

THE GUIDE TO COLLECTIBLE CARD GAMES MAGIC: MONSTER CHAOS ORB INSIDE!

APRIL 1996 • 12

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middle  earth

THE WIZARDS

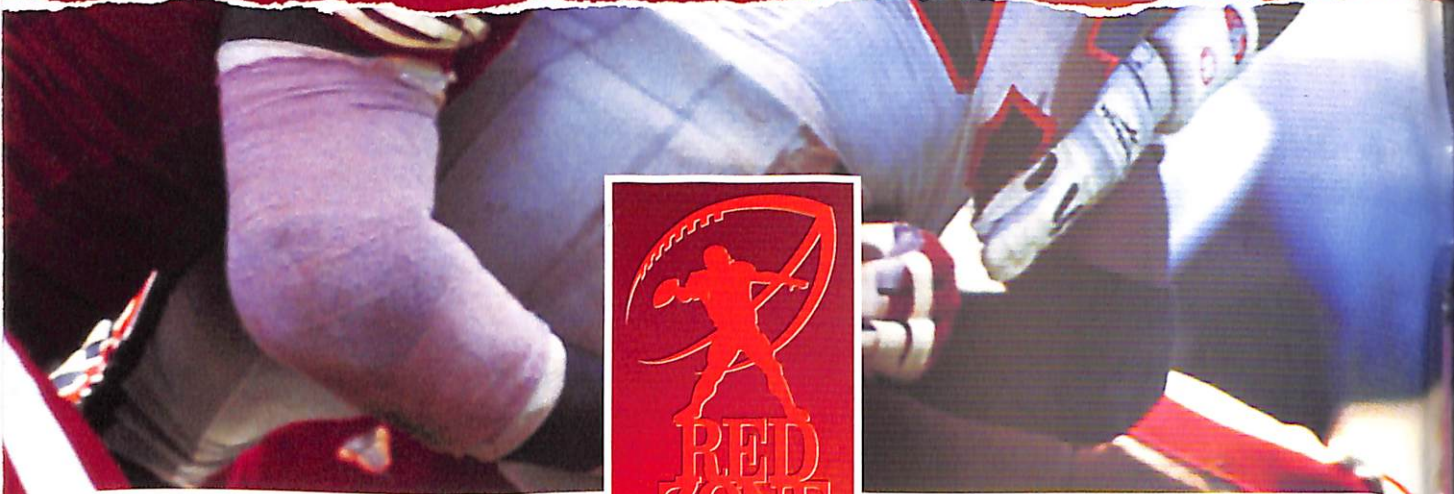
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INQUEST

Number 12
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columns & departments

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ON THE COVER:

Khamul the Easterling by Liz Danforth from Iron Crown Enterprises' *Middle-earth: The Wizards* collectible card game. For the complete lowdown on all the cards in this Tolkien adaptation, see this month's *Middle-earth: The Wizards* Players Guide starting on **page 112**.

THE WAR OF THE AMAZON

A war is brewing, a war of attrition that threatens all of Gaia: the War of the Amazon. Garou battle the Wyrms and their own kin alike for the prize of Gaia's last pure treasure, the Amazon and all the secrets it holds. But the Garou and the forces of the Wyrms are not alone in the struggle. Other shapeshifters have a stake in the Amazon, their home and their last refuge from mankind and Garou alike. They are the Mokole and the Bastet, and they are not giving up without a fight.

War of the Amazon, a new supplement for RAGE, takes Garou and Wyrms players into the chaos of the battle for one of Gaia's last remaining pure areas. This supplement introduces fresh characters and fetishes and two new shapeshifting races, as well as new Battlefield cards for expanded victory conditions. War of the Amazon is fully compatible with regular RAGE and Wyrms decks.

RAGE

The Werewolf: The Apocalypse
Collectible Trading Card Game



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I Want More C.C.G.s

To be more specific, I want more good C.C.G.s. Yeah, I know the market is flooded with games, but the majority of them are just...blah. Some gaming companies seem to be under the assumption that all you have to do is slap together a C.C.G. and it'll sell. Or that all you need is to rip off a popular game's game system. Or that a shoddy game will be masked by a really exciting license.

That sort of thinking kills me. This is such an exciting new industry, it drives me out of my mind when I see a neat idea for a game (or a C.C.G. license of a really cool property) strive to be nothing more than a mediocre game and a quick way to slap some dough in the company's pocket. C.C.G.s like *Magic: The Gathering* catered to tried-and-true gamers but brought new people into roleplaying as well. Fans riding high on *Magic* were later turned off from giving newer games a chance, finding that the majority of these releases were quickly slapped together by companies looking to cash in. Fans, rightfully so, felt cheated.

For a C.C.G. to be a continually successful product, it has to be several things. First, it's gotta be fun. Who wants to play a crappy game? Second, the game play has to be something different. The same old same old just don't cut it. Third, it has to be a balanced game. How many C.C.G.s have you seen that would've been cool if not for the fact they were more unbalanced than a one-legged midget hopped up on speed? Lastly, you have to capture the player's imagination. While C.C.G.s aren't as in-depth as some R.P.G.s, you still want the players to lose themselves in the roles they're acting out when playing.

Combining an original, balanced and entertaining system of play with a really cool property is something that still eludes manufacturers. Why? Could it be because these licenses cost an arm and a leg to get, leaving less in the budget for designing and play-testing? But those are the games that would drive roleplayers out of their minds. It would also bring new fans into this hobby, drawn in by their favorite properties and then kept in by an engrossing, challenging and, most importantly, fun game.

Licensed C.C.G.s have a head start on games with original concepts. What's more immediately recognizable and appealing: playing a magical being conjuring weird creatures and summoning warriors or playing Darth Vader, commanding a fleet of T.I.E. Fighters while blowing up anything that might be a rebel? Me, I'd rather blow up rebels. Or better yet, Ewoks.

The list of licenses that would bring in herds of new fans is endless. The X-Files. Terminator. Jurassic Park. Universal Monsters. Godzilla. Doom. Street Fighter. Conan. RoboTech. The Vampire Lestat. Mortal Kombat. Mad Max. Disney (y'know, for the young uns). The Prisoner. Dune. Battlestar Galactica. Combine any of these with a strong, well-thought-out game system and they'd be the hottest thing on the planet.

And that's really what I want to see: Collectible card games viewed as a natural extension of a strong license, just like a video game, toy line or cartoon, bringing new people into this hobby, and games that are the best they can be, so we keep 'em here.



Pat McCallum
Editor-in-Chief

How cool would it be to battle Cyberdyne and its Terminator squads in a new C.C.G.?



the guys and gals who make this



EDITORIAL

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News Editor: Patrick Daniel O'Neill

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Contributing Writers: Dan Albaugh, Richard Anderson, Eric Black, Matt Forbeck, Jeff Franzmann, Jeff Hannes, Andrew Kardon, Rick Moscatello, Beth Moursund, Paul Nurnberger, Pat O'Neill, Keith Olexa, Buddy Scalera, Jack Skrip, Marty Stever, Rick Swan, Jeff Tidball, Allen Varney, Rich Warren, Edward Willett

ART

Senior Art Director: Robin James Ramos

Designers: Steve Blackwell, Arlene So, Matt Tierney

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Research Assistant: Mike Fasolo

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ph: (914) 268-3907 fax: (914) 268-5386

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even sauron wants to play!



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INQUISITION



GAMER'S GRIPE

Extra special fun: Aside from the tried-and-true fans who enjoy yelling at us for typos and the ever-compelling exploration of the nature of cheese in gaming, we seem to have a slightly annoyed fantasy artist, Julie Bell, on hand this month. It all sounds like so much fun—let's jump right in!



Letter from Julie Bell

I read with interest the article in the February issue of *InQuest* about my husband, Boris Vallejo ["Boris," *InQuest* #10]. I enjoyed most of it, but I would like to correct some misunderstandings in the section about myself. I understand that the writer tried to make the article colorful, interesting and, I guess, a bit controversial. Some of my statements were taken out of context, therefore giving a somewhat distorted view of my beliefs and motivations.

I was quoted as saying, "There are some people who come to me for an autograph who actually don't know who Boris is." I meant this as a surprising fact and, certainly, a freak occurrence. (It happened twice.)

Boris does indeed have his place in history—his work is the foundation of all of my work and that of a great fantasy art we see around. I am relatively new to the field of fantasy art and, of

course, it does feel good when people recognize me on my own. Will I ever have a place in the history of fantasy art? Only time will tell.

While I definitely aim to have my own approach to my portrayal of women (or anything else, for that matter), and I like to show them as strong and self-sufficient, I would never even hint that Boris does not do the same. I have and still do model for Boris' paintings and I would not do so if he didn't share my strong beliefs in that respect.

When I mentioned turning negative things into positive actions, the feelings of jealousy, competitiveness and insecurity were only mentioned as abstract examples, not as secret conflicts lurking within myself. I regret to see that the writer saw my "friendly manner" as a concealment of "darker forces." Boris and I are both competitive by nature, which only spurs us to work harder. We enjoy the process of pushing each other to the limit and beyond! Most importantly, we love, respect and admire each other and our work.

Julie Bell
Fantasy Painter

We're sorry if your section read like that, Julie—our intentions were quite the opposite. We saw the fact that fans sought your autograph over Boris' as something that was funny and ironic. As far as the mentions about jealousy, competitiveness and so on: these are all a part of human nature, with our take being that you've turned some of these negative experiences into positive ones.

Star Wars Sellout

Okay, I buy my first pack of *Star*

Wars. I'm all excited. I buy my second pack and start collecting obsessively. I buy my 22nd pack—before I realize there's no R2-D2? No Chewbacca? No Death Star? What! How can you play the game without the Death Star system card? These cards could have been easily put into the starter set—in fact, should have been—but Decipher just wanted to hold some of the bigger cards so we'd be forced to buy their next set. This kind of "marketing strategy" pisses me off. It's not only unfair, it's downright tyrannical!

Terrence Marz
Gary, IN

Yeah, we were pretty miffed when we learned that there was no Chewie for our Han nor a Death Star to kill millions of Princess Leia's relatives. Why are some of the cooler things missing from this release? Two words: expansion set.

Cheese Omelet

You often talk of cheese. Now we know what kind of cheese it is: Swiss. You have a couple of holes in your January issue....

In "Homewreckers" [*InQuest* #9], you mention a Hypnotic Specter that pumps up +1/+1 for a block Mana. I have a Frozen Shade that does that, but no Specters.

Also, [in the *Magic Players Guide*] on page 109, the tip about the Willow Priestess has a mistake. It says that her ability to give a green creature protection from black would stop your opponent from Soul-Exchanging a Thrull token. No sale. Thrulls are black unless laced.

By the way, *Homelands* isn't the first



expansion to fit pictures together. All three plains in *Ice Age* make one picture.
Ray Alcorn
 Allentown, PA

Whoops. You're right—it's a Frozen Shade that can be pumped +1/+1 with a swamp, not a Hypnotic Specter. And it should be a Thallid, not a Thrull, that receives the Willow Priestess' protection from black bonus. Take comfort in the fact that we drowned all of our copy editors' house pets to teach them a lesson.

In the Red Zone

I was recently introduced to the new *Red Zone* C.C.G. football game from Donruss and was pleasantly surprised by how solid the game is. I particularly love the way the game includes actual N.F.L. players, the strategy element in terms of play-calling and just the simple fact that it seems as if it were carefully designed by a guy who really knows his stuff.

As a sports card collector, I never really got into *Magic* and have become quite sour on the sports card market. *Red Zone* re-vitalized my interest in cards and I now can't wait to try out the next C.C.G. sports game on the market. Can you tell me what sport C.C.G.s are coming down the pike?

Timothy Grumblink
 Tolland, CT

*So far there are games like *Playoff's One on One Hockey*, *Upper Deck* and *Precedence's Upper Deck Gridiron Fantasy Football C.C.G.* and *Donruss' Top of the Order baseball game* and *Red Zone football game*. Down the road we're also looking at a *WildStorm basketball C.C.G.*, *Fast Break* (see "InQuest News" and "On the Shelves" for details on this and other new games). In the earliest top-secret stages of design are overseas versions of croquet and curling.*

H-less Bastards

Okay, I'm much better at collecting *Magic* cards than I am at playing the game and maybe this is very old news, but where is the capital H on all *Magic: The Gathering* cards? I noticed the other day while going through some new *Homelands* boosters that the cards that begin with H were all lowercase. Then I realized that all the cards I have (starting with the Revised Edition) are like

this. Is there some curse on the font used at W.o.t.C. or do they just have something against capital H?

Timothy Mori
 State College, PA

The story goes that W.o.t.C. headquarters was built on an ancient Indian burial grounds...no? How about that's just the way that quirky font is?



Message in a Bottle

What's the deal?? How long will you continue to ignore the Elkin Bottle?

Sure, the *Island Sanctuary/Mystic Decree* combo is great, but why would you use a *Howling Mine* to get your one card per turn? With an *Elkin Bottle*, you don't need to give your opponent extra cards. You also don't need an *Icy Manipulator*, *Relic Barrier* or *Elder Druid* to turn the Bottle off. Plus the *Elkin Bottle* never hurts you when facing a *Black Vise* and it allows you to completely shut down your opponent with a *Zur's Weirding*. The *Island Sanctuary/Elkin Bottle* also allows you to face an *Underworld Dreams* without even drawing a card.

Are you starting to get the idea?? The *Elkin Bottle* has won me more games than any other card, and it's high time that it gets the attention it deserves.

Long live the Bottle!!

J.T. Lone Wolf
 North Wales, PA

The Elkin Bottle sucks. Live with it.

Debunked Biases

As you have debunked biases about game-playing and those who participate, I thought you might find some research a colleague and I did of interest.

We compared roleplaying gamers to nongamers and found—contrary to

common belief but consistent with other scientific research—that gamers were *more* sociable than and just as well-adjusted as nonplayers. The study is in press at this time.

Clearly, the objective evidence, though sparse, is consistent and does not support the notion of players being neurotic adolescents or worse.

Barlow Soper, Ph.D.
 Ruston, LA

Thanks. I think.



WEDGE O' CHEESE

Cheeseheads Anonymous

Forgive me for I hath sinned. My friend Troy plays a red deck with lots of artifacts. My undefeated friend Larry plays a black deck containing the best demons and monstrosities available. His cousin Willy plays a user-friendly, life-giving, annoying *Circle of Protection* deck. I play a blue deck. *I never win!*

I finally snapped the other day. I committed the ultimate sin: *cheese*. Thirty-two mana, 32 cheesy cards, no creatures. I dubbed it the *Super 60-Second Deck*. I play them for ante, usually beat them in less than a minute and take their cards away from them. If by some reason I lose, they only get a 50-cent card; I just reach into my plethora of direct-damage cards to replace it or grab another mana out of my hoard.

Please forgive me, or crown me King o' Cheese. Whither *Cheeseheads Anonymous?*

Erik Becker
 Westfield, WI

*You have sinned, Erik. Winning without honor isn't winning in our book. To atone, you must play the next 25 games with our specially crafted *Keepers of the Faith/Piety/Aysen Abbey* deck. Good luck, hotpants.*

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P E N P A L S

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



Jennifer Ommundsen
 Age: 18 Sex: Female
 100 Thomas Rd.
 Stafford, VA 23066-2418
 E-mail: ommundse@cnu.edu
 Likes: *Magic*, *Wyvern*, *AD&D*

Corey Garnett
 Age: 15 Sex: Male
 120 N.W. Teakwood
 Lee's Summit, MO 64064
 E-mail: Squeaky@sky.net
 Likes: *Magic*, *Highlander*, *Rage*

Logan Holmes
 Age: 9 Sex: Male
 237 Sacre Lane
 Monmouth, OR 97361
 E-mail: vagabond43@aol.com
 Likes: *Magic*

Carlos De Jesus
 Age: 17 Sex: Male
 20710 Ely Ave.
 Lakewood, CA 90715-1663
 E-mail: ace13x@aol.com
 Likes: *Magic*

Pep Talk

I just got finished reading through *InQuest* #9 when I had a rather disturbing thought. I got to thinking about how gamers are generally frowned upon by others.

I love to play roleplaying and card games (both C.C.G.s and stuff like Poker) during lunch at my high school. We have the opportunity to leave campus, but I'd just as soon save money on food and gas and have fun offing my friends with a Berserked Scryb Sprite or something.

But sooner or later someone will come up to us and start asking sarcastically, "Who's winning?" or "Is that actually fun?" Of course it's fun, silly! If it weren't we wouldn't be playing it, now would we?

I am only 17 but I have been playing games for about as long as I can remember, and there was always some guy who bullied me and the people I played with. I think even my parents saw it as some kind of weird phase that I'd grow out of. (They refuse to believe that adults play games too. Gosh, the very idea!) But guess what? I'm still playing!

I have a bit of advice for anyone who might be going through the same kind of thing:

1. If gaming is something you enjoy, then only you can make the decision to keep playing or to stop. Don't let others pressure you into giving up this great pastime.

2. Try out other things. Who knows...you might find something else you can enjoy.

Despite all of the intolerance I've experienced, playing games is still my favorite hobby, and I have a feeling that it will remain so for quite some time.

Matt Hoffmann

Plano, TX

That's good advice, Matt. And for all you serial killers out there, pay particular attention to point number two.

Floating Head

You know that floating head in *I.Q.* #8 about the 30 most asked *Magic* questions?

Is he related to that guy on the

potato chips/snack commercial?

Joshua Goldberger
North Canton, OH

Actually it's Wizard: The Guide to Comics Contributing Editor Marc Wilkofsky. He lends us a hand every now and then in the editing department and, when the need arises, gives us his head. So to speak.



Music & Mythos!

I have played *Magic* for almost a year now and my *Magic*-playing cohorts and I have always agreed on the same thing: the musical accompaniment. Music is an important aspect of my life, and whenever we play, it's always the same: metal or alternative.

This may seem musically prejudiced, but does anyone out there like it any other way? What I mean is, I don't know, any *Magic* players who listen to things such as country or rap. That has always been an area of curiosity for me.

One last thing. I read about a C.C.G. coming out in March based on H.P. Lovecraft's Cthulhu stories. Could I see more on that?

Nathan Hunter
Nashville TN

Cthulhu coverage, you ask? Check out our feature in issue #11 and an upcoming game review and players guide. As for music, we listen to Wagner's "Ride of the Valkyries" around deadline time and

The Name of the Game

True stories behind the names of game cards

Magic: The Gathering

Serra Angel: In biology, a *serra* is a sawlike appendage; it's derived from the same Latin word as "serrated." *Magic* designer Richard Garfield thought such an appendage would be appropriate for a bodyguard creature. Not knowing this line of thinking, artist Douglas Shuler omitted sawblades from his beautiful Angel.



Mox: The five sought-after jewels take their name from "moxie," slang for courage, pluck or (in Garfield's thinking) energy.

Hurloon Minotaur: There's no secret meaning behind the word "Hurloon"; it just sounded cool.

Shahrazad: *Arabian Nights* was inspired by *The Thousand and One Nights*, also known as *The Arabian Nights' Entertainment*. A huge collection of folktales, it's framed by the story of King Shahryar, who, believing women to be faithless, would marry one each night and execute her the next morning. When Shahrazad wed him, she started a story that tantalized the king, but didn't finish it until the following night, when she began another unfinished tale. After more than three years, the king fell in love and made Shahrazad his lasting wife. The Shahrazad card requires participants to delay finishing their game until they play a new one.

Wyluli Wolf: Wyluli is an anagram for "Lily Wu," Garfield's favorite *Magic* opponent. He used a special card to propose marriage to her.

Kird Apes: Kird is Arabic for forest.

Fishliver Oil: Several characters in the *Arabian Nights* folktales rub this oil over their bodies to gain the ability to breathe underwater. The enchantment gives a creature islandwalk.

—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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P

Briggs Parker
Age: 24 Sex: Male
6146 Roger Road
Shawnee, KS 66203
E-mail: SINIST3R@aol.com
Likes: *Magic*, *Star Trek*, *OverPower*

E

Shanna Fish
Age: 14 Sex: Female
3613 Bounty Circle
Springfield, IL 62707
E-mail: PGvamin@aol.com
Likes: *Magic*

N

Cody Wortham
Age: 13 Sex: Male
P.O. Box 464844
Lawrenceville, GA 30246
E-mail: Hoytmaster@aol.com
Likes: *Magic*, *Wyvern*, *Crow*

P

David Harrison
Age: 15 Sex: Male
190 River Park Dr.
Great Falls, VA 22066
E-mail: 102572.2203@compuserve.com
Likes: *Magic*

A

Joe Reil
Age: 21 Sex: Male
2140 Dorset St.
Shelburne, VT 05482
E-mail: rtshark1@aol.com
Likes: *Magic*, *Shadowfist*, *BattleTech*

L

Simon Vozick-Levinson
Age: 12 Sex: Male
P.O. Box 161
Brewster, MA 02631
E-mail: Swivel2@aol.com
Likes: *Magic*

S

Louis C. Tan
Age: 21 Sex: Male
229 Newbury Way
American Canyon, CA 94589
E-mail: Stynbeck@aol.com
Likes: *Magic*, *Star Trek*, *Gridiron*

MAGIC: The Creations

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

GRAND PRIZE WINNER!

SHADOW LORD

Scott Bazzetti, Odenton, MD



URZA'S outhouse

Chaiyathath Gallahun, Minot, ND



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

- Congratulations go out to Jessica Chou of Los Angeles who won a day at the Wizards of the Coast offices learning all about all sorts of funky Deckmaster games thanks to *InQuest* #6's "Back to School" contest.
- William G. Ruppell IV of Danbury, Conn., won a complete set of Heartbreaker Hobbies' *Crow* cards plus some uncut sheets in *InQuest* #7's "Know the Crow" contest.

a little Pink Floyd when we're feeling mellow, so I guess that shoots your theory to hell...

Rage Realism

Don't get me wrong, I love the game *Rage*. You know what I can't understand, though? Parents, fundamentalist groups and fanatics are always up in arms about Satan-mentioning or erotic art or cursing but they never talk about how gory *Rage* is! I mean, Entrail Rend is pretty gruesome. Why aren't they raving about the violence in *Rage*? Shhh...maybe we shouldn't tell them.

Carl Smith

Beaumont, TX

Maybe the fundamentalists are all werewolves and it's a particularly clever plan to divert attention away from themselves.

The Flimsy Fact

What's going on with the new *OverPower* cards? I bought a box and it weighs about half as much as my original box. The cards feel different...the *PowerSurge* expansion cards feel much cheaper. Are they trying to save money?

My friends didn't believe me till I showed them. The true test: Take a card from the original *OverPower* set and one from *PowerSurge*. Tell me *PowerSurge* doesn't feel flimsier.

Matthew Higgins

Paramus, NJ

As hard as it is to believe, they changed the paper stock on the OverPower expansion. The cards look and feel different, which isn't a good thing since you can now cheat a heck of a lot easier if all the really good cards in your deck look and feel different. That's a really bad decision on Fleer's part.

Enough Cheese!

There are over 300 types of cheese made in the world today. What does this mean? *Burn decks are not alone!* Yes, permission decks are pure cheese. And their cheesy leader, the evil Counterspell, is plotting world domination.

What can you do to stop it? Easy: Devote yourself to annoying those wizards on that coast until they restrict counterspells. This will result in more creativity in decks as permission players will have to use more-exciting spells than Power Sink and Remove Soul.

Jason Van Glass

Orinda, CA

Pure permission decks, like straightforward direct damage decks, are cheesy decks for the unimaginative and uninspired.

Goblin Artisan Crisis

I am writing to point out a great travesty. One of the greatest cards in *Magic* has been neglected for so long. The Musician from *Ice Age* is a crucial key to all decks that have trouble with large creatures.

A 1/3 creature with a cumulative upkeep of one colorless mana that can put music counters on opponent's cards that give them a one-mana upkeep is a great card, yet it has received no press coverage. It's a conspiracy, almost as bad as the Goblin Artisans crisis of whatever year it was.

Luke Copping

Youngstown, NY

Yeah! Yeah! We're with you man, we're with you! The Musician's great! We'll run a cover with him on it, insert free Musician cards in the book, have an entire Stumpers section devoted to...wait, he's like Goblin Artisans?

Forget it.



Half an M&M

Is one M&M called an M?

Jeff Grossman

New City, NY

Depends. Put it on its side and it's a pointy E. Roll it upside down and it's a W. Someone's little brother once sucked a green M&M up one nostril and almost killed himself. Call it whatever you want.

That's it for this month, kiddies. Write us some more letters. In the meantime, we're all goin' to sleep.

Send yer letters to
InQuestMag@aol.com or:

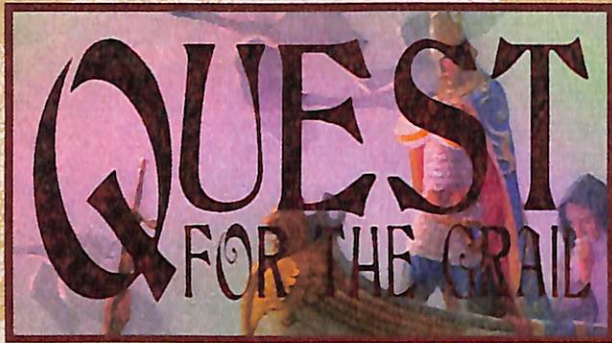
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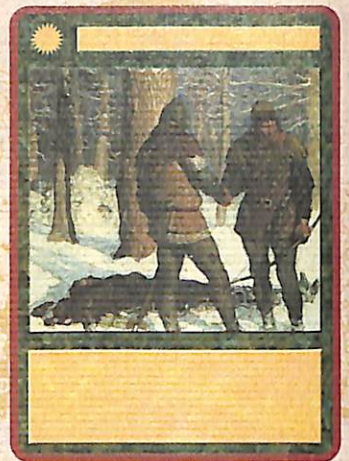
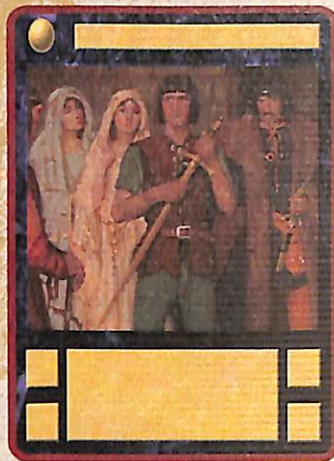
Congers, NY 10920

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

Adventure in the Age of King Arthur



Join the Quest Wherever Card Games are Sold



The Critics Speak

Because of the topic, the excellence of the art and the quality of play, Quest for the Grail may be the first new game to challenge the dominance of Magic the Gathering. This game is enjoyable and attractive, embodying the mood of Arthurian Legend.

Renaissance Magazine #1

The artwork is superb...the game brims with atmosphere. It has a simple yet satisfying system and lends itself well to storytelling and roleplaying the characters.

Arcane #1

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

InQuest #10

The Players Speak

If you pick your CCGs based on what's fun to play, you aren't going to find one better than Quest for the Grail.

Tom Pugh, America Online

The card art looks good, and the rules are fresh. Quest for the Grail will be a winner.

Ben Strother, Internet

I played Quest for the Grail at Gencon, and it was the best release there.

Bill McGuinness, America Online

The March of Arthur

Tramp, tramp, tramp, tramp to battle din!
Tramp son, tramp sire, tramp kith and kin!
Tramp one, tramp all, bold hearts within.

The chieftain's son his sire address,
As morn awoke the world from rest:
'Lo! foemen are upon yon crest.

'Grim knights and warriors I behold,
On grey war-horses riding bold,
With nostrils snorting wide for cold!

'Rank closing upon rank I see,
Six by six, and three by three,
Spear points by thousands glinting free.

'Rank on rank, to war they go
Behind a flag which to and fro
Sways, as the winds of death do blow!

'Nine sling-casts' length from van to rear,
I know 'tis Arthur's hosts appear;
There Arthur strides — the foremost peer!

'If it be Arthur let us go!
Up spear! out arrow! Bend the bow!
Forth, after Arthur, on the foe!'

The chieftain's words were hardly spoke,
When forth the cry of battle broke.
From end to end the hills awoke:

'Take head for hand, and heart for eye,
Death-wound for scratch, and scream for sigh,
Matron for maid, and man for boy!

'Stone-horse for mare, for heifers steers,
War-chief for warrior, youth for years,
And fire for sweat, and blood for tears.

'And three for one, by strath and scaur,
By day, by night, till near and far
The streams run red with waves of war!

'If we should fall, then it is best!
Bathed in our blood we shall be blest
With joyous hearts to take our rest.

Traditional Breton Folksong



Look for more great cards in
Knights of the Isles
Coming this Spring.

STONE RING GAMES

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IF IT'S NEWS,
IT'S HERE!

TOY WIZARD TO HEAD WIZARDS' MAGIC

Wizards of the Coast has hired Richard Fukutaki as its new vice president and general manager for *Magic: The Gathering*. Fukutaki will oversee all aspects of the *Magic* line, including marketing, licensing and new product development.

"My goal for the near future is to not mess up something that has done phenomenally well," Fukutaki said. "*Magic: The Gathering* has succeeded on its game mechanics and the quality of its art."

Still, Fukutaki hopes to bring a little more focus to marketing—producing products targeted toward advanced players, while also trying to introduce more people to the game. This includes creating introductory products that are less daunting and easier to understand. (For more on W.o.t.C.'s 1996 plans, see "Upcoming W.o.t.C. Products," below.)

Fukutaki first became aware of W.o.t.C. two and a half years ago. At the time, he was the vice president of boys marketing, entertainment and licensing at Tyco. Though Tyco is the third largest toy company, Fukutaki often could not outbid the bigger corporations. Instead, he tried to find new opportunities, like the potential *Magic: The Gathering* action figure line he had Tyco's research and development staff evaluate after first learning of the game. Though they eventually decided against *Magic* action figures, Fukutaki kept tabs on W.o.t.C.

Said Fukutaki, "Most of my experience will translate over. The product is different and the core audience is different. But the marketing skills are the same. Action figures share many life cycle issues and tactics with the card games."

So far his biggest challenge has been immersing himself in W.o.t.C.'s culture. "The company has grown extremely quickly, going from several people in a basement to more than 250 employees. This has produced a lot of growing pains."

Fukutaki hopes to help organize several aspects of

Richard Fukutaki



Summon Wizard

New vice president to oversee all aspects of *Magic* licensing and new product development.

"My goal for the near future is to not mess up something that has done phenomenally well."

—Richard Fukutaki

Photo courtesy of Wizards of the Coast

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the company. His goals include getting products to market more efficiently and on time, and sticking to announced print runs. "It will probably be a little more professional," he commented.

Before joining the W.o.t.C. staff, Fukutaki worked for both Tyco and Mattel Toys. While with Tyco, he oversaw the Incredible Crash Dummies, BattleTech and Casper lines. At Mattel, he worked on action brands like Hook, The Simpsons and He-Man and the Masters of the Universe.

—Rich Warren

Alliances Follow Magic's Ice Age

The great Ice Age on Dominaria is ending. Alliances are coming. So are more expansions for *Magic* and *Vampire: The Eternal Struggle* and a new collectible card game by Richard Garfield.

Due in late May or early June, *Alliances* is the first supplement to *Ice Age*, the 1995 set that's playable by itself or with other *Magic: The Gathering* cards.

So what's Dominaria like in the aftermath of *Ice Age*? "There's a lot of major weather shifts going on, a lot of storms, and there's a lot of chaos happening on the continent itself too," said Jim Lin, one of *Alliance's* four designers. "There will be things going on with the Kjeldorans and the Balduvians. Plus, some of the elves are trying to kick some of the humans out."

The ninth *Magic* expansion will include art by 30 artists, including Anson Maddocks, Peter Venters, Richard Kane-Ferguson, Phil and Kaja Foglio, Mark Poole and other fan favorites. Comic book star Bill Sienkiewicz is also represented in the 200 paintings that were created for the set's 140 cards. Twelve-card packs will cost \$2.45. *Alliances* was designed by *Ice Age* creators Lin, Skaff Elias, Chris Page and David Petthey.

W.o.t.C. also plans another stand-alone *Magic* line for October, currently code-named Sosumi. W.o.t.C. has spent three years developing it.

For beginners, W.o.t.C. will release quick-start *Magic* gift boxes. These are designed to introduce players to the game with a minimum of fuss and trouble. Each set contains two preconstructed decks chosen from a pool of 40 designs. It also includes a larger, less-daunting rule book.

Netrunner will be W.o.t.C.'s next Deckmaster game. Designed by *Magic* creator Richard Garfield, it is based on R. Talsorian's *Cyberpunk 2020* roleplaying game. Here, netrunners and corporations face off for control of valuable information. The basic set will contain more than 350 cards, with the first expansion scheduled for later this year. Appropriately enough, W.o.t.C.'s promotions include an online contest. *Netrunner* will premier in April.

Ancient Hearts will be the second expansion set for *Vampire: The Eternal Struggle*. This set focuses on the Middle East and Mediterranean and includes 150 new cards, two new clans—Assamites and the Followers of Set—and appropriate new powers. *Ancient Hearts* should appear in May or June.

Players can also expect a Sabbath expansion for *V.T.E.S.*, although W.o.t.C. has not announced any further information.

—Matt Forbeck and Rich Warren

Donruss Work in Progress

Football, baseball, hockey, "The X-Files."

All these high-flying objects are part of Donruss and NXT Games' 1996 game line—and there's even more in the works.

Donruss has already released an expansion for the NXT-



A new *Ice Age* expansion called *Alliances* will be out by June.

designed *Red Zone*. In August, the National Football League-licensed *Red Zone '96* will feature revised rules and cards for coaches, game plans and other factors. All the players will feature updated statistics from the 1995 season. In December, a second expansion set of about 90 cards will reflect trades, free-agent signings and break-out rookies.

In June, Major League Baseball-licensed *Top of the Order '96* will also feature revised rules, updated player statistics and new card types. An expansion set reflecting player activity will be released in autumn.

Donruss and NXT will step out of the sports arena in July, when they'll release a collectible card game based on the popular "X-Files" TV series.

And this autumn, National Hockey League fans should look for the licensed *Fire on Ice C.C.G.*

In addition, the companies have submitted a design for a game called *24 Seconds* to the National Basketball Association, which will consider competing proposals.

NXT Games President Duncan Macdonell said they're negotiating for the publishing rights to "a Legends of the Game rare set that will allow you to draft someone like a '27 Babe Ruth behind a '96 Ken Griffey Jr.... We are also in negotiations with the Major League Baseball Hall of Fame to include cards of memorabilia" like Shoeless Joe Jackson's shoes "that will have dramatic game effects."

"In addition," Macdonell said, "we have a game called *The Fourth Moment* that we think will be huge."

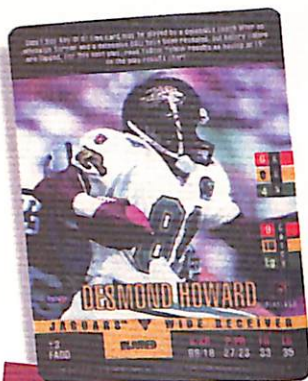
—Richard Anderson

White Wolf Layoffs

In a refreshingly candid interview, Steve Wieck, president of White Wolf Game Studio, admitted that the person most responsible for his company's layoffs ("White Wolf Reduces Staff," *InQuest News*, *InQuest* #11) is Steve Wieck.

"I don't like to talk about it because it's primarily my own fault," Wieck said. "We grew so fast, as a lot of people in the industry have, since we began—but especially in 1995.

"The past two years, '94 and '95, were huge years for us; we were growing, adding on staff, adding on equipment, adding on everything. It came to the point at the end of '95 that we'd simply added on too many people too fast. I'd let the momentum get ahead of us a little bit. Even though business is fine for us, sales are fine, we were getting too much ahead



of ourselves in terms of hiring and infrastructure building. There were some months there when we were not profitable and we had to correct that. Unfortunately, that required laying some people off."

Wieck called the previously reported number of 15 people laid off "a little high," adding, "We prefer not to release an accurate number." He also confirmed that Trace O'Connor, formerly editing and development coordinator, as well as Internet representative for the company, was among those let go, as were *Vampire* developer Jennifer Hartshorn and *Rage* Internet representative Tim Byrd. Layoffs were made across the board, affecting the R.P.G., cards, fiction, warehouse, accounting and marketing departments.

Wieck was quick to note, however, that the cost cutting did not end with the layoffs. "The officers and owners of the company—including me—are not drawing compensation," he said. "The people who are still here have taken some salary cuts as well."

Wieck said that the layoffs wouldn't affect the release of any of White Wolf's 1996 products, "which tells you how far ahead I let things get," he noted.

Wieck said he expected the downsizing to be temporary. "Our goal is be able to bring some of these people back eventually," he said. "As we continue to grow and then need additional people, we want to be able to re-hire the same folks we let go."

—Patrick Daniel O'Neil

TRIVIATHLON

A.D.&D. Triviathlon

What's a Flumph anyway?

Longtime players of *Advanced Dungeons & Dragons* may recall that ridiculous-looking beast from *Fiend Folio*, long since out of print. Now that TSR has launched its largest contest ever, those players can put their knowledge to the test in the *Advanced Dungeons & Dragons* Triviathlon: The Arcane Challenge.

Entrants will be required to answer all 100 A.D.&D. trivia questions, which will be printed on the official entry form and posters. Questions will be from three categories: A.D.&D. game rules, stories and settings, and art. All the answers can be found in A.D.&D. products past and present. The contest begins March 1 and ends May 31. A clue line has been established at (900) 420-CLUE (2583). The cost is 90 cents per minute and the average call is two minutes. People under 18 must have parental permission to call.

Players can win a trip for two to a game convention in Europe, a trip for two to the Gen Con Game Fair in Milwaukee or a limited edition pewter dragon. The winners will be chosen at random from a pool of correct entries at this year's Gen Con in Milwaukee, to be held Aug. 8-11.

Contest entry forms will be available at hobby, book and comic stores nationwide. A total of 400,000 entry posters will be made available.

—Jeff Franzmann

XXX Marks the Spot

With collectible card games based on football, TV shows and movies already on the market, it was probably only a matter of time before a C.C.G. based on adult-oriented material was released.

Dark Angels, designed by Rusty Gilligan and produced by Hero for Hire, is unique in many ways. With 10 cards by 10 artists, including Mike Bradley and the legendary Bill Ward, *Dark Angels* is by far the smallest C.C.G. on the market.

The set, however, can be used with almost any other collectible card game, from *Magic: The Gathering* to *OverPower*.

"While they play as regular cards with each other, they all have 'universal rules,'" Gilligan explained. "Points on the cards can be applied to a wide range of games."

Hero for Hire has more adult cards in the pipe. "We're planning on doing a

set molded in the same cast, with a new twist. We've already got designs and people slotted for at least 100 cards."

While *Dark Angels* is the first adult-oriented game card set on the market, Palliard Press is planning to release its own adult C.C.G. in July: *XXXenophile*, based on Phil Foglio's comic of the same name. Is Palliard Press worried about the competition? "The product will stand or fall on its own quality," said E. Jordan Boyar, acting publisher for the *XXXenophile* game. "Anything which promotes this line will benefit the consumer."

Gilligan echoes these sentiments, saying, "You can't get into a specialty market and expect to be the only one. If they're doing it based on the comic, that's great. It's another avenue for the adult market. I'd buy it."

—Jeff Franzmann



TSR Retail Changes

TSR has announced sweeping changes in its distribution and retail support departments, including the closure of the Mail-Order Hobby Shop.

TSR President Lorraine Williams explained that the re-organization would allow the company to concentrate on what it does best. "We are turning the sales of TSR games over to retailers. Our company's best efforts are focused on producing games and books, not selling to consumers."

In that vein, a new quarterly newsletter, *Tactical Sales Report*, is being made available to retailers. Also, a nationwide toll-free phone number has been set up for consumers who are looking for nearby retail outlets that sell TSR products.

—Jeff Franzmann



MICROPROSE STRIKES AGAIN

MicroProse has announced new names and release dates for sequels to two of the most maniacally played games ever made. *Civilization II* (né *Civilization 2000*) looks to be a massively revised version of the classic. In addition to the expected new technologies, like super-highways and S.A.M.s, there're also new wonders of the world to be built by the new civilizations, including Celts and Sioux. The combat system is touted as more realistic and there are more unit types, such as elephants and Stealth fighters. Alas, players hoping for head-to-head play will have to stick with *CivNet*. MicroProse hopes to have *Civ II*, with an M.S.R.P. of \$49, in stores by late March.

MicroProse is also developing the sequel to *Master of Orion*, formerly titled *Master of Antares* and now called *Master of Orion II: Battle at Antares*

(does MicroProse think its customers can't tell a game is a sequel unless it has a "II" in its name?). With the same tentative release date and M.S.R.P. as *Civ II*, *M.O.O. II* is, MicroProse claims, more than just a more detailed re-hash of the original. In that game, the Orions were a dead race whose planet contained amazing technology. The sequel's villains, the Antarans, are quite alive and seek to annihilate all intelligent life in the galaxy—and they have the hyperadvanced technology to do it. Beyond more alien races, more technology and more graphics, players can design their own races.

Interplay should release *Descent II* (\$48) by late March. Yes, there are more weapons and more robotic enemies, but now you get a Guidebot to tag along with you—finally, a way to check for ambushes! Other bells and whistles: fully operational headlights (and, of course, missions in otherwise complete darkness), a "missile cam" to make guiding your missiles easier—and more fun!—a very useful energy-to-shield converter and a Thiefbot. (How original is that? Will there be Wizardbots in *Descent III*?) This game is fully network-capable.

Fantasy General (March, \$43) is based on the platform from S.S.I.'s breakthrough hit, *Panzer General* (and its "no No. II" sequel, *Allied General*), and is designed to reach the fantasy gamer market. Forces of good battle those of evil. May the best long-range planner win. Demos are available on C.D.-R.O.M. or, if you don't have room for 23 megs of graphics, from CompuServe's game publishers forum (GO GAMAPUB).

—Rick Moscatello



Above: *Civilization II*. Right: *Mortal Kombat* cards.



PLUGGED IN

It's a Conspiracy!

Archive 23 (www.io.com/~sirilyan/archive23/) claims to be "the collected creativity of *Illuminati: New World Order* players across the Net." It provides an incredible *I.N.W.O.* card list for reading or downloading. For some creative fun, check out Archive 23's Create-a-Plot newsgroup at rec.games.trading-cards.misc.

Building a Legend

Don't be deceived by the *Legend of the Five Rings*'s web page (www.isomedia.com/homes/aeg/15r.html). It looks simple, but the *L.S.R.* page has a staggering database with a complete card list. The best part is that you can see all of the cards as you go. For added interactivity, the page features the *L.S.R.* Fallen Champion Survey that lets you vote on which of the Champions will turn against their own Clan, betraying them to the dark forces of the Shadowlands.

Nothing Can Prepare You

Take an online peek at the *Mortal Kombat* cards recently released by BradyGAMES (www.accessone.com/~rmthayer/mkkards.html). The site include an official *M.K.* cards F.A.Q. (that's frequently asked questions) and a complete kard list.

