW4	LG
4/7.						
Sivitri Scarzam	SL	U	••••	NTh	BU5	LG, CH
6/4.						
Skeleton Ship	SL	R	•••••	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa						
Solkamar Swamp King	SL	R	•••••	RKF	BUR2	LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
Spectral Shield	EC	U	•••••	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
Stangg	SL	R	•••••	MPo	GR4	LG, CH
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.						
Stormbind	EN	R	••••	Multi	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMa						
Storm Spirit	SL	R	••••	PVe	UGW3	IA
Flying, T: Do 2 damage to target creature. 3/3.						
Sunastian Falconer	SL	U	••••	CRU	GR3	LG
T: Add 2 to your mana pool. 4/4.						
Tetsuo Umezawa	SL	R	•••••	JBa	BUR	LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
Tobias Andron	SL	U	••••	ARU	UW3	LG, CH
4/4.						
Tor Wauki	SL	U	••••	RAF	BBR2	LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.						
Tarsten Von Ursus	SL	U	••••	MPo	GGW3	LG
5/5.						
Tuknir Deathlock	SL	R	•••••	LdA	GGRR	LG
Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ur-Drago	SL	R	••••	CRu	BBU3	LG
First strike. Creatures with swampwalk may be blocked. 4/4.						
Vaeictis Asmadi	SL	R	••••	ARu	BBRRGG2	LG, CH
Flying, B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeictis Asmadi. 7/7.						
Wings of Aesthir	EC	U	•••••	EBe	UW	IA
Give target creature flying, first strike, and +1/+0.						
Xira Arive	SL	R	••••	MBe	BRG	LG, CH
Flying, GRB, T: Make target player draw a card. 1/2.						

GREEN

Aising Leprechaun	SC	C	••	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
An-Havva Constable	SC	U	••	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+*						
An-Havva Inn	SOR	U	••••	BSn	GG1	
Gain 1+X life where X is the number of green creatures in play.						
Arboria	EW	U	••••	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Argothian Pixies	SC	C	••••	AWe	G1	AQ, CH
Cannot be blocked by artifact creatures. damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	••••	AWe	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
Aspect of Wolf	EC	R	••••	JMe	G1	A, B, U, R, 4TH
Increase target creature's power and toughness by half the number of forests caster has in play.						
Aurochs	SC	C	••••	KMe	G3	IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.						
Autumn Willow	SC	R	•••••	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.						
Avoid Fate	INT	C	••••	PfO	G	LG
Counter target interrupt or enchantment targeting a permanent you control.						
Balduvian Bears	SC	C	••••	QHo	G1	IA
2/2.						
Barbary Apes	SC	C	••••	BWo	G1	LG
2/2.						
Berserk	INS	U	•••••	Dfr	G	A, B, U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	•••••	MPo	G	A, B, U, R, 4TH
Flying, T: Add one mana of any color to your mana pool. 0/1.						
Blizzard	EN	R	••••	AMa	GG	IA
CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.						
Brown Duphe	SC	C	••••	DGe	G	IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
Camouflage	INS	U	••••	JMy	G	A, B, U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Carapace	EC	C	••••	AMa	G	HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)						
Carnivorous Plant	SC	C	••••	QHo	G3	DK, 4TH
Counts as a wall. 4/5.						
Cat Warriors	SC	C	••••	MBe	GG1	LG, CH
Forestwalk. 2/2.						
Chub Toad	SC	C	••••	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Channel	SOR	U	••	RTh	GG	A, B, U, R, 4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
Citanol Druid	SC	U	••••	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice	SC	R	•••••	Dfr	GG3	A, B, U, R, 4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Cocoon	EC	U	••••	MTe	G	LG, CH
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	••••	AWe	G	LG, CH
Creatures may attack or tap during the turn they are brought into play.						
Craw Giant	SC	U	••••	CRu	GGG3	LG, CH
Trample. Rampage: 2. 6/4.						
Craw Wurm	SC	C	••••	DGe	GG4	A, B, U, R, 4TH
6/4.						
Crumble	INS	C	••••	JMy	G	AQ, R, 4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Cyclone	EN	R	••••	MTe	GG2	AN, CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Daughter of Autumn	SC	R	••••	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.						
Deadfall	EN	U	••••	NTh	G2	LG
Creatures with forestwalk may be blocked.						
Desert Twister	SOR	U	•••••	SVC	GG4	AN, R, 4TH
Destroy any one card in play.						
Dire Wolves	SC	C	••••	RSp	G2	IA
Gains banding if you control any plains. 2/2.						
Drop of Honey	EN	R	••••	AMa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Darkwood Boars	SC	C	••••	MKi	G4	LG, 4TH
4/4.						
Earthlore	EL	C	••••	DTo	G	IA
0: Tap target land to give target blocking creature +1/+2 until end of turn.						
Elder Druid	SC	R	•••••	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
Elven Fortress	EN	C	••••	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPo, PVe, TWa.						
Elven Riders	SC	U	••••	MBe	GG3	LG, 4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	••••	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Elvish Archers	SC	R	••••	AMa	G1	A, B, U, R, 4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
Elvish Farmer	SC	R	••••	RKF	G1	FE
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.						
Elvish Hunter	SC	C	••••	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPo, SVC. 1/1.						
Elvish Scout	SC	C	••••	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPo, CRu, PVe. 1/1.						



CHAIN STASIS



MARJHAN

Chain Stasis and Marjhan: It seems like Chain Stasis is nothing more than a less-powerful Twiddle... still, it does have its uses. Try untapping a big creature like your Marjhan or Leviathan, then spend three mana to tap your opponent's biggest critter, paving the way for your newly untapped beastie. See ya!

Table listing Magic: The Gathering cards with columns for Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found, and other details. Includes cards like Giant Dragonfly, Erhnam Djinn, Essence Filter, Eureka, Faerie Noble, Fanatical Fever, Fastbond, Feral Thallid, Fire Sprites, Floral Spuzzem, Fog, Folk of An-Havva, Folk of the Pines, Forbidden Lore, Force of Nature, Forgotten Lore, Foxfire, Freyalise's Charm, Freyalise Supplicant, Freyalise's Winds, Fungal Bloom, Fungusaur, Fyndhorn Brownie, Fyndhorn Elder, Fyndhorn Elves, Fyndhorn Pollen, Gaea's Avenger, Gaea's Liege, Gaea's Touch, Ghasban Ogre, Giant Badger, Giant Growth, Giant Spider, Giant Turtle, Glyph of Reincarnation, Gorilla Pack, Grizzly Bears, Hidden Path, Hornet Cobra, Hot Springs, Hungry Mist, Hurricane, Ice Storm, Ichnemum Druid, Ith-biff Efreot, Instill Energy, Ironroot Treefolk, Johtull Wurm, Lhurgoyf, Lifeforce, Lifelace, Living Artifact, Living Lands, Living Plane, Llanowar Elves, Lure, Lurker, Maddening Wind, Mammoth Harness, Marsh Viper, Master of the Hunt, Metamorphosis, Moss Monster, Naf's Asp, and Natural Selection.



COOPERATION



YAVIMAYA GNATS

Cooperation and Yavimaya Gnats: Having a banding defender gives you the luxury of being able to block with all of your creatures without having to worry about them dying. If you've got a regenerating creature like Yavimaya Gnats, it's even better. Just load all the damage onto the cooperative gnats and regenerate them. The rest of your creatures come out without a scratch. Ah, isn't teamwork great?

Table listing cards under the 'COOPERATION' section: Joven's Ferrets, Juniper Order Druid, Killer Bees, Kudzu, Land Leeches, Leaping Lizard, and Ley Druid. Each entry includes Name, Kind, CR, Rating, Artist, Cost, and Sets Found.

Table listing cards under the 'YAVIMAYA GNATS' section: Nature's Lore, Niall Silvain, Night Soil, Pale Bears, People of the Woods, and Pixie Queen. Each entry includes Name, Kind, CR, Rating, Artist, Cost, and Sets Found.

KEY section containing symbols and their meanings: Restricted/Banned (R/B), Artifact Creature (AC), Artifact (ART), Current Rarity (CR), Cumulative Upkeep (CU), Enchant Creature (EC), Enchant Enchantment (EE), Enchant Land (EL), Enchantment (EN), Enchant World (EW), Instant (INS), Interrupt (INT), LAN Land, Sorcery (SOR), and Summon Creature.





players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Powerleech	EN U ●●● CRu GG	AQ	Take 1 life each time an opponent's artifact becomes tapped, or each time the activation cost of an opponent's artifacts is paid. Powerleech is not triggered by continuous artifacts.				
Pradesh Gypsies	SC C ●● QHo G2	LG,4TH	G1, T: Give target creature -2/-0 until end of turn. 1/1.				
Primal Order	EN R ●●●● 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.				



ENERGY STORM



SKULL OF ORM

Energy Storm and Skull of Orm: If you hate direct damage, then this is the combo for you. When you run out of mana to pay the Energy Storm's cumulative upkeep, let it go to the graveyard, then bring it back with the Skull of Orm. The upkeep is set back to one, and your opponent is stuck holding a handful of useless Fireballs and Disintegrates.

Radian Spirit	SC U ●●●● CRu G3	LG,4TH	T: Target creature loses flying ability until turn ends. 3/2.
Rebirth	SOR R ●● MTe GGG3	LG,4TH	Each player may be healed to 20 life. Any player so choosing ontos an additional card from the top of his or her library. Remove if not playing for ante.
Regeneration	EC C ●●● QHo G1	A,B,U,R,4TH,IA	G: Target creature regenerates.
Regrowth	SOR U ●●●● DWi G1	A,B,U,R	Bring a card from your graveyard into your hand.
Reincarnation	INS U ●●● EBe GG1	LG	If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.
Renewal	SOR C ● KFo G2	HL	Sacrifice a land to search your 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 ●●● JHo GG4	IA	CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.
Root Spider	SC U ● MKi G3	HL	If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.
Roots	EC U ●● NLe G3	HL	Tap target creature without flying. That creature does not untap during its controller's upkeep 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	Description	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 Brownie	SC C ● DSh G1	LE	T: Remove the banding ability from target creature until end of turn. 1/1.				
Shrink	INS C ●● LDa G	HL	Target creature gets -5/-0 until the end of turn. (Two versions)				
Singing Tree	SC R ●●●● RAI G3	AN	T: Reduce attacking creature's power to 0 until end of turn. 0/3.				

Name	Description	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, in play. Artists: EBe, DGe, JMy, RSp, 1/1.				
Thallid Devourer	SC U ●●● RSp GG1	FE	Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.				
Thelonite Druid	SC U ●●●● MOK G2	FE	G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.				
Thelonite Monk	SC R ●●●● BWa GG2	FE	T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.				
Thelon's Chant	EN U ●●● MBe GG1	FE	Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.				
Thelon's Curse	EN R ●●● PVe GG	FE	Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.				
Thermokarst	SOR U ●●● KMe GG1	IA	Destroy target land. You gain 1 life if that land is snow-covered.				
Thicket Basilisk	SC U ●●●● DFr GG3	A,B,U,R,4TH	Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.				
Thorn Thallid	SC C ●●● Multi GG1	FE	During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe, 2/2.				
Thoughtleech	EN U ●●●● MTe GG	IA	Gain 1 life whenever target opponent taps an island.				
Timber Wolves	SC R ●●● MBe G	A,B,U,R,4TH	Bands. 1/1.				
Tinder Wall	SC C ●●●● REm G	IA	Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.				
Titania's Song	EN U ●●● KKa G3	AQ,R,4TH	Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.				
Tough 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 G1	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: Regenerate. 3/3.				
Wall of Wood	SC C ●● MTe G	A,B,U,R,4TH	0/3.				
Wanderlust	EC U ●●● CBr G2	A,B,U,R,4TH	Do 1 damage to controller of target creature during upkeep.				
War Mammoth	SC C ●●●● JMe G3	A,B,U,R,4TH	Temple. 3/3.				
Web	EC R ●●●● RAI G	A,B,U,R,4TH	Target creature gains +0/+2 and may block flying creatures.				
Whippoorwill	SC U ●●●● DSh G	DK	GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.				
Whirling Dervish	SC U ●●●● SVC GG	LG,4TH	Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.				