Raging E-mail

White Wolf's ragecom@aol.com has been inundated with *Rage* questions. Since many Stumpers questions are asked repeatedly, White Wolf recommends that the curious check out newsgroups like alt.games.whitewolf.rage, alt.games.whitewolf, rec.games.frp.storyteller, and rec.games.trading-cards.misc. To get on the *Rage* mailing list, drop an e-mail to rage-requests@mobius.slip.umd.edu. If you want info on tournaments, conventions or Silver Pack stuff, write Todd at ragetourney@aol.com. If you want info on the Garou Nation fan club, write Justin at achilli@aol.com.

—Buddy Scalera (WizardTGTC@aol.com)

REBELS OUTNUMBERED. VADER APPROACHING. HIT THE DECK.



THE STAR WARS™ TWO-PLAYER CUSTOMIZABLE CARD GAME™

This two deck set is ready-to-play, so now absolute control of the galaxy is just a card turn away. Enter the universe with dual, 60 card decks for the ultimate *Star Wars* experience. And with a 15 card expansion set already included, you can take the battle to a whole new level. So choose the Dark Side or the Light Side, power up your deck and you'll be into intergalactic battle faster than you can say "Vader."



THE GALAXY IN A BOX

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ON THE SHELVES



WOW! MORE NEW STUFF!



TM & © Chaosium

NAME: **Mythos: Call of Cthulhu**

PUBLISHER: Chaosium

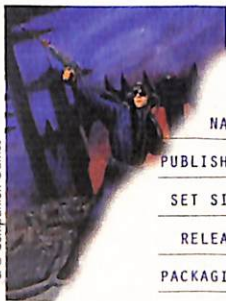
SET SIZE: 220 cards

RELEASE: March 1996

PACKAGING: 60-card starter decks

SUGGESTED RETAIL: \$8.95 per starter deck

Here's the Deal: Be the first on your block to get your Cthulhu card! With art by Susan Van Camp and Roger Rapp (amongst others), the starter packs come out at the same time as the first expansion. You play an investigator of the unknown, and the game ends when the first person goes insane! Investigator cards are only available in starters.



TM & © Companion Games

NAME: **Piracy**

PUBLISHER: Companion Games

SET SIZE: Over 100 cards

RELEASE: March 1996

PACKAGING: Six-card booster packs

SUGGESTED RETAIL: 99 cents per booster pack

Here's the Deal: The latest expansion for *Galactic Empires* makes full use of the advanced movement rules in the Universe Edition of the main game. It introduces four new minor empires plus a whole new major empire known as the Leopan Conquistadors. Besides, as Companion Games' Andrew Smith says, "Pirates are cool!"



TM & © Alderac Entertainment Group

NAME: **Shadowlands**

PUBLISHER: Alderac Entertainment Group

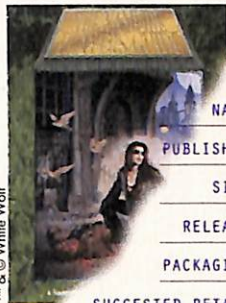
SET SIZE: Around 150 cards

RELEASE: March 1996

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

SUGGESTED RETAIL: \$7.95 per starter deck; \$2.45 per booster pack

Here's the Deal: Designed by Dave Williams and with art by Matt Wilson, Randy Gallegos and Randy Elliott (among others), this first supplement for *Legend of the Five Rings* is sold in both starters and boosters. Starters contain rare and uncommon *Shadowlands* cards, 25 common cards from both the basic game and the expansion and one 25-card family set featuring the original clans or the new Scorpion clan or Naga clan. Boosters contain only *Shadowlands* cards.



TM & © White Wolf

NAME: **Vampire: Dark Ages**

PUBLISHER: White Wolf

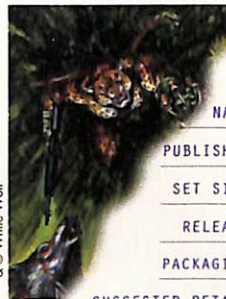
SIZE: 272 pages

RELEASE: March 1996

PACKAGING: Hardcover book

SUGGESTED RETAIL: \$28

Here's the Deal: This stand-alone roleplaying game lets you play vampires at the height of their power in the 11th century. This first in a series of "retro-horror" games takes the rules from the popular *Vampire: The Masquerade* and puts them into a medieval setting. Find out why they called these ages dark!



TM & © White Wolf

NAME: **War of the Amazon**

PUBLISHER: White Wolf

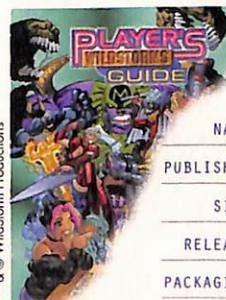
SET SIZE: Over 140 cards

RELEASE: March 1996

PACKAGING: 10-card booster packs

SUGGESTED RETAIL: \$1.75 per booster pack

Here's the Deal: This third supplement for *Rage* exposes players to the war between the werewolves and the Wyrms over the fate of the Amazon's rainforest. Featuring art from Ron Spencer, Brian LeBlanc and Richard Kane-Ferguson, this expansion introduces two new shapeshifting races: the Mokolé and the Bastet. Each pack includes a rules card that details how to integrate the new cards into your *Rage* games.



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NAME: **WildStorms Player's Guide**

PUBLISHER: WildStorms

SIZE: 24 pages

RELEASE: March 1996

PACKAGING: Comic book

SUGGESTED RETAIL: \$1.95

Here's the Deal: This is the essential reference guide to *WildStorms*. It contains updated rules, including an index, and a checklist of every *WildStorms* card published to date. It also features a set of rules to enhance the character cards, making them even closer to the comic book versions that inspired them.

One of a Kind

By Jeff Hannes

In my feature "Killer Instinct" (*InQuest* #11) I emphasized putting four of any card that matters into your deck. Of course, having said that, I just had to break my own rules.

Not everybody plays by the Duelists' Convocation's rules. In fact, some people run tournaments in which you can only have one of any card except basic lands. This is a pretty cool format to play in, as the decks tend to be a lot more varied. You don't have to deal with annoying theme decks like discard or permission and you get to use cards you'd probably never use otherwise. (Can you say Koskun Keep?)

There's no real formula for building a killer deck where everything is restricted, but here's something that'll stand up to most regular Type II tourney decks. I decided to focus on doing lots of damage with creatures and spells and blowing things up with all-purpose destruction cards.

In order to get the most variety, I made the deck three colors—a tough feat to pull off, but since most of the spells in this deck require only one colored mana, it works. (Only Autumn Willow, Eron the Relentless, Jokulhaups and Shivan Dragon need more.) The colors are green, red and black, *Magic's* most destructive colors.

This deck delivers damage by spells and by creatures. Since I couldn't use the standard four Fire-

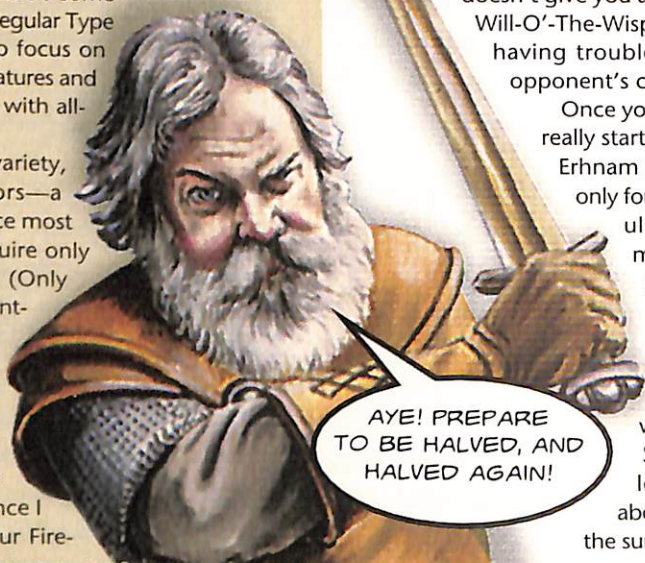
balls and four Lightning Bolts, I packed the deck with an assortment of solid damage dealers: Hurricane, Soul Burn, Disintegrate, Earthquake, Fireball, Incinerate, Lava Burst and Lightning Bolt. The diverse abilities these spells give me easily makes up for their slightly less-powerful punch.

As far as creatures go, these generally fall into two types. First, there are the weenie critters. These guys are mostly there to boost your mana production; after all, Tinder Wall and Birds of Paradise aren't good for much else.

However, the Fyndhorn Elves, Llanowar Elves and Orcish Lumberjack can also get a few pokes at your opponent early in the game. Although it doesn't give you any mana or attack value, the Will-O'-The-Wisp is a great defense if you're having trouble dealing with one of your opponent's creatures.

Once you've got four mana, this deck really starts to take off. The Derelor and Erhnam Djinn are powerful beasts for only four mana, and the Soldevi Simulacrum's toughness of four makes it harder to kill than a Juggernaut.

When you've got a little bit more mana, you can really put the hurt on your opponent with nasties like Clockwork Beast, Johtull Wurm and Shivan Dragon. Autumn Willow is a tough card for just about any deck to deal with, and the surprise value of Eron the Relent-



Restricted Rampage

Creatures

BLACK

- 1 Derelor
- 1 Will-O'-The-Wisp

GREEN

- 1 Autumn Willow
- 1 Birds of Paradise
- 1 Erhnam Djinn
- 1 Fyndhorn Elves
- 1 Johtull Wurm
- 1 Llanowar Elves
- 1 Tinder Wall

RED

- 1 Eron the Relentless
- 1 Orcish Lumberjack
- 1 Shivan Dragon

Spells

BLACK

- 1 Dark Banishing
- 1 Soul Burn
- 1 Terror

GREEN

- 1 Crumble
- 1 Hurricane
- 1 Tranquility

RED

- 1 Disintegrate
- 1 Earthquake
- 1 Fireball
- 1 Incinerate
- 1 Jokulhaups
- 1 Lava Burst
- 1 Lightning Bolt
- 1 Shatter

Artifacts

- 1 Barbed Sextant
- 1 Clockwork Beast
- 1 Feldon's Cane
- 1 Fellwar Stone
- 1 Icy Manipulator
- 1 Ivory Tower
- 1 Jester's Cap
- 1 Mana Vault
- 1 Nevinyrral's Disk
- 1 Soldevi Simulacrum
- 1 Zuran Orb

Lands

- 1 City of Brass
- 7 Forests
- 1 Karplusan Forest
- 1 Koskun Keep
- 7 Mountains
- 1 Strip Mine

- 1 Sulfurous Springs
- 4 Swamps

Sideboard

- 1 Anarchy
- 1 Beasts of Bogarden
- 1 Concordant Crossroads
- 1 Dry Spell
- 1 Essence Filter
- 1 Flashfires
- 1 Glasses of Urza
- 1 Gloom
- 1 Orgg
- 1 Primal Order
- 1 Pyroblast
- 1 Pyroclasm
- 1 Red Elemental Blast
- 1 Tsunami
- 1 Whirling Dervish

THEME DECKS

Electric Bugaloo

less is well worth its double-red casting cost.

Of course, dealing damage isn't enough for a killer deck. You need to be able to deal with your opponent's stuff as well. Fortunately, this deck has plenty of neutralizers. All of the direct damage dealers can be used to knock off creatures, but if that isn't enough there's also Dark Banishing, Terror and Icy Manipulator. The Icy can also be used to turn off artifacts, but if tapping them isn't helpful (as with that pesky Zuran Orb), Crumble and Shatter will do the trick. Tranquility allows you to deal with enchantments as well.

Just in case your opponent has too many of a certain card for you to deal with, there's an almighty Jester's Cap lurking in this deck somewhere. Use it as soon as you can and get rid of the three cards you think you'll have the most trouble with. Don't worry about cards like Zuran Orb—they don't hurt you. Go for those irritating spells that can ruin your plans, like Armageddon and Balance.

Finally, there are two panic buttons, just in case things get out of hand. If you've got a lot of land and want to keep it that way, Nevinyrral's Disk is a great reset switch. On the other hand, the surprise value of Jokulhaups is well worth its six-mana casting cost. If you've got enough mana available, tap your extra lands and throw down a big creature after Jokulhaups resolves.

Of course, no deck is complete without its full complement of restricted cards. As always, Ivory Tower and Zuran Orb will be very helpful. If you're lucky enough to get an Ivory Tower on the first turn, try sitting on seven cards for a while; you may need the life later. Feldon's Cane is essential in this deck. Once a card goes to the graveyard, this is your only way to get it back, so make sure you don't use the Cane too early.

As one would expect in a deck of this sort, the sideboard is a mish-mosh of various color-hosing cards. Just pick and choose the spells that will help you pound your opponent in the next duel.

Although it can be tough to work with only one of each card, this deck has all the tools it needs to be a winner. And the best thing about this deck is that your opponent will never quite know what to expect next!

Jeff Hannes pleads the Fifth this time.

Cue that cheesy music!

It's electric! No, this ain't the Electric Slide. It's a lightning theme deck that's as slow as, uh, ungreased lightning. But that shouldn't matter! Just power this puppy up and let the sparks fly. There's enough sizzle here to give your opponent a deep-fried tan.

And even if you don't beat your opponent, he's sure to get a charge out of this deck. Oh, but just make sure you don't play the same opponent with this deck twice, because, well, you know the rest...

Lightning Strike

Spells

BLUE

- 2 Æther Storms
- 2 Brainstorms
- 1 Energy Flux
- 1 Energy Tap
- 2 Enervates

RED

- 4 Chain Lightnings
- 4 Lightning Bolts
- 1 Power Surge
- 1 Shatterstorm
- 1 Storm World

WHITE

- 2 Disenchants
- 1 Energy Storm
- 1 Lightning Blow
- 3 Spirit Links

Creatures

- 4 Ball Lightnings
- 4 Electric Eels
- 1 Tempest Efreet
- 1 Thunder Spirit
- 2 Thunder Walls

Lands

- 2 Adarkar Wastes
- 6 Islands
- 10 Mountains
- 4 Plains

Jeff Hannes

Human Lightning Rod



Up Your Sleeve

Surprise strategies for unappreciated *Magic* cards

SERRATED ARROWS

By Jeff Hannes

Homelands has gotten a bad rap for its lack of powerful cards, but if you take a closer look, you'll see that there are actually some really useful spells.

Autumn Willow and Ihsan's Shade are pretty neat, but not all that versatile. Now Serrated Arrows...it's not *Magic's* coolest or strongest card, but there are quite a few ways to make this puppy work for you.

Let's start with the obvious: annoying 1/1 critters. Royal Assassins, Ali from Cairo, Prodigal Poo-Poo-Heads...the list goes on and on. For only four colorless mana, Serrated Arrows can knock off

one of these offensive creatures by tapping and surrendering an arrowhead counter, which bestows a permanent -1/-1 to its target. Even better, you get two more uses out of the artifact!

Speaking of worthy targets, the various Orders and Knights can be very pesky creatures, especially against monocolored decks. Swords to Plowshares will take care of anything—except a creature with protection from white. This is where Serrated Arrows is perfect in an all-white deck. Just fire an arrow at that Order of the Ebon Hand, thereby saving your

Wrath of God for more worthy targets.

Same goes for an all-black deck. Don't want to get brought to your knees by a White Knight? Two arrowhead counters are all it takes.

Serrated Arrows works well in conjunction with toughness reducers like Grandmother Sengir. With grandma, you can easily pop off any creature with a toughness of two. Since the counters from Serrated Arrows are permanent, you can also use it with Sorceress Queen. Just zap the creature you want to eliminate with two counters and then make it 0/2 with a Sorceress Queen. See ya!

The -1/-1 counters can also complement damage-dealing spells like Lightning Bolt and Incinerate. Trying to finish off that Serra Angel? Top off

your Bolt with a single arrowhead and Serra will come crashing down.

Believe it or not, you might want to shoot one of your own creatures. If you're having trouble untapping your Phantom Monster because of Meekstone, knock your Monster down a bit and then send it in for the kill.

Regardless of precisely how you use Serrated Arrows, three shots for four mana is a bargain in just about any deck.

Of course, Serrated Arrows should remain useful when you run out of counters. Your best bet is to get the artifact back into your hand using something like Boomerang, Obelisk of Undoing or Time Elemental, then re-casting it. That should at least double the effectiveness of the Arrows.

If you can't get it back in your hand before your next upkeep, turn Serrated Arrows into a 4/4 creature with Titania's Song. Just make sure you've used all of the artifact's arrows before you make it a creature. Since Titania's Song takes away *all* artifact abilities, your new creature won't be destroyed during upkeep.

If you've got an Animate Artifact or Xenic Poltergeist, it may be worthwhile to use just two counters before animating Serrated Arrows. If your creature is killed, you can tap it to shoot the final arrow before it goes to the graveyard.

Or how about giving an unloaded Serrated Arrows to your opponent via Juxtapose or Gauntlets of Chaos? Odds are pretty good you'll be getting the better end of the deal!

And although it's a bit cliché, it's worth mentioning that you can recycle the Arrows with cards like Argivian Archaeologist, Recall and Regrowth.

Of course, for lack of anything else, you can always sacrifice a dried-up Serrated Arrows to an artifact eater like Atog or Yawgmoth Demon. Even if you can't come up with any good, creative postarrow uses, try to get the most out of the artifact.

So if weenie creatures have been getting to you lately, or if you're just in the mood to execute some funky combos, sharpen a few Serrated Arrows and load 'em into your deck.



■ And you thought the Stone Ages were primitive? Check out one of the best weapons around—Serrated Arrows.

Jeff Hannes likes the old Transformers, especially the Dinobots Grimlock, Slag, Swoop, Snarl and Sludge. They rock.

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KOBOLDS IN EUER TASCH
ODER SEIN DE GERECHT
GLÜCKLICH SEHEN MICH?

Stumpers

By Beth Moursund

Stumper of the Month

Q: Someone plays a Takklemaggot. There is only one creature in play (mine), so when the maggot kills it, it would stick around, doing me a point of damage. Instead, I turn my Mishra's Factory into an Assembly Worker so it takes the maggot. My interpretation is that when the Mishra ceases to be a beastie, the maggot falls off and is discarded, since the creature it was on at the time never went to the graveyard. However, the -1/-1 counter would still remain. Am I right in this assumption?

—Zach Dolan, Niagara Falls, Ontario, Canada

A: You're right, and your explanation is dead on. Excellent play! A -1/-1 counter on a land has no effect unless and until it turns back into a creature. By the way, Zach writes that he really is named Zach Dolan, and he's not trying to capitalize on the fame of 1994 *Magic World* Champion Zak Dolan. "It is great for intimidation when I play other people, but I usually don't let it go too long," Zach writes. "Some people on the Internet don't believe it, either. I am considering scanning my driver's license for proof, but the picture is just horrid!"

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

Q: Can you band a flying creature with a ground creature to make them flying?
—Brian Garber, Tipp City, OH

A: No. Banding doesn't add or remove any abilities. A Benalish Hero can't ride a Mesa Pegasus (even though it would make sense story-wise).

Q: When someone uses a Regrowth, do they have to show their opponent what it is they're regrowing?
—jgall, Cyberspace

A: Yes. In fact, they have to show you

what they're regrowing even before you decide whether to Counterspell or not.

Q: If my opponent is at one life and I zap him with a 10-point Fireball, can he use his Zuran Orb to save his life? And if so, how many lands must he lose?
—Paul Gonzales, Hillsboro, TN

A: After the zap, he's at -9 life. (Yes, you can have negative life! You don't "die" until the end of a phase or the beginning/end of an attack.) If he sacrifices five lands, he'll be back up to one life again.

Q: If two Prodigal Sorcerers tap to kill my Goblin King, could I cast Righteousness in defense?
—Jeremy Pearson, Wichita, KA

A: No. Righteousness can only be cast during an attack on a blocking creature.

Q: If I sacrifice a Saproling token to an Elvish Farmer, can I gain a life with a Soul Net?
—Rob Teehan, Oshawa, Ontario

A: Yes. Token creatures do go to the graveyard—they just get removed from the game immediately afterward, before you can do anything to them.

Q: If I Sleight of Mind Justice to say "white source," does Justice's controller take damage when Justice deals damage?
—Ian Arlen, Merrick, NY

A: No. Check the text: Justice triggers "whenever a red creature or spell deals damage" (or, in your case, a white creature or spell). An enchantment isn't a creature or spell.

Q: Can a Spectral Shield save a creature from Wrath of God or Fissure?
—Pat Lucey, Burlington, VT

A: Spectral Shield keeps the creature from being targeted by spells, so Fissure can't touch it. Wrath of God isn't targeted, though, so it will still bury the creature.

Q: When I play a Recall, can I sacrifice one

card from my hand to bring back more than one from my graveyard, or do I have to sacrifice four to bring back four?
—Tim Houser, Bromall, PA

A: When a card has more than one X on it, all the X's equal the same number. If you want to bring back four cards, you have to pay four mana plus four mana plus a blue mana (for nine total mana) and discard four cards.

Q: I have Triassic Egg out with four hatching counters on it. Can I summon two creatures when I sacrifice Triassic Egg?
—Jackson Lee, Baltimore, MD

A: Nope. You only get one creature, no matter how many counters are on it. Triassic Eggs don't come with double yolks.

Q: The cards Flashfires and Armageddon respectively state "Destroy all plains" and "Destroy all lands." How literally may I take these cards? At the moment, I'm destroying either all plains or all lands throughout the players' decks as well as the ones in play.
—Noah Vaught, Martinez, GA

A: That would really make those cards powerful! No, any card that refers to "all" of something means all the ones in play, unless otherwise stated.

Q: I've got an Ashnod's Transmogrator in play. One of my creatures dies. Can I sacrifice the Ashnod's Transmogrator to make the creature in my graveyard an artifact and then Reconstruct it?
—Bert Whiman, Norwalk, CT

A: Nope. Ashnod's Transmogrator can only target a creature in play.

Q: The Fourth Edition Bronze Tablet refers to "target card." Must this be a permanent, or can it be a spell being cast? Does it even have to be in play?
—Kenny Moore, Newton, IA

A: It can only affect a card in play, not one that is being cast or is in your hand, library, or graveyard. Notice a trend in



■ Can you summon more than one creature with a Triassic Egg?



■ Regrowth: Do you get to see what your opponent is pulling out of his graveyard?

these three answers? Metarule: No card can affect anything that's not in play unless the card specifically says so.

Q: White Ward—what is it good for? Absolutely nothing! It's a white enchantment. When White Ward is cast, the creature gets protection from white, so the Ward is dispelled! Am I right—does the card really bite?

—Morgan Bessey, Eden Mills, Ontario

A: You're absolutely right, except for one catch: the old printings of the Wards have errata saying that they won't remove themselves. The Fourth Edition versions have that printed on the card.

Q: If I have a Lich in play and Boomerang it back into my hand for whatever reason, what life would I be at?

—Frank Monteleone, Cyberspace

A: You would lose immediately, so it doesn't matter what life you'd be at. Once you've cast Lich, you lose if that Lich leaves play for any reason. This Lich errata dates back to when *Legends* was newish.

Q: I play Spectral Bears. You have no black. I attack with the Bears, but they're Maze of Ith. Do they untap as normal next turn?

—Matthew E. Milliken, *InQuest* Associate Editor

A: No (although Maze of Ith does untap them as usual). All the Bears care about is whether they were

declared as an attacker, not whether they actually did any damage.

Q: My opponent has Thunder Spirit and Blinking Spirit out. I cast Retribution on them. He returns the Blinking Spirit to his hand. Does this mean the -1/-1 goes to the Thunder and the Blinker can escape burial, or will the Thunder be buried and the Blinker get but then lose a -1/-1 counter, or what?

—Matthew E. Milliken, *InQuest* Associate Editor

A: As soon as you announce Retribution, your opponent must say which creature will be buried and which will get the -1/-1 counter. Whichever effect he picked for the Thunder Spirit will happen to it, regardless of what is supposed to (but doesn't) happen to Blinky.

Q: If you cast Control Magic on a Chaos Lord, can you keep him no matter how many permanents are in play?

—Jason Helgerson, Cyberspace

A: No. Control Magic on a Chaos Lord or Ghazban Ogre is mostly useless, since the creature can generate a new change-control effect every turn. The most recent control effect on a creature determines who controls it.

Q: I have a Shyft in play. Then I play a Vesuvan Doppelganger. If I copy the Shyft with the Vesuvan, can the Vesuvan then change colors?

—Ben Baron, College Station, TX

A: Yes. But if it ever copies a different creature, it reverts back to blue.

Q: When I attack, can my opponent use Flood to tap my creature and keep it from attacking after I already tapped my creature to attack?

—Ryan DeLaRosa, Dickinson, TX

A: Well... sort of. Most players tap their creatures and say "I'm attacking." But really, what the rules say you're supposed to do is say "I'm going to attack," let your opponent use fast effects, and *then* tap the attacking creatures. If you don't do it this way, your opponent can make you back up and untap the creatures, and then use fast effects like Flood. If a creature gets tapped by one of these fast effects, then you won't be able to attack with it.

Q: An opponent tries to bury Æther Storm. Can I respond to that action with Boomerang, and can she respond to that by paying again?

—James Quinn, San Francisco, CA

A: Burying Æther Storm is a non-interrupt fast effect. You can respond to the payment of life that activates that effect with another fast effect, and they'll resolve in last-to-first order. If you respond with Boomerang, the Boomerang will send the Æther Storm back to your hand, and then the bury will fizzle. But yes, she can respond to your Boomerang by paying again, and in that case the Æther Storm will be buried

MAGIC RULINGS

Call to Arms: "Any other color" counts each color separately. For example, if you choose green and your opponent has two green, one red, one blue and one black creature, it works.

Cocoon: Destroying Cocoon and giving a +1/+1 counter is a fast effect, and works only if the Cocoon still has no counters on it. If you use Crown of the Ages to move the Cocoon to a different creature before it resolves, the Cocoon gets new counters and the original creature gets no benefit.

Ice Cauldron: The charge counter remembers all details of the mana used to create it. If you use Soldevi Machinist to power the Cauldron, then when you tap the Cauldron for mana, you'll have mana that can't be spent on anything. Can you say "mana burn"?

Justice: If one red spell or creature damages multiple creatures or players at the same time, Justice adds up all the damage and does that much damage to the spell or creature's controller in a single packet. For example, if you cast Earthquake while Justice is in play, you would only need to pay one mana to your C.O.P.: White to prevent the Justice damage.

Kjeldoran Elite Guard and Kjeldoran Guard: The Guards' abilities are used during the "declare attackers" or "declare blockers" steps of the attack. This overrides the normal rule that says you can't use any fast effects during those steps. You may activate a Guard while either player is declaring attackers or blockers, not just while you are. Saying "I don't block" still counts as declaring blockers, and you can acti-

vate a Guard at that time—but if you do, your opponent can change his mind and block something.

Kudzu: The move-to-a-new-land effect triggers at the moment the land the Kudzu is on goes to the graveyard. If Kudzu is on a Strip Mine and you sacrifice the Strip Mine, you must place the Kudzu on a new land immediately. You can put it on the Strip Mine's target if you want.

Land Tax: Retrieving cards with Land Tax is a fast effect. If you have more than one Land Tax in play, you can use each of them once per turn. You must have less land than your opponent to activate a Land Tax, but once it's been activated the number of lands doesn't matter. Destroying land in response to the Tax won't make it fizzle.

Raging River: If the defending player uses a fast effect to bring a creature into play in the middle of an attack, the new creature can block attackers on either side of the river.

Roterohopter: Even if something changes the Roterohopter's activation cost, it doesn't change the limit on the mana per turn you can spend on that ability, which is always four colorless. For example, a Roterohopter with Power Artifact can be pumped to +4/+0.

Shimian Night Stalker: The Stalker's re-direction ability only applies to combat damage, not to damage from fast effects of attacking creatures (like Farrel's Mantle).

Snowfall: The extra mana is blue even if the

Island itself isn't producing blue mana (due to Infernal Darkness or some such).

Tawnos's Coffin: If someone responds to the Coffin's activation with a fast effect that destroys the Coffin, then when the Coffin's effect resolves, the target creature leaves play and then pops back into play immediately. It's still the same creature, and any spells or effects aimed at it before the Coffin was activated will still affect it.

Zur's Weirding:

The pay-to-force-discard opportunity is a triggered effect, so you can't cast a spell (even an instant or interrupt) that you drew before Zur makes you discard it. If a spell or effect causes you to draw cards, the Zur effect triggers as soon as that spell or effect has completely resolved, not in the middle of the resolution. For example, if you use a Sylvan Library to draw and replace cards, the Zur effect triggers after you finish replacing. If you replaced the same two cards that you drew, Zur can't make you discard anything.

—Beth Moursund



■ You'll have to wait for full metamorphosis with a cocoon to get its benefits.

and both the Boomerang and the original bury effect will fizzle.

Q: I cast Time Walk. Can my opponent Deflect it to himself even though it doesn't say "target player"? He claims the "target player" is implied.

—Elessidil, Cyberspace

A: Absolutely not. There's no way to cast Time Walk "on" a player—it only affects the caster. On many of the older cards, the word "target" is indeed implied, but only when there's a choice involved.

Q: Player A has a red creature and Freyalise Supplicant. Player A activates the Supplicant to sacrifice the red creature to do its effect. Player B interrupts Player A by Thoughtlacing the red creature to blue. Did the Supplicant sacrifice the creature, and did the effect deal damage?

—David Barry, Wyoming, MI

A: A sacrifice is a cost. Costs are paid when a spell or effect is announced. By the time interrupts are legal, the creature is already in the graveyard, so there's nothing for Player B to Thoughtlace.

Q: My friend attacked with a double Unholy Strengthened Black Knight plus some other creatures, and I blocked the Knight with a Scavenger Folk. He then cast Trailblazer on the Knight. Did the Knight go through? —Sijin Ye, Chicago, IL

A: No, the Knight is blocked. After a creature has been blocked, it's too late for Trailblazer, Jump or any other evasion effects to have any effect on the battle. The Knight kills the Scavengers, but doesn't get to hit you.

Q: A Rock Hydra with five head counters gets a sacrificed Living Armor put on it. What power/toughness does it end up having?

—Eric Barnett, Clarkston, WA

A: When a card that's already in play has an X in its casting cost, the X always counts as zero. (Only when the spell is being cast is X something other than zero.) So the casting cost of the Hydra is two, no matter how many heads it has, and Living Armor gives it a +0/+2 counter, making it 5/7.

Q: A question in Stumpers #6 involved a Sentinel blocking a Carrion Ant. Since the Sentinel's ability is played as a fast effect, can't it be used any time, including after the ants pump up?

—Kenny Moore, Newton, IA

A: It depends on which version of the Sentinel card you have. Issue #6 was written before *Chronicles* came out, and the *Legends* version can only use its ability once per turn. The *Chronicles* version can be used as many times per turn as you want, so it could be used both before and after the pumping.

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

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Include your full name, mailing address and phone number.

SPOTLIGHT: Dragon Dice Stumpers

Q: If the face of a die has more than one icon of a single type—for instance, two swords—does each icon count, so that two swords would equal two hits when rolled?

A: Yes, die faces have multiple icons to show multiple hits or saves from a single die roll. When a die is rolled and comes up with a face showing four swords, that counts as four melee hits.

Q: Does the icon of a one-health die have the same effect as the icon of a three-health die?

A: TSR recently decided that icons have the same effect as the health of the die. For example, if you're making a melee roll with a three-health die and roll the icon, it counts as three melee hits. The TSR logo on the Dragonmaster die counts for four.

Q: Does a dragon attack every army in the terrain it occupies, even the army that summoned it?

A: If there is one dragon in a terrain, it attacks every army in its terrain, even if that army originally summoned the dragon.

Q: If there are two dragons of the same color in a terrain, will they both attack at the same time?

A: Yes, both dragons make one simultaneous roll. The defending army makes one roll in defense. The army may count its melee hits against one dragon and missile hits against another, possibly killing two dragons in a single turn. (But don't count on winning the game that way.)

Q: Two dragons attack and my Dragonlord rolls successfully for dragon control. What happens?

A: The player who controls the Dragonlord die determines which dragon is controlled. Come on, could a single Dragonlord really control two dragons? No way!

Q: If the temple comes up on the terrain die, does that stop black dragons from attacking?

A: You wish! Black dragons can still attack an army that controls a temple.

Q: What happens to the spells cast by a player if the player is knocked out of the game—that is, all his dice are eliminated?

A: All spells immediately dissipate and have no further affect.

Q: It seems like a player who puts lots of magic-using troops in his reserve can win just by casting wave after wave of spells. Is this legal?

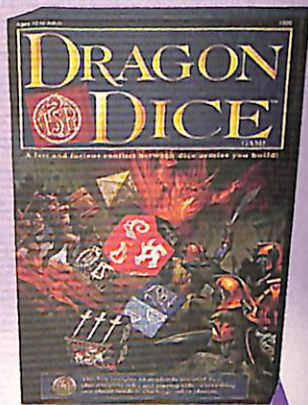
A: TSR recently ruled that magic cast from the reserve area can only affect the casting player's armies; it can't affect the armies of opposing players. Additionally, the cost of all spells has been raised by one point regardless of where the casting army is located!

Q: How many dice are allowed for standard tournament play?

A: The new standard for tournament play is 24 health points' worth of dice, with magic users having no more than 12 total health points. A Dragonlord or Dragonmaster each counts as a two-health die against the magic-using limit, even though each is a four-health die and counts as such against the 24-point limit.

For answers to additional *Dragon Dice* Stumpers e-mail tsrjim@aol.com. Thanks to Dory at TSR for helping with this month's Stumpers!

—Marty Stever



■ Dwarf Marksmen, lava elf Knights and elemental dragons—the basic set is where it all begins.

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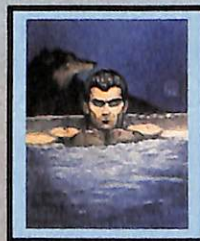
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MAGIC™

The Expansions

A gallery of fan-made expansion cards for *Magic: The Gathering*

By the *InQuest* readers

InQuest #8 ran a contest asking you to design the new *Magic* expansion set you'd make if you could. You had to whip up a title and concept and give us a sample card—y'know, the whole nine yards.

Did the amount of work daunt our readers? Nah. Seeing as how the Grand Prize Winner got a pack from every *Magic: The Gathering* release—that's Alpha to *Homelands* and everything in between—we were buried

with entries. So many that it would be a crime not to show how cool some of them were—so we're gonna.

Should W.o.t.C. ever need more ideas for *Magic* expansions, it need look no further than the people who made its C.C.G. the No. 1 game on the planet!

In addition to our Grand Prize Winner, all the Runners-Up shown here will receive an *InQuest* T-shirt and a pair of fairly keen *I.Q.* dice.

And we're off!

GRAND PRIZE

ARCHOSAURIA Brian Choo Perth, Australia

"Long ago, even before the time of Alpha, Dominaria was re-shaped in a great cataclysm, and all its ancient reptilian beasts destroyed—save for those few at the epicenter, which were blown into a parallel dimension. Within this other-dimensional pocket world, Terra Archosauria, or the land of the ruling reptile, the great saurians continue to flourish and evolve, nurtured by the same mystical forces that blasted their empire so long ago..."



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



THE BROTHERS GRIMM

Jason Kraft & Laura Tuttle Rockford, IL

"Enter a world filled with a child's wildest dreams and most terrible nightmares... where Rumpelstiltskin can spin gold from straw—for a price... where fairy godmothers can transform a pumpkin into a carriage fit for a princess... where one bite of a poison apple brings a century of sleep... where the kiss of a maiden transforms frogs into princes. Explore the Gingerbread House, rescue Rapunzel from her lofty prison and find the glass slipper that can alter destiny. An ancient world is awaiting you—if you dare to enter."

AWAKENINGS

Thomas Anders Mishawaka, IN

"After centuries of the Ice Age, the land begins to warm. As the snow recedes, life awakens. However, high in the mountains, a solitary servant of chaos, driven mad by his confinement through the long years of ice and isolation, vows to strip Dominaria of its renewed life. Thus begins war—and all the leaders of this new age must prepare for battle."



THE ANCIENTS

Jeff Roulston St. Thomas, Ontario

Whew, this guy gets the go-for-the-gusto, outta-his-mind award. Adventure cards? Kinda cool. To quote Jeff: "Adventure cards may be played instead of land, one per turn. To attempt an adventure, tap one creature you control that meets the requirement and follow the adventure card's instructions. If the adventure is successful you may use the ability listed on the card whenever you choose. Bury adventure card once ability is used." Combine that with the Egyptian feel of this set and it sounds like fun.

SUBTERRANEA

Brian & Robin Kantor West Orange, NJ

"Deep below, in the depths of the land, covered in earthen night, lies another kingdom: Subterranea. Living lives of darkness, brave warriors battle evil magicians and bloodthirsty denizens in the hopes of bringing peace to a war-torn realm."





DAYS OF CHAOS
Eric Clements
Long Beach, CA

"Clans of once-friendly races have turned against each other in fear and prejudice. True magic is rare; the secrets of order, lost forever. The colors are in chaos. Only a few of the wise ones remember the glorious past...but will they be able to turn back time before it's too late?"



THE PROPHECIES
Mark S. Hartenberger
Topeka, KS

"In the remote regions of a dying planet not unlike Earth, on which the world order has devolved into anarchy, bloody wars tear apart society. The secrets of ancient manuscripts have thrown the known universe into question. Struggling through the chaos, powerful new entities, alien sorceries and unusual terrain have evolved to rally the fragile hopes of a million souls."



VISIONS
Josh Salmonson
Nevada, IA

"Following the fall of Lim-Dül and the thawing of the Ice Age, one apprentice, his name lost in time, survived to carry on his master's evil ways. Sworn to revenge, the apprentice summons the Dreamworld upon Dominaria, plunging the world into a new era of dangerous imagination in which reality can seldom be distinguished from fantasy."



CIRCLES OF POWER
David R. Meddish
Bend, OR

"Something is not right in Dominaria. Those seated upon the throne are not your leaders. Behind them lurk circles of power, societies with their own sinister agendas. These are the zealots of the Amaranthine Order, true controllers of the kingdom of Weisshart; Chthon's Acolytes, who prepare to unleash evil upon the world again; and the outcast mages of Zeitstadt, whose experiments manipulating time endanger us all. Remember: Should the circles be exposed, your life will surely be forfeit."



THE UNDERWORLD

Earl Laamanen
Summerland, British Columbia

"Deep chasms tear the earth apart, and from these chasms come forgotten creatures, long lost to Dominaria's history. Shadowy warriors spread corruption, crystalline animals torment the countryside. Will you brave these beasts to uncover the mysteries of their underground lair?"



TARGIRJJ CITY

Mauro Gasparutti
Udine, Italy

Wow, here's a new approach—a mix-and-match *Magic* card. Mauro bases his set around an ancient, magical city promising absolute power and hiding a wealth of new items, including the ever-changing *Ancient Book of Knowledge*.



THE ORIENT OF DOMINIA

Yutaka & Minori Keogh
Waddington, NY

Full of mythical creatures like the Kappa, a Japanese implike character known to be a pest, this set is set in the Golden Land, a place of fairy-tale wonder and breathtaking beauty. Note the feudal coin used as the card's expansion symbol.



FORGOTTEN LORDS

Timothy M. Martin & Matt Holman
Groveport, OH

"Cyclopean Mummy. Giant Slug. Ghost of the Damned. Today we consider them the weakest of creatures, but long ago they were among the most-feared in the land. Powerful lords ruled the Dominaria of old, their servants alive with powers that the Shivans and Serras feared. Wizards of Dominia prepare—the Lords have returned."

The InQuest staff now knows snow like nobody's business.

Lore of the Rings

The 10 most desirable Middle-earth: The Wizards cards

By Jeff Hannes and Mike Searle



Sure, we could've read *The Lord of the Rings* a fifth time, but cards and dice are such the perfect combination. Why not play *Middle-earth* till we drop?

So we did. And let us tell you, evaluating the playability and desirability of all the cards in Iron Crown Enterprises' new *Middle-earth*:

The Wizards collectible card game was no simple task. The cards are too darn balanced. Still, after battling Witch Kings and spiders, musing Dunlendings and uncovering secret treasures—oh, and kicking smelly Orc butt with furry little Hobbit feet—we finally came up with these, the best of the best.



1. The One Ring

Sauron's magic...Gollum's prize...Frodo's curse...the hardest dang card to get in the set! With a lineup like +5 to prowess, +5 to body, +5 to direct influence, and the ability to cancel strikes, this is the most powerful item in the game, bar none! If that ain't enough, how about you can win the game in one turn by chucking it into Mount Doom?



2. Favor of the Valar

Let's see... A short-event that allows you to shuffle your hand and discard pile back into your play deck and draw a fresh hand of eight cards. Anyone smell Timetwister? Cost? Nothing, though you will have to restart your discard pile, which may slow down cycling through your deck. Not a bad tradeoff for a new hand, though.



3. Mouth of Sauron

The best hazard creature in the game, Sauron's flapper is more than just a 13/8 creature (although don't get us wrong—that's nothin' to sneeze at). It also happens to have an incredible special ability. Just play the Mouth as a short-event to get *any* hazard card back from your discard pile. Not to belabor the comparisons, but *Magic* veterans should remember how awesome Regrowth is...



4. The Will of Sauron

Easily the best permanent-event in the game, The Will of Sauron can annihilate your opponent by indefinitely extending the life of hazard long-events (so long as Doors of Night stays in play). Using an Orc/Troll deck? Then how about a permanent Minions Stir? Or keep a Clouds around to make all hazard creatures truly hazardous to your opponent's health. So what if this card could end up hurting you too? Mass carnage rocks!



5. Shadowfax

Gandalf's steed is probably the best ally in the game. Throw a character on his back (you can squeeze a Hobbit on too) and you'll fly like the wind. We're talking going to *two* sites a turn! As in sending out a small party to collect a site treasure and rejoining the larger party, or gallivanting around the countryside rallying factions. *That's* speed.



6. Shelob

The grandmama of all spiders is pretty darn tough. "How tough is pretty darn?" you ask. Try an 18/9 creature that, in conjunction with Doors of Night, can be played as a permanent event and give +1 prowess and +1 strikes to all spider *and* animal attacks. Wow! But that's not all: it stays in effect for as many turns as Doors of Night sticks around. Yowch!



7. Elrond

There are some big characters in *Middle-earth* and then there are some *big* characters. Elrond's mind attribute of 10 may seem rough, but with four points of direct influence, he can gather up some pretty good followers. That 7/9 prowess/body and three marshalling points ain't bad either. Oh, and if that isn't enough, how about the fact that he's a warrior, a sage *and* a diplomat? Yowza, this guy's stacked!



8. Dwarven Ring of Durin's Tribe

There are lots of Dwarven rings—seven to be precise—and this is the best of them. Durin's Tribe lets you untap the site you're at and take another site phase. So you'll be able to get out twice as much from your hand. You'll have to watch that those corruption points don't get to your character or he'll be running away with the ring after a single use.



9. Isles of the Dead That Live

So what's the big deal? It's just another site, isn't it? Wrong! First off, it's only a hop, skip and a jump away from two havens. Second, the region types in its site path are untouchable by most hazard creatures. Third, the automatic attack is a cake-walk. Fourth, you can play just about anything that matters there. Need we continue?



10. Siege

So your opponent likes to lump all his characters together in one big group, eh? Unless he's traveling with a bunch of scouts, Siege can put the clamp on a big company. And while your opponent's busy rolling dice, you can jump all over the place and collect the loot you need to win the game.



Honorable Mention: Gandalf

He's not exactly rare, he's not exactly common...what is he? Well, he's essential to any ring-themed deck. And with general abilities like corruption shielding and playability at any haven, Gandalf's the best wizard in town. (Plus we've always had a fondness for the old guy.)



Worst: Anduin River

Hands down this is the most worthless card in the set. Let's see...play this short-event and you can move between regions like Rohan and Dagorlad as if they were next to each other. Um...all of the pairs of regions listed on this card *are already next to each other!* What, are they purposely driving us crazy? The map's tough enough to read without Anduin Rivers runnin' all over the place!

InQuest Editor Mike Searle, who's like a Man among Hobbits, writes most of these author bios that InQuest Assistant Price Guide Editor Jeff Hannas, who's like a Hobbit among Men, hates to read.

CONTEST

Wizards
OF THE COAST
PRESENTS:

Vampire InQuest

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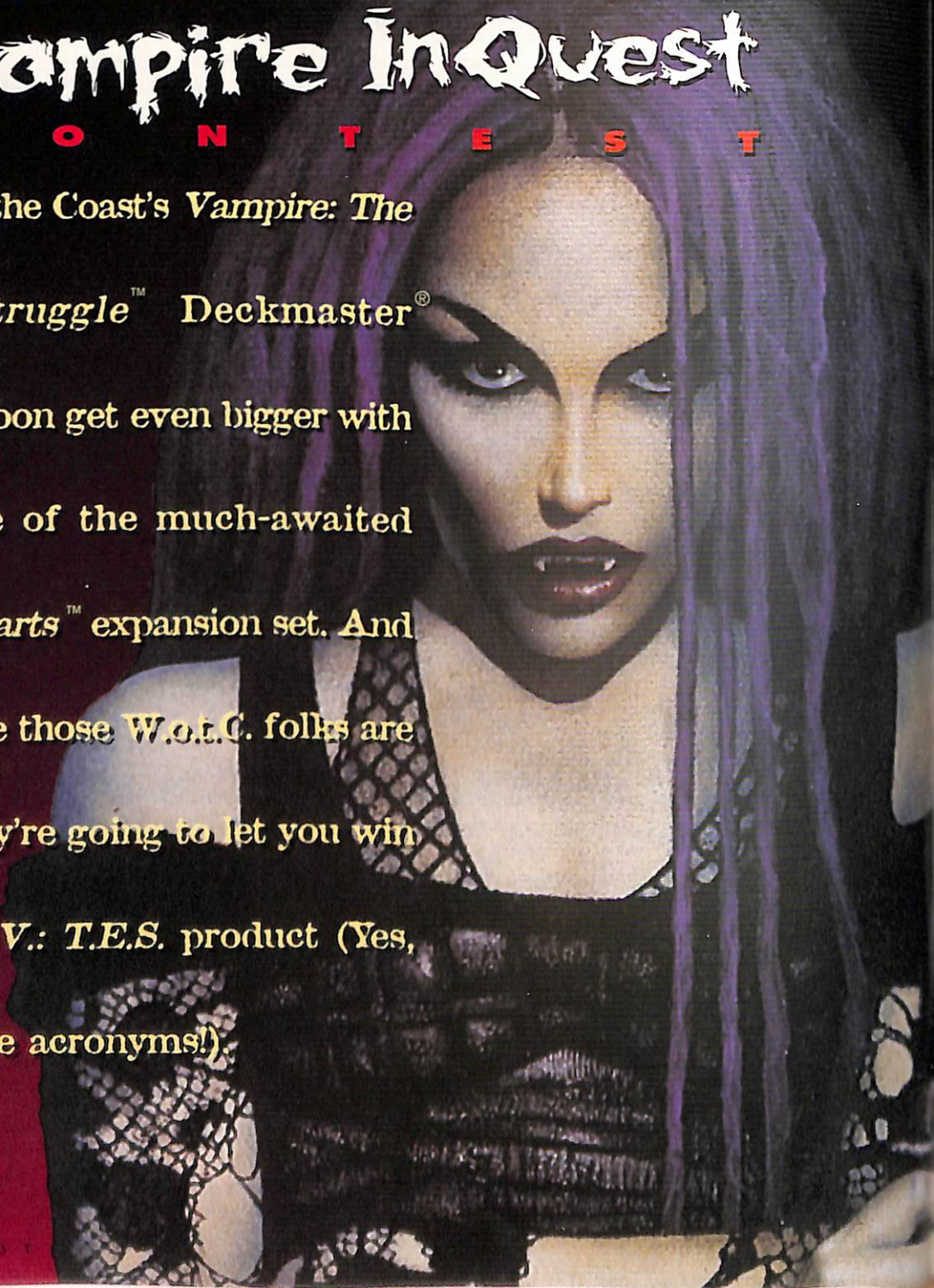
Ancient Hearts™ expansion set. And

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so nice, they're going to let you win

some new *V.: T.E.S.* product (Yes,

we just love acronyms!).



How to Play

It's so simple even the living can play. Just tell us who your all-time favorite vampire is and you could be well on your way to sleeping in a coffin. Maybe your fave-rave is a *V: T.E.S.* (that's pronounced "vee-tess," kids) mainstay like Gilbert Duane or Zebulon. Maybe it's an old standby like Dracula or Lestat. Let us know which bloodsucker pumps your blood and randomly selected participants will receive some great prizes.

Prizes

Grand Prize (One winner):

One lucky reader will receive two *Vampire: The Eternal Struggle* cards autographed by their respective artists and a whole honkin' display box of *Vampire: The Eternal Struggle Ancient Hearts* booster packs. All guaranteed not to turn into a pile of ashes if exposed to sunlight!

Second Prize (10 winners): Ten other readers will be able to get their feet (and teeth) wet with two brand-spankin' new *Vampire: The Eternal Struggle Ancient Hearts* booster packs!

The Legalese

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Wizards of the Coast and their immediate families or Francis Ford Coppola. That Dracula movie, well, sucked. Print your name, date of birth, address, city, state, ZIP code and telephone number with area code and your favorite vampire on the official entry form or a 3-by-5-inch index card. Enter as many times as you like. Mail each entry separately to: *Vampire InQuest* Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the name of contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Do vampires pee? Any participants turning themselves into a bat will immediately be disqualified. All entries must be received at contest headquarters by April 30, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries, even if it's just two tiny puncture marks in the envelope. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press by random drawing from among all properly completed entries. Drawing will take place on May 15, 1996. All decisions are final.

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



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

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Official Vampire InQuest Contest Entry Form

CONTEST

On Deck

Reviewing the latest releases in collectible card games

THE BOX

HERESY: KINGDOM COME

Publisher: Last Unicorn Games
Designers: Christian Moore, Owen Seyler and Matthew Sturm
Genre: Cyberpunk/Fantasy
Set Size: 374 cards
Release: December 1995
Packaging: 60-card starter decks; 15-card booster packs
Suggested Retail: \$9.95 per starter deck; \$2.95 per booster pack
Rating: ***

Heresy: Kingdom Come

In *Heresy: Kingdom Come* you and your opponent represent powerful spiritual beings, a.k.a. gods, that have fallen from their celestial home onto a desolate futuristic Earth. The object—not unlike an overplayed Joan Osborne song—is to get back to heaven. However, you can't take a bus. Instead, you need to build up a gateway from within Earth's computer networks. Sounds complicated, but most card players will catch on to the game mechanics pretty quickly.

Let's look at a sample play from *Heresy*. First, you "open" one of your locations to access its "aura." (You turn the card on its side to show that it has been opened.) Then you use that aura to call a "character" into play. Of course, the character's conviction must match the "influence" of the location. Hmm...

Once in play, you can open a character to attack another player's location, but the defending player can "intervene" with one or more of his characters. Damage is dealt, and any character that receives more damage than its defense value is "obliterated." Sound familiar?

If not, then it's a wonder you're even reading this magazine, because few games draw as directly from the mechanics of *Magic: The Gathering* as *Heresy*. Opening instead of tapping, readying instead of untapping—you get the picture. It's like someone used a find-and-replace algorithm on the *Magic* rule book.

Yet despite being a *Magic* copycat, *Heresy* still has enough original aspects to make it worth playing. The designers knew they weren't going to fool anybody with their catchy new terms, so they put in some

game mechanics that don't exist in *Magic*.

For example, the object of the game is not to kill your opponent. Instead, you're attempting to store enough tau energy to activate your gateway. Although *Hyborian Gates* may have been the wrong game to take ideas from, this part of *Heresy* is well-done.

You accumulate tau by destroying your opponent's locations and then storing it in your own locations. This means that simply annihilating your opponent's stuff isn't enough—you need to open a location or you lose your spoils. A lot of strategy comes from deciding what to tap and what to keep untapped. Oops—that should be "open" and "ready." In any case, it works.

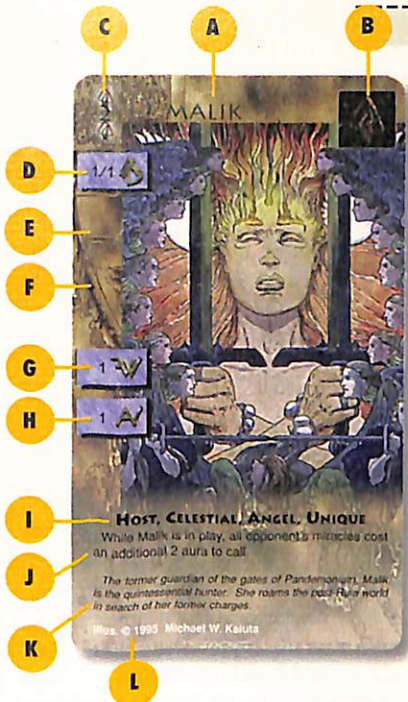
Many of the types of cards that make *Magic* an interesting game are also present in *Heresy*. Mir-

HERESY

RATINGS

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





- A. Name:** You know, like Harry, Jack, Ithuriel.
- B. Conviction:** There are eight convictions in all, and they define what a character believes in. As in *Magic*, the conviction on a card must match the aura you use to call it into play.
- C. Call Value:** This is how much aura you need to spend in order to call the card into play. The little conviction symbols show what and how many symbols you need to have on your locations in order to play the card.
- D. Attack/Defense Value:** This one's tricky. Attack value is how much damage the character does. Its defense value is how much damage it takes to kill it.
- E. Virtual Support Value:** In order to keep your matrix up and running, you need a certain number of virtual points depending on how many characters and locations are currently in your matrix. Only domains give you virtual points.

- F. Tau Storage Value:** This is how much tau the location can hold. You need to store tau energy in order to win the game, so this number's kind of important.
- G. Free Will Value:** Ranging from one to four, this is the relative power of the character. Characters with higher free will kind of have *Magic*'s banding ability.
- H. Aereopagus Value:** Ranging from one to three, this is the number of votes a character gets during the Aereopagus.
- I. Card Type:** Miracle, host, enhancement—once you get these *Magic* synonyms down you'll have no problem figuring out what type of card it is.
- J. Conditional Text:** Cards with special abilities or instructions have them listed here. And yup, pretty much all the cards have something here.
- K. Narrative Text:** Flavor text, narrative text, blah, blah...
- L. Artist:** We're not telling you what it means this time.

acles are one-shot cards that can be played during anyone's turn, while celestial powers are more-powerful one-shots that can only be played during your turn. Enhancements improve your characters and locations, while alephs are powerful artifacts that remain in play unless sacrificed for a special ability. The concepts may not be original, but *Magic* proved that they work. The variety of card types makes *Heresy* a good strategic game.

And not all of *Heresy* is *Magic* blasphemy. One of the interesting, original aspects of the game is the two distinct areas of play. The two realms are the Wilds (the real world) and the Matrix (cyberspace—the Net). Some characters come into play in the Wilds, while others are simply programs that can only exist in the Matrix. Characters in the Wilds can "jack in" to the Matrix, which essentially has them walking around in a world of virtual reality while their bodies stay behind in the Wilds. Characters who are killed while jacked in don't die, they just have to leave the Matrix and go back to their bodies.

Fans of the cyberpunk genre will appreciate the faithful depiction of the interaction between the virtual and our reality; those unfamiliar with William Gibson's stories will like what they discover. The notion of moving characters between two distinct areas of play is an intriguing one, and *Heresy* does a good job with the idea of jacking in.

Unfortunately, the differences between the two areas are too small. Thematically it makes sense that the Matrix would be a virtual battleground, mimicking the "real world," but the game play would have been strengthened if the goals in the Matrix had been different from those in the Wilds.

Another original aspect of *Heresy* is the Aereopagus, a political gathering of characters. Like in *Vampire: The Eternal Struggle*, certain characters have the ability to cast votes. However, the goals of the Aereopagus are quite different. Characters can issue challenges against other characters in attempt either to obliterate the target or to assume its title. After all the voting is done, the two characters have their attack and defense values modified by the number of votes they each received. Then they try to beat the heck out of each other in one-to-one combat.

The idea of having characters vote is nothing new to collectible card games, but the built-in face-off aspect of challenges makes for an interesting addition.

Overall, *Heresy* is a tough game to review. On one hand, it has many interesting play possibilities, but on the other hand, the amount

of material it draws from *Magic* is impossible to ignore. If you're looking for something fresh and different, there are plenty of other games that have an original system. But if you don't mind getting into a *Magic* clone, *Heresy* is worth taking a look at. Of all the *Magic* clones, and there are many out there, *Heresy* is probably the best.

—Jeff Hannes

The Good, The Bad and The Ugly

The Good

Hands down the best aspect of *Heresy* is the stunning artwork. Many of the images and icons are computer-generated, and they are sharp. The cards are laid out nicely and are very appealing to look at. If you're the kind of collector who likes cards as much for their aesthetic value as their play value, you'll like the ones in *Heresy*. The art alone almost makes it worth getting into—almost.

The rule book is cleanly printed and has a table of contents, a glossary and an index. Hallelujah!

The Bad

I can't stress enough how lame it is that *Heresy* rips off most of its mechanics from *Magic*. This might not be so bad if weren't for the sheer volume of cards that mirror those found in *Magic*. For example: the Cup of Oblivion is an artifact (er, aleph) that makes all players skip their ready phase. Can you say Stasis? Or how about Boomerang? This snazzy miracle lets you return a character to its controller's hand. You'd think they'd at least have the good sense to change the name of the card...

The Ugly

Although it's an interesting gimmick, the longer-than-average cards detract from the game more than they add to it. Shuffling isn't a problem if you're 6 feet 5 inches and have really big hands, but otherwise it can be something of a pain. And even if you have no problems handling the cards, storing them won't be so easy. The starter deck boxes are about the only efficient means of carting around a bunch of *Heresy* cards. And if you want to play with sleeves? Not worth it unless you don't mind half the card sticking out. The elongated card size was neat in theory, but in practice it's just too much of a hassle.

—Jeff Hannes

James Bond Collectable Card Game

THE
BOX

JAMES BOND COLLECTABLE CARD GAME

Publisher: Heartbreaker Hobbies & Games

Designers: Bryan Winter

Genre: Espionage

Set Size: 207 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: *** 1/2

With the release of the latest James Bond film, "Goldeneye," Heartbreaker Hobbies seized a golden opportunity to deliver to us one hell of a card game! This game is cool.

James Bond Collectable Card Game takes its cues from the movies. If you like complex politics or endless twists courtesy of novel cards, this game isn't for you. It does deliver in the high-energy bang-pow department, just like you'd expect a good Bond film to do.

Here's the deal: You and your opponent try to amass a predetermined number of plot points. The first to reach this amount wins. Plots are worth varying amounts depending on how important they are—locations such as the Space Station from "Moonraker" are only worth two, while the villain Auric Goldfinger (we think you know which movie he's from) is worth a mighty four. Plot cards can be linked to other plot cards in various ways, forming subplots that are worth even more points. Although plots you put out are worth a certain amount, you can get twice as many points by overcoming an opponent's plot (see below).

Okay, at this point the game sounds kind of dull. If it's only putting down plot cards, what's the kick?

Enter James Bond. After putting down your plots (and it's not *that* easy; there are tons of rules about what you can put down and when) you can then put out your Bond cards. That's right: Bond *cards*, plural.

Most are from "Goldeneye," but there are also various Connerys, Moores and Daltons. (Lazenby images weren't available for use.) Each of the Bond cards represents a different aspect of 007 and has a different combination of skills to handle your opponent's plots. You can have as many different Bonds on your side as you like.

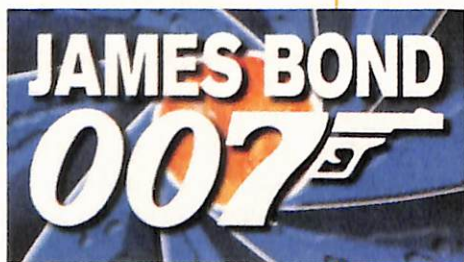
However, only one Bond card can attempt to overcome a plot. That's done by having physical and charisma values equal to or greater than the highest equivalent value in the target plot. Bond

must also match all of the ability icons (which represent skills) in the entire plot group.

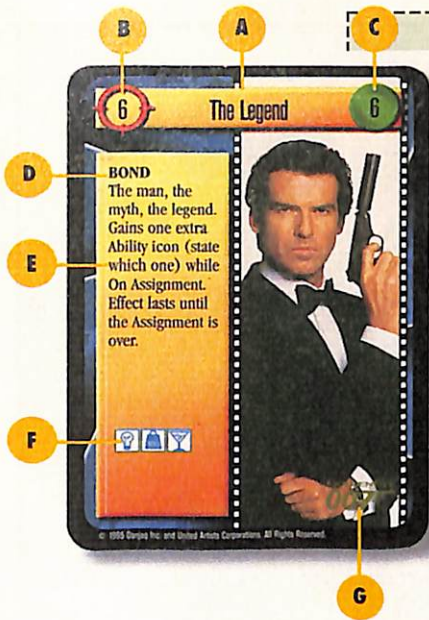
If Bond succeeds, the plot is removed from the game, the plot owner loses those points and the Bond card owner gains double. If he loses, that Bond is demoted. Two demotions and it's "Good-bye, Mr. Bond."

Often Bond doesn't have all the icons needed to take on the bigger plots. Fortunately James is not alone: several support cards can help him beat the living daylights out of his opponents.

First and foremost are Q's ever-so-handy equipment cards. These cards modify the bejeezus out of already-versatile Bond cards. But as Rosa Klemp's razor boot fits better on Klemp than on 007, so some Q cards work better on henchmen, and can be



James Bond Card Description



A. Name: Always something catchy, like the movies.
B. Physical Value: Represents a character's fighting skill or marksmanship. This is usually how one character kills off another.
C. Charisma Value: Bond is a smooth *bon vivant* too! This number indicates just how smooth and seductive he and other characters can be.
D. Card Types: The nitty-gritty header. Tells you in

plain English what the card is.
E. Notes: Important info on what the card can do, or some cute cliché to spice up the game.
F. Ability Icons: The meat of this game. Match Bond icons with plot icons to kick the living daylights out of your opponent.
G. Movie Logo: Actually relevant. Plots can join to form subplots if they're from the same movie.

Bond girl? This only hurts the credibility of the game, which is sad, because the game is pretty good.

So for those of you who like the works of Ian Fleming, endless pictures of Pierce Brosnan or a new card game that isn't steeped in magical spells and pustulating orcs, give this a try. After all, you only live...how many times was that again?

—Keith J. Olexa



played on them.

Personalities are cards that join Bond on his assignments and aid him with new skills or stats or by modifying a rule in some interesting way. Some personalities are allies, meaning they'll blindly follow Bond from Russia with love (they're mostly women). But some characters must be influenced into helping you. This involves totaling up all the various ability icons and physical and charisma values, meeting or exceeding all requirements. (Fortunately, you don't have to do it with just one Bond card.)

Of course, you can make a personality a subplot. If you do, it becomes a henchmen and can do all the nasty things that henchmen can do. Hey, this is the world of 007, where people change sides all the time.

And just what can henchman do? Good question. Just like in the movies, the biggest thorns in Bond's side are henchmen, sent by Blofeld or some other ruthless villain to snuff out 007. If a henchman exceeds Bond's physical value (one of the few times a single characteristic is used to overcome another card), Bond is demoted. If demoted again, his license to kill is revoked—permanently. Some henchmen, like Xenia Onatopp, kick serious butt.

And if things are still too solid and steady, there are always intrigue cards. These cards can be played instantly, are resolved quickly and can turn a sure win into a surprise defeat. They usually add icons to Bond cards, but they can also add icons to plot cards or do even more sinister things. Victory is never assured!

I have only two complaints. One: Why so many *Goldeneye* cards? It's a pretty solid Bond film and I actually like Pierce Brosnan. But come on, Sean Connery and Roger Moore need equal time!

Another bone I have to pick is that I'm a little irked that there are so many restrictions on how many and what kinds of cards you can have in your deck. This "No more than this amount of plots" or "fewer than this amount of Bond cards" stuff is annoying. I'm not sure how I'd fix it, but I keep getting the urge to play an all-henchmen deck to see how it would turn out.

The rule book could also have been more carefully thought out. There are blatant omissions in several places—can villains attack, and if so, how? And what the heck is a

The Good, The Bad and The Ugly

The Good

Cool photos capture the essence of James Bond.

Plays the way you'd expect a James Bond game to play: Short on complexity, very long on fast 'n' furious action.

Q: Lets you switch normally immovable Q equipment cards from one Bond to another at any time. Clutch ability.

Plot cards make for interesting strategy. Do you play that five-point mission plot in your hand if your opponent is eight or nine points from victory?

The Bad

Not enough variety in the Bonds—too much Pierce Brosnan. In fact, too much "Goldeneye." I'm still a die-hard Sean Connery fan.

The rules need to be clarified. What are Bond girls anyway?

The game could be made a little more complex. Interesting variations could be played by, say, ignoring the annoyingly restrictive deck construction rules.

The Ugly

Xenia Onatopp. This fierce babe is a clutch assassin.

The mission triple play. Take opponent's mission plot, gaining 10 points; then next round, play that same plot and earn an extra five points. That's more than half of what's needed to win the basic game.

Dr. No. He can't attack, but he can be attacked. That's kinda cheesy for such a cool villain.

May Day from "A View to a Kill." Grace Jones is a menace to society.

—Keith J. Olexa

INQUEST profile

ED BEARD JR.

Jack Skrip

Ed Beard Jr. is a rebel with a cause: creating and promoting the art of fantasy illustration. He got kicked out of the art program in school; he "never had a regular 9 to 5 job in my whole life." But he also launched Destini Productions, a successful and respected illustration and graphic design studio specializing in original artwork, lithographic reproductions and art instruction.

Strangely enough, Beard's long, strange trip began in the conservative realms of politics and religion.

When most of us were trying to figure out which colors made purple when you mixed 'em, Beard was being paid to paint portraits of political figures, including former Vice President Hubert Humphrey. This led to Beard's traveling to Rome to paint under commission from Cardinal Madeiros of the Vatican—at the ripe old age of 13!

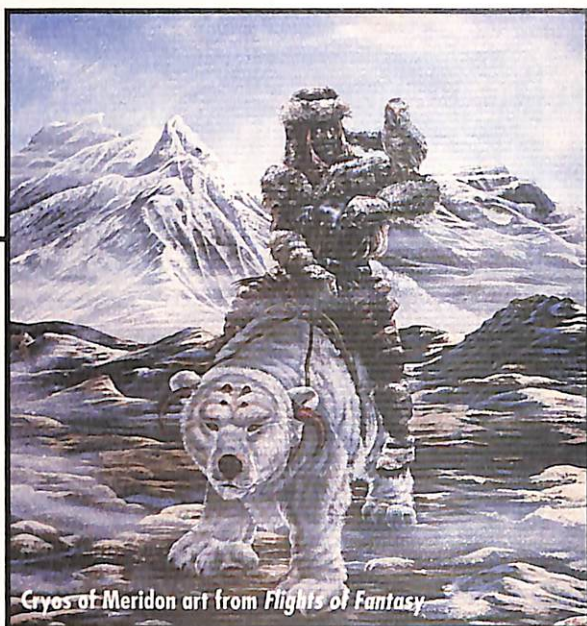
Like his Renaissance idols, Beard studied human anatomy, even taking courses in dissection. This led to work doing medical illustrations and later proved invaluable.

In 1985, Beard decided to pursue a fantasy art career. "Even though I wasn't into *Dungeons & Dragons*, fantasy was always my dream," says Beard. "I was always into the knights and dragons, especially the work of Larry Elmore, Keith Parkinson and Jeff Easley."

Through Destini, Beard produced *Flights of Fantasy*, a 90-card fantasy, science fiction and horror set accompanied by a graphic novel written by his wife, Kelly. While promoting the package at Gen Con in 1993, Beard was approached by Jesper Myrfors regarding a little game called *Magic: The*

Gathering. The rest, as they say, is history. Or maybe destiny is a better word.

Beard has since illustrated *Shadowfist* from Daedalus and the *Powers of the Mind* expansion for Companion Games' *Galactic Empires*. His recent projects include *Dragon Storm* from Gatekeeper Press, which is owned by *Magic* artist Susan Van Camp and her husband Mark Harman. As a "quite vocal" member of the Graphic Artists' Guild, Beard wants to insure that both new and established illustrators are treated fairly and legally. Toward that end,



Beard is available through Destini to evaluate artists' work or contracts they have been offered. He can be contacted at Destini Productions Illustration and Graphic Design Studio, P.O. Box 622, Coventry, RI 02816.

Fans are also welcome to write—Beard says there's no greater reward than a sincere thank you letter from an admirer. "The fans are what keep me alive and make those years of work worth it!"

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

Lou Ferrigno, the Incredible Hulk!

Things you collect...

Batman toys, definitely. I also collect antique furniture and anything medieval.

Last good book you read...

Art History of the Vatican. I'm into learning—knowledge-type books, not much fiction.

Last good movie you saw...

"Braveheart."

Favorite fantasy character...

I do enjoy the classical cyclops.

Fantasy character or creature most like you...

Hmmm...a mutated orc. I am a mutated orc.

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

I'd say Charles Bronson, since I tend to make people pay for their sins.

Favorite cartoons...

The Road Runner and Wile E. Coyote!

Favorite musical performers...

I'm into Enya and Enigma.

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

Well, I'd cast a spell on the art teachers in the public school system to convince them that the fantasy genre is a viable art form and a way to make money...not just a waste of time.

VITAL STATS: ED BEARD JR.



Name: Ed Beard Jr.

Birth: December 11, 1964

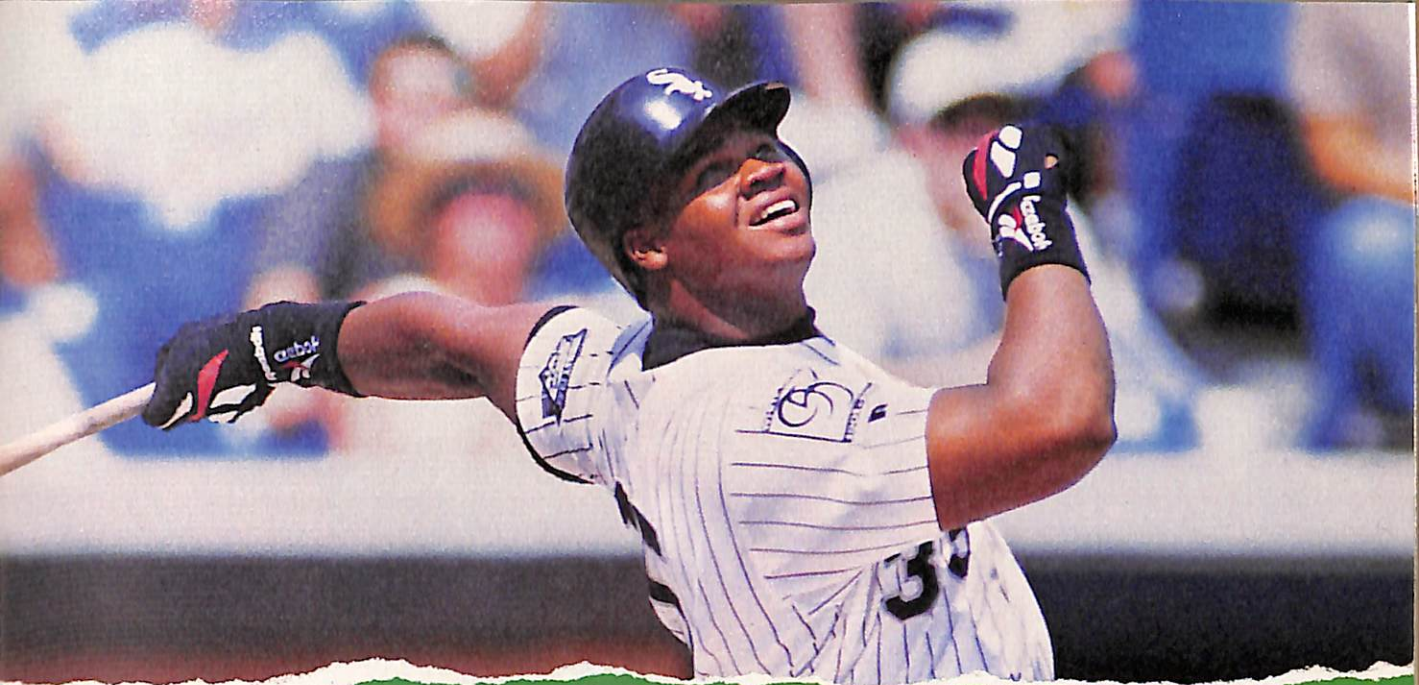
Occupation: Artist

Base of Operations:

Coventry, R.I.

Career Highlights:

Painting for the Vatican at age 13; working on *Dragon Storm*, an upcoming C.C.G. from Gatekeeper Press



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ENTER THE DRAGON

Without dragons, the entire fantasy genre would suck. Here's a historical perspective on the king of fantasy beasts.

By Eric Black

America seems to have decided that a sword-and-sorcery epic is just not complete without the hero fighting a really big monster at some point along the way. It's not enough to have Conan wrestle with high interest rates or male pattern baldness; he's gotta face something big and scaly—preferably with sexual overtones.

Fortunately, we have the ever-popular dragon, conveniently invented thousands of years ago by people who never heard of copyright laws.

But what if the dragon had never been invented? What if the ancients had just screwed around all day practicing guitar riffs instead of coming up with monsters?

Without dragons, we fantasy mongers would be perpetually stuck trying to come up with the largest, most ferocious animal we could think of. TSR's most popular game would be *Dungeons & Very, Very Angry Elephants*; Peter, Paul and Mary would sing "Puff the Magic Psychotic Hippo"; and moviegoers would enjoy the timeless Disney classic "Pete's Enraged Squid."

Face it. Without dragons, the entire fantasy genre would suck. It's time then we all paid a little respect to the king of fantasy beasts.

Artwork by Brom courtesy of TSR.™ & © TSR Inc



The Mother of All Dragons

Let's go back to ancient Mesopotamia for a moment to see how the first dragon was created. Please keep all hands and arms inside the tram while the ride is in motion.

Mesopotamia, for those of you who slept through sixth grade social studies, is a river valley in what is now Iraq. Around 5000 B.C. two tribes—the Sumerians and the Akkadians—settled there and invented all kind of useful things like cities, government, writing and of course...dragons. The cheery little creation myth favored by the locals told how before there were gods or earth or people, there were Apsu and Tiamat, the father and mother of the universe. Apsu was an enormous void and Tiamat was a dragon.

Without ever making clear how a void could possess sex organs, the myth says that Apsu and Tiamat gave birth to the gods. The gods, being children, were noisy and quarrelsome—so much so that Apsu decided the only way to get some peace and quiet was to kill them. Fortunately, the gods got wind of Apsu's plan and managed to knock him off first.

Tiamat was so upset she had another batch of monster children (without help from that ol' void Apsu this time) and together they attacked the gods. Marduk, the leader of the gods, faced Tiamat single-handedly and slew her after an epic battle. The monsters promptly fled, the gods assumed custody rights over the universe and Marduk became the gods' king. In an act of overwhelming generosity, Marduk then created mankind to serve as his own personal slave force.

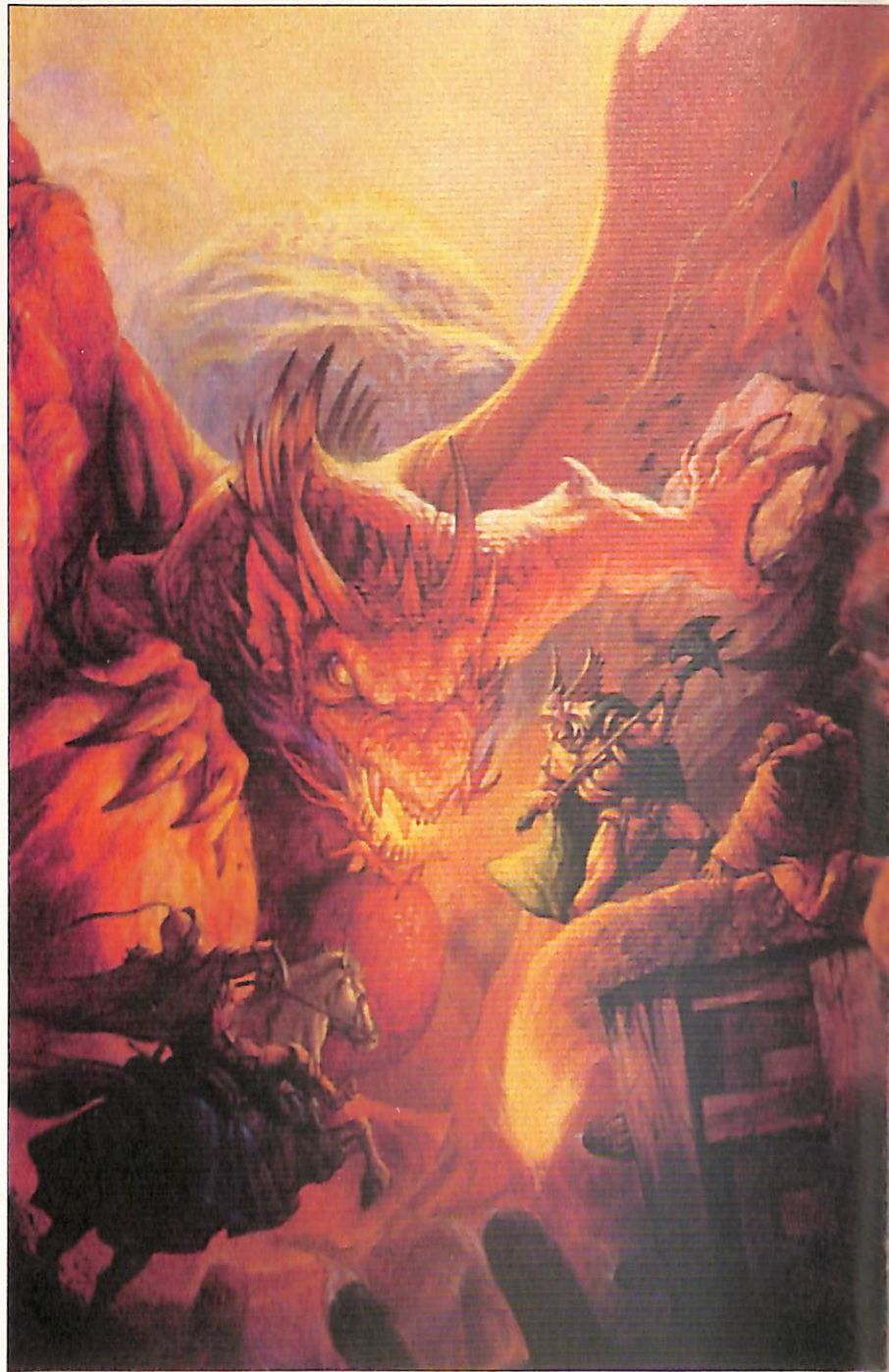
If this all seems morbid, it might help you to know the Sumerians and the Akkadians spent about 3,000 years beating the crap out of each other—when they weren't busy fighting off invaders, that is. When you're used to that much fighting, the Tiamat-Marduk story probably seems like a light-hearted romp.

At any rate, Tiamat has the distinction of being the first dragon in Western mythology. She's not much of one though; she looks more like a hormonally challenged chicken. Heck, she doesn't even breathe fire, guard treasure or distress damsels. But what do you want? They were Mesopotamians; they had a lot on their minds.

The Next Generation

The Mesopotamians weren't the only ancient folks worried about hyperinflated, mythological serpents. The Egyptians, the Hittites and the Canaanites believed in them too. But it took the Greeks to bring these beasties into full dragonhood.

"Anybody else thinking this wasn't such a good place to camp?"



The word "dragon" is derived from the Greek *drákon*, which in turn comes from the Indo-European root word *derk-*. *Derk-* denotes eyesight. It was the Greeks who first told stories about dragons guarding treasure and they created a name for these creatures based on their eternal watchfulness.

According to the myth of Jason and the Argonauts, for instance, the dragon that guarded the Golden Fleece never slept. (Apparently he lived next door to Neil Young.) He just sat there guarding the fleece. Guard, guard, guard. Fleece, fleece, fleece. Finally Jason came along, knocked the poor thing out and took off, fleece in hand.

The Greeks also decided that dragons liked virgin offerings. According to myth, on the day of the sun god Apollo's birth, Hera sent the she-dragon Delphyne to kill Apollo and his mother Leto, but Apollo successfully chased Delphyne off. Four days later, he was walking around ancient Greece looking for a place to put a temple when Delphyne popped out of the bushes and attacked him. Apollo killed Delphyne and commanded her body to rot.

The Greeks believed that a family of snakes in a nearby grove were descendants of Delphyne and every year the locals sent virgin priestesses into the grove to make offerings of food. If the snakes ate the food, the upcom-

ing year would be fruitful; if not, the year would be disastrous and the priestesses', umm, "eligibility" would be called into question. A promiscuous priestess would have been well advised to hide some dazed mice among the offerings.

By the way, the Greek word for "rotting" is *pytho*, from which we get "python." The place where the dragon supposedly fell was first named Pytho, but was later changed to Delphi.

And as if they hadn't already made enough of a contribution to dragon lore, the Greeks also came up with the whole fire-breathing thing.

So there you have it. The Greeks invented and named everything. The only real innovations we've seen in our lifetime are softer granola bars and ranch-flavored potato chips.

Those Crazy Middle Ages!

Medieval Europe was the big heyday for dragons. Four out of five knights agreed that dragons were the monsters of choice. But these days if you're a dragon, just try getting someone to return your call. It's all "Terminator this" and "Lord Zedd that." Sigh.

Europeans inherited the dragon lore of the Greeks via the Romans. Even the dragons of Norse myth are believed to have Greek origins (although for some reason *gyros* never caught on in Norway). What's bizarre is that even though the Greeks may not have taken dragon stories very seriously, medieval Europeans did.

A monastic chronicle from 1170 reports, "There was seen at St. Osythes a dragon of marvellous bigness which, by moving, burned houses." A 14th-century account claims that a nobleman, upon hearing about a dragon falling from the sky, believed it was an omen of his death; he soon fell ill and died. In 1660—well into the Renaissance—a dragon was supposedly wounded by a hunter near Rome. Both the dragon and the hunter died during the incident.

Let's assume for a moment that the fundamental nature of reality in 1660 was largely the same as it is now. Let's also assume that medieval and Renaissance Europeans were not smoking large quantities of crack on a daily basis. Why then did they believe dragons were real?

Travelers' accounts were part of it. Since Roman times, travelers to Asia and Africa had written about the strange and ferocious beasts they had seen abroad, often exaggerating animals' features or passing off bits of folklore as the truth. Pretty much anything bigger than a garter snake got turned into a dragon.

Fossils and petrified bones were part of it too. Having never heard of dinosaurs or ice age mammals, medieval Europeans who found large bones in the earth believed they were dragon bones. A "dragon skull" was

found near Klagenfurt, Austria, in the 1500s. It has since been identified as that of a woolly rhinoceros.

Getting mentioned in the Bible never hurt one's credibility either. Besides the serpent in the Garden of Eden, dragons are mentioned in both the Book of Job (in some translations) and Revelation. The latter describes the dragon as being red and having seven heads and 10 horns. It does not specify which heads get the extra horns and whether three heads have two horns or one head has four horns. St. John apparently was not concerned that some people lose sleep over this sort of thing.

And finally, people were willing to believe in dragons because clever taxidermists were turning out fake baby dragons. Sewing bats' wings onto lizards' bodies was something of a cottage industry in parts of Europe. One monastery attached the heads of seven weasels to the body of a snake and displayed it as the seven-headed dragon of the Apocalypse, hoping to attract pilgrims. When this failed, they sold it off as the corpse of a hydra.

Enter the knight

Of course, you can't just have dragons lollygagging around the medieval countryside. They'll lose their initiative. One day, they're flying around, incinerating sheep, happy as clams. Then suddenly, boom! They move back in with their parents and sit around all day watching "Saved by the Bell" reruns.

The best way to get a lazy dragon's butt in gear is to send a knight after it. And the dragon-slaying knight *par excellence* is St. George.

You probably know that St. George is famous for his victory over a dragon. But did you also know he's credited with converting over 40,000 people to Christianity? And that he was martyred several times by being drowned, pounded, whipped, burnt, poisoned and crushed? Not bad for someone who may never have existed.

The legends of St. George claim he was a soldier living in Constantinople around the year 300. Or maybe he lived in Coventry, England. No one's quite sure. Anyway, George's mother died in birth (his birth, not hers) and he was raised by a sorceress named Kalyb. When George reached whatever age passed for adulthood back then, Kalyb gave him an enchanted suit of armor and he set off for Egypt, Egypt being the Vegas of the ancient world.

When he arrived, George found out a dragon was terrorizing the country. Every day, the locals had to offer up a virgin for the dragon's supper. As you can imagine, supplies

were getting low. In fact, that very day—in an eerie coincidence—the king's own daughter was to be sacrificed. Being a saint and all, George couldn't help but leap into battle with his trusty sword and lance. George and the dragon fought and guess what: George won. He married the princess and they lived happily ever after. That is, until she was thrown off a horse and killed and he was drowned, pounded, whipped, burnt, etc.

George, however, was not the only saint known for slaying dragons. St. Margaret was attacked by a dragon in a dungeon (now there's an idea); the beast swallowed her whole, but while she was in its stomach she made the sign of the cross and the dragon's belly burst, freeing her. Also St. Hilarion (great name) saved a city by commanding an attacking dragon to throw itself into a bonfire; the dragon obeyed and was killed by the flames. Best of all, after a dragon assaulted his donkey, St. Donatus killed the dragon by spitting in its mouth.