Manabarbs, Mana Flare and Circle of Protection: Red: Ow! Ow!
Ow! In this set-up, whenever anybody taps a land they take two damage, but they also get two mana. Sucks for your opponent and you... unless you have a COP: Red out. Then you can just tap a land for two mana, and use the extra mana to protect yourself from the Manabarbs damage.

MANABARBS

MANA FLARE

CIRCLE OF PROTECTION: RED

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 •• JMf 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 •• JMf 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 **R R ••• JMf 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 •• JMf 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 •• JMf 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. Buy 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 •• MuH 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. RR1, T: Give target creature mountainwalk until end of turn. 1/4.

Caverns of Despair **EN R •• HMc RR2** **LG**
No player may attack with more than 2 creatures, nor block with more than 2 creatures, per turn.

Chain 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 ••• DWf 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 ••••• AWf 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 ••••• BWo 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 ••••• AWf RR2** **A,B,U,R,4TH**
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.

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





players guide

Table with columns: Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found. Includes cards like Dwarven Armorer, Dwarven Armory, Dwarven Catapult, etc.

Table with columns: Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found. Includes cards like False Orders, Feint, Fireball, etc.

Table with columns: Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found. Includes cards like Goblin King, Goblin Kites, Goblin Mutant, etc.



CHANDLER



ASHNOD'S TRANSMOGRANT

Chandler and Ashnod's Transmogrant: If this guy was any kind of thief, he could steal those artifact creatures without always breaking them.

Table with columns: Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found. Includes cards like Dwarven Weaponsmith, Earthbind, etc.

Table with columns: Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found. Includes cards like Giant Strength, Glacial Crevasse, etc.

Table with columns: Name, Description, Kind, CR, Rating, Artist, Cost, Sets Found. Includes cards like Goblin Wizard, Granite Gargoyle, etc.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Keldan Warlord Power and toughness equal number of non-wall creatures in play on your side, including Warlord. <i>2/1</i> .	SC	U	•••	KBr	RR2	A,B,U,R,4TH	Nalathni Dragon Flying, bands. R: +1/+0 until end of turn. Bury Nalathni Dragon if more than RRR is spent in this manner in one turn. 1/1	SC	R	•••	MWe	RR2	CON	Primordial Ooze Must attack whenever possible. Add a +1/+1 counter as your upkeep ends. Then pay 1 per counter or Primordial Ooze deals 1 damage to you per counter and taps. 1/1.	SC	U	••	SEv	R	LG, CH
Kind Ape Kind Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	••••	KMe	R	AN,R	Orc General T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.	SC	U	•	JMy	R2	DK	Pyroblast Counter target blue spell or destroy target blue permanent.	INT	C	•••••	KFo	R	IA
Kobold Drill Sergeant Give all your Kobolds +0/+1 and trample. 1/2.	SC	U	••	JBa	R1	LG	Orcish Artillery T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.	SC	U	•••	AMa	RR1	A,B,U,R,4TH	Pyroclasm Do 2 damage to each creature.	SOR	U	••••	PMo	R1	IA
Kobold Overlord First strike. Give all your Kobolds first strike. 1/2.	SC	R	••	JBa	R1	LG	Orcish Cannoneers T: Does 2 damage to any target and 3 damage to you. 1/3.	SC	U	•••	Dfr	RR1	IA	Pyrotechnics Do 4 damage divided any way among any number of targets.	SOR	U	••••	AMa	R4	LG,4TH
Kobolds of Kher Keep 0/1.	SC	C	•	JBa	0	LG	Orcish Captain T: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.	SC	U	•	MTe	R	FE	Quarum Trench Gnomes T: Target plains produce 1 instead of W until end of game. 1/1.	SC	R	•••	Dfr	R3	LG
Kobold Taskmaster Give all your Kobolds +1/+0.1/2	SC	U	••	RAF	R1	LG	Orcish Conscripts Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.	SC	C	••••	DSh	R	IA	Raging Bull 2/2.	SC	C	••	RAF	R2	LG
Land's Edge Any player may discard a card from hand at any time and do 2 damage to a player of his or her choice if the card discarded is a land.	EW	R	••	BSn	RR1	LG, CH	Orcish Farmer T: Turn target land into a swamp until its controller's next untap phase. 2/2.	SC	C	•••	Dfr	RR1	IA	Raging River When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by flying creatures or those on the same side of River.	EN	R	•••	SEv	RR	A,B,U
Lava Burst Do X damage to any target. If the target is a creature, effects that prevent or redirect damage cannot be used to protect that creature.	SOR	C	••••	TWa	RX	IA	Orcish Healer RR, T: Target creature may not regenerate this turn. RBB, T: Regenerate target black or green creature. RGG, T: Regenerate target black or green creature. 1/1.	SC	U	•••	QHo	RR	IA	Raiding Party Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.	EN	U	•••	QHo	R2	FE
Lightning Bolt Do 3 damage to one target.	INS	C	•••••	CRu	R	A,B,U,R,4TH	Orcish Librarian R, T: Take the top eight cards of your library and randomly remove four from the game. Put the remaining four in any order on top of your library. 1/1.	SC	R	••••	PFo	R1	IA	Red Elemental Blast Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.	INT	C	•••••	RTh	R	A,B,U,R,4TH
Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!	EN	R	•••	SVC	RR1	AN,R,4TH	Orcish Lumberjack T: Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1.	SC	C	••••	Dfr	R	IA	Retribution Choose Two creatures controlled by opponent. Bury one of these creatures and put a -1/-1 counter on the other. That opponent chooses which creature is buried.	SOR	U	•••	MTe	RR2	HL
Manaborns Do 1 damage to controller whenever he or she draws mana from any land.	EN	R	••	CRu	R3	A,B,U,R,4TH	Orcish Mechanics T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.	SC	C	•••	PVe	R2	AQ	Rock Hydra Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece. 0/0.	SC	R	•••	JMe	R	A,B,U,R
Mana Clash Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses a life. Repeat until both players' coins come up heads simultaneously.	SOR	R	•	MTe	R	DK,4TH	Orcish Mine When Orcish Mine comes into play, place three ore counters on it. During upkeep remove one counter when ever target land is tapped. Destroy land Orcish Mine enchants when last counter is removed. Orcish Mine Deals 2 damage to land's controller.	EL	U	•••	KFo	RR1	HL	Roc of Kher Ridges Flying. 3/3.	SC	R	••••	ARu	R3	A,B,U,R
Mana Flare Each land produces an extra mana of its normal type whenever it is tapped for mana.	EN	R	••••	CRu	R2	A,B,U,R,4TH							Rukh Egg If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.	SC	C	••••	CRu	R3	AN	
• Marton Stromgald If Marton Stromgald attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.	SL	R	•••••	MPo	RR2	IA							Sabretooth Tiger First strike. 2/1.	SC	C	•••	MBe	R2	IA	



MYSTIC DECREE



FLOOD

—| Mystic Decree and Flood: There are a lot of cards that are made to work with Mystic Decree—Island Sanctuary, Moat, Earthquake—but Flood is probably the best. It lets you shut down your opponent's forces without hurting your own, and it doesn't even require another color. By tapping your opponent's creatures during his turn, the creatures won't be able to attack or defend, and you'll be free to send in those Homarids and Sea Trolls. Whoopie!

Melee Cast on your turn during combat, or before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.	INS	U	••••	DWi	R4	IA	Orcish Oriflamma All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.	EN	U	•••	Dfr	R3	A,B,U,R,4TH	Storm World Do 1 damage to any player for each card below 4 in hand during upkeep.	EW	R	••	CRu	R	LG
Melting All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	••	RGo	R3	IA	Orcish Spy T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.	SC	C	••••	Multi	R	FE	• Tempest Efreet T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreet in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreet in caster's graveyard. 3/3.	SC	R	•	NTh	RRR1	LG,4TH
Meteor Shower Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SOR	C	••••	REm	RXX	IA	Orcish Squatters If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.	SC	R	••••	RKF	R4	IA	Tor Giant 3/3.	SC	C	••	DSh	R3	IA
Mjaoe Djinn If Mjaoe Djinn attacks, flip a coin. If opponent wins flip, Mjaoe Djinn taps but does not attack. 6/3.	SC	R	•••	SVC	RRR	AN,R	Orcish Veteran Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.	SC	C	••	Multi	R2	FE	Total War Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.	EN	R	•••	DTu	R3	IA
Mons' Goblin Raiders 1/1.	SC	C	•	JMe	R	A,B,U,R,4TH	Orgg Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.	SC	R	•••	DGe	RR3	FE	Tunnel Bury one wall.	SOR	U	••	Dfr	R	A,B,U,R,4TH
Mountain Goat Mountainwalk. 1/1.	SC	C	•••	CBr	R	IA	Panic Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	••	MKi	R	IA	Two-Headed Giant of Foriys Trample. May block two creatures in combat. 4/4.	SC	R	••••	AMa	R4	A,B,U
Mountain Yeti Mountainwalk, protection from white. 3/3.	SC	C	••••	Dfr	RR2	LG, CH	Power Surge Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	•••	DSh	RR	A,B,U,R,4TH	Uthden Troll R: Regenerates. 2/2.	SC	U	••••	DSh	R2	A,B,U,R,4TH
Mudslide Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.	EN	R	••	BSn	R2	IA														

•/• 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	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** SOR R ●●●● DGa R2 A,B,U,R
All players must discard their hands and draw seven new cards.
- Windseeker Centaur** SC R ●●● AMa RR1 BOOK
Does not tap to attack. 2/2.
- Winds of Change** SOR R ●●● JHa R LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.
- Winter Sky** SOR R ●● MGk R HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.
- Word of Blasting** INS U ●●● KMe R1 IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.
- Ydwen Efreet** SC R ●● Dtu RRR AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.

WHITE

Abbey Gargoyles	SC U ●●●● CRu WWW2 HL Flying. Protection from red. 3/4.
Abbey Matron	SC C ●● MGk 2WW HL W, T: +0/+3 till end of turn. 1/3 (Two versions)
Abu Ja'far	SC U ●●●● KMe W AN, CH If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.
Adarkar Unicorn	SC C ●●●● QHo WW1 IA T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.
Akron Legionnaire	SC R ●● MPo WW6 LG, CH Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.
Alabaster Potion	INS C ●●●● HMc WWX LG,4TH Give target player X life or prevent X damage to target creature or player.
Amrou Kithkin	SC C ●● QHo WW LG,4TH Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.
Angelic Voices	EN R ●●●● JBa WW2 LG, CH Give all your creatures +1/+1 if you control only white or artifact creatures.
Angry Mob	SC U ●●●● Dtu WW2 DK,4TH Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+*.
Animate Wall	EC R ●● Dfr W A,B,U,R,4TH Target wall may now attack.
Arctic Foxes	SC C ●● MPo W1 IA If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.
Arenson's Aura	EN C ●● NLe W2 IA W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.
Argivian Archaeologist	SC R ●●●● AWL WW1 AQ 2, T: Bring an artifact from your graveyard to your hand. 1/1.
Argivian Blacksmith	SC C ●● KRo WW1 AQ T: Negate 2 damage to target artifact creature. 2/2.
Armageddon	SOR R ●●●● JMy W3 A,B,U,R,4TH Destroy all lands in play.
Armor of Faith	EC C ●●● AMa W IA Target creature gains +1/+1. W: +0/+1.
Army of Allah	INS C ●●●● BSn WW1 AN +2/+0 to all attacking creatures until end of turn.