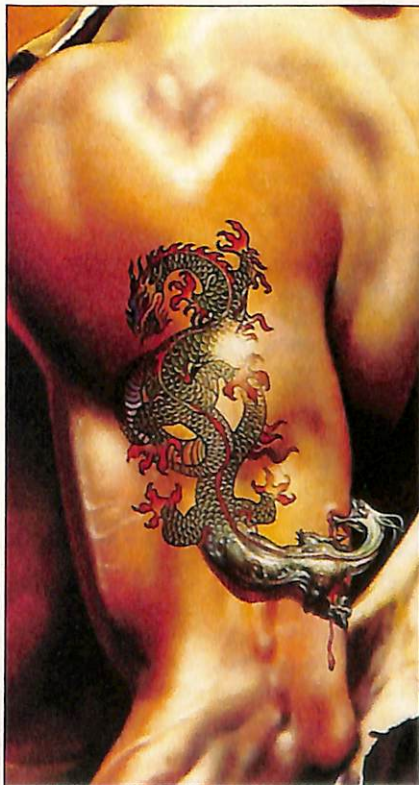
Important safety tip: Don't mess with St. Donatus' donkey.

Meanwhile, In Beijing

You might be wondering how Chinese dragons fit into all of this. The answer is, they don't.

Although there may be a connection somewhere in the distant past, the dragons of Chinese mythology—called *lung*—are totally different from Western dragons. Except of course for the fact that they're all giant, flying lizards.

There are four kinds of *lung*: *t'ien lung*,



The great Boris Vallejo takes the tattoo to the next level. Ya know, those things hurt.

who hang out in the gods' palace; *shen lung*, who hang out in rain clouds; *ti lung*, who hang out in rivers; and *futs'ang lung*, who hang out underground and guard buried treasure. Unless taunted, *lung* are generally pretty nice.

One legend, for example, tells that a woman once found a nest of *lung* eggs beside a river. She decided to care for them while they incubated. When the eggs finally hatched, the woman guided the baby *lung* down to the water and set them free. To repay her kindness, the *lung* arranged it so that whenever the woman went to the river to do laundry, the fish would put on a show for her. I don't know about you, but I'll take dancing fish over "VR Troopers" any day of the week.

Lung were thought to be especially helpful in conjuring rain, but they had to be convinced one way or another to cooperate. One method involved enticing the *lung* by placing a naked woman on a hilltop and then casting spells at the lusty creature to prevent it from acting on its desires. Frustrated, the *lung* would express its displeasure by gathering up some clouds and making rain. This may have been the world's first cold shower.

By the way, it was ridiculously easy to get rid of *lung*. They were deathly afraid of wax, iron and multi-colored thread.

Mr. Smartypants Fesses Up

Unfortunately, for all we know about the history of dragons, no one has really answered the most interesting question of all: Where did the basic idea for the dragon come from?

The standard line of thinking says people took an ordinary, scary creature, the snake, and told a story about it. Through the years, they exaggerated over and over until

eventually that snake became a dragon.

This is totally plausible, but let's face it: It's not exactly "The X-Files."

A more interesting theory starts with a study that was done by anthropologist Sherwood Washburn. The study showed that baboons are born with three innate fears: fear of falling, fear of the dark and fear of...snakes! These three fears, the study showed, are shared with other primate infants. It might be possible, then, that humans are born afraid of snakes. If that's the case, what could be more frightening—and more likely to engage the imagination—than a humongous, fire-breathing, winged snake? In a sense, dragons may be coded into our DNA.

Stranger still is the possibility that the Mesopotamians were inspired not by snakes but by living dinosaurs. An apocryphal book of the Bible, entitled the Book of Bel and the Dragon, claims that King Cyrus of Babylon kept a dragon that the Babylonians worshipped as a god. Daniel hoped to prove the dragon to be a fake but failed, so instead he killed it. Some modern researchers have looked at Bel and the Dragon along with alleged sightings of creatures like the Loch Ness Monster and have wondered if maybe there are more beasts out there than science knows about.

Okay, maybe it's a little far-fetched. But just how is it that the Mesopotamians and the Chinese both came up with similar mythological monsters independently? Not to mention the snakelike nagas of India or the winged serpent-god Quetzalcoatl of the Aztecs.

While you ponder that, I'm going to head out to the movies. "Pete's Enraged Squid" is playing and I don't want to miss a minute.

Eric Black is a freelance writer living in Los Angeles. Some day he hopes to open a restaurant specializing in Tex-Mesopotamian cuisine.

Dragon Science

Draconology, the science of dragons, is a dying specialty—literally. Its one practitioner, Dr. Volodimir Kapusianyk, 98, currently resides in a nursing home in Moose Jaw, Saskatchewan.

For several years, he has been trying to write the definitive draconology textbook, but ill health has kept him from completing more than the foreword. In the hope that someone will take up the torch of draconology from his failing hand, Dr. Kapusianyk has asked us to print this foreword, reasoning that our readers must include many who are already interested in dragons.

InQuest is happy to oblige.

—Edward Willett

Dragons: Our Fiery Friends

By Volodimir Kapusianyk, Ph.D.

Foreword

Relegated to myth by many cultures, dragons did, in fact, exist—but now, alas, are extinct, the last having died in captivity in 1911 in a small traveling zoo in Nebraska, where, as a teenager, I saw it. It was a pitiful creature, scrawny, barely 8 feet long, not a wisp of smoke coming from it, and, greatest indignity of all, mistakenly labeled a "Rare Winged Garter Snake." But I knew better, and on that fateful day chose to devote my life to the study of these magnificent creatures.

Many critics deride draconology, claiming a creature like a dragon, apparently reptilian yet able to fly and breathe fire, is scientifically impossible.

The key, however, is that phrase "apparently reptilian." Yes, dragons looked reptilian—but they were not. They were, in fact, a phylum unto themselves, like no other creatures that ever walked the Earth.

This textbook contains all I have learned or theorized about dragons. Chapter 2, for example, deals with flight. To fly, a creature must generate enough lift to counteract the force gravity exerts on its mass. To fly really well, you must maximize lift and minimize mass. Dragons' huge wings generated plenty of lift, and they minimized their mass in two ways.

First, their bones, like birds', were almost hollow. Second, they were made, not of the usual mixture of calcium and other minerals, but from long chains of hydrocarbons: a natural form of very strong, very light plastic which also formed their incredibly tough scales (Chapter 9).

In fact, their whole bodies were awash in hydrocarbons. They had large internal bladders filled with methane, a natural byproduct of digestion in humans, and more so in dragons. Methane is lighter than air, so this bladder, like a giant internal balloon, reduced mass (and enhanced flight) even more.

Methane is also flammable, and dragons evolved a way to spew flaming methane for defensive purposes (Chapter 14). Study of dragon fossils (Chapter 5) reveals that dragons had a specialized organ in the roof of their mouth in which a jagged nugget of iron, coalesced from iron in the dragon's bloodstream, hung suspended with pieces of flint, which the dragon ingested as needed. When the dragon exhaled methane, the iron and flint tumbled around, generating sparks, which ignited the gas.

Dragons' peculiar body chemistry also made their blood highly corrosive (Chapter 10). Essentially, they were walking chemical factories, their bloodstreams filled with toxic waste.

Finally, in Chapter 21, we will examine in detail how dragons' growing dependence for food on virgins provided by local villagers made them fat, lazy and easy prey for glory-hungry knights, who drove them into the long, slow decline that ended at last with the death of that poor, bedraggled specimen in Nebraska.

Draconology is a difficult but rewarding field of study. I hope you enjoy your journey through it.



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Game Master

Game designer Steve Jackson spills the beans on his early gaming career, the state of the industry today and how the government almost shut his company down.

By Andrew Kardon



Steve Jackson still plays games these days. But he has a lot more fun designing them.

Jackson, the 42-year-old president of Steve Jackson Games, is probably best known for having created such unique games as *Car Wars*, *G.U.R.P.S.* and *Illuminati*.

It's not all fun and games for the master—running a business never is. The seriousness of his position is not lost on Jackson, whose demeanor reveals he has precious little time for anything except keeping his company running smoothly and working out the kinks in his newest game.

But if, by some bizarre notion, you ever doubt that Jackson's enjoying himself, you need look no further than any of his games. Take the recent *Illuminati: New World Order* collectible card game, for example. If you think it's fun using

George Bush, Science Fiction Fans, Bigfoot and even a Barney look-alike to gain world domination, just imagine how much Jackson enjoyed creating such a game.

A key part of Jackson's evolution as a gamer and game designer took place in college at Rice University in Houston, where he played plenty of wargames like *Borodino*, *Strategy I* and *Risk* on a regular basis. But his love of games has always been there. In fact, he began designing games—or at least re-designing them—at a tender age.

InQuest: You must have done a lot of gaming growing up. What games did you play as a kid?

Steve Jackson: Random "family games." Sometimes my family would buy something where the rules made no sense, and then we'd have to write a lot of house rules, so the idea of changing game rules wasn't new to me. I can't recall any specifics, it was nearly 40 years ago. I just remember we used to fool with the rules when a game wasn't fun.

Do you see yourself more as a game designer or as a successful businessman?

Well, obviously, both. If the business imploded tomorrow, I could still design games, and I'd still want to. Or if the feds outlawed games, I could find other ways to keep busy.

publisher of professional journals for experimental psychologists.

There are a lot of humor and science fiction elements in your work. Who are some of your biggest influences?

Lots of science fiction writers, especially Robert Heinlein for his philosophy as well as the idea that the best writing is the simplest and clearest.

great way to start! I published the magazine for about a year before doing any games. Then we published the first set of Cardboard Heroes, which were 25-millimeter figures printed in color on cardboard. You cut them out and stood them up. Basically, they were a cheap alternative to miniatures. We also put out three minigames all at once: *One-Page Bulge*, *Raid on Iran* and *Kung Fu 2100*.

One-Page Bulge was a wargame



Cat Juggling art from *Illuminati: Assassins*

Vital Stats

Birth: December 14, 1953, in Tulsa, Okla.

Occupation: President and editor-in-chief of Steve Jackson Games

Base of Operations: *Illuminati* Central, Austin, Texas

Favorite Muppet: Beaker

Favorite Mexican Dish: Margarita

Career Highlights: Helped create *Car Wars*; *G.U.R.P.S.*, *Ogre*, *Toons* and *Illuminati*.

Named to the Origins Hall of Fame. Beating the Secret Service in court. Seeing *Illuminati: New World Order* win best card game award at the Origins gaming convention.

You must have had some real interesting jobs in your life.

My first job was as a clerk in a tropical fish store. The job I spent the longest at, and one that taught me a lot of useful things, was working as a typesetter for the Psychonomic Society. It sounds Illuminated, but it is actually a perfectly innocent

So how did Steve Jackson Games get started?

In 1980, I bought *The Space Gamer Magazine* from Howard Thompson, owner of Metagaming. I bought it because I wanted to be in the game business on my own and this seemed like a

about the Battle of the Bulge. The gimmick was that the rules were so simple they fit on one page. This was based on a challenge that someone—I think it was Redmond Simonsen, one of the founders of S.P.I. and thus one of the fathers of modern wargaming—had published, wondering if this was possible. Yep, it was. I did it.

Raid on Iran was a game about the [1980] hostage rescue mission—what if it had not been aborted, but had gone in? One player was the U.S. troops and the other played the Iranians.

Kung Fu 2100 was a great, silly science fantasy game in which a team of heroic martial artists are trashing the castle of the evil Clonemaster. *K.F. 2100* was designed by Dennis Sustare, while the other two designs were mine.

Eventually, producing the magazine seemed like too much work, and I sold it. I'm sorry I did that. It passed through several hands and never really settled

down, and I think it's dead now. We eventually started another magazine, *Pyramid*, and I like to think it is what *Space Gamer* would have been if we had kept it. *Space Gamer* was a magazine for science fiction and fantasy game fans. It was very intelligently written and I really miss it.

Building a gaming company like yours must have been quite difficult. Were there a lot of major difficulties along the way?

Lots. Lots of obstacles. I was lucky. Small-press publishing, next to starting a restaurant, is the best way there is to lose money without actually going to Vegas.

You've certainly seemed to beat the odds. But do you personally consider yourself a success?

Sure I'm a success. I'm doing what I want to do, and making a living at it. But there's a lot of room for improvement. I'd like to spend more time writing and less time managing, especially the "nit-picking" part of managing. I'm a perfectionist—and a good nit-picker—and I think that's one reason that I'm successful. But that does not make it my favorite thing in life.

Oh? So what is your favorite thing in life?

I don't have one favorite thing. I think that's important. A balance of interests is, in my humble opinion, very important to being a happy and well-rounded person. And there

"The Secret Service shut me down for a little while [in 1990] because they can't tell games from reality. They raided us because they thought one of my staff was a monster criminal hacker conspirator. It nearly put us out of business... Everything they believed was so wrong that it was ludicrous. With the help of the Electronic Frontier Foundation we sued them for damages. It took years, but we won..."

are too many neat things in life for anybody to want to specialize in just one—or just 10, for that matter.

You're best known for your innovative games like *Car Wars*, *G.U.R.P.S.* and *Illuminati*. You



Spontaneous Combustion art from *Illuminati: Assassins*

must've had a ball while working on them. Do you think the final products succeeded in getting your original ideas across?

Hmm. The whole idea behind *Car Wars* is "Hey, it would sure be cool to have guns on your car so you could blow the other idiots away." That comes across very well. [Laughs]

G.U.R.P.S. is a game philosophy rather than a background—the idea that a role-playing game system should be configurable to fit whatever background and level of com-

plexity the game master needs. With 90-something world books out, I think we've demonstrated that it can do any background. But I don't think we have gotten across as much as I'd like the idea that *G.U.R.P.S.* is a tool kit for game masters and can work anywhere along the spectrum from fully realistic

to wildly cinematic.

But as for *Illuminati*, that's my favorite of all my designs, because it's the most original. The background idea is old. People have been blithering about the Illuminati for centuries, and Robert Shea and R.A. Wilson wrote some great, silly books about them [the *Illuminatus!* trilogy] in the '70s. But the way the game works is, if I say it myself, pretty cool.

The original board game was kind of slow; the trading-card version speeds it up some. I'd love to do a computer version and get all the calculations automated so you could just spend all your time figuring out crazy card combinations and backstabbing the other players. I don't have any plans to release it as a computer game, but there is some serious inter-

est. I get amateur inquiries every week, but I'd be open to an approach from a "real" computer game company.

But really, *Illuminati* does its job every time somebody looks at the cards and says, "Hey, the Pentagon controls the Cattle Mutilators! Woooooo!" [For more information on *Illuminati*, see "If Today is Tuesday, This Must Be Area 51" in *InQuest* #2, especially the "History of *Illuminati*" sidebar.]

What are some of your favorite cards in the game?

It varies. At the moment I'm very fond of Registered Trademark for its effect on play—it drives people crazy. Other new cards I really like are The Big Prawn and Nevermore. [All three cards are from the new *Assassins* expansion set.]

There must be neat stories behind some of the cards.

Aww, there are good stories behind most of them. There's a whole document on the Net assembled after the Limited Edition came out that tries to figure out and explain all the references and in-jokes. Our Web site [at <http://www.io.com/SJGames>] links to it.

Some of them are personal, of course. The Irish Flu is a reference to a convention I went to a few years ago where almost everybody came down with the flu. I was sick for two weeks afterward. I went back there just as I was finishing *Assassins*—nobody got sick this year—and they were joking about the

plague. Somebody said I should put in a card for it, so I did!

What are some of your fondest memories while building Steve Jackson Games?

Oh, maybe some of the weird mail we've gotten over the years. A lot of it is about *Illuminati*. Some is just crazy. One obviously mad fellow wrote me several letters, very long ones. In the best one, within the space of a single paragraph he told me I was his idol, threatened my life and advised me to worship a paint-by-number picture of Robin Hood.

What do you think of the current state of the gaming industry?

It's sick right now! Trading card games brought a lot of life to the hobby but they also spread a whole lot of money around quickly and unevenly. Some people reacted well, some reacted foolishly and some didn't react at all. Now we're seeing a round of layoffs, company closings and so on.

Not all of this is due to trading cards, of course. The current economy is a scary place for anybody in the creative business. Marvel Comics just let a lot of people go, for instance. And I don't think you can blame, say, the closing of Game Designers Workshop on trading cards except by saying, "Well, they should have put out a trading card game and made some bucks." Maybe and maybe not. A lot of money was lost by would-be trading card publishers too. But some distributors and retailers speculated unwisely in trading cards, and as a result they're now paying their debts more slowly or ordering less new product, and that hurts everybody.

You must keep a close eye on other games, companies and people in the gaming industry. What are your opinions on the competition?

Aw, come on. You want me to write a whole book? And all of the most interesting opinions are probably actionable anyway. Okay, some comments: I really regret that G.D.W. is going out of business. Not only did they do good games, but the people there were really nice guys. I'm glad that Marc Miller—who designed *Traveller* and now owns the rights again—will be continuing the game. In fact, he and I are talking about the possibility of a *G.U.R.P.S. Traveller* book or two. Cross your fingers.

What other projects can we look forward to from you guys?

Well, I would like to do another *I.N.W.O.* supplement, but I have not made up my mind for sure. I don't think the purpose of a card game is to produce supplements forever just

to make money. When the game is really finished, you should quit.

After the original *Illuminati* came out, we did three supplements and there were requests for more, but I stopped. Then when the trading card idea came along, I realized that this gave me something really good and new to do with the *Illuminati* idea, so *I.N.W.O.* was born. But we will not just keep on cranking out supplements forever. We'll do new things instead.

But we will continue to support *I.N.W.O.* We just set up an *I.N.W.O.* Omni League, which is basically a set of rules for tournament and nontournament play where everyone is working with a limited number of cards. [Official rules are located at the S.J.G. Web site listed above.] We're making buttons for people to wear [so they can recognize other players]. We'll probably do a special card occasionally, that kind of thing.

And we are continuing to translate *I.N.W.O.* into other languages. The German version is out, the Portuguese version will be out in a few months and I'm about to sign a deal for Poland.



Blinded by Science art from *Illuminati: Assassins*

I expect to get *In Nomine* [the long-delayed roleplaying game in a modern-day setting in which angels and demons try to save or damn souls] out in 1996. Work on it is finally coming along again. I don't have a specific month yet, though.

I am working on a card game—not a deck-building game, but a trading card game—that I think will be very big. It has beautiful art, a good theme, is very collectible and has potential for a new issue each year. But until Toy Fair, I can't breathe its name.

I want to do good new miniatures for *Ogre* and *Car Wars* this year, but we are still talking to different manufacturers. Again, cross your fingers.

And of course we will continue to support *G.U.R.P.S.*

What's your favorite non-S.J.G. game?

I don't have a single favorite. I enjoy

Diplomacy for backstabbing. I love *Paranoia* or *Warhammer 40,000* to read for well-worked-out backgrounds. Not to play, no way, but I love the writing. *Strategy I*—an out-of-print wargame by S.P.I.—or *Axis & Allies* are great for a good old all-night wargame. And more recently, *Great Dalmati* [a Richard Garfield game published by Wizards of the Coast] is a real hoot just for beer-and-pretzels fun.

How about your favorite game of your own?

Illuminati, as I said, because it's the most original thing I've done. But I still enjoy playing *Ogre* a lot, especially with miniatures. It was originally a wargame, but later we published a version for use with miniatures, and we licensed a line of miniatures—now unavailable, but they will be back. The basic *Ogre* game is about a single giant robot tank on one side and a whole bunch of more or less ordinary tanks and infantry on the other side. The *Ogre* is the giant tank trying to smash the human command post, while the humans try to defend their command post. They have to try to destroy the *Ogre* by shooting off its guns and treads, one by one, while the *Ogre* eats them like popcorn. It's fun because it's simple and very bloody.

I'm sure you're sick of this story, but can you tell me about the time the government actually shut you down?

The Secret Service shut me down for a little while [in 1990] because they can't tell games from reality. They raided us because they thought one of my staff was a monster criminal hacker conspirator. It nearly put us out of business. The Secret Service was careless with their facts, careless with the raid and broke several laws.

When they saw our *G.U.R.P.S. Cyberpunk* manuscript, they thought they had found a guide to real-life high-tech hacking! Everything they believed was so wrong that it was ludicrous. With the help of the Electronic Frontier Foundation we sued them for damages. It took years, but we won [in 1993]. The Secret Service had to pay us—not nearly as much as we should have gotten, but winning was the important thing.

And finally, what do you like to do in your spare time?

What's that? [Laughs] Seriously, I read, work in my garden and...well, maybe I even play a game or two.

Andrew Kardon, copy editor of InQuest's sister publication, Wizard: The Guide to Comics, was almost shut down by the Secret Service once for selling bootleg tapes of "What's Happening!!"

Deck

SIMPLE STRATEGIES AND DECK DESIGNS FOR BEGINNERS

On the Edge

You've come to Al Amarja, the obscure Mediterranean island of weirdness and confusion, destination of the eccentric, the secretive and the power-hungry from all over the world.

What's going on here?

Al Amarja is a little-known island nation located off the coast of Italy. The most powerful public figure in the country is Monique D'Aubainne, who holds many of the strings behind the island's puppet democracy. But D'Aubainne and her family seldom act unless they feel their wealth or security is threatened. With so much up for grabs, various groups struggle against each other, scrabbling for the remaining crumbs of power. Who really controls Al Amarja, then?

That, of course, remains for players of *On the Edge* to decide. Over the course of a game, you'll field your conspiracy and tear down your opponents' using the powers and devices of fringe science and the paranormal at your disposal. After careful planning and manipulation, you'll score the influence needed to win the game.

Playing Strategies

1. Cover the Bases

The three major things your deck will need to do are attack, defend and score influence. You'll have a hard time winning if you can't cover these bases. For attacking, you'll want high-attack power (AP) characters with special abilities like Surprise and Bypass, such as Fabrissa Melors and Guglielmo Vigneto. When defending, however, you'll want characters who can stand up to the big guns. These "blockers" should be immune to Surprise or Bypass and have high defense power (DP). A common big blocker is Barber Hammock. While attackers need to be poised for action and thus belong in the first rank or their own file, blockers generally sit in the front and middle ranks and live to prevent attacks on the "pullers" behind them. Pullers are the essential characters who generate influence and win you the game.

2. Have a Files Strategy

Three ranks, front to back, allow two options for protecting your pullers. You can put one big blocker in the first rank,

with one or two cheap pullers behind. The blocker's DP should be boosted by gear and conditions so he can survive turn after turn while your pullers keep generating influence. You can also put two cheap blockers in the first two ranks, with only one puller behind them. These blockers may be short-lived, but are easy to replace. Boosting these "speed bumps" with whammies helps keep them around an extra turn or two. This strategy allows you to focus on more expensive pullers, such as those able to generate two or more influence per turn. Whichever option you choose, make sure your deck composition reflects your strategy.



Characters with Surprise and Bypass are your best attackers.

3. Provide Complementary Support

Once you have your character mix straight, you'll need to flesh out the rest of your deck. Compare your resources with the characters you've chosen and try to get as much bonus pull as possible, by matching Oppen-

Training

heimer Contacts with Fringe Traits, for example. Include extra resources appropriate to your costly characters. Then match your gear and conditions to the bonus pull you've already chosen. Pick whammies and environmentals that help your traits, and so on.

4. Take Care with Narrow Cards

Most special abilities only work on certain card traits or types. Good examples are the whammies Exorcism, which pops any Nekros card, and Status Quo, which pops any environmental. These "hoser" cards are useful only if your opponent plays with the right cards. Similarly, bullet-cost cards become troublesome when you're missing a character or resource with a matching trait. Even though these cards can have powerful effects, you should limit the number of them in your deck. Try focusing on cards that are always useful, like Blackmail and Fury.

5. Have an Opening Strategy

Get an idea for how you'll play the first turns of the game. Will you make a move early or hold back until an opponent commits? If someone else starts their conspiracy first, how will you respond? Will you build whole files all at once or a piece at a time? By envisioning your opening strategy, you can judge how your deck holds up. Ask yourself, Am I getting what it'll take to put my plans in motion? If so, you're in good shape.

6. Pace Yourself

For your opening and middle-game strategy, be sure to conserve enough cards to keep yourself alive. Many games are lost because players make a bold stab at victory, only to be knocked back at the last minute. By keeping some cards in your hand, you give yourself the second wind needed to outlast your opponent. Most games aren't won by powerful combos of sheer force, but by patient, conservative play.

7. Stack Cards for Good Effect

When you call a gear or condition on to a character or resource, you do more than just modify the card's rules or statistics. You use up a card which could have been another character or resource on its own. In addition, you've increased the total number of cards at risk if the underlying card is



Your opponent too close to the finish line? Whammy him!

popped. You should have a good reason to use such modifying cards, like gaining extra pull, a special ability or a big power boost. You should always have an exceptional combination in mind before you stack two or more cards on any one target.

8. Play Gear and Conditions on Your Opponent's Characters

One point that beginners often miss is that gear and conditions can be played on any legal target, including targets in their opponents' conspiracies. Don't limit yourself to Terrors; if playing a Duro-Trench on your opponent's character allows you to control it, why not? Conversely, you should always consider the implication of playing "bad" cards on your own targets. For example, using Rampage to make multiple attacks can be very beneficial.

9. Have an Endgame Strategy

The game ends when you start your turn with enough influence to win. The one or two turns before that are bound to prove rather sticky. Any special tricks or combos you can use to nudge yourself over the top should be saved for this part of the game. Maybe you've kept Robert Richardson in your hand to play him on your last turn, attack him yourself and score the one extra influence you'll need. There are plenty of maneuvers like this that provide a few points of "risk-free" influence for at least a turn, which is all you need to make the difference in the final crunch.

10. Have a Spoiling Strategy

Maybe your opponent will make it to the finish line before you. What do you do? He'll probably still have pullers out, so cards that will help you get through his lines and throw him under the winning score are needed. You'll want to conserve cards that allow multiple attacks and special "behind the scenes" attacks, like Fury and Cloak Hit. Also, talk it over with your other opponents and try to figure out how you can cooperate to keep from losing the game. In other words, conspire! If it'll help to give card support to your would-be friends, support away—the only way you can win is to keep the game going. All the while, you should be scheming how to make your own stab for victory after the current threat is done. Preserve enough material to take the game yourself.

Deck-Building Guidelines

The first task in deck building is to separate your cards by type: resource, character, whammy, gear, condition, environmental and secret. Keep in mind that the only two card types you really need are resources and characters. Take stock of what you have available, paying special attention to the traits on the cards. Although it's not necessary for all the cards in a deck to share one or two different traits, it's a good idea to concentrate on a few traits. Once you've picked some traits you like, you're ready to begin.

Choose characters. Again, you'll want to divide them into three broad categories: hitters, blockers and pullers. About 20 percent of the total deck should come from each of these three categories. Although the labels aren't absolutely defined, you can think of any character with an AP of four or more as a hitter. Characters with DPs of four or more can become blockers, ready to protect your other characters. Any character with positive pull has to be treated as a puller.

You'll want to search out characters with special abilities to cover more bases with less cards. The majority of characters you choose should have one of the main traits you've already designated for the deck. It's no problem if you include a few "outsiders" you think will be useful or will cover a weakness of your other characters. Try to keep the cost of any other characters down, however.

Once you've picked at least 24 characters to work with, you have 60 percent of your 40-card deck. The next 20 percent will be resources. Since you've already chosen two or three traits, you need

From street performers to astrologers to Aries champions, the Aries, Artists, Entrepreneurs and Glorious Lords deck is straightforward, quick and nasty.



only look for resources matching those traits. The Artist trait has Contacts in the Art Scene, the Glorious Lord trait has Friends in Great Men Barrio, and so on. The only caution you'll need to take is against resources that lack generic pull, such as the Human resource Friends in Broken Wings Barrio. Too many of these restrictive resources can stymie your ability to call cards that don't match up.

Now you can fill the remaining 20 percent of your deck. If you've included a large number of characters with costs higher than three or four, you'll want to include a few more resources specific to those characters' traits. You might also include a secret that matches a well-represented trait in your deck. Otherwise, it's time to fill things out with the whammies, gear and conditions.

Keeping an eye on your central themes, choose cards that will work well with your characters. If you see a bullet next to the cost of any card, make sure a minimum of 10 to 20 percent of characters and resources in your deck have a trait that matches the bulleted card. If not, set the bullet-cost card aside. Exercise the same caution with environmental, since they tend to be useful only in very restricted situations.

Remember that these guidelines will help you make your first few balanced, beginning decks. After you've used them a few times, experiment to see what other kinds of decks you can make!

The Aries, Artists, Entrepreneurs and Glorious Lords Deck

The Resources

- 2 Contacts in the Art Scene
- 2 Friends in Flowers Barrio
- 2 Friends in Golden Barrio
- 2 Friends in Great Men Barrio

- 1 Olimpia Urgeghe
- 1 Raw Steamer
- 1 Rigor Kwasek
- 1 Saxolf Hermann
- 1 Slag

The Hitters

- 1 Bellow
- 1 Bjorn Nkwera
- 1 Break-Bones
- 1 Leif Hardarson
- 1 Lope
- 1 Nickles
- 1 Peer Solgerkvist
- 1 Spike
- 1 Thor Runestone

The Pullers

- 1 Aurora Bolt
- 1 Bitter & Herb
- 1 Frank Germaine
- 1 Giovanni Mancini
- 1 Hans Knudson
- 1 James R. Cartwright
- 1 Malak Suzier
- 1 Mihaly Cieznick
- 1 Vibe Valiant

The Blockers

- 1 Abbas Nadjafi
- 1 Burford J. Slystick
- 1 Frogbreath
- 1 Kalev Maran
- 1 Lou Farazzi

Supporting Cards

- 1 Aries Ambush
- 1 Bloodlust
- 2 Inspirations
- 1 Seklut Poison
- 2 Underworld Contacts

The main cards for this deck are all common or uncommon. If you can't find any Underworld Contacts from the *Shadows* expansion, either add Aries Ambushes or Bloodlusts or just reduce the deck size to 41 cards.

The strategy for the deck is fairly straightforward: Wait until you've played enough resources to call both blockers and pullers at once. The cards were chosen by traits to match the resources, so be sure to use the bonus pull many of the characters provide to call as many cards as you can simulta-

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2. What trait of Dr. Jamaranathy Panil (card A111) can be ordered with fries?
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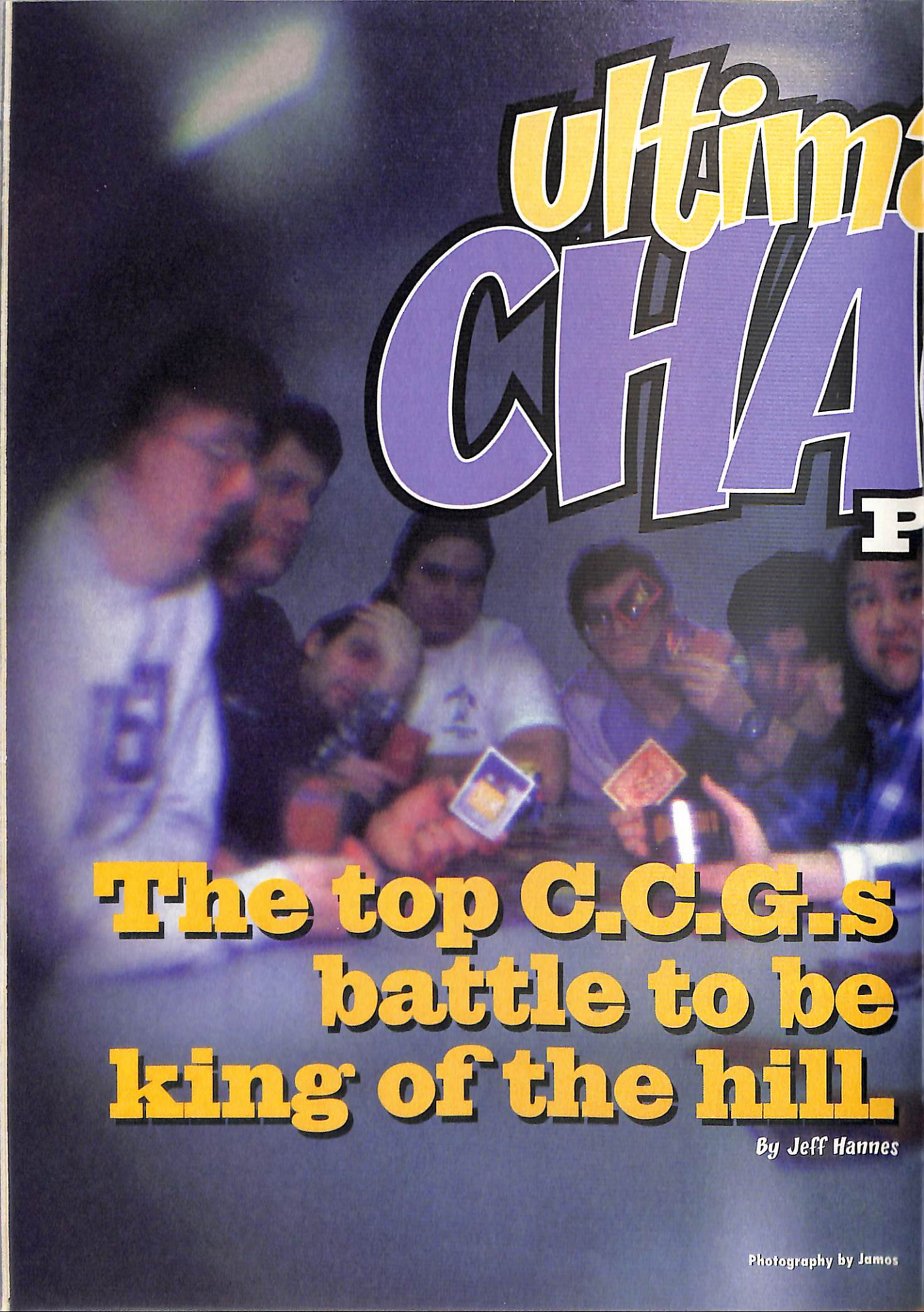
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Official Arcana InQuest

A group of people, mostly young men, are gathered around a table, playing a card game. They are looking at their hands and the cards on the table. The background is dark and slightly out of focus, suggesting an indoor setting like a school cafeteria or a game room. The lighting is somewhat dim, with some highlights on the people's faces and hands.

ultimate CHAOS

**The top C.C.G.s
battle to be
king of the hill.**

By Jeff Hannes

Photography by James

ate OS art II

For the first issue of *InQuest*, we put eight collectible card games to the ultimate test to find out which one was the best. After a heated battle, *Magic* came out on top.

With the sudden flood of new card games, we realized it was time to see if *Magic* still had what it takes to be the champ. It was time for Ultimate Chaos II!

For the second clash of the collectible titans, the "rules" were pretty much the same. A player could only win by the rules of the card game he was playing. Since each player was playing a different game, the rules for Ultimate Chaos would change each turn. If it were *Magic's* turn, all rulings would be according to the *Magic* rule book, and he would win if his opponents were all brought to zero life, or somehow incapacitated. But there was one big rules twist: Players could now use cards from any game, as long as most of the cards they were using were from their main game.

For this battle, we chose *Highlander*, *OverPower*, *Rage*, *Redemption*, *Shadowfist*, *SimCity* and *Wyvern* to compete against the title holder, *Magic*.

As the defending champion, *Magic* went first. His opening play looked pretty good: a Swamp and a Dark Ritual. He paused for a second, then made sure everyone agreed he was getting three skulls from his Dark Ritual.

"What, you mean the symbols?" *Rage* said. "Yeah, if you want to look at it that way."

Magic smiled smugly and put down a Black Guardsman from *Kult*. *Magic* pointed out that it was a being with a combat value of five—essentially a 5/5 creature.

"You can't do that!" three people shouted at once.

"Says who?" *Magic* shot back. After all, two little skulls were required to bring the Guardsman into play, and there were three skull symbols on the Dark Ritual. It looked like *Magic* was going to be off to the races again, despite taking a point of damage from the leftover skull.

SimCity just played a Farmhouse and ended his turn.

The next player was *Rage*. With all five of his werewolves already in play, per the rules of the game, *Rage* opted to attack *Magic* immediately, sending Old Storm-Chaser to do a number on the Guardsman.

Rage used an Entrail Rend to inflict

eight points of damage on the beast, but *Magic* countered by arguing that demons don't have entrails. After a lot of debating, arguing, insulting and threats of physical violence, *Magic* finally relented. Wounded but not killed, Old Storm-Chaser retreated to his pack and the Black Guardsman bit the dust.

Things were starting to even out, but that wasn't good enough for *Redemption*. After laying down a bunch of Lost Soul cards, *Redemption* looked at *Rage* and said, "Your puppies are mine!"

Redemption then played a Demonic Tutor to search through his library. Everyone wondered if a biblical card game could do that, but he told us the game had good and evil cards. No one else knew how to play *Redemption*, so we took his word for it.

Once he found the card he was looking for, *Redemption* got a diabolical expression on his face. After reciting some verse from 1 John 2:69 or something, he played a Wrath of God.

It didn't seem like that big a deal this early in the game, but *Redemption* tried to explain that he had "rescued" five souls by killing off all of *Rage's* werewolves. And therefore, since he had fulfilled the victory conditions of his game, he was the winner.

Had Ultimate Chaos come down to this? Not if *Rage* could help it.

"You know, technically, none of my werewolves are in play until someone starts an attack." *Redemption* disagreed, but no one came to his defense. He had to give in.

"But it still kills off your Llanowar Elves!" he said to *Magic* with twisted, vengeful, demonic sneer.

"And doesn't that kill off all of your Lost Souls too?" *Magic* snapped back. *Redemption* was at a loss—literally. With no characters or Lost Souls or whatever it is *Redemption* needs to win the game, there wasn't much he could do. By an almost unanimous vote, *Redemption* was booted from the game. So much for organized religion.

With one player already eliminated, *Wyvern* was quick to launch another offensive. Intent on proving that dragons were cooler than comic book characters, *Wyvern* paid Tiamat three gold to go after *OverPower's* Spider-Man. Spidey tried to dodge the attack with a Web Shield, but *Wyvern* countered with a Magnetic Field, which prevents an action card from being played. *Wyvern* then followed up with a Fire Bolt, putting a

hit on Spidey.

The turn passed to *Shadowfist*, who managed to get a not-too-powerful Eunuch Underling into play. Despite an impassioned plea on his part, we decided not to let the Eunuch attack *Magic's* Forest. Instead, *Shadowfist* settled for doing two points of damage to *SimCity's* Dairy Farm.

Highlander spent his turn beefing up Connor McLeod with enchantments and equipment from everyone else's games. By the time he was done, *Highlander* had piled on an Unholy Strength, a Fang Dagger and an Ablative Coat from *Wizards of the Coast's* *RoboRally*. *Rage* protested.

"Hey, wait a second, that's not a creature enchantment!"

"You wanna make something of it?" *Highlander* responded, moving his character threateningly toward *Rage's* pack of werewolves.

"Bring 'em on!" cried *Rage*. Everyone else just shook their heads. Moments later, *Highlander* had gutted three of *Rage's* werewolves, including Old Storm-Chaser. All the damage the werewolves inflicted was sucked up by the Ablative Coat and McLeod came out of the fight clean as a whistle.

Not quite ready to deal with *Wyvern's* dragons or *Highlander's* fighting machine, *OverPower* sent Hulk and Thing to pound on *Shadowfist's* defenseless Eunuch. But *Shadowfist* countered by playing a Beer Bribes card from *Guardians* in hopes of preventing the attack. *OverPower* argued that the card didn't affect his heroes because they didn't have little beer mug symbols on them, but *Shadowfist* was convinced that this small detail didn't matter.

Everybody at the table started arguing whether Thing and Hulk could be bought off by beer. In the end, pretty much everyone agreed that Thing might take some time out for a frosty one but it wasn't Miller time for Hulk until he finished pounding something. The final result was a well-mangled Eunuch and two happy superheroes.

During the next few turns, the gamers concentrated more on building up their own forces. In fact, *Highlander* amassed a small arsenal.

Although he still only had one character, he had piled on Firebreathing, Cloak of Invisibility and an R.P.G. Launcher. It looked like *Shadowfist* was going to be *Highlander's* next victim—but the master of cheesy martial arts was ready. As Connor McLeod stormed after Sung Chen, *Shadowfist* slammed down a Flying Guillotine. *Highlander* was stunned!

"What does that do?" he said in a panic.

"No head, no character," *OverPower* sniggered. "You're gone, kilt boy!"

"Wha...what's that supposed to mean?"

Highlander protested.

Magic jumped to *OverPower's* defense. "It means there can be only one—and it ain't you! So long, scotty!"

Now two players were gone and things were heating up. While everyone else had been busy trying to take care of *Highlander*, *Shadowfist* had slowly accumulated five *feng shui* sites. By the rules of *Shadowfist*, he only needed one more to win the game!

Magic wasn't ready to give in so fast, however. When his turn rolled around, he showed us that he had been prepared all along. With a sinister look, *Magic* played an Illusionary Terrain to change all swamps to *feng shui* sites.

Shadowfist laughed. "You've only got five *feng shui* sites, and you need six to knock me out." *Magic* was crest-fallen. Despite his best efforts, it looked like *Shadowfist* was going to win.

But wait—*Magic* wasn't done yet. He tapped the rest of his lands and played a Conquer—on one of *Shadowfist's* *feng shui* sites! Now *Magic* had six—enough to win the game. *Magic* rules were in effect, so he couldn't win, but when it came to *Shadowfist's* turn...

By *Shadowfist* rules, *Magic* had enough sites to knock him out, so like every bad guy in a James Bond flick, *Shadowfist* was toast. Play passed back to *SimCity*.

For the first time in the game, *SimCity* actually had something to get excited about. He eagerly played a Mayor next to his Council Member, telling us that now he could play a Nuclear Power Plant.

"I don't think so!" barked *Rage*. He played an Assassination Plot from *Blood Wars*, sending both of *SimCity's* politicians to the discard pile. It was back to square one for the

lowly *SimCity*.

Meanwhile, despite the fact that he couldn't pronounce their names, *Wyvern* used Mokelembembe and Cynoprosopi to continue his assault on the Marvel superheroes. But this time Hulk's Thrown City Bus and Thing's Clobberin' Time proved to be more than the dragons could handle.

Grumbling, *Wyvern* played a Hero card to let his dragon attack again and turned his attention to *SimCity*. He tried to torch Central Park, but the Fire Department came to the rescue.

The next bid for victory came from *OverPower*. As his turn came around, he looked at his hand and a grin spread across his face.

"I'm sending Wolverine after your Roar-of-Storms character," he told *Rage*. "And I'm wagering all of my missions!"

Everyone looked at *Rage*. By the venture rules of *OverPower*, if *Rage* took the challenge and lost, *OverPower* would win the game. If he didn't take the bet, he'd be down to one werewolf. Was *OverPower* bluffing, or did he really have enough to win? There was one way to find out...

Before *Rage* could respond, *Magic* played an Aura Sight from *Vampire: The Eternal Struggle*, which lets everyone look at one player's hand. *Rage* grabbed *OverPower's* hand and spread it on the table. A Revoltin' Development, a Spider Sense and a Manhole Cover—good cards, but not good enough. He was bluffing!

"I accept the challenge," *Rage* growled with a feral grin. A few seconds later, Wolverine had been mauled by werewolves, *OverPower* had lost his hefty wager and the House of Ideas quietly retired from the game.