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	Top 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
Benalish 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.	SC	C	●●	DGa	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	●●	RGa	W2	IA
Combat Medic	W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa, SVC. 0/2.	SC	C	●●●●	MuH	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	AB,U,R,4TH
Cooperation	Target creature gains banding.	EC	C	●●●	Pfo	W2	IA
Crusade	All white creatures gain +1/+1.	EN	R	●●●●	MPo	WW	AB,U,R,4TH



THOUGHTLEECH



MONSOON

Thoughtleech and Monsoon

Although this combo only works well against a deck with a lot of blue, it'll be well worth it if you can slip both enchantments past a Counterspell. Once you've got them out, no matter what happens you're going to gain life from those islands when they become tapped, whether it's by your opponent or by Monsoon. Ah well, c'est la vie...

Blessed Wine	INS C ●● KFo W1 IA Gain 1 life. Draw a card at the beginning of the next turn.
Blessing	EC R ●●●● JBa WW A,B,U,R,4TH W: +1/+1.
Blinking Spirit	SC R ●●●● LWi W3 IA 0: Blinking Spirit returns to its owner's hand. 2/2.
Blood of the Martyr	INS U ● CRu WWW DK, CH Until end of turn, you may redirect damage done to your creatures to yourself instead.
Blue Scarab	EC U ●●● AWe W IA Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.
Blue Ward	EC U ●● Dfr W A,B,U,R,4TH Target creature gains protection from blue.
Brainwash	EC C ●● PVe W DK,4TH Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.
Call to Arms	EN R ●●●● RGa W1 IA Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.
Camel	SC C ● SEv W AN Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.
Caribou Range	EL R ●●●● Rtp WW2 IA WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.
Castle	EN U ●● DWi W3 A,B,U,R,4TH Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.
Circle of Protection: Artifacts	EN U ●●●● PVe W1 AQ,4TH 2: Prevent all damage against you from an artifact source.
Circle of Protection: Black	EN C ●●●● JMy W1 B,U,R,4TH,IA 1: Prevent all damage to you from one black source.
Circle of Protection: Blue	EN C ●●● DWi W1 A,B,U,R,4TH,IA 1: Prevent all damage to you from one blue source.

D'Avenant Archer	SC C ●●● DSh W2 LG, CH T: Do 1 damage to attacking or blocking creature. 1/2.
Dampening Field	EN U ●● JHa W2 AQ No one may untap more than one artifact in each of his or her own untap phases.
Death Speakers	SC U ●●● DSh W HL W: Protection from black. 1/1.
Death Ward	INS C ●●● HMc W A,B,U,R,4th,IA Regenerates target creature.
Disenchant	INS C ●●●● BSn W1 A,B,U,R,4th,IA Destroy target enchantment or artifact.
● Divine Intervention	EN R ●●● AWe WW6 LG Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.
Divine Offering	INS C ●●●● JMe W1 LG Destroy target artifact, gaining life equaling casting cost of artifact.
Divine Transformation	EC U ●●●● Nth WW2 LG,4TH Give target creature +3/+3.
Drought	EN U ●●●● Nth WW2 IA During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.
Dust to Dust	SOR C ●●● Dtu WW1 DK Remove any two target artifacts from the game.
Elder Land Wurm	SC R ●●● QHo WWW4 LG,4TH Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.
Elvish Healer	SC C ●●● REv W2 IA T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.
Enchanted Being	SC C ●●● DSh WW1 LG Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.
Enduring Renewal	EN R ●●●● HMc WW2 IA Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	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	●●●	JHa	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	Icecrown Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBe, SKi. 1/1.	SC	C	●●●	Multi	W	FE	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	Icecrown 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
Farrel's Mantle If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	●●●	AWa	W2	FE	Icecrown Moneychanger Lose 3 life when casting and put 3 counters on Icecrown Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBe, Dtu. 0/2.	SC	C	●●●	Multi	W	FE	Kjeldoran Skyknight Flying, banding, first strike. 1/1.	SC	C	●●●●	MPo	W2	IA
Farrel's Zealot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBe, RKF. 2/2.	SC	C	●●●	Multi	WW1	FE	Icecrown 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	Icecrown 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 upkeep.	EN	U	●●	DSH	W	DK	Icecrown Scout 1, T: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSh. 1/1.	SC	C	●●●●	Multi	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	Icecrown 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	Icecrown Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	●●●●	Twá	W5	FE	Leeches Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	●	ARo	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	SC	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	●	CBt	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	U	●●●●	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														
Hipparion Hipparion 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														



Freyalise's Winds and Kismet: Is there a more annoying combo than these two cards? It comes into play tapped. It untaps next turn. It stays tapped next time you untap it. It, it, it... what's it? Everything! If you don't really care about winning and using lots of counters, try this combo. Who knows, maybe your opponent will get so annoyed they'll just forfeit.

NAME	Kind	CR	Rating	Artist	Cost	Sets Found
Kelsinko Ranger	SC	C	●	MPo	W	IA
King Suleiman	SC	R	●●	MPo	W1	AN
Kismet	EN	U	●●●●	KFo	W3	LG,4TH
Kjeldoran Elite Guard	SC	U	●●●	MBe	W3	IA
Moat	EN	R	●●●●	JMe	WW2	LG
Moorish Cavalry	SC	C	●●●	DWi	WW2	AN
Morale	INS	C	●●	MPo	WW1	DK, 4TH
Northern Paladin	SC	R	●●●	DSH	WW2	AB,UR,4TH

- /● Restricted/Banned
- AC Artifact Creature
- ART Artifact
- CR Current Rarity
- CU Cumulative Upkeep
- EA Enchant Artifact
- EC Enchant Creature
- EE Enchant Enchantment
- EL Enchant Land
- EN Enchantment
- EW Enchant World
- INS Instant
- INT Interrupt
- LAN Land
- C Summon Creature
- SOR Sorcery

KEY



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Order of Leibur	Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.	SC	C	●●●●	Mulh	WW	FE
Order of the Sacred Torch	T: Sacrifice 1 life to counter a black spell. 2/2.	SC	R	●●●●●	RTp	WW1	IA
Order of the White Shield	Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.	SC	U	●●●●	RTp	WW	IA
Osaï Vultures	Flying. After a turn in which a creature went to the graveyard, add a counter to Osaï Vultures. Remove 2 counters to make Osaï Vultures +1/+1 until end of turn. 1/1.	SC	U	•	DfR	W1	LG,4TH
Pearled Unicorn		SC	C	●●	CBr	W2	AB,U,R,4TH
Personal Incarnation	If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.	SC	R	●●●	KBr	WWW3	AB,U,R,4TH
Petra Sphinx	T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.	SC	R	●●	SeV	WWW2	LG,CH
Piety	+0/+3 to all defending creatures until end of turn.	INS	C	●●	MPa	W2	AN,4TH
Pikemon	Banding, first strike. 1/1.	SC	C	●●●	DDe	W1	DK,4TH
Preacher	T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.	SC	R	●●●	QHo	WW1	DK
Presence of the Master	Counter all new enchantments cast whenever Presence of the Master is in play.	EN	U	●●●	PfO	W3	LG
Prismatic Ward	Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.	EC	C	●●●	LWi	W1	IA
Prophecy	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.	SOR	C	●●	CRu	W	HL
Purelace	Change the color of one card being played or in play to white.	INT	R	●●●●	SeV	W	AB,U,R,4TH
Rally	All blocking creatures gain +1/+1 until end of turn.	INS	C	●●●	Hhu	WW	IA
Rapid Fire	Give target creature first strike and Rampage. 2 until end of turn. Play before defense is chosen.	INS	R	●●	JhO	W3	LG
Rashka the Slayer	Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.	SC	U	●●	CRu	WW3	HL
Red Scarab	Target creature gets +2/+2 as long as no other player has any red cards. Target creature cannot be blocked by red creatures.	EC	U	●●●●	SeV	W	IA
Red Ward	Target creature gains protection from red.	EC	U	●●●●	DfR	W	AB,U,R,4TH
Remove Enchantments	Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.	INS	C	●●	BSn	W	LG
Repentant Blacksmith	Protection from red. 1/2.	SC	C	●●●	Dtu	W1	AN,CH
Resurrection	Take a creature from your graveyard and put it directly into play as if just summoned.	SOR	U	●●●●	DWi	WW2	AB,U,R
Reverse Damage	All damage you have taken from any one source is added to, not subtracted from, your life total.	INS	R	●●●●●	DWi	WW1	AB,U,R,4TH
Reverse Polarity	All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.	INS	C	●●●	JhO	WW	AQ,R
Righteous Avengers	Plainswalk. 3/1.	SC	U	●●●	Hhu	W4	LG
Righteousness	Target defending creature gets +7/+7 until end of turn.	INS	R	●●●	DSh	W	AB,U,R,4TH
Sacred Boon	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.	INS	U	●●●●	Mra	W1	IA

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Samite Alchemist	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)	SC	C	●●	TWa	W3	HL
Samite Healer	T: Prevent 1 damage to any target. 1/1.	SC	C	●●●	TWü	W1	AB,U,R,4TH
Savannah Lions	2/1.	SC	R	●●●	DGe	W	AB,U,R,4TH
Seeker	Target creature may only be blocked by white or artifact creatures.	EC	C	●●●	MPa	WW2	LG,4TH
Seraph	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.	SC	R	●●●●	CRu	W6	IA
Serra Angel	Flying. Does not tap to attack. 4/4.	SC	U	●●●●●	DSh	WW3	AB,U,R,4TH
Serra Aviary	All creatures with flying Get +1/+1	EW	R	●●●	NLe	W3	HL
Serra Bestiary	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.	EC	C	●●	AMa	WW	HL



Tinder Wall: Did someone say Wall of Wood? Forget that, this baby's way more powerful! Used solely for fast mana, Tinder Walls can give you a real boost for piling out big creatures. And if you don't need the mana right away, they're still great for blocking those annoying Mishra's Factories and other little critters.

Serra Inquisitors	If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.	SC	U	●●	DDe	W4	HL
Serra Paladin	T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.	SC	C	●●	PVe	WW2	HL
Shahrazad	Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	●●	KFo	WW	AN
Shield Bearer	Banding, 0/3.	SC	C	●●	DfR	W1	IA
Shield Wall	Give all your creatures +0/+2 until end of turn.	INS	U	●●	DSh	W1	LG,CH
Snow Hound	1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.	SC	U	●●●	PMo	W2	IA
Soraya the Falconer	All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.	SL	R	●●●	DDe	WW1	HL
Spirit Link	Take 1 life for every point of damage target creature does.	EC	U	●●●●	KFo	W	LG,4TH
Spiritual Sanctuary	Any player controlling plains takes 1 life during his or her upkeep.	EN	R	●●●	AWe	WW2	LG
Squire	1/2.	SC	C	●	DDe	W1	DK
Swords to Plowshares	Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	●●●●●	KFo	W	AB,U,R,4th,IA
Thunder Spirit	Flying, first strike. 2/2.	SC	R	●●●●	RAF	WW1	LG
Tivadar's Crusade	All Goblins are destroyed.	SOR	U	●	DDe	WW1	DK
Trade Caravan	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)	SC	C	●	KFo	W	HL

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Truce	Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.	INS	R	●●	MBe	W2	HL
Tundra Wolves	First strike. 1/1.	SC	C	●●●	QHo	W	LG,4TH
Veteran Bodyguard	Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.	SC	R	●●●●	DSh	WW3	AB,U,R
Visions	Look at the top 5 cards of any library, then reshuffle it if you so choose.	SOR	U	●●	NTh	W	LG,4TH
Wall of Caltrop	If Wall of Caltrop blocks a creature with other creatures that are all walls, Wall of Caltrop gains banding until end of turn. 2/1.	SC	C	●●	BSn	W1	LG
Wall of Light	Protection from black. 1/5.	SC	U	●●●	RTh	W2	LG
Wall of Swords	Flying. 3/5.	SC	U	●●●●	MTe	W3	AB,U,R,4TH
War Elephant	Bands, trample. 2/2.	SC	C	●●●●	KBi	W3	AN,CH
Warning	Target attacking creature does no damage in combat this turn.	INS	C	●	PMo	W	IA
White Knight	Protection from black, first strike. 2/2.	SC	U	●●●●	DGe	WW	AB,U,R,4TH
White Scarab	Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	EC	U	●●●	PfO	W	IA
White Ward	Target creature gains protection from white.	EC	U	●●●	DfR	W	AB,U,R,4TH
Witch Hunter	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.	SC	U	●●●●	JMy	WW2	DK,CH
Wrath of God	Bury all creatures in play.	INS	R	●●●●	QHo	WW2	AB,U,R,4TH

LANDS

Adventurers' Guildhouse	All your green legends may band with other legends.	LAN	U	•	TWü		LG
Adarkar Wastes	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.	LAN	R	●●●	Mra		IA
An-Havva Township	T: 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.	Land	R	●	Lda		HL
Arena	3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.	LAN	R	●●●●	RAI		BOOK
Aysen Abbey	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.	Land	U	●●	Lda		HL
Badlands	T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.	LAN	R	●●●●	RAI		AB,U,R
Bayou	T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.	LAN	R	●●●●	JMy		AB,U,R
Bazaar of Baghdad	T: Draw 2 cards from your library; immediately discard 3 cards from your hand.	LAN	R	●●	JMe		AN
Bottomless Vault	Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.	LAN	R	●●	PMo		FE
Brushland	T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.	LAN	R	●●●	BWo		IA
Castle Sengir	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.	LAN	R	●	PVe		HL
Cathedral of Serra	All your white legends may band with other legends.	LAN	U	●	MPa		LG
City of Brass	T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.	LAN	R	●●●	MTe		AN,CH
City of Shadows	T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	●●	TWü		DK
Desert	T: Add 1, T: Do 1 damage to any attacking creature after it deals damage.	LAN	C	●●	JMy		AN
Diamond Valley	T: Sacrifice a creature to gain life equal to its toughness.	LAN	R	●●●●	BSn		AN
Dwarven Hold	Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.	LAN	R	●●●	PMo		FE
Dwarven Ruins	Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.	LAN	U	●	MPa		FE

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							
Ebon Stronghold LAN U • MPo Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•	MPo		FE	Mishra's Factory LAN U ●●●● KFo,PFo 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. Skill considered a land as well. Spring, fall, and winter pictures.	LAN	U	●●●●	KFo,PFo		AQ,4TH	Strip Mine LAN U ●●●● DGe T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.	LAN	U	●●●●	DGe		AQ,4TH	
Elephant Graveyard LAN R ●●●● RAI T: Add 1. T: Regenerate an Elephant or Mammoth.	LAN	R	●●●●	RAI		AN	Mishra's Workshop LAN R ●●●● KFo T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	●●●●	KFo		AQ	Sulfurous Springs LAN R ●●●● PFo T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.	LAN	R	●●●●	PFo		IA	
Forest LAN C — CRu T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	CRu		AB,U,R,4TH,JA	Mountain LAN C — DSh T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DSh		AB,U,R,4TH,AN,JA	Syvelunite Temple LAN U • MPo Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Syvelunite Temple to add UU to your mana pool.	LAN	U	•	MPo		FE	
Glacial Chasm LAN U ●● LDa CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.	LAN	U	●●	LDa		IA	Mountain Stronghold LAN U • Twä All your red legends may band with other legends.	LAN	U	•	Twä		LG	Swamp LAN C — DFr T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DFr		AB,U,R,4TH,JA	
Halls of Mist LAN R ●●●● MPo CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	●●●●	MPo		IA	Oasis LAN U ●●● BSn T: Negate 1 damage to any creature.	LAN	U	●●●	BSn		AN,4TH	Taiga LAN R ●●●● RAI T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	●●●●	RAI		AB,U,R	
Hammerheim LAN U ●●●● BWa Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	●●●●	BWa		LG	Pendelhaven LAN U ●●●● BWa Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	●●●●	BWa		LG	Tabernacle of Pendrell Vale LAN R ●●●● NLe Legendary. All creatures require an upkeep of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.	LAN	R	●●●●	NLe		LG	
Havenwood Battleground LAN U • MPo Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•	MPo		FE	Plains LAN C — JMy T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	JMy		AB,U,R,4TH,JA	Timberline Ridge LAN R ●●●● JMe 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.	LAN	R	●●●●	JMe		IA	
Hollow Trees LAN R ●●● PMo Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	●●●	PMo		FE	Plateau LAN R ●●●● Dtu T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	●●●●	Dtu		AB,U,R	Talaria LAN U ●●● NLe Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.	LAN	U	●●●	NLe		LG	
Icathian Store LAN R ●●● PMo Comes into play tapped. You may leave Icathian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	●●●	PMo		FE	Rainbow Vale LAN R ●●● KFo T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	●●●	KFo		FE	Tropical Island LAN R ●●●● JMy T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	●●●●	JMy		AB,U,R	
Ice Floe LAN U ●●● JMe You may choose not to untap Ice Floe. T: Top target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.	LAN	U	●●●	JMe		IA	River Delta LAN R ●●●● Sëv If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	●●●●	Sëv		IA	Tundra LAN R ●●●● JMy T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	●●●●	JMy		AB,U,R	



Pestilence and Death Speakers:
Pestilence is a great creature-clearer. Only problem is that when all the creatures go away, the disease-ridden enchantment goes with them. The best way to keep Pestilence around is with a critter with protection from black, and between Death Speakers, White Knights, Orders of Leitbur and Orders of the White Shield, you can build a whole deck around this theme!

PESTILENCE

DEATH SPEAKERS

Island LAN R — MPo T: Add U to your mana pool.	LAN	R	—	MPo		AB,U,R,4TH,JA	Ruins of Trokair LAN U • MPo Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.	LAN	U	•	MPo		FE
Island of Wak-Wak LAN R ●●●● DSh T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	●●●●	DSh		AN	Safe Haven LAN R ●●●● CRu 2. T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.	LAN	R	●●●●	CRu		DK
Karakas LAN U ●●●● NLe Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.	LAN	U	●●●●	NLe		LG	Sand Silos LAN R ●●● PMo Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.	LAN	R	●●●	PMo		FE
Karpulusan Forest LAN R ●●● NLe T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.	LAN	R	●●●	NLe		IA	Savannah LAN R ●●●● RAI T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	●●●●	RAI		AB,U,R
Koskun Keep LAN U • PMo 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.	LAN	U	•	PMo		HL	Scrubland LAN R ●●●● JMy T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	●●●●	JMy		AB,U,R
Land Cap LAN R ●●● LWi If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.	LAN	R	●●●	LWi		IA	Seafarer's Quay LAN U • Twä All your blue legends may band with other legends.	LAN	U	•	Twä		LG
Lava Tubes LAN R ●●●● BWa If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.	LAN	R	●●●●	BWa		IA	Snow-Covered Forest LAN U — PMo T: Add G to your mana pool.	LAN	U	—	PMo		IA
Library of Alexandria LAN R ●●●● MPo T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	●●●●	MPo		AN	Snow-Covered Island LAN U — AMa T: Add U to your mana pool.	LAN	U	—	AMa		IA
Maze of Ith LAN U ●●●● AMa T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	●●●●	AMa		DK	Snow-Covered Mountain LAN U — TWü T: Add R to your mana pool.	LAN	U	—	TWü		IA
							Snow-Covered Plains LAN U — CRu T: Add W to your mana pool.	LAN	U	—	CRu		IA
							Snow-Covered Swamp LAN U — DSh T: Add B to your mana pool.	LAN	U	—	DSh		IA
							Sorrow's Path LAN R • RAF T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.	LAN	R	•	RAF		DK

HEY!

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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	SOR Sorcery



TNQUEST

players guide



IMPERIAL FORCES

CHARACTERS

Name	Type	Dest	Icon	Pow	Abi	FS	Dpl	Fr	Rty	
Admiral Motti	Imperial	1	IP,W	3	3	3	att.	3	5	R
Deploy -2 if two or more Imperial starships on table. Rebel pilot at same system with Motti have forfeit -1. Adds 2 to power of any starship he pilots.										
Chief Bast	Imperial	2	IP	2	2	2	2	2	3	U
If aboard a starship at the start of a battle, can immediately evacuate with one other person to a related site. Power +1 if at same site as Tarkin. Adds 2 to power of any starship he pilots.										
Colonel Wulf Yularen	Imperial	2	W	1	2	2	2	5	U	
Power +1 if at same site with Tarkin, Chief Bast or General Dodonna.										
Commander Praji	Imperial	2	IP,W	1	2	2	2	3	U	
Where present, C-3PO or R2-D2 cannot utilize game text. Adds 2 to power of any starship he pilots. On Devastator, also adds 1 to hyperspeed.										
Darth Vader	Imperial	1	IP,W	6	6	Jedi	6	8	R	
When in battle, adds 1 to each battle destiny. Adds 3 power to any starship he pilots. Adds 4 to power and 3 to maneuver when piloting Vader's custom TIE. Immune to attrition less than 5.										
DS-61-2	Imperial	2	IP,W	2	2	2	2	4	U	
Adds 3 to power of any starship he pilots. On Black 2, also adds 1 to power and may draw one battle destiny if not able to do so otherwise.										
DS-61-3	Imperial	2	IP,W	2	2	2	2	4	R	
Adds 2 to the power of any starship he pilots. In Black 3 adds 1 to Maneuver and may draw a destiny if not otherwise able.										
Death Star Trooper	Imperial	3	W	2	1	2	2	3	C	
Deploy only on Death Star, but may move elsewhere at -1 power at any site but Death Star.										
SD6-RA-7	Imperial	3	2	2	2	2	2	4	R	
Adds 3 to the power of any ship he pilots. If on Black 2, adds 2 to maneuver.										
General Tagge	Imperial	1	W	3	3	att.	3	4	R	
Tagge is forfeit +1 for each Imperial trooper of any kind with him at a site.										
Grand Moff Tarkin	Imperial	1	IP,W	4	3	att.	4	6	R	
If with Vader in a battle, may cancel one opponent's destiny draw immediately after it is revealed. Adds 2 to power of any starship he pilots.										
Imperial Pilot	Imperial	3	IP	2	2	2	2	2	C	
*0, *2 towards ship power on any starship he pilots.										
Imperial Trooper Guard	Imperial	3	W	1	2	2	1	2	C	
Cannot move. *0 power during an offensive battle, but =4 when defending.										
Lieutenant Tanbris	Imperial	2	IP	2	2	2	2	3	U	
Deploy -1 for ship weapons on any ship he pilots. Adds 2 power, but subtracts 1 from maneuver, to any starship he pilots.										
Stormtrooper	Imperial	1	W	1	1	1	2	2	C	
Deploys free at same site as one of your Imperials with ability greater than 2.										

ALIENS

Name	Type	Dest	Icon	Pow	Abi	FS	Dpl	Fr	Rty	
Dathca	Alien	2	W	2	2	*	2	U		
*Requires 2 force from each players' force pile, or cannot deploy. Deploy only on Tatooine, but may move elsewhere. Power +2 at non-Tatooine sites.										
Djas Puhr	Alien	1	W	1	4	sen.	4	4	R	
Power +1 for each Imperial force icon present. +2 under nighttime conditions. Immune to attrition less than 3.										
Dr. Evazan	Alien	3	IP,W	1	2	2	2	3	R	
Dr. Evazan may immediately 'operate' on any hit or disarmed character at same site. Patient is immediately lost. Adds 2 to power of any starship he pilots.										
Felipern Trevagg	Alien	4	W	2	1	2	2	3	U	
To initiate battles at same location as Trevagg, player must use X force, where X=total number of Force icons present. If a droid is present, Trevagg's 'game text' is unusable.										
Garindon	Alien	4	1	1	2	2	3	R		
When at same location as a Rebel of ability greater 2, deploy -1 there for any Imperials and during your move phase, Imperials at an adjacent site may move there for free.										
Jawa	Alien	3	1	1	*	1	C			
To Deploy, *1 force per player. Deploy only on Tatooine, but can move elsewhere.										
Labria	Alien	3	1	1	2	3	R			
Once each turn, during your control phase, you may reveal the top card of your reserve deck to both players. If it is a vehicle or starship, card is immediately lost. Otherwise return it to the top of your reserve deck, force pile or use pile.										
Miyoom Onih	Alien	3	1	1	3	3	U			
During your control phase you may cause opponent to reveal entire hand by using X force, where X=number of cards in opponent's hand. All unique male Rebels or unique male Aliens are discarded.										