Through all this, *SimCity* had just sat quietly at his end of the table, slowly build-



The Combatants: [Back]: *OverPower*, *Magic: The Gathering*, *Highlander*, *SimCity*, *Wyvern*. [Front]: *Rage*, *Shadowfist*, *Redemption*.

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ing up a nice little metropolis. As he carefully placed the Kennedy Space Center along the Rhine River, he looked up from his cards maniacally.

"Now you're in for some big trouble," he said to *Wyvern*.

"Oh, what are you going to do? Water my dragons with your firehose?"

SimCity simply pointed to his new space center, then gleefully launched the starship *Enterprise*. Before *Wyvern* could do anything, *SimCity* set the *Enterprise's* phasers on full and blasted the dragons out of the sky. With a cheerful smile, he turned *Wyvern* and said, "Your turn."

Still sulking about his toasted dragons, *Wyvern* drew two cards and peeked at his two remaining face-down cards. He kept looking from one card to the other to his gold stash, which was down to one. It looked like he was out of cash!

Having no other option, *Wyvern* sent his weakling scout Grendel after one of *Magic's* mountains. By the rules of *Wyvern*, the scout dragon would destroy the land and get one gold—but *Magic* was prepared. As Grendel came over, *Magic* whipped out a *Vertigo*, doing two points of damage to the inferior dragon and bringing it to the ground. Grendel was toast and *Wyvern* didn't have the means to bring out any other dragons. Thanks to a seldom-used *Ice Age* uncommon, the collectible card game of dragons had gone the way of the dinosaurs.

The last three players, *Magic*, *Rage* and *SimCity*, spent the next few turns re-stocking their forces.

Then *SimCity* tipped the balance: he built a Nuclear Power

Plant. That drove *Rage's* nature-loving werewolves crazy. *Rage* unleashed an all-out attack on the Power Plant. *SimCity* slyly prepared to fend off the initial onslaught with his Police Department and his Jesuit Missionary. Then, with a bang, he slapped down a card.

"You don't know how long I've been wanting to play this," he grinned.

It was a Neutron Bomb from *Shadowfist*—and *Rage's* pups, still in the middle of an attack, were in play! *SimCity's* face shone with an eerie light as *Rage* swept his werewolves' corpses from the intact streets of *SimCity's* quiet, glow-in-the-dark metropolis.

And so it was down to two games, both at the peak of their respective fields. Unfortunately for *SimCity*, this magazine is about collectible card games, not computer games.

"Okay, let's see," *Magic* said, cracking his knuckles.

He started off by playing an *Atog*. He then used *Sticky Paws* from *Rage* to steal *SimCity's* *Enterprise*. Things were looking pretty bad for the nearly defenseless *SimCity*—and they were about to get worse.

After playing a *Time Walk* to get another turn and reset his mana, *Magic* sacrificed his *Zuran Orb*, *Sol Ring* and the *Enterprise* to a very hungry *Atog*. *Magic* then sent his pumped-up beast to wreak havoc on *SimCity's* Children's Museum.

Magic's next move was to play one of *SimCity's* own cards, the *Discount Game Warehouse*, which lets the caster name a card

and look for it in any player's library. *Magic* chose the *OverPower* card *Web-Headed Wizard* and started flipping through *OverPower's* library.

Sure enough, the exclusive *OverPower* card was there, and *Magic* used it to retrieve the *Time Walk* from his graveyard. Next, he used five mana to play a *Ring of Ma'ruf*, and then cast *Time Walk* to take yet another turn.



The best way to get rid of Werewolves? Silver Bullets? Nah, too slow. Try a Neutron Bomb.

SimCity sat back as *Magic* used his *Ring of Ma'ruf* to draw a card from outside the game. *Magic* darted out of the room and went to the *InQuest* archives to find the one card that could give him victory. The fallen competitors and spectators tapped their temples and wondered. All *SimCity* had was roads and buildings. What card could destroy them?

Seconds later, *Magic* raced back into the room with a single *Magic* card in hand. He tapped his last four mana and played *Armageddon*.

"Wait—all of my cards are lands!" *SimCity* cried. But there was nothing he could do, and when the smoke cleared, *SimCity* had nothing on the table. Shaking his head in disbelief, the computer-converted card game resigned.

Victory was *Magic's* once again! Singing Queen's "We are the Champions," *Magic* jumped out of his chair and thrust his fists in the air. After sweeping *SimCity's* cards off the table, he dropped to the floor and did some crazy break-dance version of "Achey-Breaky Heart."

Magic had retained its title as the champion of collectible card games. But 1996 is bringing another new crop of games. Will one of them knock *Magic* off of its pedestal?

Only *Ultimate Chaos III* will tell for sure!

MY NAME IS INIGO MONTOYA. YOU TAPPED MY MANA. PREPARE TO DIE.

QUIT SAYING THAT. YOU'RE BEGINNING TO FREAK ME OUT... AND I THINK I SWALLOWED MY GUM.

Jeff Hannes, when not mercilessly hunting down and killing unfortunate sailors who wash up on his secret island headquarters, is a regular contributor to *InQuest*.

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The Three Bastard Sisters of Magic

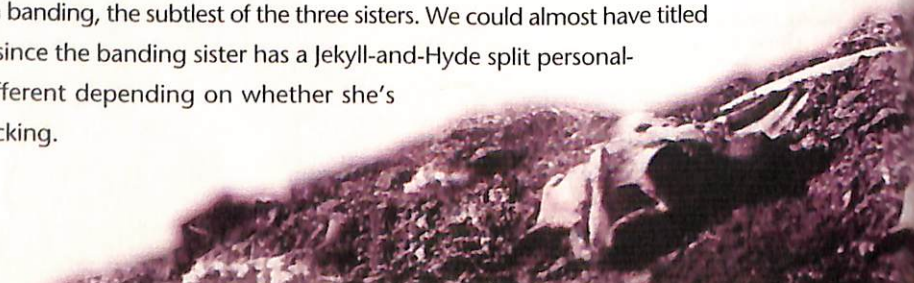
Banding, Trample and Rampage: How best to use them to your advantage

By Beth Moursund

In the middle of the *Magic: The Gathering* rule book lurks a section called "Creature Special Abilities." Among those are three abilities that, together, have generated more aggravation and misunderstandings than any single card, even the notorious Ice Cauldron, could ever do. They're called banding, trample and rampage.

Due to the sheer number of questions about them, *InQuest* has nicknamed these abilities "the three bastard sisters." Even the cream-of-the-crop players who qualified for the *Magic* World Championships didn't always understand how these abilities worked in some cases! But read through these few pages and you'll learn not only how the abilities really work but also how you can use them to trash your opponents or keep other players from trashing you.

We'll begin with banding, the subtlest of the three sisters. We could almost have titled this "four sisters," since the banding sister has a Jekyll-and-Hyde split personality. She's quite different depending on whether she's defending or attacking.



Banding on Defense

Repeat after me: "There is no such thing as banding to block."

"Huh? But the rule book says..."

Again: there is no such thing as banding to block. Almost all of the questions about defensive banding can be answered by applying that simple phrase. Can I band my Mesa Pegasus with my White Knight to block that incoming Nightmare? No, because there's no such thing as banding to block. Can I band my Benalish Hero with a wall to block the Elven Riders? No, because there's no such thing as banding to block.

When it's time to assign blockers, you can ignore the banding ability completely. Creatures always block as individuals. Any number of creatures can gang-block a single attacking creature, but each one has to do so on its own. A nonflying creature can't block a flyer, a wall can't block a Juggernaut and so on. It makes no difference whether some, all or none of the defenders have banding.

Then why are we even talking about defensive banding? Because banding is very useful for blockers, even though it's not used during blocking *per se*.

After you've finished blocking and both players have used all the fast effects they want comes the step in the attack called "assign damage." If two or more creatures have ganged up to block one attacker, then normally the attacking player assigns the attacking creature's damage. He can put it all on one creature or a little on each—what-

ever causes you the most grief.

But if one of the blockers has banding when you get to this step, everything changes. Any combat damage done by a creature with a bander blocking it gets assigned by the *defending* player! (If the creature has some other way of dealing damage, such as Farrel's Mantle's special ability, banding won't help—it only affects regular combat damage.) All of the damage still has to be split among the blocking creatures, but since you're the one doing the splitting, you can arrange it to your benefit. If you've got tough-enough creatures, you can give each one a little damage so they all survive. Or, if they're not that tough,

"Banding and regeneration is incredibly powerful: it lets a bunch of small blockers easily kill off attacking creatures without taking any losses."

you can pile all the damage onto the wimpiest creature.

To see how useful this can be, pretend you're being attacked by a 4/4 Serra Angel and you have nothing but a flock of 1/1 Scryb Sprites to block with. If you want to kill the Angel, you need to block with four Sprites, and your opponent will undoubtedly have the Angel do a point of damage to each of them, killing all four.

Now change one of Sprite blockers into a 1/1 Mesa Pegasus. Since the Pegasus has banding, you get to split up the Angel's damage. Put all four points on one Sprite and the three other creatures will survive to dive-bomb your opponent next turn. Even better, add a 1/5 Wall of Air to the mix. Now you can give all the damage to

the Wall, which is tough enough to survive it, and still kill off the Angel.

Banding doesn't let creatures "share" their abilities, but a blocking gang can often benefit if just one member has an ability that affects damage. For example, replace the Wall of Air in the group above with a 0/1 regenerating Yavimaya Gnats. The Gnats won't do any damage, but you can assign all the Angel's damage to them and then regenerate them.

This combination of banding and regeneration is incredibly powerful: it lets a bunch of small blockers easily kill off attacking creatures without taking any losses. Similarly, if you have one blocker

with a "reduce damage to zero" effect like Wall of Vapor, you can put all the damage there and watch it vanish.

Be sure to read the card carefully though. Some cards say that a creature "neither deals nor receives damage during combat." That's



not the same as "reduce damage to zero"! Rather, it means that you can't assign any damage to the creature. If such a creature helps out in a gang-block, all damage must be split among the other blockers. (Any creature that regenerates during combat, say from being Lightning Bolted before you get to the assign damage step, also has a "can't deal or receive damage" effect.)

Notice that only one blocker in the whole gang needs the banding ability, and that you don't check for it until you get to the assign damage step. This can work for or against you. Say you're being attacked by a Serra and you block with a flock of Sprites, Wall of Air and one Pegasus. Then your opponent whips out a Lightning Bolt and blasts the poor Pegasus out of the sky! You can't shunt the Lightning damage to another creature, since banding only affects combat damage. And now, since your bander is gone, your opponent gets to distribute the Angel's damage and kill off the Sprites.

(However, if you could regenerate the Pegasus, you'd get to assign the damage yourself among the other members of the blocking gang. A regenerated blocker is still blocking; it just can't deal or receive damage.)

Things are looking grim...but all is not yet lost. Some spells and effects give the banding ability to a creature. You can hold

its own. The defender can pick and choose which to block. Attackers usually can't work together to take out a larger creature the way blockers can.

A creature with banding, however, can

couldn't legally be blocked. For example, a Shanodin Dryad and a Mesa Pegasus attack as a band. Any creatures assigned to block the Dryad automatically block the Pegasus as well, even if the blockers don't fly.

Don't be misled, though, into thinking this means the Pegasus loses its flying ability when it joins the nonflyer. Banded creatures don't gain or lose any abilities unless the card specifically says so. If the defender has any Forests, then the Dryad's Forestwalk makes her unblockable. Now nonflyers can't block the band at all.

A flying creature can still block the Pegasus, though, and if it does, the "unblockable" Dryad is blocked too. This is legal because the Dryad isn't being blocked directly—it's being blocked indirectly by a valid block to another member of its band. Similarly, if the attacking band included a nonflying creature

without forestwalk, like Durkwood Boars, an opponent's nonflying creature could block the Boars and hence the entire group.

When you get to the assign damage step, offensive banding works just like defensive banding: you get to decide how to split up the combat damage among the members of your band. If both the attacker and defender are using banding, each assigns damage to his own creatures.

Deciding whether and how to band your attacking creatures requires thought and strategy. Don't use the ability just because it's there. Instead, consider what your objectives are and what choices you'll be giving your opponent. In general, offensive banding is most useful when your opponent has a blocker big enough to kill one or more of your creatures but not big enough to survive the experience if they're banded. If your opponent's creatures aren't big enough to kill yours or if you just want to deal damage and don't care about the creatures, banding may be counterproductive, since it just lets him block more of your attackers.

Suppose you have a Serra Angel and several Benalish Heroes and your opponent has only a 1/5 flying Wall of Air. If you attack separately, your opponent has the choice of either blocking the Angel (taking less damage but not killing anything) or blocking and killing a Hero. If you attack as a band, on the other hand,



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join with another creature during the attack declaration, forming a band. If you have more than one creature with banding, several of them can join with the same creature, forming a large band. The joined-with creature doesn't need to have banding itself, but all of the joiners do, so an attacking band can't have more than one non-banding creature in it.

All members of a band must attack. An attacking creature can't band with a wall (unless, of course, the wall has Animate

"Deciding whether and how to band your attacking creatures requires thought and strategy... In general, offensive banding is most useful when your opponent has a blocker big enough to kill one or more of your creatures but not big enough to survive the experience if they're banded."

these in reserve and use them when needed. To your opponent's dismay, you pull out your hole card, casting Formation on the wall to give it banding for the rest of the turn.

Banding on Offense

Any number of creatures can attack at the same time, but normally each one is on

Wall or some other way of attacking). All of this joining must be done at the same time you tap the attackers. You can use a fast effect to give an attacking creature banding later on but the creature won't be able to join anyone.

If a defending creature is assigned to block any member of a band, the whole band becomes blocked—even those that

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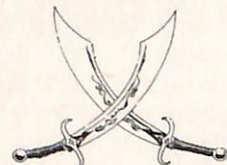
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then if he blocks he'll lose the Wall and you'll assign the damage to the Angel, losing nothing but not hurting your opponent. To decide which to do, you'll need to consider what other cards you have in your hand or are likely to draw, what your opponent might have up his sleeve and how much life each of you has left.

Trample

Now we come to the second sister, trample. Normally, when an attacking creature is blocked, it can only damage the blocking creature. A 0/1 regenerating creature like Will-o'-the-Wisp or Yavimaya Gnats can hold off the biggest attacker forever—unless that attacker has trample. Unlike normal damage, any trample damage above and beyond the toughness of the blocker at the end of the damage-prevention step “spills over” onto the defending player—even if the blocker regenerates! Faced with a big trampler, that invincible regenerating defensive line becomes as effective as Swiss cheese.

When a trampling creature is blocked, its damage must be assigned to the blocking creature or creatures and go through damage prevention just like any other damage. If all of the damage is prevented, then it won't spill over. Wall of Shadows, Wall of Vapor and Uncle Istvan all make great trample blockers since their special

completely. Even effects like Tracker's or Arena's won't activate trample.

Also, if trample damage is redirected, it loses its “tramplessness.” For example, you attack me with a 3/3 trampling War Mammoth and I block with a 4/4 Shimian Night Stalker. You then slap a Giant Growth onto the Mammoth, making it 6/6, so two points of damage spill over to me. I tap the Stalker to redirect that damage back to the Stalker, which soaks up all the damage; the excess two points don't trample back to me again.

If your opponent blocks your trampler with a bunch of nonbanding creatures, you assign the damage. You can spread it around to kill as many creatures as possible or you can put most or all of it onto one creature so it spills over to the defending player. You don't have to “use up” the toughness of all the blockers before it can spill over, only the damaged creature's toughness.

Trample is the best way to get past the “banding weenies” defense. Remember when the 4/4 Serra was blocked by four banded 1/1 critters and the defender assigned all the damage to one of them? Change the Serra to a 4/4 trampling Bronze Horse and try again. Now if the defender puts all the damage on one blocker, three points of damage will spill over.

Trample also works wonders against blocking creatures with “neither deals nor receives damage during combat” effects

“The obvious defense against rampage is to avoid blocking with more than one creature. The best way around this is to force the defender to block, using Lure.”

abilities reduce all damage to zero, leaving nothing to spill over to the defending player. Regenerating a creature doesn't reduce damage to it to zero, it just prevents a creature that's on its way to the graveyard from dying.

If a blocking creature takes both trample and normal damage at the same time, you must count the normal damage first, leaving as much as possible of the trample damage free to spill over. For example, if you attack with a band of a Benalish Hero and a 5/5 trampling Elder Land Wurm and I block with a 2/2 Raging Bull, the bull takes a point of normal damage and five points of trample damage, so four points of damage spill over.

Trample only works when the trampling creature is attacking and dealing damage normally. If the creature is blocking or if its power is used for a special effect like Farrel's Mantle, you can ignore the trample

such as Goblin Snowman or the Fourth Edition Gaseous Form. Since no damage can be assigned to the blocker, all of the trample damage spills straight over to the defending player.

Since trample spillover doesn't happen until the end of damage prevention, and it looks at the creature's toughness at that time, you can get weird results with blockers that change toughness during damage prevention. Suppose you attack with a 3/3 trampling War Mammoth and I block with a 1/1 Scryb Sprite enchanted with Carapace, making it 1/3. The Sprite takes three points of trample damage, enough to kill it. I sacrifice the Carapace to regenerate the Sprite. At the end of damage prevention the Sprite is a 1/1 creature with three points of trample damage, so two points spill over to me—even though it took all three points to squash the Sprite in the first place!

Rampage

Finally we come to the youngest sister, rampage. Unlike the other two, which have been around since *Magic's* first edition, rampage was introduced by the *Legends* expansion. That's why you won't find it in rule books until Fourth Edition and why we get so many players asking “What the heck is rampage?” when they open *Chronicles* packs. But actually rampage is the simplest of the three sisters.

When a creature with Rampage attacks and two or more creatures are assigned to block it, the Rampage creature gets a +X/+X bonus (X is listed on the card) for each blocker after the first. For example, the Elder Dragon Chromium has “Rampage: 2.” If two creatures block him, he gets +2/+2. If three creatures block him, he gets +4/+4; four creatures, +6/+6; and so on. The bonus lasts for the rest of the turn, even if a fast effect removes some of the blockers or yanks the rampaging creature out of the attack.

Like trample, Rampage has no effect unless the creature is attacking. You don't get any bonus when your rampaging creature blocks a large band.

Rampaging creatures are the bane of weenie decks. It's impossible to kill an attacking Chromium with any number of one- or two-power blockers—the more blockers you pile on, the bigger he gets. You can kill him by piling up three-power or stronger blockers, but you'll lose a lot of them (unless, of course, you have banding).

Even worse are creatures with both rampage and trample, like Craw Giant. If you pile on enough three-power blockers to kill it, the attacker can assign all the damage to one blocker and hit you with a big lump of trample spillover.

The obvious defense against rampage is to avoid blocking with more than one creature. The best way around this is to force the defender to block, using Lure. Conveniently, Lure and Craw Giant are both green spells—talk about a ready-made combination!

Th-th-th-that's All, Folks!

We're done talking; now it's your turn. Grab some cards and try making a deck to take advantage of these abilities! Banding, trample and rampage: bastards they may be, but by the end of the game, if you use them effectively, your opponents may be calling them something even stronger. 🌟

Beth “BethMo” Moursund spends so much time explaining Magic rules that she's been heard to mumble “There's no such thing as banding to block,” “Destroying the source of an effect doesn't counter that effect” and “A sacrifice is a cost that cannot be prevented” in her sleep.

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Card Stock

Tracking trends in the card game market

MAGIC IS DETHRONED

By Dan Albaugh



■ *Star Wars* prices are skyrocketing. Everyone wants a Han Solo card.



■ *Alternate Universe*: Is it doing as well as expected?

Perhaps Dionne Warwick and her "physic friends" knew it would occur, but few retailers predicted that Decipher's *Star Wars*, from its initial release through January of '96, would surpass *Magic* in sales. Oh sure, it was assumed that *Star Wars* would have a legion of fans and that sales for the new C.C.G. would be good. But actually outsell *Magic*? C'mon, get serious!

Dennis Riley of Bob's Hobbies in Springfield, Mass., reports, "On a daily basis, *Star Wars* is outselling *Magic*. It's been that way since *Star Wars* first hit the shelves." On the West Coast, George Thrush of Comic City in San Diego, Calif., states, "I would estimate that sales of *Star Wars* have been about 10 percent higher than sales of *Magic*. But I want to point out that *Magic* sales have not suffered as a result of the *Star Wars* popularity. The individuals buying these two C.C.G.s are not one and the same." Both retailers indicate that most of the *Star Wars* buyers fall into the 20- to 30-year-old group, whereas the bulk of their customers for *Magic* are a younger crowd.

How are the *Star Wars* cards selling, you ask? Initial reports indicated that Vader, Solo and Skywalker were selling for as much as \$50 to \$75 each. However, prices seem to have settled across the country to the \$20 to \$35 range. Vader falls in the high end of that range with C-3PO and Kenobi at the low end. Expect to find Leia, Skywalker and Solo somewhere in the middle.

While retailers throughout the United States and Canada are enjoying the success of *Star Wars*, there are some concerns. "I play the game," offers Kevin Smith of Key's Games & Hobbies in Moline, Ill. "It's fun and as easy to learn as *Magic*. However, many of my customers are just collecting the cards and not bothering to learn to play the game. I encourage them to collect and play."

And What of *Star Trek*?

Most retailers report that *Star Trek: Alternate Universe* is a distant third behind *Star*

Wars and *Magic* in recent sales. Comic City's Thrush proposes a reason for that phenomenon: "Decipher allowed too much time to pass between the release of the Unlimited version of *Star Trek* and *Alternate Universe*. Much of the momentum they had going was lost and has not been recaptured."

Mike Bickford of Comic & Cards, in Twinsburg, Ohio, offers an additional thought: "*Star Wars* is a fairly easy game to learn and, beyond that, it's fun. *Star Trek* plays slow, and that's prevented many gamers from getting involved in *Alternate Universe*." Bickford points out that most individuals buying *Star Trek* in his shop are collectors and not gamers.

Top 5 Selling Games

1. *Star Wars*

Can you believe it? *Magic* has been bumped from the No. 1 slot. Retailers across the country are reporting that Vader, Solo and the gang are out-selling *Magic*.

2. *Magic: The Gathering*

Despite falling to No. 2, *Magic*'s still going strong. Whereas many of the buyers of *Star Wars* boosters and starters are collectors only, *Magic* is the home to true gamers.

3. *Star Trek: Alternate Universe*

This C.C.G. expansion may be a distant third, but loyal Trekkies are generating ample sales for happy retailers.

4. *Middle-earth: The Wizards*

Want to be a wizard of Middle-earth, lead your people to battle against the evil Sauron and do all kinds of heroic things? Well, pick up a starter deck already.

5. *Highlander: The Movie Edition*

A new entry to our Top 5 list, the recent expansion *Highlander: The Movie* has spurred greater interest in this C.C.G.

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

Near Mint (Nr-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

A & S Comics in North Bergen, NJ. Adventures in Comics & Games in Carmichael, CA. All About Books & Comics in Yonkers, NY. All Pro Sports in Newark, NJ. Augusta Comics & Cards in Carroll, IN. B&B Baseball Cards in Sullivan, NY. Barry's Collectors Corner in Grand Forks, ND. Bob's Hobby in Springfield, MA. A Book Deal in Roswell, GA. Book & Movie Exchange in Louisville, KY. Books, Comics & Things in Ft. Wayne, IN. Books Galore in Erie, PA. Brannen's Comics in Frederick, MD. Broadway Comics in Valrico, FL. Card & Comic Arcade in New York, NY. Card & Comic Empire in Haverhill, MA. The Card & Comic Shop in Port Lavaca, TX. Cards, Comics & Collectibles in Monroe, LA. Cards & Comics, Inc. in Yonkers, NY. Castle Comics in Portsmouth, NH. Chimeric Comics & Cards in Fond Du Lac, WI. Claude's Comics in Hattiesburg, MS. Coastside Comics in Paulsboro, NJ. Collector's Choice in Athens, TN. Collector's World in Anderson, IN. Comic City in San Diego, CA. Comic Dreams in Manteno, CA. Comic Dungeons in Riverside, CA. The Comic Shop in Fairbanks, AK. The Comic Shop in Jordan City, NJ. Comics on Parade in Santa Barbara, CA. Comic World, Inc. in Stafford, VA. Comics Warehouse in Albuquerque, NM. Comics & Comic Inc. in Rocklin, CA. Comics Inc. in Fayetteville, NC. Comically Speaking in Maynard, MA. DR Comics & MR Games in Oakdale, CA. Discount Hobby in Kalamazoo, MI. Dover Cards & Comics in Denver, CO. Dragon's Lair in Austin, TX. The Dragon's Lair in West Springfield, MA. Fantasy Works Comics in Aurora, CO. Fantasy Zone Comics in North Kingstown, RI. Fiction Comics in Porterville, CA. Front Row in Severna Park, MD. Gallop's Comics & Games in Stoughton, MA. Game-A-Rite in Santa Cruz, CA. Games, Crafts, Hobbies & Stuff in Gwynedd, MD. Games Plus in Woodville, WA. Gator Country Cards & Comics in Gainesville, FL. Golden Comics in Action, MA. The Great Escape in Louisville, KY. Griffin Comics & Games in Manchester, CT. Harrow's Hobbies in Wilmette, IL. Heroes and Fantasies in San Antonio, TX. High Five Sport Cards in Fremont, CA. Hobby Center in Hattiesburg, MS. Hollywood USA in Las Vegas, NV. Home Field Inc. in Purcell, OR. Legacy Comics & Cards in Colorado Springs, CO. Leisure Hours Hobbies in Juliet, 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. Meridian Cards & Comics in San Jose, CA. Mission Games in Mission, British Columbia, Canada. Nostalgia Ink in Jackson, MI. Oak Leaf Comics in Cedar Falls, IA. Odin's Cosmic Bookshelf in Lilburn, GA. Stone Mountain GA Outer Limits in Clifton, NJ. Paul & Judy's in Arthur, IL. Pee Wee Comics in Canoga Park, CA. Sean's Locker Room in Somerset, PA. Shaheedz Games in Lexington, KY. Shindler's in Minneapolis, MN. Silhouettes in Dayton, TN. Slam Disc in Ocean Springs, MS. S.N.S. Collectibles in Lake Ridge, VA. Source Comics & Games in St. Paul, MN. The Time Tunnel in Statesville, NC. Thunderbolt Comics in Henderson, NV. Titan Games and Comics III in Smyrna, GA. T's in Middletown, NY. Trail and Lead in Keosau, KY. WarGames & Fantasy in Motrice, LA. Who's on First in Westport, CT. Wizard World in Nanuet, NY. The Zone in Louisville, KY.


About the Price Guide

The following collectible card game price guide contains the most accurate and up-to-the minute card prices available. To make sure the values listed are as timely as possible, we're in constant contact with hundreds of retailers and fans throughout the country. The price ranges listed reflect the current selling prices 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 Wood3575	
Dark Sphere3.505.00	
Deep Water3575	
Diabolic Machine2.253.00	
Drowned3575	
Dust to Dust3575	
Eater of the Dead4.006.00	
Electric Eel1.502.50	
Elves of Deep Shadow2.503.50	
Erosion3575	
Eternal Flame4.006.00	
Exorcist6.0010.00	
Fallen, The3.254.00	
Fasting1.502.50	
Fellwar Stone2.503.50	
Festival3575	
Fire and Brimstone2.253.00	
2.253.00	

Circle of Protection: Artifact7.0010.00	
Manul Druid3.505.00	
Widow Statue751.50	
Network Avion8.0012.00	
Wings of Sardin10.0015.00	
4.006.00	

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 **Factos 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.

Set Title1.252.00	
PDR Parrott751.50	
P2 PDR Howitzer1.252.00	

DOOMTROOPER

HEARTBREAKER-1995			
Full Set (337 cards)\$275.00350.00	
Starter Deck (60 cards)8.009.00	
Starter Box (10 decks)75.0090.00	
Booster Pack (15 cards)2.252.50	
Booster Box (36 packs)80.0090.00	
Alkhi The Cunning7.0010.00	
Dominic7.0010.00	

Angst	
Annual Convention	
Antiwar Activists	
Ark of the Covenant	
B.A.T.F.	
Bank Merger	
Bank of England	
Bavarian Illuminati	
Bermuda Triangle	
Big Sellout, The	
Bigger Business	
Blitzkrieg	
Bodyguard	
Book of Kells	

INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST: 1993

Cards have black borders. Alpha cards have a rounder corner when compared to Beta cards.

Full Set (295 cards)	\$2,800.00	3,400.00
Starter Deck (60 cards)	200.00	250.00
Starter Box (10 decks)	1,900.00	2,500.00
Booster Pack (15 cards)	90.00	110.00
Booster Box (36 packs)	3,200.00	3,700.00

Name	Low	High
Air Elemental	2.50	4.00
Ancestral Recall	70.00	110.00
Animate Artifact	1.25	2.00
Animate Dead	1.25	2.00
Animate Wall	5.00	8.00
Ankh of Mishra	8.00	10.00
Armageddon	8.00	12.00
Aspect of Wolf	8.00	12.00
Bad Moon	8.00	12.00
Badlands	20.00	30.00
Balance	7.00	10.00
Basalt Monolith	3.00	4.00
Bayou	20.00	30.00
Benalish Hero	50	1.25
Berserk	30.00	50.00
Birds of Paradise	12.00	15.00
Black Knight	3.50	5.00
Black Lotus	225.00	325.00
Black Vise	3.25	4.00
Black Ward	1.25	2.00
Blaze of Glory	40.00	60.00
Blessing	8.00	10.00
Blue Elemental Blast	50	1.25
Blue Ward	1.25	2.00
Bog Wraith	2.50	3.50
Bringingser	18.00	25.00
Burrowing	1.25	2.00
Camouflage	15.00	20.00
Castle	3.50	5.00
Celestial Prism	1.25	2.00
Channel	1.25	2.00
Chaos Orb	90.00	125.00
Chaoslace	4.00	6.00
Circle of Protection: Blue	50	1.25
Circle of Protection: Green	50	1.25
Circle of Protection: Red	50	1.25
Circle of Protection: White	50	1.25
Clockwork Beast	7.00	10.00
Clone	12.00	20.00
Cockatrice	12.00	18.00
Consecrate Land	18.00	25.00
Conservator	1.25	2.00
Contract from Below	7.00	10.00
Control Magic	4.00	6.00
Conversion	3.50	5.00
Copper Tablet	12.00	18.00
Copy Artifact	12.00	18.00
Counterspell	3.50	5.00
Craw Worm	50	1.25
Creature Bond	50	1.25
Crusade	8.00	12.00
Crystal Rod	1.50	2.50
Cursed Land	1.25	2.00
Cyclopean Tomb	90.00	125.00
Dark Ritual	50	1.25
Darkpact	6.00	10.00
Death Ward	50	1.25
Deathgrip	1.25	2.00
Deathlace	4.00	6.00
Demonic Attorney	8.00	12.00
Demonic Hordes	20.00	30.00
Demonic Tutor	10.00	15.00
Dingus Egg	8.00	15.00
Disenchant	50	1.25
Disintegrate	50	1.25
Disrupting Specter	6.00	10.00
Dragon Whelp	4.00	6.00
Drain Life	50	1.25
Drain Power	8.00	12.00
Drudge Skeletons	50	1.25
Dwarven Demolition Team	15.00	20.00
Dwarven Warriors	50	1.25
Earth Elemental	3.50	5.00

Earthbind	2.00	3.00
Earthquake	8.00	12.00
Elixir Archers	6.00	10.00
Evil Presence	1.25	2.00
False Orders	7.00	10.00
Farmland	10.00	15.00
Fastbond	12.00	15.00
Fear	50	1.25
Feedback	1.50	2.50
Fire Elemental	2.50	3.50
Fireball	50	1.25
Firebreathing	50	1.25
Flashfires	1.25	2.00
Flight	50	1.25
Fog	50	1.25
Force of Nature	18.00	25.00
Forcefield	100.00	150.00



TOP TEN HOTTEST CARDS

10) Shivan Dragon

He's magenta, mean and *my, my macho!* He's the mighty Shivan Dragon, and as a 5/5 flyer pumpable with one red for a temporary +1/+0, you'd better find a way to defend against him fast or your ass is grass and he's the big red lawnmower!

Forest	35	75
Fork	35.00	45.00
Frozen Shade	50	1.25
Fungusaur	8.00	12.00
Gaea's Liege	15.00	20.00
Guard of Might	100.00	150.00
Giant Growth	50	1.25
Giant Spider	50	1.25
Glasses of Urza	1.25	2.00
Gloom	1.25	2.00
Goblin Balloon Brigade	1.25	2.00
Goblin King	15.00	20.00
Granite Gargoyle	18.00	25.00
Gray Ogre	50	1.25
Green Ward	1.25	2.00
Guardian Angel	2.00	3.00
Grizzly Bears	50	1.25
Healing Salve	50	1.25
Helm of Chazruk	6.00	10.00
Hill Giant	50	1.25
Hive, The	8.00	12.00
Holy Armor	50	1.25
Holy Strength	50	1.25
Howl from Beyond	50	1.25
Howling Mine	10.00	15.00
Hurlion Minotaur	50	1.25
Hurricane	1.25	2.00
Hypnotic Specter	4.00	6.00
Ice Storm	18.00	25.00
Icy Manipulator	35.00	65.00
Illusionary Mask	60.00	80.00
Instill Energy	1.25	2.00
Invisibility	8.00	15.00
Iron Star	1.25	2.00
Ironclaw Orcs	1.25	2.00
Ironroot Trefolk	50	1.25
Island (Dark Blue Sky)	60	1.00

Island	35	75
Island Sanctuary	7.00	10.00
Ivory Cup	1.25	2.00
Jade Monolith	3.50	5.00
Jade Statue	18.00	25.00
Jayemdae Tome	6.00	10.00
Juggernaut	10.00	15.00
Jump	50	1.25
Karma	1.25	2.00
Keldon Warlord	4.00	6.00
Kormus Bell	5.00	8.00
Kudzu	10.00	15.00
Lance	3.00	4.00
Ley Druid	1.25	2.00
Library of Leng	1.25	2.00
Lich	60.00	80.00
Lifeforce	1.25	2.00
Lifelace	4.00	6.00
Lifetap	1.25	2.00
Lightning Bolt	50	1.25
Living Artifact	7.00	10.00
Living Lands	6.00	10.00
Living Well	3.00	4.00
Llanowar Elves	50	1.25
Lord of Atlantis	12.00	18.00
Lord of the Pit	15.00	20.00
Lure	1.25	2.00
Magical Hack	10.00	15.00
Mahamoti Djinn	12.00	18.00
Mana Flare	8.00	12.00
Mana Short	6.00	10.00
Mana Vault	6.00	10.00
Manabats	6.00	10.00
Meekstone	7.00	10.00
Merfolk of the Pearl Trident	50	1.25
Mesa Pegasus	50	1.25
Mind Twist	10.00	15.00
Monk's Goblin Raiders	50	1.25
Mountain	35	75
Max Emerald	140.00	200.00
Max Jet	140.00	200.00
Max Pearl	140.00	200.00
Max Ruby	140.00	200.00
Max Sapphire	140.00	200.00
Natural Selection	40.00	55.00
Nether Shadow	7.00	10.00
Netting Imp	7.00	10.00
Nevynral's Disk	8.00	15.00
Nightmare	20.00	30.00
Northern Paladin	15.00	20.00
Obsidian Golem	1.25	2.00
Orchid Artillery	2.50	3.50
Orchid Oriflame	10.00	20.00
Paralyze	50	1.25
Pearled Unicorn	50	1.25
Personal Incarnation	10.00	15.00
Pestilence	50	1.25
Phantasmal Forces	1.25	2.00
Phantasmal Terrain	50	1.25
Phantom Monster	1.25	2.00
Pirate Ship	7.00	12.00
Plague Rats	50	1.25
Plains	35	75
Plateau	20.00	30.00
Power Leak	50	1.25
Power Sink	50	1.25
Power Surge	7.00	10.00
Prodigal Sorcerer	50	1.25
Psionic Blast	18.00	25.00
Psychic Venom	50	1.25
Purelace	4.00	6.00
Raging River	50.00	70.00
Raise Dead	50	1.25
Red Elemental Blast	50	1.25
Red Ward	1.25	2.00
Regeneration	50	1.25
Regrowth	8.00	12.00
Resurrection	3.50	5.00
Reverse Damage	10.00	15.00
Righteousness	10.00	15.00
Rock of Kher Ridges	12.00	18.00
Rock Hydra	25.00	35.00
Rod of Ruin	1.25	2.00
Royal Assassin	25.00	35.00
Sacrifice	3.00	4.00
Samite Healer	50	1.25
Savannah	20.00	30.00
Savannah Lions	7.00	10.00
Scathe Zombies	50	1.25
Scavenging Ghoul	1.25	2.00
Scrubland	20.00	30.00
Scrib Sprites	50	1.25
Sea Serpent	50	1.25
Sedge Troll	15.00	20.00

Sengir Vampire	7.00	10.00
Serra Angel	10.00	15.00
Shanodin Dryads	50	1.25
Shatter	50	1.25
Shivan Dragon	30.00	40.00
Simulacrum	1.25	2.00
Sinkhole	10.00	18.00
Siren's Call	2.50	3.50
Sleight of Mind	7.00	10.00
Smoke	6.00	10.00
Sol Ring	10.00	15.00
Soul Net	1.25	2.00
Spell Blast	50	1.25
Stasis	6.00	10.00
Steel Artifact	1.25	2.00
Stone Giant	1.25	2.00
Stone Rain	50	1.25
Stream of Life	50	1.25
Sunglasses of Urza	8.00	12.00
Swamp	35	75
Swords to Plowshares	2.50	3.50
Taiga	20.00	30.00
Terror	50	1.25
Thicket Basilisk	4.00	6.00
Thoughtlace	4.00	6.00
Throne of Bone	1.25	2.00
Timber Wolves	6.00	10.00
Time Vault	60.00	80.00
Time Walk	150.00	200.00
Timetwister	90.00	120.00
Tranquility	50	1.25
Tropical Island	20.00	30.00
Tsunami	1.25	2.00
Tundra	20.00	30.00
Tunnel	1.25	2.00
Twiddle	4.00	6.00
Two-Headed Giant of Foies	60.00	80.00
Underground Sea	20.00	30.00
Unholy Strength	50	1.25
Unsummon	50	1.25
Uthden Troll	3.50	5.00
Verduran Enchantress	8.00	12.00
Vesuvan Doppelganger	35.00	50.00
Veteran Bodyguard	18.00	25.00
Volcanic Eruption	8.00	12.00
Wall of Air	1.25	2.00
Wall of Bone	1.25	2.00
Wall of Brambles	1.25	2.00
Wall of Fire	1.25	2.00
Wall of Ice	1.25	2.00
Wall of Stone	1.25	2.00
Wall of Swords	3.50	5.00
Wall of Water	1.25	2.00
Wall of Wood	50	1.25
Wanderlust	1.25	2.00
War Mammoth	50	1.25
Warp Artifact	6.00	10.00
Water Elemental	2.50	3.50
Weakness	50	1.25
Web	6.00	10.00
Wheel of Fortune	12.00	20.00
White Knight	3.50	5.00
White Ward	1.25	2.00
Wild Growth	50	1.25
Will-O'-The-Wisp	10.00	15.00
Winter Orb	6.00	10.00
Wooden Sphere	1.25	2.00
Word of Command	60.00	90.00
Wrath of God	8.00	12.00
Zombie Master	10.00	15.00

BETA LIMITED

WIZARDS OF THE COAST: 1993

Beta cards have rounded corners and are black-bordered.