Name	Type	Dest	Icon	Pow	Abi	FS	Dpl	Fr	Rty
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Myo	Alien	3	W	3	1	4	5	R		
Power +1 if present with Lirin Car'n or any other bounty hunter. If lost or forfeited as a result of battle, Myo regenerates (place on top of your used pile).										
Ponda Baba	Alien	3	IP,W	2	1	2	3	U		
Power +3 when battling at same site as Dr. Evazan, unless opponent has lightsaber present. Adds 2 to power of any starship he pilots.										
Prophets	Alien	2	1	4	sen.	3	2	U		
If you initiate a battle where present you must predict winner beforehand. If correct randomly retrieve one lost card, otherwise lose 1 force. Immune to attrition less than 3.										
Tusken Raider	Alien	2	*	1	2	1	C			
*=total power of group of Tusken Raiders, as follows: 1=1 power, 2=3, 3=6, 4=10 limit four per site. Deploy only on Tatooine, but may move elsewhere.										
Wuher	Alien	3	2	2	2	4	2	U		
If at the beginning of your control phase any weapons or droids are present at the same site, all of them are lost. If in the Cantina, all weapons and droids there are immediately lost.										

DROIDS

Name	Type	Dest	Pow	Dpl	Fr	Rty
EG-6	Droid	*	0	1	3	U
Power +1 for each droid present, except power droids. *0 destiny save for battle, where your power is less than your opponent's, now it is doubled. (Once per battle)						
LHM-YOM	Droid	3	2	4	C	
Lays mines. OR at any time during your turn may use 1 force to diffuse (lose) any one mine at same site.						
MSE-6 'Mouse Droid'	Droid	0	0	0	0	U
Deploy on any character targeted by an Utinni effect. Move 'mouse' droid, instead of that character, to pick up Utinni Effect and bring it back to be fulfilled or canceled. Landspeed=3. Upon delivery, 'mouse' droid returns to your hand.						
R1-G4	Droid	3	1	1	3	C
When aboard a capital starship, adds 1 to power and hyperspeed, and that starship immune to attrition less than 3. Too large for starfighter.						
R4-M9	Droid	4				C
Deploy on a vehicle (save creature) to add 1 power, maneuver or landspeed. May remain aboard and drive vehicle by itself, without presence. No astromech skill.						
WED15-1662 'Treadwell'	Droid	3	1	2	3	R
All your vehicles and droids at the same location are immune to attrition less than 2. Also, if 'treadwell' droid is at a docking bay, all your starfighters at the related system are immune to attrition less than 3.						

EFFECTS

Name	Type	Dest	Rty
A Disturbance in the Force	Effect	3	U
During your deploy phase, insert into opponent's reserve deck. Reshuffle. When effect reaches top effect cancels, but opponent may not activate any more force that turn.			
Bannis Keeg	Effect	5	C
Deploy on any non-pilot (save droids) to give that character IP skill. Adds 2 to power of any starship that character pilots. OR deploy on any pilot to add 1 power to any starship affected character pilots.			
Blast Door Controls	Effect	5	U
Deploy on your side of table. Cancels: Into the Garbage Chute, Flyboy, Narrow Escape, Blast the Door, Kid, and Rebel Barrier.			
Blaster Rack	Effect	3	U
Deploy on your side of the table. At any time, you may move one of your character weapons from any site to the Blaster Rack. During your deploy phase, weapon may be re-deployed for an expenditure of force equal to the weapon's deploy cost.			
Dark Hours	Effect	4	U
Select one site under 'Nighttime Conditions'. If destiny draw is greater than ability score for every character (Draw for each at site) character sleeps. (Power, forfeit and ability=0 and game text frozen.) until your next turn. (Cancel effect.)			
Death Star Sentry	Effect	3	U
Use 2 force to deploy on any Death Star site. Declare one of the following to affect that site and adjacent sites while 'sentry' present: Opponent's deploy +1. OR opponent's ability required for battle destiny +1 OR your total power +1.			
Disarmed	Effect	5	R
If both players have a character with a weapon at same site. Deploy on opponent's character during control phase. Character loses weapon. is power -1 and may not carry weapons for remainder of game.			
Expand the Empire	Effect	3	R
Deploy on any site. Expands game text of that site to adjacent sites.			
Fear Will Keep Them in Line	Effect	4	R
Deploy on any capital starship. When that Starship is in a system you control, total power +1 in all related sites.			
I Find Your Lack of Faith Disturbing	Effect	5	R
Use 1 force to deploy on one of your dark Jedi. Opponent's total ability at same location is reduced by 2, unless other Jedi present.			
I've lost Astrom	Effect	5	U
Use 1 force to attempt to knockout a starships astromech or nav computer. If destiny draw is greater than 1, deploy on starship to reduce hyperspeed to zero.			

Name	Type	Dest	Rty
Java Puck	Effect	3	U
To Deploy, all players must pay 3 force each. Or cannot deploy. All your Jawas forfeit +1.			
Juri Juice	Utinni Effect	4	R
Deploy on any alien if Cantina, Mos Eisley or Jabba's Sail Barge on table. That alien cannot use ability in battles (if Kabe, she also cannot 'steal'). Utinni effect canceled by moving that alien to one of those sites.			
Kessel Run	Utinni Effect	5	
Deploy on Kessel. Target one of your own smugglers at another system. X=parse distance between tow system. when target reaches Kessel opponent draws destiny. If destiny=0, starship lost, other wise return to sys and retrieve X force.			
Ket Maliss	Effect	4	C
Deploy on any non-warrior player to give character W skill, OR deploy on a warrior to add +1 power.			
Lateral Damage	Utinni Effect	4	R
Deploy on any system. Targeted starships power and forfeit are 0. When target reaches Utinni Effect, target draws one destiny. Utinni Effect canceled if destiny greater than 2. Otherwise draw again at next move phase until you succeed.			
Luke? Luuuuuke!	Utinni Effect	4	U
Deploy on any Tatooine site. Target any Rebel. Target is at power and forfeit -1 (-3 if target is Luke). If rebel's forfeit reaches zero, rebel is lost. Utinni effect canceled when reached by target.			
Macrosan	Effect	3	C
Use 2 force to deploy near your opponent's reserve deck. At any time, you may use 1 force to look at the top card of that deck. If 'Nighttime Conditions' exists anywhere on the table, you may look at the top 3 cards.			
Malator	Effect	3	R
Deploy on your side. For each unit of ability you have at a battle, you may use 1 force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny.			
Organa's Ceremonial Necklace	Utinni Effect	4	R
Deploy on any Yavin 4 site. Target one Imperial. When Imperial reaches site, steal necklace. When ever necklace is present during force drain: add 1 to force drain and then pass (no cost) to an adjacent site you control (if any), and so on.			
Reactor Terminal	Effect	3	U
Use 1 force to deploy on your side of the table. During your control phase, you may return any cards from your hand to the top of your used pile.			
Send a Detachment Down	Utinni Effect	4	R
Use 2 force to deploy on any Tatooine site (except docking bay). Target any trooper on Death Star. When target reaches Utinni Effect, attraction +1 against opponent in all Tatooine battles as long as target remains at same as Utinni Effect.			
Sundown	Effect	3	U
Deploy on any planet system to cause 'nighttime conditions' at related sites. During battles there, both sides add one destiny to power only. Spies deploy free to sites under 'nighttime conditions'.			
Tactical Re-Call	Utinni Effect	4	R
Deploy on any Yavin 4 site immediately after winning a battle elsewhere. Target a warrior involved in that battle. Target's power and forfeit are -2 (-3 if Leia) until target reaches effect. Effect is then lost.			
Wrong Turn	Effect	3	U
Use 3 force to deploy on opponent's side of table. All opponent's warriors deploy at -1.			
Your Eyes can Deceive You	Effect	5	U
Deploy beside either player's last pile. That pile is turned face down. Cards from that player's life force may not be viewed when they are lost.			

INTERRUPTS

Name	Type	Dest	Rty
Alter	Used Interrupt	4	U
Cancel any one effect by drawing a destiny less than ability of your highest ability character on table. OR cancel one sense card just played.			
Boring Conversation Anyway	Used Interrupt	5	R
Cancel either: Report to Lord Vader, SCamp Link Access, Rebel Planners, Rebel Reinforcements, Gift of the Mentor, Panic, Don't get Cocky, Skywalker's Demotion, Combined Attack, or Surprise Assault.			
Charming to the Last	Lost Interrupt	5	R
If Tarkin and a rebel of ability greater than 2 are involved at same battle. You may add one battle destiny. Add 2 if rebel is Leia.			
Collateral Damage	Lost Interrupt	4	C
If opponent has at least two characters and one weapon at same site, draw destiny. If destiny is less than number of opponent's characters at chosen site, one is lost. (Opponent's choice.)			
Counter Assault	Lost Interrupt	3	C
Use 1 force to cancel a force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny total to opponent's power total. Player with lowest total loses force equal to the difference.			
Dark Collaberation	Lost Interrupt	5	R
If Tarkin and either Tagge or Motti are in a battle together, you may add two battle destiny. OR cancel Restricted Deployment or Rebel Barrier.			
Dark Jedi Presence	Lost Interrupt	3	R
If one of your Jedi is present during any battle, use 1 force to cause all other imperials there to battle x2 power.			
Dark Maneuvers	Used Interrupt	6	C
Add 2 to maneuver and 1 to power of any starfighter for the remainder of the turn. If it has hyperspeed, also add 2 to hyperspeed. (Interrupt may even affect the result immediately after a destiny draw taging a starfighter's maneuver.)			
Dead Jawa	Lost Interrupt	5	C
If two or more Stormtroopers are present where the opponent has Jawas, target as many Jawas there as desired. If destiny draw is greater than the number of Jawas targeted, they are immediately lost.			
Elis Helrot	Used Interrupt	4	U
Any or all of your characters at one site may attempt to hire transport to any other site 'Draw destiny to determine Elis' asking price. Pay in that amount of force to accept, otherwise Elis leaves (to the last pile).			
Emergency Deployment	Used Interrupt	3	U
If opponent just initiated a battle where opponent has more than double your power, draw up to 3 cards from your reserve deck. Of those 3, deploy anywhere (no cost) any characters, starships, vehicles, devices or weapons. Any others are lost.			
Evacuate	Used Interrupt	6	U
Unless Tarkin is aboard, save all characters, weapons, and devices aboard any just-lost capital starship. Relocate them to any planet site.			
Full Scale Alert	Lost Interrupt	3	U
Use 2 force. If destiny draw is less than the number of stormtroopers on the table, all opponent's movement is blocked for the remainder of this turn (except for smugglers and the starships they are aboard).			

Name	Description	Type	Dest	SC	Pow	Mn	Spd	Dpl	Fr	Rty
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Gravel Storm Last Interrupt 3 U
Strikes at Dune Sea, Jundland Wastes, Beggar's Canyon, Lar's Moisture Farm, Jawa Camp or Mos Eisley. Target one opponent's character at that site. Target lost if destiny draw is greater ability.

I Have You Now Last Interrupt 5 R
If a Dark Jedi and a Rebel with ability greater than 2 are involved in the same battle, you may add one battle destiny (add two destiny if Rebel is Luke).

I've Got a Problem Here. Last Interrupt 4 C
Use 1 force to target an opponent's starfighter at a system where a battle just finished. If destiny draw is greater than maneuver, fighter is lost.

Imperial Barrier Used Interrupt 4 C
Use 1 force to prevent any character or starship just deployed by opponent from battling or moving for remainder of turn.

Imperial Core Cylinder Used Interrupt 4 C
Any Imperial leader present with SCamp link may glance at reserve cards in any deck for 20 seconds OR if at Death Star site, cancel SCamp Link Access or Into the Garbage Chute, Flyboy.

Imperial Reinforcements Last Interrupt 4 C
If opponent outnumbered you in total characters and starships on table, use 1 force and draw destiny. That number of storm troopers and/or TIE fighters may be retrieved from the last pile.

It's Worse Last Interrupt 6 C
If it Could Be Worse is in play, it is canceled and you may use X force to raise damage against opponent by X amount. OR if opponent just lost force from a battle play to increase loss by one extra.

Kinton Slirder Last Interrupt 6 C
If opponent just forfeited or lost a character, use 1 force to regenerate the character closest to the top of your last pile into your hand.

Limited Resources Last Interrupt 5 U
If the opponent has two or less cards in hand, opponent must immediately lose 2 force (4 force if it is your turn). If the opponent has Fusion Generator Supply Tanks aboard a starship, loss is reduced by 2.

Local Trouble Last Interrupt 4 R
Use 1 force at the beginning of your battle phase to allow any two stormtroopers in the Cantina to battle any one opponent's characters. You may add one battle destiny. No other battles may occur in the Cantina this round.

Lone Pilot Last Interrupt 4 R
If any pilot (or permanent pilot) is defending a battle alone at a system, add one battle destiny. OR if Motti is defending a battle alone at a system, add two battle destiny.

Lone Warrior Last Interrupt 4 R
If any warrior is defending a battle alone at a site, add one battle destiny. OR if Tagge is defending a battle alone at a site, add two battle destiny.

Nevar Yainal Last Interrupt 6 R
If both players have a spy at the same site, draw destiny. Opponent's spy is destiny greater 2. If a spy is undercover, it is lost if destiny greater than 0.

Ommni Box Used Interrupt 5 C
Shuffle any players reserve deck, lost pile or used pile.

Overload Last Interrupt 4 C
Target a weapon (save Gaderffi sticks or Ewok weapons) if destiny draw is less than weapon's destiny number, weapon is lost. Starship carrying weapon is also lost if destiny equals 0.

Precise Attack Last Interrupt 4 C
During a battle at any site, target one character or vehicle by combining the destiny draws of two or more weapons at the same site.

Scanning Crew Used Interrupt 3 C
Use 1 force to glance at the cards in your opponents hand for 10 seconds. You may move any Rebel from there to used pile.

Sense Used Interrupt 3 U
Cancel one interrupt (or one "react") by drawing a destiny less than the ability of you highest ability character on table. OR cancel one Alter card just played.

Set for Slun Last Interrupt 2 C
Use 2 force to target one opponent's character. If destiny draw is greater than character ability, character immediately returns to opponents hand. (Along with any deployed cards on character.)

Take! Last Interrupt 3 C
If both players just drew one battle destiny, use 1 force to switch numbers.

Tallon Roll Used Interrupt 4 C
Target a Rebel and an Imperial starfighter at same site. Both players total destiny draws with power, you add Maneuver, lowest total loses starfighter.

The Circle is Now Complete Last Interrupt 6 R
If Obi-Wan and Vader are at same site, use 1 force to initiate a battle between them. Either Jedi +2 if they have a lightsaber. Loser is out of play and may not be played for remainder of turn.

The Empires Back Last Interrupt 3 U
If Vader, Tarkin, Motti or Tagge is lost, use 2 force to retrieve into your hand from the last pile. OR Use 4 Force to search your reserve deck and put Vader, Tarkin, Motti or Tagge into your hand. Shuffle afterwards.

Trinto Duaba Used Interrupt 5 U
If there are cards in the opponent's used pile during your battle phase, draw one destiny. All cards there with same destiny number are lost.

Trooper Charge Last Interrupt 6 U
Select one of your troopers in a battle to make a "charge" at +2 power. If that trooper is a Death Star Trooper, it is power +3 this battle. Trooper must be forfeited at the end of battle.

Tusken Scavengers Last Interrupt 5 C
Use 1 force and draw destiny. If destiny draw is less than number of Tusken raiders on table, you may scavenge (search) your opponents used pile. All vehicles, weapons of devices you find there are lost.

Unim! Used Interrupt 4 R
If one of your Jawas is at the same location as any Unim effect, "steal" that Unim effect into your hand, and use as your own. OR cancel any interrupt or effect with "Jawa" in the card name.

Vader's Eyes Last Interrupt 4 R
If Vader is defending a battle alone at a site, add 1 power and 1 battle destiny. Or if any other Imperial with ability greater than 2 is defending a battle alone at a site, add one battle destiny.

We're All Gonna Be a Lot Thinner Last Interrupt 6 R
Everything in Trash compactor is lost.

You Overestimate Their Chances Last Interrupt 4 C
If an opponent has just initiated a battle, triple the resulting battle damage for the eventual loser. OR triple the result of Don't Underestimate Our Chances.

Your Powers are Weak Old Man Last Interrupt 5 R
During any battle involving both Vader and Obi-Wan, you may add one battle destiny. OR Destiny (cancel) either: Return of a Jedi, Jedi Lightsaber, Jedi Presence or Old Ben.

Name	Description	Type	Dest	SC	Pow	Mn	Spd	Dpl	Fr	Rty
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TIE Fighter Starfighter 1 1 3 1 2 C
Deploy at -1 to same system as any imperial capital starships. Permanent pilot aboard provides ability of 1.

TIE Advanced X1 Starfighter 3 2 2 2 3 U
Permanent pilot aboard provides ability of 1.

TIE Scout Starfighter 4 1 1 5 2 3 C
May add 1 pilot and 1 passenger, or 2 passengers. Permanent Pilot aboard provides ability of 1.

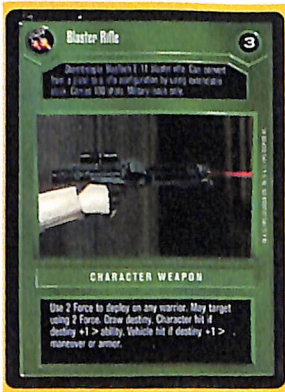
Ubrikkian 9000 Z001 Vehicle 2 2 6 3 2 4 C
May carry 3 passengers, also, may move as a react to battles or force drain if in range.

SITES AND SYSTEMS

Name	Description	Type	Dest	Force	Icons	SC	Rty
Alderanon	If you control, force drain +1 for each Death Star site you control.	System	0	0/1	P		R
Dantooine	(R) Your capital ships can deploy at -2 and your starfighters deploy at -1. (E) If you control, force drain +1.	System	0	1/0	P		U
Death Star: Central Core	(E) If you control, Wrong Turn and Retract the Bridge deploy for free. (R) If you control force drain +1 here and Death Star Tractor Beam is canceled.	Site	0	1/0	I, M, Y	U	
Death Star: Detention Block Corridor	(E) Add 1 to battle destiny draws here. (R) If you control, +1 Force drain.	Site	0	1/0	I, M		C
Death Star: Docking Bay 327	(R) Docking bay transit: 1 force. (E) Docking bay transit: 1 force.	Site	0	1/1	M, X, Y		C
Death Star: Level 4 Military Corridor	(E) During your move phase, Imperials may move free from here to any one Death Star site. (R) If you control, force drain +1 here.	Site	0	1/0	I, M, Y	U	
Death Star: War Room	(E) If you control, with leader here, all Rebel Troopers and Y-Wings on table forfeit at -1. (R) If you initiate a battle here, add one to battle destiny.	Site	0	2/0	I, M, Y	U	
Kessel	(R) If you control, +1 force drain. (E) If you control, Kessel Run is prevented.	System	0	1/2	P		U
Tatooine	(R and E) IF you control, for each starship here, add +1 to power in battles at tatooine sites.	System	0	2/1	P		C

WEAPONS AND DEVICES

Name	Description	Device	Dest	Rty
Blaster Scope	Deploy on an Imperial Blaster or Blaster Rifle. Where present during battle, scope allows that weapon to target any character or vehicle at an adjacent site.	Weapon	4	U
Blaster Rifle	Use 2 force to deploy on any warrior and to target. Character hit if draw +1 greater than ability. Vehicle hit if destiny draw +1 greater than maneuver or armor.	Weapon	3	C
Booster TIE Cannon	Use 1 force to deploy on any TIE advanced x1. May target using 1 force. Capital ship hit if destiny draw -1 is greater than armor. Starfighter hit if destiny draw -1 greater than maneuver.	Weapon	4	U



BLASTER RIFLE



BLASTER SCOPE

Blaster Rifle & Blaster Scope: Let's face it, there's nothing more satisfying than removing a character from the game, called a Force drain in Star Wars. Which is exactly what a Blaster Rifle does: draw destiny +2 over ability and poof—an enemy's minion is gone. But why get directly involved? Use Blaster Scope and target safely from an adjacent site. Like shooting wump rats in Beggar's Canyon!

Name	Description	Type	Dest	SC	Pow	Mn	Spd	Dpl	Fr	Rty
Tatooine: Cantina	(E) All aliens, save Tusken Raiders, are at +1 at this site. (R) All aliens you control are at +1 at this site.	Site	0	2/2	I, P					R
Tatooine: Docking Bay 94	(R) Docking bay transit: 1 force. (E) Docking Bay transit: 2 force.	Site	0	1/1	I, X, P, Y					C
Tatooine: Jawa Camp	(E) Your Jawas deploy here for 1 force from you only. (R) All your Jawas are -1 to power and forfeit.	Site	0	1/1	X, P					C
Tatooine: Jundland Wastes	(E) Your Tusken Raiders here are +1 forfeit. If you control, +1 to force drain.	Site	0	1/1	X, P					C
Tatooine: Lars' Moisture Farm	(E) Add 1 to weapon destiny draws here. (R) If you control, +1 force drain.	Site	0	1/1	X, P, Y					U
Tatooine: Mos Eisley	(E) Your Spies, thieves, bounty hunters and smugglers are each power and forfeit +1.	Site	0	2/1	X, P					C
Yavin 4	(R and E) If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.	System	0	2/1	P					C
Yavin 4: Docking Bay	(R and E) Docking transit: 1 force.	Site	0	1/1	I, X, P, Y					C
Yavin 4: Jungle	(R) A rebel alone here battles at +2 and is immune to attrition. (E) if you control, force drain is at +1.	Site	0	1/0	X, P					U

STARSHIPS AND VEHICLES

Name	Description	Type	Dest	SC	Pow	Mn	Spd	Dpl	Fr	Rty
Bantha	May carry two passengers. Bantha ability=1/2. May move as a 'react' only to a battle or force drain (if within range). Each Tusken Raider at a same exterior site is at power +1.	Vehicle	3	1	2	1	1	3		U
Black 2	May add one pilot.	Starfighter	2	1	4	1	1	3		R
Black 3	May add 1 pilot.	Starfighter	3	1	3	1	3			U
Devastator	May add 6 pilots, 8 passengers, 2 vehicles and 4 TIE Fighters. Has ship docking capability. Permanent pilot aboard provides ability of 2.	Starship	1	Y	8	6	3	8	9	R
Imp. Class Star Destroyer	May add 6 pilots, 8 passengers, 2 vehicles and 4 TIE Fighters. Has ship docking capability. Permanent pilot aboard provides ability of 1.	Starship	1	Y	8	6	3	8	9	U
Lift Tube	May carry 4 passengers. Deploys only on I,M sites. May move without presence aboard. Also, may move as a react (to battle and force drain only, if within range).	Vehicle	6	0	1	3	1	1		C
Sandcrawler	May carry 8 passengers. Must deploy on tatooine site. May relocate afterwards. Each Jawa at same exterior site is forfeit +1.	Vehicle	3	3	2	2	5			R