Full Set (302 cards)	\$2,100.00	2,600.00
Starter Deck (60 cards)	150.00	175.00
Starter Box (10 decks)	1,400.00	1,750.00
Booster Pack (15 cards)	65.00	85.00
Booster Box (36 packs)	2,300.00	2,800.00

Name	Low	High
Air Elemental	2.00	3.00
Ancestral Recall	50.00	80.00
Animate Artifact	1.00	1.75
Animate Dead	1.00	1.75
Animate Wall	3.50	5.00
Ankh of Mishra	5.00	8.00
Armageddon	6.00	10.00
Aspect of Wolf	7.00	10.00
Bad Moon	7.00	10.00
Badlands	15.00	25.00
Balance	5.00	8.00
Basalt Monolith	2.50	3.50



price guide

★ Bayou	15.00	25.00
★ Benalish Hero	50	1.00
● Berserk	25.00	40.00
★ Birds of Paradise	10.00	15.00
● Black Knight	3.25	4.00
★ Black Lotus	175.00	225.00
● Black Vise	2.50	3.50
○ Black Ward	1.00	1.75
☆ Blaze of Glory	30.00	50.00
★ Blessing	7.00	10.00
○ Blue Elemental Blast	50	1.00
○ Blue Ward	1.00	1.75
● Bog Wraith	2.00	3.00
★ Braille	15.00	20.00
● Burrowing	1.00	1.75
● Camouflage	12.00	18.00
○ Castle	3.25	4.00
● Celestial Prism	1.00	1.75
● Channel	1.00	1.75
★ Chaos Orb	80.00	100.00
★ Chaosclace	3.00	4.00
○ Circle of Protection: Black	50	1.00
○ Circle of Protection: Blue	50	1.00
○ Circle of Protection: Green	50	1.00
○ Circle of Protection: Red	50	1.00
○ Circle of Protection: White	50	1.00
★ Clockwork Beast	5.00	8.00
● Clone	10.00	18.00
★ Cockatrice	10.00	15.00
○ Consecrate Land	8.00	12.00
● Conservator	1.00	1.75
★ Contract from Below	6.00	10.00
● Control Magic	3.00	4.00
○ Conversion	3.00	4.00
● Copper Tablet	10.00	15.00
★ Copy Artifact	10.00	15.00
● Counterspell	2.50	3.50
● Crow Worm	50	1.00
● Creature Bond	50	1.00
☆ Crusade	7.00	10.00
● Crystal Rod	1.00	1.75
● Cursed Land	1.00	1.75
★ Cyclopean Tomb	65.00	95.00
● Dark Ritual	50	1.00
★ Darkpact	5.00	8.00
○ Death Ward	50	1.00
● Deathgrip	1.00	1.75
★ Deathlace	3.00	4.00
★ Demonic Attorney	7.00	10.00
★ Demonic Hordes	18.00	25.00
● Demonic Tutor	10.00	15.00
★ Dingus Egg	8.00	12.00
○ Disenchant	50	1.00
● Disintegrate	50	1.00
★ Disrupting Scepter	5.00	8.00
● Dragon Whelp	3.00	4.00
● Drain Life	50	1.00
★ Drain Power	6.00	10.00
● Dwarven Skeletons	50	1.00
● Dwarven Demolition Team	12.00	18.00
● Dwarven Warriors	50	1.00
● Earth Elemental	3.00	4.00
● Earthbind	1.50	2.50
★ Earthquake	6.00	8.00
★ Elish Archers	4.00	6.00
● Evil Presence	1.00	1.75
★ False Orders	5.00	8.00
★ Farmstead	8.00	12.00
★ Fastbond	10.00	15.00
● Fear	50	1.00
● Feedback	1.00	1.75
● Fire Elemental	2.00	3.00
● Fireball	50	1.00
● Firebreathing	50	1.00
● Flashfires	1.00	1.75
● Flight	50	1.00
● Fog	50	1.00
★ Force of Nature	15.00	20.00
★ Forcefield	80.00	125.00
● Forest	20	40
★ Fork	30.00	40.00
● Frozen Shade	50	1.00
★ Fungusaur	5.00	8.00
★ Gaea's Liege	12.00	18.00

★ Gavel of Might	80.00	125.00
● Giant Growth	50	1.00
● Giant Spider	50	1.00
● Glasses of Urza	1.00	1.75
● Gloom	1.00	1.75
● Goblin Balloon Brigade	1.00	1.75
★ Goblin King	12.00	18.00
★ Granite Gargoyle	15.00	20.00
● Gray Ogre	50	1.00
○ Green Ward	1.00	1.75
● Grizzly Bears	50	1.00
□ Guardian Angel	1.50	2.50
□ Healing Salve	50	1.00
★ Helm of Chutzuk	5.00	8.00
● Hill Giant	50	1.00
★ Hive, The	7.00	10.00
□ Holy Armor	50	1.00
□ Holy Strength	50	1.00
● Howl from Beyond	50	1.00
★ Howling Mine	8.00	12.00
★ Harpoon Minotaur	50	1.00
● Hurricane	1.00	1.75
● Hypnotic Specter	3.00	4.00
● Ice Storm	15.00	20.00
● Icy Manipulator	25.00	45.00
● Illusionary Mask	50.00	65.00
● Instill Energy	1.00	1.75
● Invisibility	8.00	12.00
● Iron Star	1.00	1.75
● Ironclaw Orcs	1.00	1.75
● Ironroot Treefolk	50	1.00
● Island (Dark Blue Sky)	30	60
● Island	20	40
★ Island Sanctuary	6.00	10.00
● Ivory Cup	50	1.00
★ Jade Monolith	3.00	4.00
● Jade Statue	15.00	20.00
★ Jayemdae Tome	5.00	8.00
● Juggernaut	8.00	12.00
● Jump	50	1.00
○ Karma	1.50	2.50
★ Keldon Warlord	3.00	4.00
★ Kormus Bell	4.00	6.00
★ Kudzu	8.00	12.00
○ Lance	2.00	3.00
● Ley Druid	1.00	1.75
● Library of Leng	1.00	1.75
★ Lich	50.00	70.00
● Lifeforce	1.00	1.75
★ Lifeline	3.00	4.00
● Lifetop	1.00	1.75
● Lightning Bolt	50	1.00
★ Living Artifact	6.00	10.00
★ Living Lands	4.00	6.00
● Living Wall	2.50	3.50
● Llanowar Elves	50	1.00
★ Lord of Atlantis	10.00	15.00
★ Lord of the Pit	12.00	18.00
● Lure	1.00	1.75
★ Magical Hack	8.00	12.00
★ Mahomah Djinn	10.00	15.00
★ Manabats	4.00	6.00
★ Mana Flare	7.00	10.00
★ Mana Short	4.00	6.00
★ Mana Vault	4.00	6.00
★ Meekstone	5.00	8.00
● Merfolk of the Pearl Trident	50	1.00
□ Mesa Pegasus	50	1.00
★ Mind Twist	8.00	12.00
★ Mins' Goblin Raiders	50	1.00
★ Mountain	20	40
★ Max Emerald	120.00	160.00
★ Max Jet	120.00	160.00
★ Max Pearl	120.00	160.00
★ Max Ruby	120.00	160.00
★ Max Sapphire	120.00	160.00
★ Natural Selection	30.00	40.00
★ Nether Shadow	6.00	10.00
● Nettling Imp	5.00	8.00
★ Nevinyrals' Disk	7.00	12.00
★ Nightmare	18.00	25.00
★ Northern Paladin	12.00	18.00
● Obsidian Golem	1.00	1.75
● Orcish Artillery	50	1.00
● Orcish Onflame	3.00	4.00
● Paralyze	50	1.00
□ Peatfield Unicorn	50	1.00
★ Personal Incarnation	8.00	12.00
● Pestilence	50	1.00
● Phantasmal Forces	1.00	1.75
● Phantasmal Terrain	50	1.00
● Phantasmal Monster	1.00	1.75
★ Pirate Ship	50.00	80.00
● Plague Rats	5.00	1.00

● Plains	20	40
★ Plateau	15.00	25.00
● Power Leak	50	1.00
● Power Sink	50	1.00
★ Power Surge	6.00	10.00
● Prodigal Sorcerer	50	1.00
● Psionic Blast	15.00	20.00
● Psychic Venom	50	1.00
★ Purelace	3.00	4.00
★ Raging River	45.00	60.00
● Raise Dead	50	1.00
● Red Elemental Blast	50	1.00
○ Red Ward	1.00	1.75
● Regeneration	50	1.00



TOP TEN HOTTEST CARDS
9) Primal Order
 Getting trounced by players who can afford fancy cards like dual lands? Then you'd better do two things: 1) Become a better player. 2) Slap down pricey card-crushers like Primal Order, stinging some rich kid for a point for every nonbasic land.

● Regrowth	6.00	10.00
○ Resurrection	3.00	4.00
☆ Reverse Damage	8.00	12.00
☆ Righteousness	8.00	12.00
★ Roc of Kher Ridges	10.00	15.00
● Rock Hydra	20.00	30.00
● Rod of Ruin	1.00	1.75
★ Royal Assassin	20.00	30.00
● Sacrifice	2.50	3.50
□ Samite Healer	50	1.00
★ Savannah	15.00	25.00
★ Savannah Lions	5.00	8.00
● Scathe Zombies	50	1.00
● Scavenging Ghoul	1.00	1.75
★ Scrubland	15.00	25.00
● Scribe Sprites	50	1.00
● Sea Serpent	50	1.00
★ Sedge Troll	12.00	15.00
● Sengir Vampire	5.00	8.00
○ Serra Angel	8.00	12.00
● Shandolin Dryads	50	1.00
● Shatter	50	1.00
★ Shivan Dragon	25.00	35.00
● Simulacrum	1.00	1.75
● Sinkhole	10.00	15.00
● Siren's Call	2.00	3.00
● Sleight of Mind	5.00	8.00
★ Smoke	4.00	6.00
● Sol Ring	8.00	10.00
● Soul Net	1.00	1.75
● Spell Blast	50	1.00
★ Stasis	5.00	8.00
● Steel Artifact	1.00	1.75
● Stone Giant	1.00	1.75
● Stone Rain	50	1.00
● Stream of Life	50	1.00
● Sunglasses of Urza	5.00	8.00
● Swamp	20	40
○ Swords to Plowshares	2.00	3.00
★ Taiga	15.00	25.00
● Terror	50	1.00
● Thicket Basilisk	3.00	4.00
★ Thoughtform	3.00	4.00
● Throne of Bones	1.00	1.75
● Timber Wolves	5.00	8.00
★ Time Vault	55.00	65.00
★ Time Walk	100.00	160.00
★ Timebender	75.00	100.00
● Tranquility	50	1.00
★ Tropical Island	15.00	25.00
● Tsunami	1.00	1.75

★ Tundra	15.00	25.00
○ Tunnel	1.00	1.75
● Twiddle	3.50	5.00
★ Two-Headed Giant of Foriys	45.00	60.00
★ Underground Sea	15.00	25.00
● Unholy Strength	50	1.00
● Unsummon	50	1.00
● Utthid Troll	3.00	4.00
★ Verduran Enchantress	6.00	10.00
★ Vesuvan Doppelganger	25.00	35.00
★ Veteran Bodyguard	12.00	20.00
★ Volcanic Eruption	6.00	10.00
★ Volcanic Island	15.00	30.00
● Wall of Air	1.00	1.75
● Wall of Bone	1.00	1.75
● Wall of Brambles	1.00	1.75
● Wall of Fire	1.00	1.75
● Wall of Ice	1.00	1.75
● Wall of Stone	1.00	1.75
○ Wall of Swords	3.00	4.00
● Wall of Water	1.00	1.75
● Wall of Wood	50	1.00
● Wanderlust	1.00	1.75
● War Mammoth	50	1.00
★ Warp Artifact	5.00	8.00
● Water Elemental	2.00	3.00
● Weakness	50	1.00
★ Web	5.00	8.00
★ Wheel of Fortune	10.00	18.00
○ White Knight	3.00	4.00
○ White Ward	1.00	1.75
● Wild Growth	50	1.00
★ Will-O'-The-Wisp	8.00	12.00
★ Winter Orb	5.00	8.00
● Wooden Sphere	1.00	1.75
★ Word of Command	45.00	65.00
★ Wrath of God	7.00	10.00
★ Zombie Master	8.00	12.00

UNLIMITED EDITION
WIZARDS OF THE COAST: 1994
 Cards are white-bordered but otherwise identical to Beta cards.
 Full Set (302 cards) \$1,400.00 / 1,800.00
 Starter Deck (60 cards) 125.00 / 150.00
 Starter Box (10 decks) 1,200.00 / 1,500.00
 Booster Pack (15 cards) 45.00 / 60.00
 Booster Box (36 packs) 1,600.00 / 2,000.00

Name	Low	High
● Air Elemental	1.50	2.50
★ Ancestral Recall	35.00	55.00
● Animate Artifact	1.00	1.75
● Animate Dead	1.00	1.75
● Animate Wall	3.00	4.00
★ Ankh of Mishra	4.00	6.00
★ Armageddon	5.00	8.00
★ Aspect of Wolf	5.00	8.00
★ Bad Moon	5.00	8.00
★ Badlands	12.00	20.00
★ Balance	4.00	6.00
● Basalt Monolith	2.00	3.00
★ Bayou	12.00	20.00
□ Benalish Hero	50	1.00
● Berserk	18.00	30.00
★ Birds of Paradise	8.00	12.00
● Black Knight	2.50	3.50
★ Black Lotus	160.00	180.00
● Black Vise	2.00	3.00
○ Black Ward	1.00	1.75
☆ Blaze of Glory	25.00	40.00
★ Blessing	4.00	6.00
● Blue Elemental Blast	50	1.00
○ Blue Ward	1.00	1.75
● Bog Wraith	1.50	2.50
★ Braille	12.00	18.00
● Burrowing	1.00	1.75
● Camouflage	10.00	15.00
○ Castle	2.50	3.50
● Celestial Prism	1.00	1.75
● Channel	50	1.00
★ Chaos Orb	50.00	75.00
★ Chaosclace	2.50	3.50
□ Circle of Protection: Black	50	1.00
□ Circle of Protection: Blue	50	1.00
□ Circle of Protection: Green	50	1.00
□ Circle of Protection: Red	50	1.00
□ Circle of Protection: White	50	1.00
● Clockwork Beast	4.00	6.00
● Clone	9.00	15.00
★ Cockatrice	8.00	12.00
○ Consecrate Land	10.00	15.00
● Conservator	1.00	1.75
★ Contract from Below	5.00	8.00



Control Magic	2.50	3.50
Conversion	2.50	3.50
Copper Tablet	7.00	10.00
Copy Artifact	8.00	12.00
Counterspell	1.50	2.50
Craw Worm	.50	1.00
Creature Bond	.50	1.00
Crusade	5.00	8.00
Crystal Rod	1.00	1.75
Cursed Land	1.00	1.75
Cyclopean Tomb	40.00	70.00
Dark Ritual	.50	1.00
Darkpact	4.00	6.00
Death Ward	.50	1.00
Deathgrip	1.00	1.75
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	1.00	1.75
Earthquake	4.00	6.00
Eldritch Archers	3.50	5.00
Evil Presence	1.00	1.75
False Orders	3.50	5.00
Farmstead	6.00	10.00
Fastbond	8.00	12.00
Fear	.50	1.00
Feedback	1.00	1.75
Fire Elemental	1.00	1.75
Fireball	.50	1.00
Firebreathing	.50	1.00
Flashfires	1.00	1.75
Flight	.50	1.00
Fog	.50	1.00
Force of Nature	10.00	15.00
Forcefield	50.00	80.00
Forest	.10	.25
Forlorn	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
Glosses of Urza	1.00	1.75
Gloom	1.00	1.75
Goblin Balloon Brigade	1.00	1.75
Goblin King	10.00	15.00
Granite Gargoyle	10.00	15.00
Gray Ogre	.50	1.00
Green Ward	1.00	1.75
Grizzly Bears	.50	1.00
Guardian Angel	1.00	1.75
Healing Salve	.50	1.00
Helm of Chatzuk	4.00	6.00
Hill Giant	.50	1.00
Hive, The	5.00	8.00
Holy Armor	.50	1.00
Holy Strength	.50	1.00
Howl from Beyond	.50	1.00
Howling Mine	7.00	10.00
Hurlion Minotaur	.50	1.00
Hurricane	1.00	1.75
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	1.00	1.75
Invisibility	5.00	8.00
Iron Star	1.00	1.75
Ironclaw Orcs	1.00	1.75
Ironroot Treefolk	.50	1.00
Island (Dark Blue Sky)	.15	.30
Island	.10	.25
Island Sanctuary	5.00	8.00
Ivory Cup	1.00	1.75
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	1.00	1.75
Keldon Warlord	2.50	3.50

Kormus Bell	3.50	5.00
Kudzu	6.00	10.00
Lance	1.00	1.75
Ley Druid	1.00	1.75
Library of Leng	1.00	1.75
Lich	40.00	55.00
Lifeforce	1.00	1.75
Lifelace	2.50	3.50
Lifetap	1.00	1.75
Lightning Bolt	.50	1.00
Living Artifact	5.00	8.00
Living Lands	3.50	5.00
Living Wall	2.00	3.00
Ulanowar Elves	.50	1.00
Lord of Atlantis	8.00	12.00
Lord of the Fit	10.00	15.00
Lure	1.00	1.75
Magical Hack	7.00	10.00
Mahamoti Djinn	8.00	12.00
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
Mons' Goblin Raiders	.50	1.00
Mountain	.10	.25
Max Emerald	95.00	125.00
Max Jet	95.00	125.00
Max Pearl	95.00	125.00
Max Ruby	95.00	125.00
Max Sapphire	95.00	125.00
Natural Selection	20.00	30.00
Nether Shadow	4.00	6.00
Netting Imp	3.50	5.00
Nevinyrral's Disk	6.00	10.00
Nightmare	12.00	20.00
Northern Paladin	12.00	18.00
Obsidian Golem	1.00	1.75
Orcish Artillery	.75	1.50
Orcish Oriflame	2.50	3.50
Paralyze	.50	1.00
Peaked Unicorn	.50	1.00
Personal Incarnation	6.00	10.00
Pestilence	.50	1.00
Phantasmal Forces	1.00	1.75
Phantasmal Terrain	.50	1.00
Phantom Monster	1.50	2.50
Pirate Ship	4.00	6.00
Plague Rats	.50	1.00
Plains	.10	.25
Plateau	12.00	20.00
Power Leak	.50	1.00
Power Sink	.50	1.00
Power Surge	5.00	8.00
Prodigal Sorcerer	.50	1.00
Psionic Blast	12.00	15.00
Psychic Venom	.50	1.00
Purelace	2.50	3.50
Raging River	30.00	45.00
Raise Dead	.50	1.00
Red Elemental Blast	.50	1.00
Red Ward	1.00	1.75
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	1.00	1.75
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	1.00	1.75
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	1.00	1.75
Sinkhole	7.00	12.00
Siren's Call	1.00	1.75
Sleight of Mind	4.00	6.00
Smoke	3.50	5.00

Sol Ring	7.00	10.00
Soul Net	1.00	1.75
Spell Blast	.50	1.00
Stasis	4.00	6.00
Steal Artifact	1.50	2.50
Stone Giant	1.00	1.75
Stone Rain	.50	1.00
Stream of Life	.50	1.00
Sunglasses of Urza	4.00	6.00
Swamp	.10	.25
Swords to Plowshares	1.00	1.75
Taiga	12.00	20.00
Terror	.50	1.00
Thicket Basilisk	2.50	3.50
Thoughtlace	2.50	3.50
Throne of Bone	1.00	1.75
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	1.00	1.75
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
Vesuvius 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	1.00	1.75
Wall of Bone	1.00	1.75
Wall of Brambles	1.00	1.75
Wall of Fire	1.00	1.75
Wall of Ice	1.00	1.75
Wall of Stone	1.00	1.75
Wall of Swords	2.25	3.00
Wall of Water	1.00	1.75
Wall of Wood	.50	1.00
Wanderlust	1.00	1.75
War Mammoth	.50	1.00
Warp Artifact	4.00	6.00
Water Elemental	1.00	1.75
Weakness	.50	1.00
Web	4.00	6.00
Wheel of Fortune	8.00	15.00
White Knight	2.50	3.50
White Ward	1.00	1.75
Wild Growth	.50	1.00
Will-O'-The-Wisp	7.00	10.00
Winter Orb	4.00	6.00
Wooden Sphere	1.00	1.75
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
Braineysyer	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
Chaosclace	.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	6.00	10.00
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
Crumble	.75	1.50
Crusade	4.00	6.00
Cursed Land	.75	1.50
Crystal Rod	.75	1.50
Dancing Scimitar	3.00	4.00
Dark Ritual	.15	.50
Darkpact	3.50	5.00
Death Ward	.15	.50
Deathgrip	.75	1.50
Deathlace	2.00	3.00
Demonic Attorney	4.00	6.00



Summon Lhurgoyf

Lhurgoyf has power equal to the total number of creatures in all graveyards and toughness equal to 1 plus the total number of creatures in all graveyards. *—Art: Mike, text: Trz*
—Sally Arkhader, last words

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
EHajjaj	4.00	6.00
Eldritch 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
Artifact 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
Atrop	1.00	2.00
Bad Moon	4.00	6.00
Badlands	10.00	18.00
Balance	3.50	5.00
Basalt Monolith	1.50	2.50
Bayou	10.00	18.00
Benalish Hero	.15	.50
Birds of Paradise	6.00	8.00
Black Knight	1.50	2.50
Black Vise	1.25	2.00



price guide

☆ Farmstead	5.00	8.00
★ Fastbond	6.00	10.00
■ Fear	15	50
● Feedback	75	150
● Fire Elemental	1.25	2.00
● Fireball	15	50
● Firebreathing	15	50
● Flashfries	75	150
● 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	150
● Gloom	75	150
● Goblin Balloon Brigade	75	150
★ Goblin King	8.00	10.00
★ Granite Gargoyle	6.00	10.00
■ Gray Ogre	15	50
○ Green Ward	75	150
■ Grizzley Bears	15	50
□ Guardian Angel	75	150
□ Healing Salve	15	50
★ Helm of Chazruk	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
★ Hurkyl's Recall	3.50	5.00
■ Hurloon Minotaur	15	50
● Hurricane	75	150
● Hypnotic Specter	2.00	3.00
● Instill Energy	75	150
● Iron Star	75	150
● Ironroot Treefolk	15	50
★ Island	05	10
■ Island Fish Jascorius	3.50	5.00
☆ Island Sanctuary	3.50	5.00
● Ivory Cup	75	150
★ 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
★ Jayemdae Tome	3.00	4.00
● Juggernaut	5.00	8.00
■ Jump	15	50
● Karma	75	150
● Keldon Warlord	1.50	2.50
● Kird Ape	1.00	2.00
★ Kormus Bell	2.50	3.50
★ Kudzu	4.00	6.00
○ Lance	1.25	2.00
● Ley Druid	75	150
● Library of Leng	75	150
● Lifeorce	75	150
● Lifelace	2.00	3.00
● Lifetap	75	150
■ Lightning Bolt	15	50
★ Living Artifact	3.25	5.00
★ Living Lands	3.50	4.00
● Living Wall	1.50	2.50
● Mlanowr Elves	15	50
★ Lord of Atlantis	6.00	10.00
★ Lord of the Pit	8.00	12.00
● Lure	75	150
★ 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
★ Manabars	3.00	4.00
★ Meekstone	3.50	5.00
■ Merfolk of the Pearl Trident	15	50
□ Mesa Pegasus	15	50
★ Mijoe Djinn	4.00	6.00

★ Millstone	3.00	4.00
★ Mind Twist	5.00	8.00
★ Mishra's War Machine	3.00	4.00
■ Mons' Goblin Raiders	15	50
● Mountain	05	10
★ Nether Shadow	3.50	5.00
● Nettling Imp	2.50	3.50
★ Nevinyrral's Disk	5.00	8.00
★ Nightmare	10.00	15.00
★ Northern Paladin	8.00	12.00
● Obsidian Golem	75	150
● Onulet	1.25	2.00
● Orcish Artillery	75	150
● Orcish Oriflame	2.00	3.00
● Omnitrooper	75	150
■ Paralyze	15	50
□ Pealed Unicorn	15	50
☆ Personal Incarnation	5.00	8.00
● Pestilence	15	50
● Phantasmal Forces	75	150
● Phantasmal Terrain	15	50
● Phantom Monster	75	150
● Pirate Ship	3.50	5.00
■ Plague Rats	15	50
■ Plains	05	10



TOP TEN HOTTEST CARDS
7) Clone
 Blue is wuss-boy color. Cowardly counters, sassy Control Magics and "Hey, I'll Clone my Serra... again!" creatures make blue popular among the unimaginative. Wanna play blue but show people you're tough? Four words: the all-Hamarid deck.

★ 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
■ Prodigal Sorcerer	15	50
■ Psychic Venom	15	50
☆ Purefloe	2.00	3.00
● Rock, The	1.25	2.00
■ Raise Dead	15	50
■ Reconstruction	75	150
■ Red Elemental Blast	15	50
● Red Ward	75	150
● Regeneration	15	50
● Regrowth	3.50	5.00
○ Resurrection	2.00	3.00
☆ Reverse Damage	5.00	8.00
○ Reverse Polarity	75	150
☆ 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	150
★ 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	150
★ Scrubland	10.00	18.00
■ Scryb Sprites	15	50
★ Sea Serpent	15	50
★ Sedge Troll	8.00	12.00
● Sengir Vampire	3.50	5.00
● Serendib Efreet	10.00	15.00
● Serra Angel	5.00	8.00
● Shanodin Dryads	15	50
■ Shatter	15	50

● Shatterstorm	4.00	6.00
★ Shivan Dragon	15.00	20.00
● Simulacrum	75	150
● 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	150
■ Spell Blast	15	50
★ Stasis	3.00	4.00
● Steel Artifact	75	150
● Stone Giant	75	150
■ 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
● Thoughtlace	2.00	3.00
● Throne of Bone	75	150
★ Timber Wolves	3.00	4.00
★ Titania's Song	2.50	3.50
■ Tranquility	15	50
● Tropical Island	10.00	18.00
● Tsunami	75	150
★ Tundra	10.00	18.00
● Tunnel	75	150
★ Underground Sea	10.00	18.00
■ Unholy Strength	15	50
■ Unstable Mutation	15	50
■ Unsummon	15	50
● Uthden Troll	1.50	2.50
★ Verduran Enchantress	4.00	6.00
★ Vesuvan Doppelganger	12.00	20.00
☆ Veteran Bodyguard	7.00	12.00
★ Volcanic Eruption	4.00	6.00
★ Volcanic Island	10.00	18.00
● Wall of Air	75	150
● Wall of Bone	75	150
● Wall of Brambles	75	150
● Wall of Fire	75	150
● Wall of Ice	75	150
● Wall of Stone	75	150
○ Wall of Swords	1.50	2.50
● Wall of Water	75	150
■ Wall of Wood	15	50
● Wanderlust	75	150
■ 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	150
■ Wild Growth	15	50
★ Will-o'-The-Wisp	5.00	8.00
● Winter Orb	3.00	4.00
● Wooden Sphere	75	150
☆ 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	150
□ 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
★ Arkh 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
□ Benalish Hero	10	40
■ Bird Maiden	10	40
● Birds of Paradise	5.00	7.00
● Black Knight	1.25	2.00
★ Black Mana Battery	3.50	5.00
● Black Vise	75	150
○ 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	150
■ 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	7.00
○ 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	150
■ Crow 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
● Deathrig	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	150
★ Dragon Whelp	1.50	2.50
■ Drain Life	10	40
★ Drain Power	3.50	5.00
■ Drudge Skeletons	10	40
■ Duskwood Boars	10	40
■ Dwarfven Warriors	10	40
● Earth Elemental	75	150
★ Earthquake	3.00	4.00
★ Ebony Horse	2.00	3.00
★ EHajjaj	3.50	5.00
★ Elder Land Wurm	4.00	6.00
● Elven Riders	3.50	5.00
● Elish 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	1.10	.40
● Feedback	.35	.75
● Fellwar Stone	2.00	3.00
● Fire Elemental	.75	1.50
● Fireball	1.10	.40
■ Firebreathing	1.10	.40
■ Fissure	.10	.40
● Flashfires	.60	1.00
■ Flight	.10	.40
■ Flood	.10	.40
★ Flying Carpet	3.00	4.00
■ Fog	.10	.40
★ Force of Nature	6.00	9.00
■ Forest	.05	.10
□ Fortified Area	1.10	.40
■ Frozen Shade	.10	.40
★ Fungusaur	3.50	5.00
★ Goa's Liege	6.00	9.00
● Gaseous Form	1.10	.40
● Ghost Ship	.35	.75
■ Giant Growth	.10	.40
■ Giant Spider	.10	.40
■ Giant Strength	.10	.40
■ Giant Tortoise	.10	.40
★ Glasses of Urza	.60	1.00
● Gloom	.60	1.00
● Goblin Balloon Brigade	.60	1.00
★ Goblin King	6.00	9.00
■ Goblin Rock Sled	.10	.40
■ Grapeshot Catapult	.10	.40
■ Gray Ogre	.10	.40
★ Greed	2.50	3.50
★ Green Mana Battery	3.50	5.00
○ Green Ward	.35	.75
■ Grizzly Bears	.10	.40
□ Healing Salve	.10	.40
★ Helm of Chatzuk	2.50	3.50
■ Hill Giant	.10	.40
★ Hive, The	3.50	5.00
□ Holy Armor	.10	.40
□ Holy Strength	.10	.40
■ Howl from Beyond	.10	.40
★ Howling Mine	5.00	8.00
★ Hurkyl's Recall	3.00	4.00
■ Hurloon Minotaur	.10	.40
★ Hurr Jackal	2.00	3.00
● Hurricane	.60	1.00
● Hypnotic Specter	1.50	2.50
■ Immolation	1.10	.40



TOP TEN HOTTEST CARDS

6) Deflection

What were we just saying about blue? Deflection here not only "counters" a spell looking to perform a rudeness on something near and dear to your heart, but it redirects that troublemaker to some hapless target under your opponent's control. Cool. Annoying, but cool.

★ Inferno	3.50	5.00
● Instill Energy	.60	1.00
● Iron Star	.60	1.00
■ Ironclad Orcs	.10	.40
■ Ironroot Treefolk	.10	.40
★ Island	.05	.10
★ Island Fish Jascenius	3.00	4.00
★ Island Sanctuary	2.50	3.50
● Ivory Cup	.60	1.00
★ Ivory Tower	3.50	5.00
★ Jade Manolith	1.25	2.00
★ Jandar's Saddlebags	2.00	3.00
★ Jayemdae Tome	2.50	3.50
■ Jump	.10	.40

● Junun Efreet	3.50	5.00
○ Karma	.60	1.00
● Keldon Warlord	1.25	2.00
● Killer Bees	5.00	8.00
○ Kismet	3.50	5.00
● Kormus Bell	2.00	3.00
● Land Leeches	.10	.40
★ Land Tax	2.00	3.00
★ Leviathan	3.50	5.00
● Ley Druid	.60	1.00
● Library of Leng	.60	1.00
● Lifeforce	.60	1.00
● Lifelace	1.50	2.50
● Lifetop	.60	1.00
■ Lightning Bolt	.10	.40
★ Living Artifact	2.50	3.50
★ Living Lands	2.50	3.50
● Llanowar Elves	.10	.40
★ Lord of Atlantis	5.00	8.00
★ Lord of the Pit	7.00	10.00
■ Lost Soul	.10	.40
● Lure	.60	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 Flore	3.50	5.00
★ Mana Short	3.00	4.00
★ Mana Vault	2.50	3.50
★ Manabats	2.50	3.50
■ Marsh Gas	.10	.40
■ Marsh Viper	.10	.40
★ Meekstone	3.00	4.00
■ Merfolk of the Pearl Trident	.10	.40
□ Mesa Pegasus	.10	.40
● Millstone	2.50	3.50
● Mind Bomb	1.50	2.50
★ Mind Twist	4.00	6.00
● Mishra's Factory	3.50	5.00
★ Mishra's War Machine	2.50	3.50
■ Mons' Goblin Raiders	.10	.40
□ Morale	.10	.40
■ Mountain	.05	.10
■ Murk Dwellers	.10	.40
■ Naf's Asp	.10	.40
★ Nether Shadow	3.00	4.00
★ Nevinyrta's Disk	3.50	5.00
★ Nightmare	7.00	12.00
★ Northern Paladin	6.00	10.00
● Oasis	2.00	3.00
● Obsidian Golem	.60	1.00
● Onulet	.75	1.50
● Orkish Artillery	.60	1.00
● Orkish Oriflame	1.50	2.50
● Ornithopter	.35	.75
○ Osai Vultures	.35	.75
■ Paralyze	.10	.40
□ Pearled Unicorn	.10	.40
☆ Personal Incarnation	4.00	6.00
■ Pestilence	.10	.40
● Phantasmal Forces	.60	1.00
■ Phantasmal Terrain	.10	.40
● Phantom Monster	.60	1.00
□ Piety	.10	.40
□ Pikemen	.10	.40
■ Pirate Ship	3.00	4.00
■ Pit Scorpion	.10	.40
■ Plague Rats	.10	.40
■ Plains	.05	.10
■ Power Leak	.10	.40
■ Power Sink	.10	.40
★ Power Surge	2.50	3.50
■ Pradash Gypsies	.10	.40
☆ Primal Clay	2.00	3.00
■ Prodigal Sorcerer	.10	.40
★ Psionic Entity	3.50	5.00
★ Psychic Venom	.10	.40
☆ Purrelax	1.50	2.50
● Pyrotechnics	1.25	2.00
● Rock, The	.75	1.50
● Radjan Spirit	2.00	3.00
★ Rag Man	2.50	3.50
■ Raise Dead	.10	.40
★ Rebirth	2.50	3.50
■ Red Elemental Blast	.10	.40
★ Red Mana Battery	3.50	5.00
○ Red Ward	.35	.75
■ Regeneration	.10	.40
★ Relic Bind	3.00	4.00
☆ Reverse Damage	4.00	6.00
☆ Righteousness	4.00	6.00
● Rod of Ruin	.60	1.00
★ Royal Assassin	9.00	15.00
□ Samite Healer	.10	.40

■ Sandstorm	.10	.40
☆ Savannah Lions	3.00	4.00
● Scathe Zombies	.10	.40
● Scavenging Ghoul	.60	1.00
■ Scribe Sprites	.10	.40
■ Sea Serpent	.10	.40
□ Seeker	.10	.40
● Segovian Leviathan	1.25	2.00
● Seignir Vampire	3.00	4.00
● Serra Angel	4.00	6.00
● Shanodin Dryads	.10	.40
● Shapeshifter	3.50	5.00
■ Shatter	.10	.40
★ Shivan Dragon	10.00	18.00
● Simulacrum	.10	.40
○ Spirit Link	3.50	5.00
● Siren's Call	.75	1.50
■ Sisters of the Flame	.10	.40
● Sleight of Mind	3.00	4.00
★ Smoko	2.50	3.50
★ Sorceress Queen	4.00	6.00
● Soul Net	.35	.75
■ Spell Blast	.10	.40
○ Spirit Link	3.50	5.00
● Spirit Shackles	.75	1.50
★ Stasis	2.50	3.50
● Steal Artifact	.60	1.00
● Stone Giant	.60	1.00
● Stone Rain	.10	.40
■ Stream of Life	.10	.40
● Strip Mine	3.00	4.00
○ Sunglasses of Urza	2.50	3.50
■ Sunken City	.10	.40
■ Swamp	.05	.10
○ Swords to Plowshares	.75	1.50
● Sylvan Library	4.00	6.00
● Tawno's Wand	1.25	2.00
● Tawno's Weaponry	1.25	2.00
★ Tempest Efreet	3.00	4.00
■ Terror	.10	.40
★ Tetravus	4.00	6.00
● Thicket Basilisk	1.50	2.50
★ Thoughtlace	1.50	2.50
● Throne of Bone	.60	1.00
★ Timber Wolves	2.50	3.50
★ Time Elemental	6.00	10.00
★ Titan's Song	2.00	3.00
■ Tranquility	.10	.40
● Triskelion	4.00	6.00
● Tsunami	.60	1.00
□ Tundra Wolves	.35	.75
■ Tunnel	.35	.75
■ Twiddle	.35	.75
● Uncle Istvan	1.50	2.50
■ Unholy Strength	.10	.40
■ Unstable Mutation	.10	.40
■ Unsummon	.10	.40
● Untamed Wilds	1.25	2.00
★ Urza's Avenger	4.00	6.00
● Uthden Troll	1.25	2.00
■ Vampire Bats	.10	.40
■ Venom	.10	.40
★ Verduran Enchantress	3.50	5.00
○ Visions	1.50	2.50
★ Volcanic Eruption	3.00	4.00
● Wall of Air	.60	1.00
● Wall of Bone	.60	1.00
● Wall of Brambles	.60	1.00
● Wall of Dust	1.50	2.50
● Wall of Fire	.60	1.00
● Wall of Ice	.60	1.00
■ Wall of Spears	1.00	1.40
● Wall of Stone	.60	1.00
○ Wall of Swords	1.25	2.00
● Wall of Water	.60	1.00
■ Wall of Wood	.10	.40
■ Wanderlust	.60	1.00
■ War Mammoth	.10	.40
★ Warp Artifact	2.50	3.50
● Water Elemental	.75	1.50
■ Weakness	.10	.40
★ Web	2.50	3.50
● Whirling Dervish	3.00	4.00
○ White Knight	1.25	2.00
★ White Mana Battery	3.50	5.00
○ White Ward	.35	.75
● Wild Growth	.10	.40
★ Will-O'-The-Wisp	4.00	6.00
★ Winds of Change	4.00	6.00
● Winter Blast	2.50	3.50
■ Winter Orb	2.50	3.50
● Wooden Sphere	.35	.75
■ Word of Binding	.10	.40
★ Wrath of God	3.50	5.00
★ Xenic Poltergeist	1.25	2.00

■ Yotian Soldier	.10	.40
■ Zephyr Falcon	.10	.40
★ Zombie Master	4.00	6.00

ARABIAN NIGHTS

WIZARDS OF THE COAST 1994
Full Set (78 cards) \$600.00 800.00
Booster Pack (8 cards) 50.00 70.00
Booster Box (60 packs) 2900.00 4,200.00

Name	Low	High
○ Abu Ja'far	3.50	5.00
★ Aladdin	10.00	15.00
★ Aladdin's Lamp	4.00	6.00
★ Aladdin's Ring	6.00	10.00
● Ali Baba	5.00	8.00
★ Ali from Cairo	60.00	75.00
□ Army of Allah	2.00	3.00
● Bazaar of Baghdad	12.00	18.00
■ Bird Maiden	.50	1.00
● Bottle of Suleiman	6.00	10.00
● Brass Man	1.25	2.00
□ Camel	2.25	3.00
★ City in a Bottle	12.00	20.00
● City of Brass	12.00	18.00
■ Cuombajj Witches	.75	1.50
● Cyclone	5.00	8.00
★ Dancing Scimitar	5.00	8.00
■ Dandan	.75	1.50
■ Desert	4.00	6.00
■ Desert Nomads	2.50	3.50
● Desert Twister	2.50	3.50
★ Diamond Valley	35.00	45.00
★ Drop of Honey	20.00	30.00
● Ebony Horse	5.00	8.00
★ EH-Hajjaj	6.00	10.00
★ Elephant Graveyard	20.00	35.00
■ Erg Raiders	.75	1.50
★ Erhnam Djinn	5.00	8.00
● Eye for an Eye	6.00	10.00
■ Fishiver Oil	.50	1.00
● Flying Carpet	5.00	8.00
■ Flying Men	3.00	4.00
■ Ghasban Ogre	.50	1.00
■ Giant Tortoise	.75	1.50
★ Guardian Beast	40.00	70.00
■ Hasran Ogress	.75	1.50
■ Hurr Jackal	.10	.20
★ Ifh-biff Efreet	18.00	25.00
★ Island Fish Jascenius	6.00	10.00
★ Island of Wuk-Wuk	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
★ Juzum Djinn	40.00	70.00
● Khabal Ghoul	25.00	35.00
☆ King Suleiman	12.00	18.00
■ Kind Ape	3.50	5.00
■ Library of Alexandria	25.00	35.00
● Magnetic Mountain	4.00	6.00
● Merchant Ship	7.00	10.00
■ Metamorphosis	.50	1.00
★ Miqae Djinn	8.00	12.00
□ Moorish Cavalry	4.00	6.00
■ Mountain	4.00	6.00
■ Naf's Asp	.50	1.00
● Oasis	3.50	5.00
★ Old Man of the Sea	25.00	35.00
■ Oubliette	3.50	5.00
□ Piety	.50	1.00
■ Pyramids	20.00	30.00
☆ Repentant Blacksmith	3.00	5.00
★ Ring of Ma'ru	25.00	35.00
■ Rukh Egg	7.00	10.00
● Sandals of Abrahah	8.00	12.00
■ Sandstorm	.50	1.00
★ Sarenith Djinn	12.00	20.00
★ Sarenith Efreet	12.00	18.00
★ Shahrazad	12.00	20.00
● Singing Tree	5.00	8.00
● Singing Tree	25.00	40.00
● Sorceress Queen	8.00	12.00
■ Stone-Throwing Devils	4.00	6.00
■ Unstable Mutation	.75	1.50
□ War Elephant	.50	1.00
■ Wyulu Wolf	4.00	6.00
★ Ylwen 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 (80 packs) 700.00 900.00



price guide

Name	Low	High
Amulet of Kroog	15	50
Argivian Archaeologist	20.00	35.00
Argivian Blacksmith	40	1.00
Argothian Pixies	15	50
Argothian Treefolk	1.00	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	1.00	2.00
Ashnod's Battle Gear	2.50	3.50
Ashnod's Transmogrator	1.00	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
Citadel Druid	3.00	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	2.00	3.00
Drafter's Restoration	1.00	2.00
Dragon Engine	1.50	2.50
Dwarven Weaponsmith	2.00	3.00
Energy Flux	1.00	2.00
Feldon's Cane	2.25	3.00
Goat's Avenger	12.00	20.00
Goat to Phyrexia	2.50	3.50
Goblin Artisans	1.00	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 Torse	4.00	6.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.50	3.50
Millstone	3.50	5.00
Mishra's Factory	4.00	6.00
Mishra's Fac. (Summer Pic.)	6.00	10.00
Mishra's War Machine	4.00	6.00
Mishra's Workshop	10.00	18.00
Obelisk of Undoing	8.00	10.00
Onulet	2.25	3.00
Orich Mechanics	40	1.00
Ornithopter	40	1.00
Phyrexian Gremlins	1.50	2.50
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest of Yawgmoth	75	1.50
Primal Clay	3.50	5.00
Rack, The	1.00	2.00
Rakalite	2.00	3.00
Reconstruction	1.50	2.50
Reverse Polarity	1.50	2.50
Rocket Launcher	4.00	6.00
Sage of Lat-Nam	40	1.00
Shapeshifter	8.00	10.00
Shatterstorm	5.00	8.00
Staff of Zegon	40	1.00
Strip Mine	3.50	5.00
Strip Mine (Tower)	5.00	8.00
Su-Chi	3.00	4.00
Tablet of Ephyr	15	50
Tawnos's Coffin	12.00	20.00
Tawnos's Wand	2.00	3.00
Tawnos's Weaponry	2.00	3.00
Tetrawas	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelon	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Chalice	15	50
Urza's Mine	40	1.00
Urza's Miter	7.00	10.00
Urza's Power Plant	40	1.00
Urza's Tower	40	1.00

Wall of Spears	75	1.50
Weakstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmoth Demon	8.00	12.00
Yorfan 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
Abyss, The	20.00	30.00
Acid Rain	15.00	20.00
Active Volcano	40	1.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Aerathi Berserker	4.00	6.00
Aisling Leprechaun	40	1.00
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Alabara's Carpet	10.00	15.00
Alabaster Potion	40	1.00
Alchar's Tomb	10.00	15.00
Amrau Kithkin	15	50
Angelical Voices	7.00	10.00
Angus Mackenzie	10.00	15.00
Anti-Magic Aura	2.00	3.00
Arborea	4.00	6.00
Arcades Sabbath	10.00	15.00
Arena of the Ancients	4.00	6.00
Avoid Fate	75	1.50
Axelrod Gunnarson	8.00	10.00
Ayeshia Tanaka	6.00	8.00
Azure Drake	3.00	5.00
Backdraft	3.50	5.00
Backfire	2.50	3.50
Barbary Apes	75	1.50
Barktooth Warbeard	3.50	5.00
Bartel Runeaxe	10.00	15.00
Beasts of Bogardan	3.00	5.00
Black Mana Battery	2.50	3.50
Blazing Effigy	40	1.00
Blight	2.50	3.50
Blood Lust	1.00	2.00
Blue Mana Battery	2.50	3.50
Boomerang	40	1.00
Boris Devilboon	8.00	12.00
Brine Hag	4.00	6.00
Bronze Horse	5.00	8.00
Brute, The	40	1.00
Carrian Ants	12.00	18.00
Cat Warriors	40	1.00
Cathedral of Serra	2.50	3.50
Chains of Despair	8.00	12.00
Chain Lightning	1.25	2.00
Chairs 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
Conscant Horror	7.00	10.00
Crow Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	40	1.00
Crimson Mantle	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	3.00	4.00
Demonic Torment	4.00	6.00
Devouring Deep	40	1.00
Dischordy	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	1.00	2.00
Divine Transformation	7.00	10.00
Dream Coat	4.00	6.00
Darkwood 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	1.00	2.00
Enchantment Alteration	1.00	2.00
Energy Top	15	50
Equinox	1.50	2.50
Eternal Warrior	1.00	2.00
Eureka	15.00	25.00
Evil Eye Orms-BY-Gore	5.00	8.00
Fallen Angel	4.00	6.00
Falling Star	10.00	15.00
Feint	1.00	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
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	3.00	4.00
Land Equilibrium	10.00	15.00
Land Tax	5.00	8.00
Land's Edge	6.00	8.00
Lesser Werewolf	5.00	8.00
Life Chisel	4.00	6.00
Life Matrix	10.00	15.00
Lifeflood	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
Mass Monster	75	1.50
Mountain Stronghold	2.00	3.00
Mountain Yeti	40	1.00
Nebuchadnezzar	8.00	12.00
Nether Void	12.00	18.00
Nicol Bolas	10.00	15.00
North Star	12.00	15.00
Nova Pentacle	10.00	15.00
Osai Vultures	15	50
Palladia-Mors	10.00	15.00
Part Water	3.50	5.00
Pavel Maliki	4.00	6.00
Pendelhaven	3.50	5.00
Petra 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
Primalordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	1.50	2.00
Puppet Master	2.50	3.50
Pyrotechnics	75	1.50
Quagmire	3.50	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
Ramirez DePietro	4.00	6.00
Ramses Overdark	10.00	15.00
Rapid Fire	8.00	12.00
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	3.00	4.00
Remove Enchantments	1.00	2.00
Remove Soul	40	1.00
Reset	5.00	8.00
Revelation	6.00	8.00
Reverberation	10.00	15.00
Righteous Avengers	4.00	6.00
Ring of Immortals	10.00	15.00
Riven Turnbull	4.00	6.00
Rohgahh of Kher Keep	12.00	18.00
Rubiria Soulsinger	8.00	10.00
Rust	75	1.50
Sea King's Blessing	3.50	5.00
Seafarer's Quay	2.00	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 Brownie	75	1.50
Shield Wall	2.00	3.00



TOP TEN HOTTEST CARDS

5) Icy Manipulator
 Boy, does the new art for the Icy suck or what? The art on the original Icy (hand holding an evil, dark crystal ball against a midnight sky) kicked major butt. Regardless of the art, the Icy, which can tap any nonenchantment permanent, still kicks butt!