Name	Description	Device	Dest	Rty
Caller	Deploy on Imperial Or Jawa. During control phase, may steal one droid at same site if it is equip with a restraining bolt. Return restraining bolt to owners hand after droid is stolen.	Device	6	U
Commlink	Use one force to deploy on any character. If opponent has just initiated a battle or force drain at commlink's location or an adjacent site, you may 'react' by deploying cards (at normal use of force) to that battle or force drain location.	Device	3	C
Dark Jedi Lightsaber	Use X force to deploy on any warrior where X=(7-warrior's ability). Add one to force drain where applicable OR target a character by using X force. Character hit if two destiny draws greater than ability.	Weapon	2	U
Dark Jedi Lightsaber	Use X force to deploy on any warrior where X=(7-warrior's ability). Use as follows: Add one to force drain where present, OR target character by using X force, hitting if destiny draw twice is greater than character's ability.	Weapon	2	U
Droid Detector	Deploy at any interior site. Cannot be moved. All droids must move away (at normal force use) by the end of turn or they are lost. Droids may not deploy to site and if present by end of turn are lost.	Device	5	C
Fusion Generator Supply Tanks	Deploy on any starship at a system where a related bay site is on table. Adds 1 to hyperspeed, power and maneuver.	Device	4	C
Gaderffi Stick	Use 2 force to deploy on any Tusken Raider. May target for free. If a battle has just been initiated where present, draw two destiny. If destiny is greater 5 opponent's weapons knocked away and cannot be used this battle.	Weapon	4	C
Han Seeker	same as other seekers but alien >3.	Weapon		R
Imperial Blaster	Use 1 force to deploy on any warrior. May target using 1 force. Character hit if destiny draw is greater than ability. Vehicle hit if destiny draw greater than maneuver.	Weapon	3	C
Ion Cannon	Use 2 force to deploy on any Star Destroyer. One force to target. If destiny draw +2 is greater than target's armor or maneuver, all weapons aboard are lost, armor or maneuver =0 and Hyperspeed=0.	Weapon	5	U
Laser Projector	Use 2 force to deploy at an interior site. Cannot be moved. May target for free. If destiny draw -1 is greater than ability character hit, if destiny draw greater than 2, seeker hit. Laser may be targeted and hit if destiny greater than 1.	Weapon	3	U
Light Repeating Blaster	Deploy for 2 force on any warrior. If power droid or fusion generator present, may target for 2 force. Character hit if destiny draw +1 is greater than ability, vehicle hit if destiny draw +1 is greater than maneuver. May fire more than once at 2 force a shot.	Weapon	2	R
Luke Seeker	Same as others, but pilot <3.	Weapon	3	R

A	Astromech	Dest	Destiny	Force	Force cost	Hyp	Hyperspeed	M	Mobile	(R)	Rebel	SC	SCamp	Speed Land	X	Exterior
Abi	Ability	Dpl	Deploy	Fr	Forfeit	I	Interior	Mn	Maneuver	RP	Rebel Pilot	SEN	Force Sensitive	or Hyperspeed		
at	Force attuned	(E)	Empire	FS	Force amount	IP	Imperial Pilot	P	Planet	Rty	Rarity			W	Warrior	



players guide

Name	Description	Type	Dest	Rty
Observation Holocam	Deploy at any site. Cannot be moved. You may either: Add 1 to weapon destiny for each of your automated weapons there or adjacent sites. OR a character at an adjacent site you control may add its power to a battle at holocam's site.	Device	3	U
Restraining Bolt	Deploy on any droid at any sight. Droid cannot move and cannot use abilities. During your deploy phase, Restraining Bolt may be transferred from one to another droid free at the same site.	Device	6	C
Stormtrooper Backpack	Deploy on any trooper. May carry and use any number of weapons and devices. Trooper is immune to attrition less than 3 when at planet site.	Device	5	C
Stormtrooper Utility Belt	Use 1 force to deploy on any Imperial or alien. Target's power and forfeit are +1. If on Death Star, power and forfeit are +2.	Device	4	C
Timer Mine	Automated. Deploy on opponent's side at same site as one of your mining droids. Explodes at beginning of your next turn. Destiny draw indicates number to characters lost (owner's choice). Timer mine is lost also.	Weapon	2	C
Turbolaser Battery	Use 3 force to deploy on any star destroyer or any mobile system. May target using 2 force. Capital ship hit if destiny total -2 is greater than armor. Fighter hit if total -5 is greater than maneuver.	Weapon	2	R
Vader's Lightsaber	Deploy only on Vader (no cost). You may either: Add 1 to force drain OR Target for free, hitting character (with Forfeit of 0) if destiny draw twice is greater than ability.	Weapon	1	R

REBEL FORCES

CHARACTERS

Name	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frf	Rty
Beru Lars	Rebel	2	1	1	1	1	3	U	
Forfeit at +2 when at same site as Owen Lars or Hydroponics Station. If lost during the opponent's turn. Luke is power +3 until the end of your next turn.									
Biggs Darklighter	Rebel	2	RP, W	2	2	2	5	R	
Adds 2 to power of any starship he pilots. On Red 3, he also adds one to Maneuver and draws one battle destiny if not otherwise able.									
General Dodonna	Rebel	2	W	2	2	3	5	U	
Increases Rebel Planners by 1, doubles it at same site. May use 1 force to cancel Wrong Turn. Each rebel present with him at a Yavin 4 site is power +1.									
Han Solo	Rebel	1	RP, W	3	3	att.	3	6	RR
Once during a battle, may use 1 force to cancel previous destiny draw and draw again. Adds 2 to the power of any starship he pilots. Adds 2 to maneuver on Millennium Falcon and may draw one destiny if not otherwise able.									
Jek Pookins	Rebel	2	RP, W	2	2	2	4	U	
Adds 2 to power of any starship he pilots. On Red 3, he also adds 1 to maneuver and draws one battle destiny if not otherwise able.									
Leia Organa	Rebel	1	3	3	att.	3	6	R	
All Rebels are +2 with her at same site. Immune to attrition less than 3.									
Luke Skywalker	Rebel	1	RP, W	3	4	sen.	3	7	RR
You may activate 1 extra force each turn if Luke is present at any non Tatooine site. Adds 3 power to piloting. On red 5, also add 2 maneuver. Immune to attrition less than 5.									
Obi-Wan Kenobi	Rebel	1	W	5	6	Jedi	5	9	R
When present at the start of a battle, may use 1 force to one of opponent's ability of 1 character (your choice) to move away (for free) or else lose the character. Immune to attrition less than 5.									
Owen Lars	Rebel	2	1	3	Att	2	4	U	
Deploys free at Lars' Moisture Farm. Power +2 if at same site as Beru Lars or Vaporator. If lost during the opponent's turn, Luke is Power +3 till end of turn.									
Pops	Rebel	2	RP, W	2	2	2	4	U	
Adds 2 power to any starship he pilots. On gold 5, he adds 1 to maneuver and draws one battle destiny if otherwise unable.									
Rebel Guard	Rebel	3	1	1	2	1	C		
Cannot move. Power equals 0 during attack, but 4 during defense.									
Rebel Pilot	Rebel	3	RP	2	2	2	C		
*=0, **=2 towards ship power on any starship he pilots.									
Rebel Trooper	Rebel	1	W	1	1	1	2	C	
Deploys free at site if rebel present with ability of 2 or more.									
Red Leader	Rebel	2	RP	4	2	2	4	R	
Adds 2 power to any starship he pilots. He also adds one maneuver on red 1. +1 to all red ships in same system.									

ALIENS

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frf	Rty
BoShek	Adds 3 power to any starship he pilots. May make a Kessel Run in place of smuggler. Immune to attrition less than 3.	Alien	1	RP	2	4	Sen.	4	3	U
Dice Ibegon	If present where opponent's character just fired a weapon, may use one force to utilize Dice's poison stinger (once per turn). Target that character. If destiny draw equals ability, target is hit.	Alien	2	2	3	Y	4	3	R	
Frigin D'oon	Once each turn during your control phase, you may use one force to make a wager. Draw three destiny while your opponent draws two. Player with the highest total may randomly select one card to be retrieved from that person's lost pile.	Alien	2	1	1	2	4	U		
Jawa	To Deploy, *1 force per player. Deploy only on Tatooine, but can move elsewhere.	Alien	3	1	1	1	C			

Name	Description	Type	Dest	Icon	Pow	Abi	FS	Dpl	Frf	Rty
Kabe	During your control phase, may target one weapon or device of opponents in same site. If destiny draw is less than target's destiny number. Kabe steals device to use or weapon to hold and freely transfer to warrior at same site.	Alien	3	1	1	2	3	U		
Kal'Falni Cndros	If both players draw one battle destiny involving Kal, and yours is higher, opponent's destiny reduced to 0. Landspeed equals 3. Adds 2 to the power of capital ships she pilots. Cannot pilot or board starfighters or enclosed vehicles.	Alien	2	RP	1	1	0	5	R	
Leesub Sirlin	Once each turn during your control phase, may use 1 force to guess a card in opponent's hand and point to it. If pointed card is card guessed correctly, card is lost.	Alien	4	1	3	Att.	3	3	R	
Momaw Nadon	During your control phase, may snare (Steal) one Bantha, Dewback, Wampa, Rancor, Bubo, or Dragonsnake.	Alien	3	1	3	Att.	2	3	U	
Shistavanan Wolfman	May move to adjacent site as a 'react'.	Alien	2	W	2	1	3	2	C	
Talz	May forfeit in place of any other character hit by a weapon at same site, restoring that character to normal. Any Talz is power +2 under 'Nighttime Conditions'.	Alien	3	1	2	1	4	C		
Wioslea	During your control phase, you may use 1 force to target an opponent's vehicle or droid for "purchase". If destiny draw is greater than target's destiny pay force equal to targets deploy number and take target.	Alien	2	2	1	1	5	U		

DROIDS

Name	Description	Type	Dest	Pow	Dpl	Frf	Rty
C-3PO	Total power at same site is +2 for each of your droid/rebel pairs.	Droid	3	1	3	4	R
CZ-3	If opponent has just initiated a battle of force drain at or adjacent to CZ-3's location, you may "react" by deploying cards (at normal use of the force) to that battle or force drain location.	Droid	3	1	1	4	C
LIN-V8K	Lays mines. OR at any time during your turn may use 1 force to diffuse (lose) any one mine at same site.	Droid	3	2	4	C	
R2-X2	While aboard any starfighter, adds 1 to power, maneuver and Hyperspeed.	Droid	4	1	1	3	C
R4-E1	Deploy on a vehicle (save creature vehicles) to add 1 to power, maneuver and landspeed. May remain aboard and drive vehicle. without presence, no astromech ability.	Droid	4	1	1	3	C
2X-3KPR	Where present under "nighttime conditions", each of your Rebels and aliens at same planet site are power +2 and also have immunity to attrition less than 3 if a Hydroponics Station is present.	Droid	3	1	1	3	U
WED-9-M1	Maintenance Droid. All your vehicles and Droids at same site are immune to attrition less than 2. Also, if "bantha" droid is at a docking bay, all your starfighters at the related system are immune to attrition less than 3 and may cancel lateral damage.	Droid	4	1	2	3	R

EFFECTS

Name	Description	Type	Dest	Rty
A Tremor in the Force	During your deploy phase, insert this card in opponent's reserve deck. Reshuffle. When this card is exposed it is lost, but opponent may not activate any more force this turn.	Effect	3	U
Affect Mind	Use 1 force on any of your Jedi. Unless Dark Jedi also present, opponent's total ability reduced by 2.	Effect	5	R
Beggar	Use 3 force to deploy on any exterior Tatooine site; free at Beggar's Canyon. You may use any amount of force in your opponent's force pile a turn. Beggar is lost if you use more than one.	Effect	3	R
Crash Site Memorial	Deploy on your side of table. You may place lost vehicles, droids, weapons and devices here instead of lost pile. Once each turn, during your deploy phase, you may exchange any one hand card with one card from here.	Effect	5	U
Death Star Plans	Deploy on any Death Star site. (save docking bay) Target one of your droids not on Death Star. When target reaches effect, steal plans. If target then moves to Yavin 4 site, draw 3 destiny. Retrieve that much lost force. Lose effect.	Uhini Effect	6	R
Demoion	Use 2 force to deploy on any Imperial, except Vader, Emperor Palpatine, or stormtrooper. That Imperial is at -2 and cannot use 'game text'.	Effect	3	R
Disarmed	If both players have a character with a weapon at same site. Deploy on opponent's character during control. Character loses weapon. is power -1 and may not carry weapons for remainder of game.	Effect	5	R
Ellors Madak	Deploy on any non-pilot character, (save droids) to give that character P skill. Adds 2 to power of any starship that character pilots. OR deploy on any pilot to add 1 to power of any starship character pilots	Effect	5	C
Eyes in the Dark	Deploy beside either player's lost pile. That pile is turned face down and cards placed there cannot be viewed when they are lost.	Effect	5	U
Jawa Siesta	To Deploy (on your side of table) requires 3 force from both players' force piles. (cannot deploy otherwise. All your Jawas are forfeit +1).	Effect	3	U
K'lor Slug	Deploy on your side of table. For each unit of ability available at a battle, you may use 1 force to raise total power by 1. ability used in this way cannot be used to draw destiny.	Effect	3	R
Lightsaber Proficiency	Deploy on any character with ability greater than 2 and a lightsaber. That character is power +3 in battles or may add 1 to force drain where present. Effect lost if lightsaber lost.	Effect	4	R
Mantillian Savrip	Use 3 force to deploy on your side. (Free with C-3PO). After losing a battle, characters ships and vehicles may be forfeited directly from your hand to reduce attrition.	Effect	3	R

Name	Description	Type	Dest	Rty
Nightfall	Deploy on any planet system to cause 'nighttime conditions' at related sites. During battles there both sides add one destiny to power only. Spies deploy free to affected sites.	Effect	3	U
Obi-Wan's Cape	2 force on deploy on rebel or alien. Immune to attrition less than 5. At start of battle, use 1 force to cause opponent's character of ability =1 to move away or be lost.	Effect	4	R
Pasmoid Armor	Deploy on Death Star site where a Stormtrooper was just lost. Target one of your characters not on Death Star. When target reaches site, may 'steal' armor. Character gains spy skill, power+2, Forfeit +2, and immunity to weapon destiny less than 6.	Uhini Effect	5	U
Rebel Planners	Use 1 force to deploy at Massassi War Room or any docking bay. Adds X total power of your starships at the related system. Where X = the number of your starships present.	Effect	4	R
Revolution	Use 3 force to deploy on any location. Rotate the location so that the icons and game texts reverse. If revolution is cancelled, location rotates back to normal.	Effect	4	R
Rycar Ryjerd	Deploy on any non-smuggler to give that character smuggler skill. OR deploy on any smuggler. That character is power +1.	Effect	4	U
Sai'torr Kal Fas	Deploy on any non-warrior character (save droids) to give that character W skill. OR deploy on a Warrior to give +1 to power	Effect	4	C
Special Modifications	Use 1 force to deploy on any starship to add 2 to its armor or maneuver. If on Millennium Falcon with Han, Lando or Chewie piloting, add 2 also to power and forfeit.	Effect	3	U
Traffic Control	Use 1 force to deploy on your side of table. During your control phase, you may return any cards from your hand to the top of your used pile.	Effect	3	U
Tusken Breath Mask	Deploy on any Tatooine site where you have just won a battle. Target one of your characters not on Tatooine. Upon reaching, target takes mask, gaining +2 to power and forfeit and immunity to attrition equal to 3, but only while on Tatooine.	Uhini Effect	4	U
Yavin Sentry	Use 2 force to deploy at any Yavin 4 site. Declare one of the following to affect that and adjacent sites while sentry present: Opponent's total power +1. OR opponent's ability required for battle destiny +1. OR your total power +1.	Effect	3	U
Yerka Mig	Deploy at any location. You may move Mig like a character. Target an opponent's character, who may apprehend (cancel) Mig by reaching same location. All battles until them at same or adjacent sites are at power -1.	Uhini Effect	3	U

INTERRUPTS

Name	Description	Type	Dest	Rty
A Few Maneuvers	Add 2 to hyperspeed and maneuver of any starfighter for the remainder of this turn (interrupt may even affect the result right after a destiny draw targeting the fighter's maneuver).	Used Interrupt	6	C
Alter	Cancel any one effect by drawing a destiny less than ability of your highest ability character on table. OR cancel one sense card just played.	Used Interrupt	4	U
Beru Stew	Each player must immediately activate 2 force. Also, you may activate 1 additional force for Owen Lars, Beru Lars, and for each Hydroponics Station on table.	Used Interrupt	4	U
Bith Shuffle, The	Shuffle any players reserve deck, lost pile or used pile.	Used Interrupt	5	C
Canina Brawl	Use 2 force to cause a fight to break out in the Canina. If destiny draw equals destiny on any character, they are lost.	Last Interrupt	5	R
Collision!	Use 1 force to play at a system where opponent has at least two starships. If destiny draw is less than number of opponent's ships there, one is lost.	Last Interrupt	4	C
Combined Attack	During battle at any system, target one starship by combining the destiny draws of two or more of your starship weapons at same system.	Last Interrupt	4	C
Don't Get Cocky	If Luke and Han are in battle together, you may add two destiny. Or if the opponent just initiated a battle at any system, destroy one TIE fighter of your choice.	Last Interrupt	5	R
Don't Underestimate Our Chances	If an opponent has just initiated a battle, triple the resulting battle damage of the eventual loser. OR triple the result of "You Overestimate their Chances".	Last Interrupt	4	C
Droid Shutdown	Cancel any attempt to steal, destroy or capture one of your droids. Droid is protected for remainder of turn.	Used Interrupt	6	C
Escape Pod	Save all characters, weapons, and devices aboard any just-lost capital starship. Relocate them to any planet site.	Used Interrupt	6	U
Friendly Fire	If opponent has at least two opponents and one weapon, draw destiny. If destiny is less than number of opponents characters at chosen site, one is lost. (Opponent's choice.)	Last Interrupt	4	C
Gift of the Mentor	If Luke or Obi-Wan are in a battle together, you may add two battle destiny. OR use 1 force and look through your reserve deck and take any one lightsaber into your hand. Reshuffle.	Last Interrupt	5	R
Han's Back	If Han is lost, use 1 force to retrieve him. OR use 3 force and look through your reserve deck and place him into your hand. Reshuffle.	Last Interrupt	3	U
Han's Dice	If one of your characters of ability greater than 2 is in a battle, use 1 force to draw another battle destiny instead of the one you just drew.	Used Interrupt	3	C
Hear Me Baby, Hold Together	If the opponent just fired one starship weapon against one of your starships, each opponent's weapon destiny is reduced by 2.	Used Interrupt	5	C
Help Me Obi-Wan Kenobi	If Obi-Wan is at a site you control, he may apply any amount of his ability toward drawing a battle destiny at other locations. Ability he uses this way cannot be used in another way. OR one rebel may move as a react to an adjacent site.	Used Interrupt	3	R
How Did We Get Into This Mess	If one of your droids is at the Dune Sea or where there is a Scamp link, use 1 force to discard your entire hand to your used pile. Draw the same number of cards as you discarded. Plus 1 if droid at site is C-3PO or R2-D2.	Used Interrupt	4	U

Swan Song



Rick Swan's unique take on the world of gaming

CHEESE QUIZ

It seems like only yesterday when you could count the number of card games on one hand and have enough fingers left over to pick your nose. In the three years since *Magic*, however, we've been deluged. It's getting hard to keep up.

But you've kept up, haven't you? You know what's out there. You've even kept track of the weird stuff, right?

Let's find out.

Below are 10 rarities, misfires and oddballs from the recent past. But not all of them are real. Can you spot the fakes? As a bonus, to help you with your shopping, we'll rate them on a scale of one to five slices of cheese; the more cheese, well, the cheesier the game.

1. Cardmaster. Turning *Advanced Dungeons & Dragons* into a card game must've sounded like a good idea at the staff meeting. But it didn't quite pan out. Draw a card, fight a monster, draw a card, fight a monster, draw a card... Z-z-z-z-z... 🧀🧀

2. Road Kill. Ever since Milton Bradley published *Mille Bornes* in 1962, car race games have been an industry staple. *Road Kill*, however, never gets out of first gear. The car cards weave a little, move forward a little, move back a little. The end. Worse, you don't really get to kill anything. 🧀

3. Zodiac. If this game, the first (and final) entry in the *Eurodeck* series, played half as good as it looks, it might have been a monster. But it's a mouse. Players construct Houses of Heaven by expending Astrology Points to acquire Aries, Leo and Aquarius cards. Elliptical Moons, which resemble little Bill Clintons, earn bonus cards of the player's choice. It's all dumb luck. Psychics might like it, though. 🧀🧀

4. Whimsy Cards. Before they hit the big time with *Everway* and *Vampire: The Masquerade*, Jonathan Tweet and Mark Rein•Hagen were cranking out low-budget quick-

ies like *Whimsy*. Players receive a random assortment of Pity, Malice and Horrible Failure cards, then introduce them during a roleplaying adventure "to increase suspense and surprise." How that's supposed to work, exactly, is never made clear, but it's a cute idea. 🧀🧀🧀

5. Credo. Hey, kids! Let's invent a religion! Begin with a Church Display, add a few Articles of Faith, and if you play your Doctrine Cards right, you'll be swarming with drooling disciples. The first player to attract 11 million droolers wins the game. Hallelujah! 🧀🧀🧀🧀🧀

6. Star Fleet Missions. This modest effort beat the *Star Trek: The Next Generation Customizable Card Game* by two years. Federation, Klingon and Romulan starships are dispatched to negotiate with the evil Tholians, deliver vaccine to Dengue Fever victims and rescue captives of the Volcano God. Blah art, so-so rules, nice try. 🧀🧀🧀

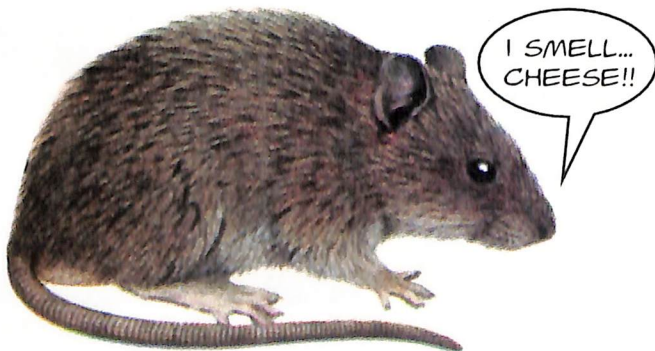
7. Monopoly. Question: Is it possible to translate the world's most popular board game into an engaging, easy-to-learn card game by ditching the original's real estate rules and substituting a Rummy-like system that requires players to put together four-card property sets? Answer: No. 🧀

8. Frog Juice. In this goofy fantasy game, recommended for "all ages over 8," you accumulate power cards by combining the proper ingredient cards. Mix a Monkey Powder with a Shrinking Brew, and—poof!—you get a Moon Dust. Other cards represent Toadstools, Handsome Princes and Uglifying Spells. This is for grown-ups? 🧀🧀🧀

9. World Class Dudes. Brain-dead? Then I've got a history lesson for you. This collectible card game—I've seen one expansion set, and there may be others—features memorable figures from the past as envisioned by Beavis and Butt-head. I'm talking about the Soldier Dude That Lost Waterloo and the Artist Dude That Cut Off His Ear. Play 'em or trade 'em. Would I make this up? 🧀

10. Creatures and Cultists. Players create their own cults, rated for Conjuring and Thuggery, then compete for the privilege of destroying the planet. Mondo cards improve the fortunes of friendly cults, sorcery cards sabotage your enemies. And don't neglect to stockpile plenty of Fuggly Points, which you'll need to summon your favorite deity. Keep a deck on hand in case Satan drops by! 🧀🧀🧀🧀

So which ones are the phonies? Read the fourth, 11th, and 30th words in the first paragraph.



Rick Swan prefers mozzarella, jack and ricotta, in that order.

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