Gabriel Angelfire	5.00	8.00
Gaseous Form	15	50
Rainlets 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	1.00	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
Infemal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Boreal	4.00	6.00
Jedit Ojonen	4.00	6.00
Jerrard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Javial Evil	10.00	15.00
Juxtapose	5.00	8.00
Karakas	3.50	5.00



ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND
 COMMON UNCOMMON RARE

○ Shiman Night Stalker	2.50	3.50
● Silhouette	3.50	5.00
● Sir Shandalar of Eberyn	4.00	6.00
● Sivithi Scarzam	3.00	4.00
● Sof'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
● Spang	5.00	8.00
● Storm Seeker	5.00	7.00
★ Storm World	8.00	12.00
■ Subdue	1.00	2.00
● Sunastion 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
● Takklemaggot	3.00	5.00
★ Telekinesis	10.00	18.00
● Teletop	4.00	6.00
★ Tempest Efreet	5.00	8.00
● Tetsuo Umezawa	12.00	18.00
☆ Thunder Spirit	15.00	25.00
★ Time Elemental	10.00	15.00
● Tobias Andron	3.00	5.00
● Tolaria	3.50	5.00
● Tor Wauki	3.00	5.00
● Torsten Van 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	3.00	4.00
● Underworld Dreams	12.00	18.00
● Unholy Citadel	2.00	3.00
● Untamed Wilds	2.00	3.00
● Urborg	3.50	5.00
● Ur-Drago	8.00	12.00
● Voacivics Asmadi	10.00	15.00
■ Vampire Bats	3.50	7.50
● Venarian Gold	7.50	1.50
○ Visions	3.00	4.00
● Voodoo Doll	6.00	10.00
■ Walking Dead	7.50	1.50
□ Wall of Caltrops	7.50	1.50
● Wall of Dust	3.00	4.00
● Wall of Earth	7.50	1.50
● Wall of Heat	4.00	1.00
○ Wall of Light	3.50	5.00
★ Wall of Opposition	3.00	4.00

★ Winter Blast	7.00	10.00
■ Wolverine Pack	1.00	2.00
★ Wood Elemental	8.00	12.00
★ Wretched, The	10.00	15.00
● Xira Anen	8.00	12.00
● Zephyr Falcon	7.50	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	3.00	4.00
○ Angry Mob	3.00	5.00
○ Apprentice Wizard	7.50	1.50
● Ashes to Ashes	1.50	4.00
★ Ball Lightning	8.00	12.00
● Banishment	1.50	2.50
★ Barf's Cage	4.00	6.00
★ Blood Moon	6.00	8.00
○ Blood of the Martyr	2.00	3.00
● Bog Imp	1.50	4.00
● Bog Rats	1.50	4.00
● Bone Flute	1.00	2.00
● Book of Rass	2.00	3.00
○ Brainwash	1.50	4.00
● Brothers of Fire	1.00	2.00
■ Carnivorous Plant	1.50	4.00
● Cave People	2.00	3.00
★ City of Shadows	4.00	6.00
☆ Cleansing	5.00	8.00
● Coal Golem	2.00	3.00
● Curse Artifact	2.00	3.00
★ Dance of Many	3.50	5.00
● Dark Heart of the Wood	1.50	4.00
● Dark Sphere	3.50	5.00
● Deep Water	1.50	4.00
● Diabolic Machine	2.00	3.00
○ Drowned	1.50	4.00
□ Dust to Dust	1.50	4.00
● Eater of the Dead	4.00	6.00
● Electric Eel	1.50	2.50
● Elves of Deep Shadow	2.50	3.50
● Erosion	1.50	4.00
★ 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	1.50	4.00
○ Fire and Brimstone	2.00	3.00
● Fire Drake	1.50	2.50
● Fissure	1.50	4.00
● Flood	7.50	1.50
● Fountain of Youth	1.50	2.50
★ Frankenstein's Monster	8.00	12.00
● Gaea's Touch	7.50	1.50
● Ghost Ship	1.50	4.00
● Giant Shark	1.50	4.00
● Goblin Caves	1.50	4.00
● Goblin Digging Team	1.50	4.00
● Goblin Hero	1.50	4.00
● Goblin Rock Sled	1.50	4.00
● Goblin Shrine	1.50	4.00
★ Goblin Wizard	6.00	8.00
● Goblins of the Flare	1.50	4.00
★ Grave Robbers	5.00	8.00
★ Hidden Path	5.00	8.00
○ Holy Light	1.50	4.00
★ Inferno	4.00	6.00
■ Inquisition	1.50	4.00
★ Knights of Thorn	6.00	10.00
● Land Leeches	1.50	4.00
● 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	1.50	4.00
● Marsh Goblins	1.50	4.00
● Marsh Viper	1.50	4.00
☆ Martyr's Cry	5.00	8.00
● Maze of Ith	6.00	10.00
● Merfolk Assassin	4.00	6.00
★ Mind Bomb	3.00	4.00
□ Miracle Worker	1.50	4.00
□ Morale	1.50	4.00
■ Murk Dwellers	1.50	4.00
● Nameless Race	4.00	6.00
● Necropolis	1.50	2.50
★ Niell Silvain	4.00	6.00
● Orc General	2.50	3.50

● People of the Woods	3.00	4.00
○ Pikenen	1.50	4.00
☆ Preacher	10.00	15.00
★ Psychic Allergy	4.00	6.00
★ Rag Man	4.00	6.00
● Reflecting Mirror	3.50	5.00
● Ripptide	1.50	4.00
● Runesword	1.50	2.50
★ Safe Haven	3.00	4.00
● Saven Elves	1.50	4.00
● Scarecrow	3.50	5.00
★ Scarwood Bandits	5.00	8.00
● Scarwood Goblins	1.50	4.00
● Scarwood Hag	2.50	3.50
● Scavenger Folk	1.50	4.00
★ Season of the Witch	5.00	8.00
● Sisters of the Flame	7.50	1.50
● Skull of Om	4.00	6.00
★ Sorrow's Path	3.00	4.00
● Spitting Slug	1.50	2.50
○ Squire	1.50	4.00
● Standing Stones	3.00	4.00
★ Stone Calendar	6.00	8.00
○ Sunken City	1.50	4.00
○ Tangle Kelp	1.50	2.50
○ Tivadar's Crusade	1.50	2.50
● Tormod's Crypt	1.50	2.50
● Tower of Coireall	1.50	2.50
★ Tracker	6.00	8.00
● Uncle Istvan	1.50	2.50
● Venom	1.50	4.00
● Wand of Ith	3.00	4.00
● War Barge	3.50	5.00
● Water Wurm	1.50	4.00
● Whipperwill	2.50	3.50
☆ Witch Hunter	5.00	8.00
● Word of Binding	1.50	4.00
★ 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) 7.50 1.25
 Booster Box (60 packs) 40.00 55.00

Name	Low	High
★ Aeolipile	1.00	2.00
■ Armor Thrull	1.00	4.00
★ Balm of Restoration	1.00	2.00
■ Basal Thrull	1.00	4.00
★ Bottomless Vault	3.00	4.00
■ Brassclaw Orcs	1.00	4.00
★ Breeding Pit	1.50	2.50
□ Combat Medic	1.00	4.00
★ Conch Horn	7.50	1.50
● Deep Spawn	5.00	1.25
■ Delir's Cone	1.00	4.00
★ Delir's Cube	7.50	1.50
★ Derael	1.00	2.00
★ Draconion Cylx	2.00	3.00
★ Dwarven Armorer	2.00	3.00
● Dwarven Catapult	5.00	1.25
★ Dwarven Hold	2.50	3.50
● Dwarven Lieutenant	5.00	1.25
● Dwarven Ruins	5.00	1.25
● Dwarven Soldier	1.00	4.00
■ Ebon Praetor	3.50	5.00
■ Ebon Stronghold	7.50	1.50
● Elven Fortress	1.00	4.00
● Elvish Farmer	2.00	3.00
● Elvish Hunter	1.00	4.00
● Elven Lyre	7.50	1.50
★ Elvish Scout	1.00	4.00
○ Farrel's Mantle	5.00	1.25
□ Farrel's Zealot	1.00	4.00
○ Farrelite Priest	1.00	4.00
● Feral Thallid	1.00	2.00
● Fungal Bloom	3.50	5.00
● Goblin Chirurgeon	1.00	4.00
★ Goblin Flotilla	2.00	3.00
● Goblin Grenade	1.00	4.00
● Goblin Kites	5.00	1.25
■ Goblin War Drums	1.00	4.00
★ Goblin Warrens	2.50	3.50
☆ Hand of Justice	4.00	6.00
● Havenwood Battleground	7.50	1.50
○ Heroism	5.00	1.25
● High Tide	1.00	4.00
★ Hollow Trees	3.00	4.00
● Homarid	1.00	4.00
● Homarid Shaman	2.00	3.00
● Homarid Spawning Bed	5.00	1.25
● Homarid Warrior	1.00	4.00

■ Hymn to Touroch	1.00	4.00
□ Icatian Infantry	1.00	4.00
□ Icatian Javelineers	1.00	4.00
☆ Icatian Lieutenant	2.00	3.00
□ Icatian Moneychanger	1.00	4.00
○ Icatian Phoenix	5.00	1.25
○ Icatian Priest	5.00	1.25
○ Icatian Scout	1.00	4.00
☆ Icatian Skirmishers	3.00	4.00
★ Icatian Stone	3.00	4.00
☆ Icatian Tavern	3.50	5.00
★ Implements of Sacrifice	1.00	2.00
● Initiates of the Ebon Hand	1.00	4.00
■ Merseine	1.00	4.00
■ Mindstab Thrull	1.00	4.00
● Necrite	1.00	4.00
● Night Soil	1.00	4.00
● Orkish Captain	5.00	1.25
● Orkish Spy	1.00	4.00
■ Orkish Veteran	1.00	4.00
○ Order of Leibur	1.00	4.00
■ Order of the Ebon Hand	1.00	4.00
★ Orog	2.00	3.00
● Raiding Party	5.00	1.25
★ Rainbow Vale	3.00	4.00
★ Ring of Renewal	2.00	3.00
★ River Merfolk	2.00	3.00
● Ruins of Trokair	7.50	1.50
● Sand Silos	2.50	3.50
● Seasinger	1.50	2.50
● Soul Exchange	7.50	1.50
● Spirit Shield	2.00	3.00
● Spore Cloud	1.00	4.00
● Spore Flower	5.00	1.25
● Svyelunite Priest	5.00	1.25
■ Svyelunite Temple	5.00	1.25
● Thallid	1.00	4.00
● Thallid Devourer	5.00	1.25
● Thelon's Chant	7.50	1.50
★ Thelon's Curse	2.00	3.00
● Thelonite Druid	5.00	1.25
★ Thelonite Monk	2.00	3.00
■ Thorn Thallid	1.00	4.00
★ Thrull Champion	3.50	5.00
● Thrull Retainer	5.00	1.25
● Thrull Wizard	5.00	1.25
● Tidal Flats	1.00	4.00
● Tidal Influence	1.00	4.00
● Taurach's Chant	1.00	4.00
★ Taurach's Gate	2.00	3.00
★ Vodalian Knights	3.50	5.00
■ Vodalian Mage	1.00	4.00
■ Vodalian Soldiers	1.00	4.00
★ Vodalian War Machine	2.50	3.50
★ Zelyon Sword	2.00	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	1.50	4.00
★ Adarkar Wastes	4.00	6.00
● Aegis of the Monk	4.00	6.00
● Aggression	2.25	3.00
● Altar of Bone	4.00	6.00
● Amulet of Quetz	3.50	5.00
● Anarchy	2.50	3.50
□ Arctic Foxes	1.50	4.00
● Arcum's Sleigh	1.50	2.50
● Arcum's Weatherwane	2.00	3.00
● Arcum's Whistle	2.00	3.00
□ Arverson's Auro	1.50	4.00
□ Armor of Faith	1.50	4.00
● Armlot's Ascent	1.50	4.00
● Ashen Ghoul	1.50	2.50
● Aurechs	1.50	4.00
● Avalanche	2.25	3.00
■ Bolivian Barbarians	1.50	4.00
■ Bolivian Bears	1.50	4.00
● Bolivian Conqueror	1.50	2.50
★ Bolivian Hydra	7.00	9.00
■ Bolivian Shaman	1.50	4.00
■ Bolivian Guides	1.50	4.00
■ Barbed Sextant	1.50	4.00
● Baton of Morale	2.00	3.00
○ Battle Cry	1.50	2.50
■ Battle Frenzy	1.50	4.00

Autumn Willow (4/4)

Summon Legend

Cannot be the target of spells or effects.

Target player may target Autumn Willow with spells or effects until end of turn.

"We must shake her hands and rub her brains!" - Grandmother Seng

Blas, Margaret Organ-Kean

TOP TEN HOTTEST CARDS

4) Autumn Willow

Just like that Mother Nature chick from those old margarine commercials, it's best not to screw with her. At a 4/4 that is immune to target spells and fast effects, you give her a hard time and she'll stitch her all-natural boot in your ass. Have a nice day.

● Wall of Putrid Flesh	3.50	5.00
■ Wall of Shadows	4.00	1.00
● Wall of Tombstones	3.00	4.00
■ Wall of Vapor	4.00	1.00
● Wall of Wonder	2.00	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



price guide

● Binding Grasp	2.50	3.50
○ Black Scarab	1.50	2.50
□ Blessed Wine	15	40
★ Blinking Spirit	6.00	8.00
☆ Blizzard	4.00	6.00
○ Blue Scarab	1.50	2.50
■ Bone Shaman	15	40
■ Brainstorm	15	40
★ Brand of Ill Omen	5.00	8.00
● Breath of Dreams	1.50	2.50
■ Brine Shaman	15	40
■ Brown Ouphe	15	40
★ Brushland	4.00	6.00
■ Burnt Offering	15	40
★ Call to Arms	6.00	8.00
☆ Caribou Range	5.00	8.00
★ Celestial Sword	4.00	6.00
● Centaur Archer	2.00	3.00
★ Chaos Lord	5.00	8.00
★ Chaos Moon	5.00	8.00
● Chromatic Armor	5.00	8.00
■ Chub Taot	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	5.00	8.00
★ Curse of Marit Lage	6.00	8.00
● Dance of the Dead	2.00	3.00
■ Dark Banishing	15	40
■ Dark Ritual	15	40
□ Death Ward	15	40
★ Deflection	10.00	15.00
● Demonic Consultation	2.00	3.00
★ Despot's Scepter	4.00	6.00
● Diabolic Vision	2.00	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
□ Elish Healer	15	40
★ Enduring Renewal	7.00	10.00
☆ Energy Storm	6.00	8.00
■ Enervate	15	40
■ Errant Minion	15	40
■ Errantry	15	40
■ Essence Filter	15	40
■ Essence Flare	15	40
● Essence Vortex	2.00	3.00
● Fanatical Fever	2.50	3.50
■ Fear	15	40
★ Fiery Justice	5.00	7.00
● Fire Covenant	2.00	3.00
● Flame Spirit	2.00	3.00
● Flare	15	40
★ Flooded Woodlands	5.00	7.00
★ Flow of Maggots	5.00	7.00
● Folk of the Pines	15	40
★ Forbidden Lore	5.00	7.00
● 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 Suppliant	1.50	2.50
● Freyalise's Charm	1.50	2.50
★ Freyalise's Winds	5.00	7.00
● Fumarole	2.00	3.00

□ Fylgia	15	40
● Fyndhorn Bow	2.00	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



TOP TEN HOTTEST CARDS

3) Dual Lands

These former top-slot holders have never slipped below two before. Must be that their hefty price tags have finally caught up with them. They're worth it though. Able to tap for two different colors of mana without a side effect, these are some of the most powerful cards in Magic.

■ Gangrenous Zombies	15	40
■ Gaze of Pain	15	40
☆ General Jarkeld	6.00	8.00
● Ghostly Flame	6.00	9.00
■ Giant Growth	15	40
● Giant Trap Door Spider	2.50	3.50
● Glacial Chasm	2.00	3.00
★ Glacial Crevasse	4.00	6.00
● Glacial Wall	1.50	2.50
● Glaciers	4.00	6.00
● Goblin Lyre	4.00	6.00
★ Goblin Mutant	2.00	3.00
■ Goblin Sappers	15	40
■ Goblin Ski Patrol	15	40
● Goblin Snowman	2.00	3.00
■ Gorilla Pack	15	40
★ Gravebind	4.00	6.00
○ Green Scarab	1.50	2.50
● Grizzled Wolverine	15	40
○ Hallowed Ground	2.00	3.00
★ Halls of Mist	5.00	8.00
□ Heal	15	40
★ Hecatomb	7.00	10.00
● Hematite Talisman	1.50	2.50
○ Hipparian	1.50	2.50
■ Hoar Shade	15	40
★ Hot Springs	4.00	6.00
■ Howl from Beyond	15	40
● Hurricane	1.50	2.50
● Hyalopterous Lemure	2.00	3.00
■ Hydroblast	15	40
● Hymn of Rebirth	2.50	3.50
★ Ice Berg	2.50	3.50
● Ice Cauldron	5.00	8.00
● Ice Floe	2.50	4.00
● Icequake	2.50	3.50
● Icy Manipulator	8.00	15.00
★ Icy Prison	5.00	7.00
● Illusionary Forces	15	40
★ Illusionary Presence	4.00	6.00
● Illusionary Terrain	2.00	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	9.00
○ Kelsinko Ranger	15	40
■ Kjeldoran Dead	15	40
○ Kjeldoran Elite Guard	2.00	3.00



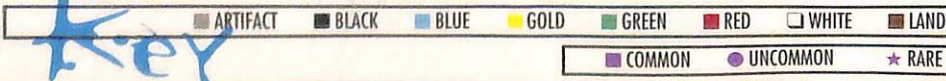
TOP TEN HOTTEST CARDS

2) Jester's Cap

The Cap has been bumped out of the No. 1 slot? Wa-hoooo!! This card is so freakin' evil, we couldn't be happier. With the ability to remove three cards from an opponent's library from the game before he even gets a chance to play, this card's no fun.

● Kjeldoran Frostbeast	2.00	3.00
□ Kjeldoran Guard	15	40
☆ Kjeldoran Knight	5.00	7.00
☆ Kjeldoran Phalanx	5.00	7.00
☆ Kjeldoran Royal Guard	5.00	7.00
● Kjeldoran Skycaptain	2.00	3.00
□ Kjeldoran Skyknight	15	40
□ Klacial Warrior	15	40
● Knights of Stormgold	2.00	3.00
● Krovikan Elemental	2.00	3.00
■ Krovikan Fetish	15	40
● Krovikan Sorcerer	15	40
● Krovikan Vampire	3.50	5.00
★ Land Cap	4.00	6.00
● Lapis Lazuli Talisman	1.50	2.50
● Lava Burst	15	40
★ Lava Tubes	5.00	7.00
● Legions of Lim-Dal	15	40
● Leshrac's Rite	1.50	2.50
● Leshrac's Sigil	1.50	2.50
★ Lurgy	6.00	10.00
☆ Lim-Dal's Cohort	15	40
■ Lim-Dal's Hex	2.00	3.00
● Lightning Blow	4.00	6.00
★ Lost Order of Jarkeld	5.00	7.00
● 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 Stormgold	10.00	15.00
● Melee	1.50	2.50
● Melting	1.50	2.50
● Mercenaries	4.00	6.00
● Merieke Ri Berit	5.00	7.00
● Mesmeric Trance	4.00	6.00
● Meteor Shower	15	40
■ Mind Ravel	15	40
● Mind Warp	2.00	3.00
★ Mind Whip	4.00	6.00
★ Minion of Leshrac	8.00	10.00
★ Minion of Tevesh Szat	6.00	8.00
■ Mistfall	15	40
● Mole Worms	2.00	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 Cannoners	1.50	2.50
■ Orkish Conscripts	15	40
■ Orkish Farmer	15	40
● Orkish Healer	1.50	2.50
★ 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	2.00	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
■ Pyknite	15	40
■ Pyroblast	15	40
● Pyroclasm	3.00	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
★ Rumed Arch	5.00	8.00
■ Sabretooth Tiger	15	40
○ Sacred Boon	2.00	3.00
■ Scalded Wurm	15	40
● Sea Spirit	2.00	3.00
● Seizures	15	40
☆ Seraph	10.00	15.00
■ Shambling Strider	15	40
■ Shatter	15	40
□ Shield Bearer	15	40
● Shield of the Ages	2.00	3.00
★ Shyft	5.00	8.00
● Sibillan Spirit	6.00	8.00
● Silver Erne	2.00	3.00
★ Skeleton Ship	5.00	7.00
● 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	7.00
★ 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
★ Stromgold 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
● Thermokast	2.00	3.00
● Thoughtleech	2.00	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 Grant	15	40
★ Total War	4.00	6.00
■ Touch of Death	15	40
● Touch of Vitae	2.00	3.00
★ Trailblazer	4.00	6.00
★ Underground River	4.00	6.00
● Updraft	1.50	2.50
● Urza's Boable	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	3.00	4.00
● Wall of Lava	2.50	3.50
● Wall of Pine Needles	2.00	3.00
● Wall of Shields	2.00	3.00
● War Chariot	2.00	3.00
□ Warning	15	40
□ Wholebone Glider	2.00	3.00
○ White Scarab	1.50	2.50
● Whiteout	2.50	3.50
★ Witigo	6.00	8.00
■ Wild Growth	15	40
● Wind Spirit	2.00	3.00
● Wings of Aesthir	2.00	3.00
★ Winter's Chill	5.00	7.00
● Withering Wisps	1.50	2.50
■ Woolly Mammoths	15	40
■ Woolly Spider	15	40
● Word of Blasting	2.00	3.00
● Word of Undoing	15	40
★ Wrath of Marit Lage	4.00	6.00
● Yavimaya Gnats	2.00	3.00
■ Zur's Weiriding	4.00	6.00
● Zuran Enchanter	15	40
● Zuran Orb	3.00	5.00
★ Zuran Spellcaster	15	40

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 Volcano	15	40
★ Akron Legionnaire	2.50	3.50
★ 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
★ Argathian Pixies	15	40
★ Ashnod's Altar	25	75
★ Ashnod's Transmogrant	25	75
★ Axelrad Gunnarson	3.00	5.00
★ Aysha Tanaka	2.00	3.00
★ Azure Drake	1.00	2.00
● Banshee	25	75
● Barf's Cage	1.50	2.50
● Beasts of Bogardan	1.00	2.00
● Blood of the Martyr	25	75
★ Blood Moon	4.00	6.00
★ Bog Rats	15	40
★ Book of Rass	1.50	2.50
★ Boomerang	15	40
★ Bronze Horse	2.00	3.00
■ Cat Warriors	15	40
■ Chromium	5.00	8.00
★ City of Brass	5.00	8.00
★ Cocoon	1.50	2.50
★ Concordant Crossroads	4.00	6.00
★ Crow Giant	2.00	4.00
■ Cuombiwi Witches	15	40
★ Cyclone	2.00	4.00
★ D'Avenant Archer	25	75
★ Dakkan Blackblade	5.00	8.00
★ Dance of Many	2.00	3.00
★ Dandan	15	40
□ Divine Offering	25	75
■ Emerald Dragonfly	15	40
● Enchantment Alteration	25	75
● Erhanom Djinn	3.00	5.00
● Fallen, The	1.00	2.00
● Fallen Angel	2.00	3.00
● Faldon's Cane	25	75
● Fire Drake	1.00	2.00
● Fishriver Oil	15	40
● Flash Flood	15	40
● Fountain of Youth	25	75
● Gabriel Angelfire	4.00	6.00
★ Gauntlets of Chaos	4.00	6.00



TOP TEN HOTTEST CARDS

1) Baron Sengir
The king of sting, the sultan of swat, the master of disaster... ladies and gentlemen, the new Magic heavyweight champen of the world, Barooon Sengir! A 5/5 flier, gains a permanent +2/+2 when he offa a creature and regenerates vampires? We'd take him over that annoying Jester's Cap any day.

Name	Low	High
■ Ghazban Ogre	15	40
■ Giant Slug	15	40
● Goblin Artisans	25	75
● Goblin Digging Team	15	40
● Goblin Shrine	15	40
● Goblins of the Flarg	15	40
■ Hasran Ogress	15	40
★ Hell's Carakete	5.00	8.00
★ Horn of Deafening	2.50	4.00
□ Indestructible Aura	15	40
□ Ivory Guardians	75	150
★ 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	15	40
● Kei Takahashi	75	150
★ Land's Edge	4.00	6.00
■ Living Armor	75	150
● Marhauf Elsdragon	1.00	2.00
■ Metamorphosis	15	40
● Mountain Yeti	15	40
● Nebuchadnezzar	4.00	6.00
● Nicol Bolos	5.00	8.00
★ Obelisk of Undoing	3.50	5.00
★ Palladia-Mors	5.00	8.00
● Petra Sphynx	2.50	4.00
● Primordial Ooze	1.00	2.00
● Puppet Master	1.00	2.00
● Rabid Wombat	2.00	3.00
● Raklite	1.50	2.50
● Recall	3.50	5.00
□ Remove Soul	15	40
□ Repentant Blacksmith	15	40
★ Revelation	3.00	4.00
● Rubinia Soulsinger	4.00	6.00
■ Runesword	25	75
★ Safe Haven	1.50	2.50
■ Scavenger Folk	15	40
★ Sentinel	3.00	4.00
★ Serpent Generator	4.00	6.00
○ Shield Wall	75	150
● Shiman Night Stalker	2.00	3.00
● Sivithi Scarzam	75	150
● Sol'kanar the Swamp King	5.00	7.00
● Stanga	3.50	5.00
● Storm Seeker	2.00	3.00
● Takklemaggot	1.50	2.50
★ Teleport	2.00	4.00
● Tobias Andron	75	150
● Tor Wauki	75	150
● Torwald's Crypt	25	75
■ Transmutation	15	40
● Triassic Egg	3.00	4.00
● Urza's Mine (4 versions)	15	40
● Urza's Power Plant (4 ver.)	15	40
● Urza's Tower (4 versions)	15	40
● Voevictis Asmadi	6.00	8.00
● Voodoo Doll	3.00	4.00
● Wall of Heat	15	40
● Wall of Opposition	1.00	2.00
● Wall of Shadows	15	40
● Wall of Vapor	15	40
● Wall of Wonder	1.00	2.00

□ War Elephant	15	40
○ Witch Hunter	2.00	3.00
★ Wretched, The	5.00	7.00
● Xira Anien	3.00	4.00
★ Yawgmoth Demon	3.50	5.00

HOMELANDS
WIZARDS OF THE COAST-1995

Full Set (140 cards)	\$120.00	160.00
Booster Pack (8 cards)	1.75	3.00
Booster Box (60 packs)	110.00	160.00

Name	Low	High
○ Abbey Gargoyles	1.50	3.00
□ Abbey Matron (ver. 1)	15	50
□ Abbey Matron (ver. 2)	15	50
★ Aether Storm	4.00	6.00
■ Aliban's Tower (ver. 1)	15	50
■ Aliban's Tower (ver. 2)	15	50
■ Ambush	15	50
■ Ambush Party (ver. 1)	15	50
■ Ambush Party (ver. 2)	15	50
● An-Havva Constable	3.00	5.00
● An-Havva Inn	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)	15	50
■ Anaba Bodyguard (ver. 2)	15	50
■ Anaba Shaman (ver. 1)	15	50
■ Anaba Shaman (ver. 2)	15	50
● Anaba Spirit Crafter	3.50	5.00
★ Apocalypse Chime	5.00	7.00
● Autumn Willow	8.00	10.00
● Aysen Abbey	3.50	5.00
□ Aysen Bureaucrats (ver. 1)	15	50
□ Aysen Bureaucrats (ver. 2)	15	50
★ 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
★ Broken Carriage	4.00	6.00
★ Broken Visage	3.50	5.00
■ Carapace (ver. 1)	15	50
■ Carapace (ver. 2)	15	50
● Castle Sengir	3.50	5.00
■ Cemetery Gate (ver. 1)	15	50
■ Cemetery Gate (ver. 2)	15	50
★ Chain Stasis	3.50	5.00
■ Chandler	15	50
■ Clockwork Gnomes	15	50
■ Clockwork Steed	15	50
■ Clockwork Swarm	15	50
■ Coral Reef	15	50
■ Dark Maze (ver. 1)	15	50
■ Dark Maze (ver. 2)	15	50
★ Daughter of Autumn	3.50	5.00
○ Death Speakers	2.00	4.00
★ Didgeerido	4.00	6.00
● Dudge Spell	2.00	4.00
■ Dry Spell (ver. 1)	15	50
■ Dry Spell (ver. 2)	15	50
★ Dwarven Pony	2.00	4.00
★ Dwarven Sea Clan	4.00	6.00
■ Dwarven Trader (ver. 1)	15	50
■ Dwarven Trader (ver. 2)	15	50
■ Ebony Rhino	15	50
● Eron the Relentless	6.00	8.00
● Evaporate	1.50	3.00
★ Faerie Noble	4.00	6.00
★ Feast of the Unicorn (ver. 1)	15	50
★ Feast of the Unicorn (ver. 2)	15	50
● Faroz's Ban	4.00	6.00
■ Folk of An-Havva (ver. 1)	15	50
■ Folk of An-Havva (ver. 2)	15	50
★ Forget	2.00	4.00
■ Funeral March	15	50
● Ghost Hounds	2.50	4.00
■ Giant Albatross (ver. 1)	15	50
■ Giant Albatross (ver. 2)	15	50
● Giant Oyster	2.00	4.00
★ Grandmother Sengir	5.00	7.00
■ Greater Werewolf	15	50
★ Hazduhr the Abbot	3.50	5.00
■ Headstone	15	50
★ Heart Wall	3.50	5.00
■ Hungry Mist (ver. 1)	15	50
■ Hungry Mist (ver. 2)	15	50
★ Ihsan's Shade	2.00	4.00
● Inini Sengir	2.00	4.00
★ Ironclaw Curse	2.00	4.00
■ Jinx	15	50
● Joven's	15	50

■ Joven's Ferrets	15	50
★ Joven's Tools	3.50	5.00
★ Kaskun Falls	2.00	4.00
● Kaskun Keep	3.50	5.00
■ Labyrinth Minotaur (ver. 1)	15	50
■ Labyrinth Minotaur (ver. 2)	15	50
■ Leaping Lizard	15	50
★ Leeches	3.50	5.00
★ Marmoth Harness	2.00	4.00
★ Marjhan	6.00	8.00
■ Memory Lapse (ver. 1)	15	50
■ Memory Lapse (ver. 2)	15	50
■ Merchant Scroll	15	50
□ Mesa Falcon (ver. 1)	15	50
□ Mesa Falcon (ver. 2)	15	50
★ Mystic Decree	5.00	7.00
★ Narwhal	4.00	6.00
● Orkish Mine	2.00	4.00
★ Primal Order	7.00	10.00
□ Prophecy	15	50
○ Roshiko the Slayer	2.00	4.00
■ Reef Pirates (ver. 1)	15	50
■ Reef Pirates (ver. 2)	15	50
● Renewal	15	50
● Retribution	2.00	4.00
★ Reyeka, Wizard Savant	4.00	6.00
● Root Spider	2.00	4.00
● Roots	2.00	4.00
■ Rottenhopper	15	50
■ Rysorian Badger	4.00	6.00
□ Samite Alchemist (ver. 1)	15	50
□ Samite Alchemist (ver. 2)	15	50
● Sea Sprite	2.00	4.00
● Sea Troll	1.00	2.50
★ Sengir Autocrat	5.00	8.00
■ Sengir Bats (ver. 1)	15	50
■ Sengir Bats (ver. 2)	15	50
★ Serra Aviary	5.00	7.00
□ Serra Beshyari	15	50
□ Serra Inquisitors	1.00	2.50
□ Serra Paladin	15	50
■ Scattered Arrows	15	50
■ Shrink (ver. 1)	15	50
■ Shrink (ver. 2)	15	50
★ Soraya the Falconer	3.50	5.00
● Spectral Bears	2.00	4.00
★ Tammorian Friends	3.50	5.00
■ Torture (ver. 1)	15	50
■ Torture (ver. 2)	15	50
□ Trade Caravan (ver. 1)	15	50
□ Trade Caravan (ver. 2)	15	50
★ Truce	4.00	6.00
★ Valdrene of Sengir	3.50	5.00
★ Wall of Kelp	4.00	6.00
■ Willow Faerie (ver. 1)	15	50
■ Willow Faerie (ver. 2)	15	50
★ 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
★ Nulathri Dragon	6.00	10.00
★ Saviors of Estark	6.00	10.00
★ Windseeker Centaur	6.00	10.00

FACTORY SETS

M-TG Beta Factory Set (363 cards)
\$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. 10,000 printed.

M-TG Beta International Factory Set (363 cards)
\$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. 5,000 printed.

M-TG Revised Boxed Set 520.00 25.00

This set contains two 60-card Revised starter decks, 30 counters and a Revised checklist.

M-TG 4th Edition Boxed Set \$18.00 25.00

This set contains two 60-card Fourth Edition starter decks, 30 counters and a Fourth Edition checklist.

INQUEST

price guide

BLOOD WARS

TSR-1995

Full Set (334 cards)	\$275.00	350.00
Starter Deck (50 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

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

FACTS AND FACTIONS

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	80.00

PROXIES & POWERS

TSR-1995

Full Set (134 cards)	\$40.00	60.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

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

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

INQUISITION EXPANSION

HEARTBREAKER-1995

Full Set (170 cards)	\$175.00	225.00
Booster Pack (8 cards)	2.00	2.50
Booster Box (60 packs)	95.00	130.00

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

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)	•	•
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)	•	•
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

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES-1994

Cards names are printed in Gold

Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted 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
Pollsters	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

Cards 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- SECRET AGENT

JAMES BOND 007
HEARTBREAKER HOBBIES-1995

Full Set (231 cards)	\$125.00	200.00
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(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

CHAMELEON 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

ALDERAC-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
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(Includes 42 Mission cards)

Starter Deck (62 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (9 cards)	2.00	2.50
Booster Box (36 Packs)	70.00	90.00
42-Card Missions set (1 per pack)	1.00	2.00
Unlisted Common cards	20	40

Some names are abbreviated

Name	Rarity		
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 Bestial 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 Bodyslide	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 Football 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	U...	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 Razor Bats	U...	1.50	2.50
Hobgoblin Stun Gas	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
IM Tactical Computer	R	3.00	5.00
Jean Grey Mind...Matter	U	1.50	2.50
Jean Grey Tele. Unity	R	3.00	4.00
Jubilee Plasmoid Flash	R	3.00	4.00
Jubilee Spectrum Tease	U	1.50	2.50
Magneto Hero Card	R	4.00	6.00
Magneto Evil Genius	U	1.50	2.50
Magneto G.A.	U	1.50	2.50
Magneto Mag. Shield	U	1.50	2.50
Magneto Paralyze Opp.	R	4.00	6.00
Magneto Repel Object	U	1.50	2.50
Mr. Fantastic Hero Card	R	3.00	4.00
Mr. Fan Protect Mate	U	1.50	2.50
Mr. Fan Python Hold	R	3.00	4.00
Mr. Fan Stretch Attack	U	1.50	2.50
Mr. Fan Team Leader	U	1.50	2.50
Mystique Hero Card	R	3.00	5.00
Mystique Commando Raid	U	1.50	2.50
Mystique Cool Under Fire	U	1.50	2.50
Mystique Illusion of Ally	U	1.50	2.50
Mystique Surprise Attack	R	3.00	5.00
Omega Red Hero Card	R	3.00	4.00
OR Carbonadium Coils	U	1.50	2.50
OR Drain Life Force	U	1.50	2.50
OR KGB Training	U	1.50	2.50
OR Sacrificial Lamb	U	1.50	2.50
OR Tendril Tactics	R	3.00	4.00
Professor X Hero Card	R	3.00	4.00
Prof X Psionic Hold	R	3.00	4.00
Prof X Tele. Coord.	R	3.00	4.00
Psylocke Hero Card	R	3.00	4.00
Psylocke Combat Prowess	U	1.50	2.50
Psylocke Mental Hold	R	3.00	4.00
Psylocke Psychic Knife	R	3.00	4.00
Psylocke Thought Probe	U	1.50	2.50
Punisher Hero Card	R	3.00	4.00
Punisher Secret Weapon	R	3.00	4.00
Punisher Smoke Screen	U	1.50	2.50
Punisher Sniper	U	1.50	2.50
Punisher Vendetta	R	3.00	4.00
Rhino Bowl Over	U	1.50	2.50
Rhino Rhino Hide	U	1.50	2.50
Rogue Mutagenic Drain	R	3.00	4.00
Rogue Super Strength	U	3.00	4.00
Sabretooth Blood Hunt	R	3.00	5.00
Sabretooth Bloodlust	U	1.50	2.50
Silver Surfer Hero Card	R	3.00	4.00
SS Cosmic Healing	U	3.00	4.00
SS Force Shield	U	3.00	4.00
SS Power Cosmic	R	3.00	4.00
SS Rearrange Matter	U	3.00	4.00
Spider-Man Hero Card	R	5.00	8.00
S-M Arachnid Agility	U	3.00	4.00
S-M Spider Sense	U	3.00	4.00
S-M Wall Crawl	C	1.00	2.00
S-M Web	R	5.00	8.00
S-M Web Shield	U	3.00	4.00
Spider-Woman Psi Web	R	3.00	4.00
Storm Hero Card	R	3.00	4.00
Storm Emotional Outburst	R	3.00	4.00
Storm Surimono...Power	R	3.00	4.00
Thing Cllobberin' Time	R	3.00	4.00
Thing Revoltin' Dev.	R	3.00	4.00
Thing Temper Tantrum	U	3.00	4.00
Thor Mjolnir Speaks	U	3.00	4.00
Thor Power of Asgard	R	3.00	4.00
Venom Hero Card	R	4.00	6.00
Venom Alien Webbing	U	3.00	4.00
Venom Creepy Crawler	U	3.00	4.00
Venom Panic Attack	R	4.00	6.00
Venom Symbiotic Snare	R	4.00	6.00
War Machine Battle Com.	R	3.00	4.00
WM Hidden Weapon	U	3.00	4.00
WM Unleash Arsenal	U	3.00	4.00
Wolverine Hero Card	R	6.00	8.00
Wolvie Berserk Attack	C	1.00	2.00
Wolvie Fighting Instinct	C	1.00	2.00
Wolvie Heal	C	1.00	2.00
Wolvie Snikt!	C	1.00	2.00
Wolvie Wounded Animal	R	6.00	8.00

POWERSURGE

FLEER-1995		
Full Set (276 cards)	\$200.00	300.00
(Includes 14 Mission cards)		
Booster Pack (9 cards)	1.75	2.00
Booster Box (36 packs)	60.00	70.00
14-Card Mission set	.25	.75
Unlisted Common cards	.20	.40
Unlisted Uncommon cards	2.00	4.00
Unlisted Rare cards	4.00	6.00



**POWERSURGE—
SPIDER-MAN MISSION CARD**

Name	Rarity		
Iron Man Dumpster	C	.50	1.00
Iron Man Industrial Waste	U	3.00	5.00
Iron Man Multi Power 2	C	1.00	2.00
Magneto Impulse	U	3.00	5.00
Magneto Power Flux	U	3.00	5.00
Sabretooth Chain	C	1.00	2.00
Scarlet Spider Hero Card	R	5.00	8.00
Scarlet Spider New Warrior	C	1.00	2.00
Scarlet Spider	U	3.00	4.00
Spider-Man Strength 2	C	.75	1.50
Spider-Man Taunt	U	4.00	6.00
Venom Alien Symbiote	U	3.00	5.00
Venom Fighting 5	C	.50	1.00
Venom Hot Dog Cart	C	.75	1.50
Wolverine Fighting 5	C	.75	1.50
Wolverine Rage	U	2.00	3.00

**MIDDLE-EARTH:
THE WIZARDS**

IRON CROWN ENTERPRISES—1995		
Full Set (484 cards)	275.00	350.00
Starter Deck (76 cards)	9.00	11.00
Starter Box (10 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Unlisted Common cards	.10	.40
Unlisted Common Sites	.35	.75
Unlisted Common Characters	.35	.75

Name	Rarity		
Adunaphel	R	7.00	10.00
Agburanar	R	3.00	5.00
Akhrahil	R	7.00	10.00
Align Palantir	U	1.50	3.00
Arborn	U	1.50	3.00
Ardiril, Flame of the West	R	2.00	4.00
Arimir	U	1.50	3.00
Arkenstone, The	R	3.00	5.00
Army of the Dead	R	3.00	5.00
Arwen	R	3.00	5.00
Assassin	R	3.00	5.00
Athelas	U	1.50	3.00
Awaken the Earth's Fire	U	1.50	3.00
Balance of Things, The	R	3.00	6.00
Balin	U	1.50	3.00
Balrag of Moria	R	3.00	6.00
Bane of the Ithil-stone	R	3.00	6.00
Barad-dur	R	2.50	4.00
Barliman Butterbur	U	.75	1.00
Barrow-wight	U	1.50	3.00
Beretur	U	1.50	3.00
Bergil	U	1.50	3.00
Bert (Bürot)	U	1.50	3.00
Bilbo	R	2.50	5.00
Bill the Pony	U	.75	1.00
Blue Mountain Dwarves	U	.75	1.00
Bombur	U	1.50	3.00
Book of Mazarbul	U	1.50	3.00
Bridge	U	1.50	3.00
Burden of Time, The	U	2.00	4.00
Coil of the Sea	U	3.00	5.00
Corn Däm	R	2.50	4.00
Caves of Olund	U	1.50	2.50
Cirdan	R	2.50	5.00
Cirith Ungol	R	2.50	4.00
Clear Skies	R	3.50	5.00
Clouds	R	3.00	6.00
Cock Crows, The	U	2.00	4.00
Corsairs of Umbar	U	1.50	3.00

Crocks of Doom	U	2.00	4.00
Daelamin	R	3.00	5.00
Dain II	R	2.50	5.00
Damrod	U	1.50	3.00
Dancing Spire	U	1.50	2.50
Dead Marshes	U	1.50	2.50
Denethor II	R	2.50	5.00
Dimrill Dale	U	1.50	2.50
Dol Guldur	R	2.50	4.00
Dori	U	1.50	3.00
Dragon's Desolation	U	1.50	3.00
Drowning Seas	U	2.00	4.00
Dunharrow	R	2.50	4.00
Durin's Axe	U	1.50	3.00
Dw. Ring of Borin's Tribe	R	3.00	6.00
Dw. Ring of Bavor's Tribe	R	3.00	6.00
Dw. Ring of Drzin's Tribe	R	3.00	6.00
Dw. Ring of Durin's Tribe	R	3.00	6.00
Dw. Ring of Duwain's Tribe	R	3.00	6.00
Dw. Ring of Thelar's Tribe	U	2.00	4.00
Dw. Ring of Thrä's Tribe	U	2.00	4.00
Dwar of Waw	R	7.00	10.00
Eagle-mounts	R	3.50	5.00
Earth of Galadriel's Orchard	U	1.50	2.50
Easterling Camp	R	2.50	4.00
Easterlings	R	1.50	3.00
Eif-sang	R	3.00	6.00
Elrand	R	3.00	5.00
Elves of Lindon	R	1.50	3.00
Ent-draughts	U	1.50	2.50
Eomer	U	1.50	3.00
Eowyn	U	1.50	3.00
Evenstar, The	U	1.50	3.00
Eye of Sauron	R	3.00	6.00
Fair Sailing	R	3.00	6.00
Fair Travels in Dark-domains	R	3.00	6.00
Fair Travels in Free-domains	R	3.00	6.00
Favor of the Valar	R	3.00	6.00
Fell Beast	R	3.00	6.00
Fell Turtle	R	3.00	6.00
Fili	U	1.50	3.00
Fog	U	1.50	3.00
Frodo	R	3.00	5.00
Galadriel	R	3.00	5.00
Galva	R	2.50	5.00
Gaming the Old	U	1.50	3.00
Ghân-buri-Ghân	U	1.50	3.00
Glomding	U	1.50	3.00
Glittering Caves	U	1.50	2.50
Glóin	U	1.50	3.00
Glorfindel II	R	2.00	4.00
Goldberry	U	.75	1.00
Gollum	U	3.00	5.00
Gollum's Fate	R	3.00	6.00
Great Eagles, The	U	.75	1.00
Great Goblin, The	R	3.50	5.00
Great Ship	R	3.50	5.00
Great-shield of Rohan	U	1.50	3.00
Gwaihir	R	2.00	4.00
Halbarad	U	1.50	3.00
Haldalam	R	2.50	5.00
Haldir	U	1.50	3.00
Half-trolls of Far Harad	U	1.50	3.00
Hiding	R	3.00	6.00
Hillmen	U	.75	1.00
Himring	U	1.50	2.50
Hoar-murath of D'r	R	7.00	10.00
Hobbits	R	1.50	3.00
Huon	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Downdeath	R	7.00	10.00
Ire-rack	U	1.50	2.50
Isles of the Dead that Live	R	2.50	4.00
Khamul the Easterling	R	7.00	10.00
Knights of Dal Amroth	U	.75	1.00
Lapse of Will	U	2.00	4.00
Leaflock	U	.75	1.00
Legolas	U	1.50	3.00
Lesser Ring	U	1.50	3.00
Leucoruth	R	3.00	5.00
Lossoth	U	.75	1.00
Lost of Sea	R	3.00	6.00
Lost in Dark-domains	R	3.00	6.00
Lucky Search	R	3.00	6.00
Lure of Creation	U	2.00	4.00
Lure of Power	R	3.00	6.00
Mablung	U	1.50	3.00
Magic Ring of Courage	U	2.00	4.00
Magic Ring of Lore	U	2.00	4.00
Magic Ring of Nature	U	2.00	4.00
Magic Ring of Stealth	U	2.00	4.00
Magic Ring of Words	U	2.00	4.00
Men of Anfalas	U	.75	1.00
Men of Dorwinion	U	.75	1.00
Men of Lamedon	U	.75	1.00
Men of Lebennin	U	.75	1.00

Men of Northern Rhovanion	U	.75	1.00
Merry	U	1.50	3.00
Minas Morgul	R	2.50	4.00
Minions Stir	U	2.00	4.00
Mirror of Galadriel	U	2.00	4.00
Mithril-coat, The	R	3.00	6.00
Moon	U	1.50	3.00
Morannon	R	3.50	5.00
Morgul Night	R	3.00	6.00
Morgul-horse	R	3.00	6.00
Morgul-knife	R	3.00	6.00
Mount Doom	U	1.50	2.50
Mount Gundabad	U	1.50	2.50
Mouth of Sauron	R	4.00	6.00
Mumuk (Elephant)	R	3.00	5.00
Narsil	U	1.50	3.00
Narya	R	3.00	6.00
Nazgûl are Abroad, The	R	3.00	6.00
Nenya	R	3.00	6.00
New Moon	U	2.00	4.00
On	U	1.50	3.00
Old Man Willow	U	2.00	4.00
Old Thrush, The	U	2.00	4.00
Olog-hai (Trolls)	U	1.50	3.00
One Ring, The	R	15.00	25.00
Orclieutenant	U	1.50	2.50
Orctrist	U	2.00	4.00
Osh-in-Edhil	U	1.50	2.50
Overth the Horseman	R	7.00	10.00
Palantir of Amon Sul	R	2.00	4.00
Palantir of Annúminas	R	2.00	4.00
Palantir of Elostirion	U	1.50	3.00
Palantir of Minas Tirith	U	1.50	3.00
Palantir of Orthanc	U	1.50	3.00
Palantir of Osgiliath	R	2.00	4.00
Pale Sword, The	R	3.00	6.00
Paths of the Dead	R	3.50	5.00
Pick-pocket	U	1.50	3.00
Pippin	U	1.50	3.00
Plague of Wights	U	2.00	4.00
Praise to Elbereth	U	2.00	4.00
Precious, The	R	3.00	6.00
Pitkel-men	R	2.00	4.00
Quickbeem	U	.75	1.00
Quiet Lands	U	1.50	3.00
Red Arrow	U	1.50	3.00
Red Book of Westmarch	U	1.50	3.00
Ran the Unclean	R	7.00	10.00
Return of the King	U	1.50	3.00
Ring's Betrayal, The	U	2.00	4.00
Ringlor	U	2.00	4.00
Road the Raven	R	2.00	4.00
Rogrog	R	2.00	4.00
Sacrifice of Fom	R	2.00	4.00
Sam Gamgee	U	1.50	3.00
Sapling of the White Tree	U	1.50	3.00
Scroll of Isildur	U	1.50	3.00
Secret Entrance	R	3.50	5.00
Shadowfax	R	2.00	4.00
Shelob	R	7.00	12.00
Shelob's Lair	R	2.50	4.00
Siege	R	3.00	6.00
Silent Watcher	R	2.50	5.00



price guide

White Tree, The	R	3.00	6.00
Will of Sauron, The	R	3.00	6.00
Will of the Ring, The	R	3.00	6.00
William (Wuluag)	U	1.50	3.00
Witch-king of Angmar	R	7.00	10.00
Wizard's Ring	U	2.00	4.00
Wizard's Fire	R	3.00	6.00
Wizard's Flame	U	2.00	4.00
Wizard's Laughter	U	2.00	4.00
Wizard's River-horses	U	2.00	4.00
Wizard's Voice	R	3.00	6.00
Woodmen	U	.75	1.00
Words of Power and Terror	R	3.00	6.00
Woses of Old Pike-Hand	R	1.50	3.00
Woses of the Drúadan Forest	U	.75	1.00

COOKING WITH KANO
Friendship
Cancels Fatality or Vendetta.
"Yeah, but I really want to be a gourmet chef." If Kano didn't finish you off, his cooking just might.

MORTAL KOMBAT—KANO

MORTAL KOMBAT
BRADYGAMES—1995

Full Set (300 cards)		
Starter Deck (60 cards)	7.00	10.00
Starter Box (10 decks)	70.00	100.00
Booster Pack (15 cards)	2.50	2.75
Booster Box (36 packs)	80.00	95.00

ON THE EDGE
ATLAS GAMES—1994

Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

CUT-UPS PROJECT EXPANSION
ATLAS GAMES—1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

SHADOWS EXPANSION
ATLAS GAMES—1995

Full Set (117 cards)	\$70.00	100.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

ARCANA EXPANSION
ATLAS GAMES—1995

Full Set (153)	\$100.00	150.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

ONE ON ONE HOCKEY CHALLENGE
PLAYOFF—1995

Full Set (330 cards)	\$200.00	300.00
Starter Deck (50 cards)	9.00	11.00
Starter Box (8 decks)	70.00	85.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted Commons (#'d 1-110)	10	50
Unlisted Uncommon (#'d 111-220)	.75	2.00
Unlisted Rare (#'d 221-330)	2.00	4.00

The URB and URS rarities denote Ultra Rare cards found only in booster packs, and Ultra Rare cards found only in starter decks respectively.

#	Name	Rarity		
2	Paul Kariya	C	1.00	2.00
34	Sergei Fedorov	C	.75	1.50
50	Wayne Gretzky	C	1.50	2.50
55	Patrick Roy	C	.75	1.50
76	Eric Lindros	C	1.50	2.50
78	Jaromir Jagr	C	.75	1.50
79	Mario Lemieux	C	1.00	2.00
100	Pavel Bure	C	1.00	2.00
105	Jim Carey	C	.75	1.50
114	Paul Kariya	U	3.00	5.00
135	Jeremy Roenick	U	1.50	2.50
137	Peter Forsberg	U	2.00	4.00
144	Sergei Fedorov	U	2.00	4.00
159	Wayne Gretzky	U	4.00	6.00
166	Patrick Roy	U	2.00	4.00
182	Eric Lindros	U	4.00	6.00
185	Jaromir Jagr	U	2.00	4.00
186	Mario Lemieux	U	3.00	5.00
195	Brett Hull	U	1.50	2.50
204	Felix Potvin	U	1.50	2.50
207	Pavel Bure	U	3.00	5.00
213	Jim Carey	U	2.00	4.00
223	Paul Kariya	URB	20.00	30.00
224	Todd Kryder	URS	3.00	6.00
226	Ray Bourque	URB	7.00	12.00
228	Cam Neely	URB	7.00	12.00
229	Adam Oates	URB	7.00	12.00
232	Bob Sweeney	URS	3.00	6.00
236	Jeremy Roenick	URB	10.00	18.00
239	Peter Forsberg	URB	18.00	25.00
241	Owen Nolan	URB	5.00	8.00
242	Joe Sakic	URS	8.00	12.00
248	Kevin Hatcher	URS	3.00	6.00
250	Mike Modano	URS	5.00	8.00
252	Paul Coffey	URS	7.00	12.00
253	Sergei Fedorov	URS	20.00	30.00
259	Doug Weight	URB	3.00	5.00
263	Rob Niedermayer	URS	3.00	6.00
266	Geoff Sanderson	URS	3.00	6.00
269	Wayne Gretzky	URB	30.00	50.00
274	Patrick Roy	URB	18.00	25.00
275	Martin Brodeur	URB	15.00	25.00
281	Scott Lachance	URS	3.00	6.00
283	Brian Leetch	URB	3.00	5.00
284	Mark Messier	URB	8.00	12.00
286	Luc Robitaille	URS	6.00	8.00
288	Jim Paek	URS	3.00	6.00
291	Rob Brind'Amour	URS	3.00	6.00
294	Eric Lindros	URB	30.00	50.00
297	Jaromir Jagr	URS	20.00	30.00
298	Mario Lemieux	URB	25.00	35.00
302	Arturs Irbe	URB	5.00	8.00
305	Geoff Courtnall	URS	3.00	6.00
307	Brett Hull	URS	15.00	25.00
311	Petr Klima	URS	3.00	6.00
313	Paul Ysebaert	URB	3.00	5.00
315	Doug Gilmour	URB	8.00	12.00
316	Pavel Bure	URB	20.00	30.00
318	Alexander Mogilny	URS	8.00	12.00
323	Keith Jones	URS	3.00	6.00
329	Teemu Selanne	URB	10.00	18.00
330	Alexei Zhamnov	URS	8.00	12.00

POWERCARDZ
CALIBER GAMES SYSTEMS—1995

Full Series 1 (160 cards)	\$40.00	60.00
Starter Deck (A & B-50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00

SPAWN EXPANSION
CALIBER GAMES SYSTEMS—1995

Full Set (190 cards)	\$60.00	80.00
Starter Deck (50 cards)	9.00	10.00
Starter Box (12 decks)	100.00	115.00
Booster Pack (15 cards)	2.75	3.00
Booster Box (36 packs)	90.00	100.00
Power Primer (S.D. + 3 Boosters)	15.00	18.00

SECOND STRIKE EXPANSION
CALIBER GAMES SYSTEMS—1995

Full Set (300 cards)	\$90.00	125.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (12 decks)	70.00	90.00
Booster Pack (15 cards)	2.25	2.50
Booster Box (36 packs)	75.00	90.00

RAGE
WHITE WOLF—1995

Full Set (321 cards)	\$200.00	250.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (12 cards)	2.00	2.25
Booster Box (24 packs)	45.00	55.00
Unlisted Singles	.20	.40

Alaskan Wolf Hunt	2.50	3.50
Alexandru ThunderRage	25.00	35.00
Alias	2.50	3.50
Allamande	2.50	3.50
Allison Kachina	3.00	5.00
Amari Howls-from-Soul	1.00	2.00
Anna Kliminski	3.00	5.00
Anna-Eyes of the Sun-Pelfrey	2.50	3.50
Antoine Teardrop	2.50	3.50
Aurgra	3.00	5.00
Balar's Gaze	2.50	3.50
Banana Split	1.00	2.00
Beastmind	1.00	2.00
Black Spiral Dancer	1.00	2.00
Bladetooth	1.00	2.00
Block and Strike	1.00	2.00
Blood-on-the-Wind	2.50	3.50
Body Wrack	2.50	3.50
Bones of Shakir Hind	2.50	3.50
Botlecap of Shakey Mac	3.00	5.00
Broken Limb	2.50	3.50
Bron Mac Fionn	3.00	5.00
Buggerhead	2.50	3.50
Burn Rush	1.00	2.00
Calling a Champion	1.00	2.00
Careful Strike	2.50	3.50
Carla Grimsson	2.50	3.50
Carlsson Ruah	1.00	2.00
Ceremonous	2.50	3.50
Charging Bull	3.00	5.00
Circular Attack	2.50	3.50
Close the Bawn	2.50	3.50
Command Spirit	1.00	2.00
Coup de Grace	3.00	5.00
Crick Rumwangler	1.00	2.00
Critical Blow	1.00	2.00
Deranged Mokole	2.50	3.50
Dharma Bum	1.00	2.00
Diem	1.00	2.00
Disembowelment	2.50	3.50
Drunken Revelry	2.50	3.50
Dry Gulch	1.00	2.00
Eater-of-Bears	1.00	2.00
Edgewalker	1.00	2.00
Elder Stone	2.50	3.50
Elder Vampire	3.00	5.00
Entrail Rend	2.50	3.50
Entrapment	1.00	2.00
Evade and Strike	1.00	2.00
Evan Heals-the-Past	1.00	2.00
Evasion	1.00	2.00
Eye of the Cobra	2.50	3.50
Eyes Gouged	1.00	2.00
Eyes-of-Frost	1.00	2.00
Faerie Kin	2.50	3.50
Fang Dagger	5.00	7.00
Fang Jumper	1.00	2.00
Fang Necklace of Fenris	1.00	2.00
Fast Strike	2.50	3.50
Feather of the Phoenix	2.50	3.50
Fenris	1.00	2.00
Fenris' Bite	2.50	3.50
Flak Jacket	1.00	2.00
Flower of Aphrodite	2.50	3.50
Forceful Wind	1.00	2.00
Frenzy	2.50	3.50
Fur Gnarl	1.00	2.00
Gaia's Vengeance	4.00	6.00
Gangrel Ally	3.00	5.00
Garbage Food Poisoning	1.00	2.00
Geas	2.50	3.50
Gere-Hunts-the-Hunters	2.50	3.50
Gesor	1.00	2.00
Get Medieval	5.00	7.00
Glib Tongue	2.50	3.50
Golgal Fangs-First	3.00	5.00
Goll Mac Mourna	2.50	3.50
Grand Klavie	3.00	5.00
Grandfather Thunder	1.00	2.00
Greater Bonishment	3.00	5.00
Grek Twice-Tongue	2.50	3.50
Greyfist	2.50	3.50
Griffin	1.00	2.00
Grimfang	3.00	5.00
Growls-at-Moon	2.50	3.50
Guides-to-Truth	2.50	3.50
Gunnar Droughtbane	25.00	35.00

Harano Gloom	3.00	5.00
Head Wound	2.50	3.50
Heart of Fury	1.00	2.00
Howard Kar	1.00	2.00
Hunting Party	1.00	2.00
Icy Chill of Despair	1.00	2.00
Impergium	2.50	3.50
Inbred Disorder	1.00	2.00
Incarna Sigil	2.50	3.50
Ivan Korda	1.00	2.00
Jack Debitangu	25.00	35.00
Jacky Gecko	2.50	3.50
Jam Technology	1.00	2.00
Journey Onward	1.00	2.00
Jubati	1.00	2.00
Julisha of the Thousand Masks	3.00	5.00
Justice Under Gaia	1.00	2.00
Kelly Still Waters	25.00	35.00
Kinfolk - Environmental Activist	2.50	3.50
Kinfolk - Small Town Cop	2.50	3.50
Kinfolk - Soldier of Fortune	3.00	5.00
Kinfolk - TV Reporter	2.50	3.50
Kinfolk - Veterinarian	3.00	5.00
Klotal Stargazer	25.00	35.00
Klavia	2.50	3.50
Knife Wind	3.00	5.00
Lamunur	3.00	5.00
Leadership Challenge	1.00	2.00
Legendary Leadership	1.00	2.00
Lesser Bonishment	1.00	2.00
Leukippes	25.00	35.00
Lone Wolf Lupo	25.00	35.00
Lord Albrecht	2.50	3.50
Last Calling	1.00	2.00
Lucky Blow	2.50	3.50
Luna's Armor	1.00	2.00
Luna's Links	2.50	3.50
Lunar Eclipse	3.00	5.00
Mamu	3.00	5.00
Mangle	2.50	3.50
Mari Cabrah	2.50	3.50
Massive Wound	1.00	2.00
Master of the Pack	3.00	5.00
Matriarch Mourning	3.00	5.00
Merciful Blow	1.00	2.00
Mindspeak	1.00	2.00
Mokole Hide	2.50	3.50
Moon Bridge Escape	1.00	2.00
Moon Sign	2.50	3.50
Morgan the Unworthy	1.00	2.00
Morihei High-Mountain	3.00	5.00
Mother Laissa	3.00	5.00
Mother's Touch	1.00	2.00
Natasha Moon Chaser	1.00	2.00
Naturea Boon	1.00	2.00
Nephthys Mu'at	2.50	3.50
Nerve Cluster	1.00	2.00
No Escape	1.00	2.00
No'ri'n Ni'Dhonnail	1.00	2.00
Osin Mac Gaelach	25.00	35.00
Old Red Eagle	25.00	35.00
Old Storm-Chaser	3.00	5.00
Old Wolf of the Woods	25.00	35.00
Organ Puncture	1.00	2.00
Owl	1.00	2.00
Pack Defense	1.00	2.00
Passer	1.00	2.00
Peace of Nature	3.00	5.00
Pearl River	3.00	5.00
Pentex Forestry Team	1.00	2.00
Pentex Refinery	4.00	6.00
Piper, The	2.50	3.50
Portable Computer	3.00	5.00
Praise the Malfomed	1.00	2.00
Progenitor Mage	3.00	5.00
Pumpkin Man	1.00	2.00
Questor Treatmaker	1.00	2.00
Quoting the Litany	2.50	3.50
Ragnarok	1.00	2.00
Rainpuddle	1.00	2.00
Reclaiming the Stolen	1.00	2.00
Remove Gaia's Blessing	2.50	3.50
Rend and Tear	1.00	2.00
Rite of Investiture	3.00	5.00
Roar of Storms	2.50	3.50
Roger Daly	3.00	5.00
Roshen One-Arm	1.00	2.00
Run Like Hell	1.00	2.00
Running Creek	1.00	2.00
Samuel Haight	2.50	3.50
Sands of Sleep	2.50	3.50
Scar Throat Leech-Killer	1.00	2.00
Scourging the Wym	1.00	2.00
Scouting Mission	1.00	2.00
Scratches-at-Fleas	2.50	3.50
Scream of Gaia	1.00	2.00



Shakar	1.00	2.00
Shapeshift	1.00	2.00
Shieldmate	1.00	2.00
Shogeka Hunter Moon	25.00	35.00
Shotgun	4.00	6.00
Shu Horus	25.00	35.00
Silhouette	2.50	3.50
Silver Ammo	2.50	3.50
Silver Claws	1.00	2.00
Simon Gentle	1.00	2.00
Sings-for-the-Beast	1.00	2.00
Sister Judith Faws-of-Light	2.50	3.50
Skindancer	4.00	6.00
Sneak Attack	2.50	3.50
Sofya Softkiller	1.00	2.00
Son of Moonlight	2.50	3.50
Song Chiang	2.50	3.50
Song of the Great Beast	3.00	5.00
Spear of Deceit	2.50	3.50
Spine Crushed	2.50	3.50
Spirit Drain	2.50	3.50
Spirit of the Fray	1.00	2.00
Spotlight	1.00	2.00
Stands-Like-Mountain	2.50	3.50
Stolen Wolf, The	1.00	2.00
Surprise Ally	2.50	3.50
Surprise Attack	1.00	2.00
Survivor	2.50	3.50
Susan Anthony	2.50	3.50
Syntax	1.00	2.00
Take the True Form	1.00	2.00
Tacking the Death Blow	2.50	3.50
Tanzut	1.00	2.00
Teeth-of-Titanium	2.50	3.50
Thomas Kachina	2.50	3.50
Thunder Tiger	2.50	3.50
Tim Rowantree	1.00	2.00
Tribal Alliance	1.00	2.00
Tribal War	3.00	5.00
True Fear	1.00	2.00
True Silverheels	2.50	3.50
Uktena Wyrmlife	4.00	6.00
Umbral Escape	2.50	3.50
Victory Party	1.00	2.00
Virus-to-Wyrm	1.00	2.00
Vital Blow	1.00	2.00
Volcheka Ibaruri	1.00	2.00
Walks-with-Might	3.00	5.00
War Paint of Wahyo Ohni	2.50	3.50
Whelp Body	2.50	3.50
Wind-Across-the-Hills	1.00	2.00
Winter Wolf	1.00	2.00
Wisdom of the Seer	3.00	5.00
Wyrm Skin	2.50	3.50
Wyrm Slayer, Ronin Garou	3.00	5.00
Wyrm Taint	2.50	3.50
Yuri Ivovich	25.00	35.00
Zachary Ellison	2.50	3.50

UMBRA EXPANSION

WHITE WOLF-1995

Full Set (90 cards)	\$40.00	60.00
Booster Pack (12 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00
Unlisted Common cards	15	40
Unlisted Uncommon cards	75	125

Amanda Withers-in-Sun	1.50	2.50
Banishment by the Council	2.50	3.50
Battleground, The	10.00	15.00
Bjorn-Blood-from-Stone	1.50	2.50
Coern of Bygone Visions	1.00	2.00
Coern of Ichiya Madonbashi	1.00	2.00
Coern of the Painted Sands	1.00	2.00
Coernsandra Shadow-Watcher	1.50	2.50
Coern of the Weeping Daughter	1.00	2.00
Childing	1.50	2.50
Deep Journey	1.00	2.00
Dreamspeaker Mage	3.00	5.00
Dr. Stephen "Mindbender" Garrison	1.50	2.50
Faerie Armor	1.50	2.50
Flux	10.00	15.00
Heart of Midnight	2.50	3.50
Jennifer Moon-Wizened	1.00	2.00
Ka Spirit	1.50	2.50
Laughs-at-Death	1.50	2.50
Legendary	10.00	15.00
Memory Ribbon	1.50	2.50
Naomi	1.50	2.50
Nexus Crawler	2.50	3.50
Nightmaster	1.50	2.50
Pack Reprimand	4.00	6.00
Pangea	10.00	15.00
Petrov Tzarovitch	1.50	2.50
Phantasmi	1.00	2.00
Rite of Realm Binding	1.50	2.50

Runs-without-Pack	1.50	2.50
Sees-through-Stars	1.00	2.00
Step Sideways	1.50	2.50
Shekey Mac	2.00	3.00
Shuck Sideways	1.00	2.00
Summer Country	10.00	15.00
Umbral Wave	2.00	3.00
Wahyo-Ohni	1.50	2.50
Wyldestorm	2.50	3.50

WYRM EXPANSION

WHITE WOLF-1995

Full Set (186)	\$150.00	175.00
(Set Price Includes six Ultra-Rare chase cards)		
Booster Pack (15 cards)	2.25	2.50
Booster Box (24 packs)	50.00	60.00
Unlisted Common cards	15	40
Unlisted Uncommon cards	75	150
Unlisted Rare cards	2.00	3.00

Name	Rarity		
Alonso Montoya	R	4.00	6.00
Amella	R	2.00	4.00
Beast-of-War	U	1.25	2.00
Breath of the Defiled	R	3.00	5.00
Caern of Rhythku	R	3.00	5.00
Caern of the Blood God	R	3.00	5.00
Caern of the Unwashed Child	R	3.00	5.00
Chainsaw	R	3.00	5.00
Churjuroc's Tusk	UR	12.00	20.00
Coern Vladimir Rustovich	UR	18.00	25.00
Cult Leader	R	2.00	4.00
Defiler	U	1.25	2.00
Enter-of-Souls	U	1.25	2.00
Enticer	R	3.00	5.00
FBI Investigation	R	2.00	4.00
Friends in High Places	U	1.25	2.00
General, The	R	4.00	6.00
Glade Child	U	1.25	2.00
Heart Breaker	R	3.00	5.00
Hunts at Night	U	1.25	2.00
Incarna Avatar	R	2.00	4.00
Kills the Weak	U	1.25	2.00
Kiss of the Wyrm	R	3.00	5.00
Latonica the Tempress	U	1.25	2.00
Longtooth Soukkiller	R	4.00	6.00
Lord of the Realm	R	2.00	4.00
Magge's Talisman	R	5.00	7.00
Malless	UR	12.00	20.00
Mookmaw	UR	12.00	20.00
Morgen	R	2.00	4.00
Mr. Igwana	U	1.25	2.00
Pentex Executive & Limousine	R	2.00	4.00
Priest	U	1.25	2.00
Psychotic Hallucination	R	2.00	4.00
Psychotic Stalker	R	2.00	4.00
Red Alert	U	1.25	2.00
Red-Headed Stepchild	R	3.00	5.00
Renegade Werewolf Hunter	U	1.25	2.00
Ren Assunder	R	3.00	5.00
Roar of the Wyrm	U	1.25	2.00
Skin of the Hellbound	U	2.00	4.00
Snickers	U	1.25	2.00
Spiritual Revelation	R	2.00	4.00
Subjugation of Gala	U	1.25	2.00
Survival Nut	U	1.25	2.00
Sybil	U	1.25	2.00
T.F. MacNeil	R	3.00	5.00
Toanik	R	3.00	5.00
Telemarketing Campaign	U	1.50	2.50
Toga of Dionysius	U	1.25	2.00
Totem Form	R	2.00	4.00
Trinity Hive Coern	UR	12.00	20.00
Vampire Blood	R	3.00	5.00
Zhyznak	UR	12.00	20.00

REDEMPTION

CACTUS GAME DESIGN-1995

Full Set (300 cards)	\$200.00	250.00
Starter Deck (50 cards)	7.00	9.00
Starter Box (6 dual decks)	80.00	100.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	70.00	90.00

RED ZONE

DOHRUSS-1995

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted Very Common Cards	10	30
Unlisted Common Cards	20	75
Unlisted Uncommon Cards	1.00	2.00

Name	Rarity		
Aikman, Troy	R	7.00	10.00
Allen, Marcus	U	2.00	3.00
Ballard, Howard	R	2.00	3.00
Bennett, Cornelius	R	3.00	5.00
Bennett, Edgar	R	3.00	4.00
Bennett, Tony	R	2.00	3.00
Bernstine, Rob	R	2.00	3.00
Bledsoe, Drew	U	7.00	10.00
Bono, Steve	C	75	150
Brown, Chad	R	2.00	3.00
Brown, Dave	C	50	100
Brown, Gary	U	1.50	2.50
Broan, Lomas	R	2.00	3.00
Brown, Tim	R	3.00	5.00
Bruce, Isaac	C	75	150
Buchanan, Ray	R	2.00	3.00
Burnett, Bob	R	2.00	3.00
Coates, Ben	R	3.00	5.00
Conway, Curtis	C	75	150
Cunningham, Randall	U	2.00	3.00
Del Rio, Jack	R	2.00	3.00
Dilfer, Trent	U	2.00	3.00
Dishman, Cris	R	2.00	4.00
Ellard, Henry	R	2.00	4.00
Elway, John	R	6.00	8.00
Esiason, Boomer	C	50	100
Everett, Jim	U	1.50	2.50
Faulk, Marshall	R	12.00	18.00
Fino, John	R	2.00	3.00
Floyd, William	U	1.50	2.50
Fryar, Irving	R	2.00	4.00
Fuller, William	R	2.00	3.00
George, Jeff	R	6.00	8.00
Green, Darrell	R	2.00	3.00
Greene, Kevin	R	4.00	6.00
Haley, Charles	R	3.00	5.00
Hampton, Rodney	C	75	150
Hanks, Marton	R	3.00	5.00
Harbaugh, Jim	U	1.50	2.50
Harvey, Ken	R	2.00	3.00
Hearst, Garrison	U	1.50	2.50
Hoard, Leroy	R	3.00	4.00
Hopkins, Brad	R	2.00	3.00
Hostetler, Jeff	C	50	100
Hurst, Maurice	R	3.00	5.00
Invin, Michael	R	6.00	8.00
Ismail, Rocket	R	2.00	4.00
Jackson, Greg	R	2.00	3.00
Johnson, Charles	U	1.50	2.50
Johnson, D.J.	R	3.00	4.00
Jonas, Sean	R	2.00	3.00
Kelly, Jim	R	5.00	8.00
Kirby, Terry	R	3.00	4.00
Lewis, Mo	R	2.00	3.00
Lloyd, Greg	R	5.00	8.00
Marino, Dan	R	12.00	20.00
Marin, Tony	U	1.50	2.50
Martin, Wayne	R	2.00	3.00
Mathis, Terance	R	3.00	4.00
McDaniel, Terry	R	2.00	3.00
McDuffie, O.J.	U	1.50	2.50
McGlockton, Chester	R	2.00	3.00
Means, Natrona	R	4.00	6.00
Miller, Anthony	R	3.00	4.00
Mims, Chris	R	2.00	3.00
Mirer, Rick	U	1.50	2.50
Mitchell, Scott	C	25	75
Moan, Warren	R	4.00	6.00
Moore, Herman	R	5.00	8.00
Norton, Ken	R	4.00	6.00
Novacek, Jay	R	3.00	5.00
O'Donnell, Neil	C	75	150
O'Neal, Leslie	R	2.00	3.00
Parmalee, Bernie	C	75	150
Perinman, Brett	U	1.50	2.50
Pickens, Carl	U	2.50	3.50
Randle, John	R	2.00	3.00
Reed, Andre	R	3.00	5.00
Rhett, Eric	C	150	250
Rica, Jerry	R	8.00	12.00
Roaf, Willie	R	2.00	3.00
Sanders, Barry	R	7.00	10.00
Scott, Darnay	R	4.00	6.00
Searcy, Leon	R	2.00	3.00
Seau, Junior	R	4.00	6.00
Shuler, Heath	U	2.50	3.50
Slade, Chris	R	2.00	3.00
Smith, Bruce	R	3.00	5.00
Smith, Neil	R	2.00	4.00
Stubblefield, Dana	R	2.00	3.00
Taylor, John	R	3.00	5.00
Thomas, William	R	2.00	3.00
Tuinei, Mark	R	2.00	3.00
Turnbull, Renaldo	R	2.00	3.00
Turner, Eric	R	2.00	3.00

Vincent, Troy	R	2.00	3.00
Wallace, Steve	R	2.00	3.00
Warren, Chris	R	4.00	6.00
Webb, Richmond	R	2.00	3.00
White, Reggie	R	4.00	6.00
Whitfield, Bob	R	2.00	3.00
Widell, Doug	R	2.00	3.00
Williams, Aeneas	R	2.00	3.00
Williams, David	R	2.00	3.00
Williams, Harvey	C	50	100
Wolford, Wil	R	2.00	3.00
Wooden, Terry	R	2.00	3.00
Woodson, Rod	R	4.00	6.00
Woolford, Donnell	R	2.00	3.00
Young, Steve	R	8.00	12.00
Zordich, Michael	R	2.00	3.00



SHADOWFIST-FURIOUS GEORGE

SHADOWFIST

DAEDALUS GAMES-1995

Full Set (325 cards)	\$200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

NETHERWORLD EXPANSION

DAEDALUS GAMES-1995

Full Set (140 cards)	\$75.00	125.00
Booster Pack (15 cards)	2.50	3.00
Booster Box (36 packs)	80.00	100.00

SIMCITY

MAYFAIR GAMES-1995

Full Set (517 cards)	\$300.00	350.00
Starter Deck (60 cards)	7.00	8.00
Starter Box (10 decks)	65.00	80.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	60.00	80.00

SPELLFIRE

TSR-1994

Full 1st Ed. Set (445 cards)	\$150.00	225.00
(Set price includes 25 booster exclusive cards)		
1st Ed. Starter Deck (110 cards)	8.00	10.00
1st Ed. Starter Box (6 dual decks)	450.00	60.00
1st Ed. Booster Pack (15 cards)	1.25	1.50
1st Ed. Booster Box (36 packs)	40.00	50.00
Full 1st Ed. Set (400-Cons Only)		
No Ed. Starter Deck (55 cards)		
No Ed. Starter Box (10 decks)		
Full 2nd Edition Set (420 cards)	140.00	200.00
2nd Ed. Starter Deck (110 cards)	8.00	10.00
2nd Ed. Starter Box (6 duals)	45.00	60.00
2nd Ed. Booster Pack (15 cards)	1.50	1.75
2nd Ed. Booster Box (36 packs)	50.00	60.00

Invisibility	1.50
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Booster Box (36 packs) 50.00 ... 60.00

DRAGONLANCE EXPANSION

TSR-1994
Full Set (125 cards) \$75.00 ... 100.00
(Set price includes 25 booster-exclusive cards)
Booster Pack (15 cards) 1.50 ... 1.75
Booster Box (36 packs) 50.00 ... 60.00

FORGOTTEN REALMS EXPANSION

TSR-1994
Full Set (125 cards) \$90.00 ... 130.00
(Set price includes 25 booster-exclusive cards)
Booster Pack (15 cards) 2.00 ... 2.50
Booster Box (36 packs) 70.00 ... 90.00

STAR OF THE GUARDIANS

MAG FORCE 7-1995
Full Set (325 cards) \$70.00 ... 100.00
Starter Deck (60 cards) 7.00 ... 9.00
Starter Box (12 decks) 80.00 ... 100.00
Booster Pack (15 cards) 2.00 ... 2.50
Booster Box (36 packs) 70.00 ... 90.00

STAR QUEST: THE REGENCY WARS

COMIC IMAGES-1995
Full Set (325 cards) \$250.00 ... 375.00
Starter Deck (53 cards) \$8.00 ... 10.00
Starter Box (10 decks) 90.00 ... 110.00
Booster Pack (15 cards) 2.50 ... 3.50
Booster Box (36 packs) 85.00 ... 110.00

STAR TREK: THE NEXT GENERATION LIMITED

DECIPHER-1994
Full Set (363 cards) \$750.00 ... 1,000.00
Starter Deck (60 cards) 18.00 ... 25.00
Starter Box (12 decks) 200.00 ... 300.00
Booster Pack (15 cards) 8.00 ... 12.00
Booster Box (36 packs) 250.00 ... 400.00
Unlisted Common cards 30 ... 60
Unlisted Common Personnel cards 75 ... 150

Cards are black-bordered.

Albert Einstein	5.00	8.00
Alexander Rozhenko	1.25	2.00
Alidar Jarok	5.00	8.00
Alien Groupie	3.50	5.00
Alien Parasites	1.50	2.50
Alien Probe	1.50	2.50
Alyanna Nechayev	4.00	6.00
Alyssa Ogawa	1.25	2.00
Amanda Rogers	1.50	2.50
Amarie	1.25	2.00
Ancient Computer	8.00	12.00
Anti-Time Anomaly	6.00	10.00
Armus-Skin of Evil	8.00	12.00
Auto-Destruct Sequence	1.50	2.50
Avert Disaster	4.00	6.00
B'Etor	10.00	15.00
Be'l	2.25	3.00
Barclay's Protoplasmic Disease	6.00	10.00
Betazoid Gift Box	8.00	12.00
Beverly Crusher	18.00	25.00
Bochra	2.25	3.00
Bok	1.25	2.00
Borg Ship	12.00	20.00
Byrnas Weapon Enhancement	7.00	10.00
Cloaked Mission	1.50	2.50
Cosmic String Fragment	1.25	2.00
Crosis	8.00	12.00
Crystalline Entity	6.00	8.00
Cultural Observation	3.50	5.00
Cytherians	4.00	6.00
Data	30.00	40.00
Deanna Troi	20.00	30.00
Devil, The	7.00	10.00
Devonani Ral	1.50	2.50
Devaras	8.00	12.00
Distortion Field	1.50	2.50
Distortion of...Continuum	2.25	3.00
Divok	1.50	2.50
Dr. La Forge	5.00	7.00

Dr. Leah Brahms	5.00	7.00
Dr. Selar	1.50	2.50
Dukat	1.50	2.50
Duras	8.00	12.00
Ei-Adrel Creature	1.50	2.50
Engineering Kit	1.50	2.50
Etano Jol	1.50	2.50
Evacuaton	1.50	2.50
Evaluate Terraforming	4.00	6.00
Exocomp	1.25	2.00
Explore Black Cluster	2.50	3.50
Explore Dyson Sphere	3.50	5.00
Explore Typhone Expanse	3.25	4.00
Expose Covert Supply	1.50	2.50
Extraction	5.00	8.00
Federation Outpost	1.25	2.00
Fek'Ihr	1.50	2.50
First Contact	1.50	2.50
Fleet Admiral Shanthi	1.50	2.50
Full Planet Scan	2.25	3.00
Gaps in Normal Space	1.25	2.00
Genetrionic Replicator	2.25	3.00
Geordi La Forge	18.00	25.00
Goddess of Empathy	5.00	8.00
Gowran	12.00	18.00
Gravitic Mine	1.50	2.50
Hoakana	8.00	12.00
Hannah Bates	1.25	2.00
Holo-Projectors	1.25	2.00
Hologram Ruse	1.50	2.50
Honor Challenge	5.00	8.00
Horga'tin	12.00	18.00
Hugh	12.00	18.00
Hunt for DNA Program	3.50	5.00
Husnock Ship	2.25	3.00
Hyper-Aging	1.25	2.50
I.K.C. Bortas	8.00	10.00
I.K.C. Buruk	7.00	10.00
I.K.C. Hagh'ta	7.00	10.00
I.K.C. K'Vor	1.50	2.50
I.K.C. Pagh	7.00	10.00
I.K.C. Qu'Yat	7.00	10.00
Iconia Investigation	3.50	5.00
Incoming Message-Federation	3.25	4.00
Incoming Message-Klingon	2.25	3.00
Incoming Message-Romulan	2.25	3.00
Interphase Generator	8.00	12.00
Investigate Alien Probe	4.00	6.00
Investigate Disappearance	4.00	6.00
Investigate Disturbance	4.00	6.00
Investigate Massacre	4.00	6.00
Investigate Raid	3.50	5.00
Investigate Rogue Comet	3.25	4.00
Investigate "Shattered Space"	3.50	5.00
Investigate Sighting	2.50	3.50
Investigate Time Continuum	3.50	5.00
Ishara Yar	2.25	3.00
Jaglan Shrek-Information Broker	5.00	8.00
Jean-Luc Picard	40.00	60.00
Jenna D'Sora	1.50	2.50
Jo'Bnil	1.25	2.00
K'Ehleyr	7.00	10.00
K'Vada	1.25	2.00
Kahless	6.00	10.00
Kargan	5.00	8.00
Kell	1.50	2.50
Kevin Uxbridge	1.50	2.50
Khazara	8.00	12.00
Khitomer Research	3.50	5.00
Kivas Fajo-Collector	2.25	3.00
Klingon Death Yell	6.00	10.00
Koroth	1.50	2.50
Korris	1.50	2.50
Ktarian Game	4.00	6.00
Kurak	5.00	8.00
Kurlan Naikos	8.00	12.00
Kurn	7.00	10.00
L'Kor	1.25	2.00
Leah Brahms	5.00	8.00
Life-Form Scan	1.50	2.50
Lore Returns	8.00	12.00
Lore's Fingernail	7.00	10.00
Lursa	10.00	15.00
Lwaxanna Troi	8.00	12.00
McKnight	1.50	2.50
Medical Relief	3.50	5.00
Medical Tricorder	1.25	2.00
Mendak	6.00	10.00
Mercenary Ship	2.25	3.00
Mirok	1.50	2.50
Morgan Bateson	5.00	8.00
Mat the Barber	1.50	2.50
Movar	1.50	2.50
N'Vek	1.25	2.00
Nagilum	6.00	8.00
Narik	2.25	3.00

Near-Warp Transport	1.25	2.00
Neela Daren	8.00	12.00
Neural Servo Device	1.50	2.50
New Contact	3.50	5.00
Nikolai Rozhenko	1.50	2.50
Nitrium Metal Parasites	2.25	3.00
Norah Satie	1.50	2.50
Nu'Daq	1.50	2.50
Null Space	1.50	2.50
Nutritional Shields	1.25	2.00
Orett	2.25	3.00
Pardek	2.25	3.00
Parrem	1.50	2.50
Pegasus Search	3.50	5.00
Pi	5.00	8.00
Plunder Site	1.50	2.50
Portal Guard	1.25	2.00
Q	10.00	15.00
Q2	3.50	5.00
Radioactive Garbage Scow	1.50	2.50
Raise the Stakes	1.25	2.00
Rebel Encounter	1.50	2.50
Reginald Barclay	8.00	12.00
Relief Mission	1.25	2.00
REM Fatigue Hallucinations	2.25	3.00
Rastore Errant Moon	2.25	3.00
Richard Galen	5.00	8.00
Riva	1.50	2.50
Ro Laren	8.00	12.00
Roga Danar	10.00	15.00
Sarek	10.00	15.00
Sarjenka	4.00	6.00
Sarthang Plunder	3.25	4.00
Satelk	7.00	10.00
Secret Salvage	1.50	2.50
Seek Life-form	3.50	5.00
Sela	10.00	15.00
Shaka, When the Walls Fall	1.50	2.50
Shelby	7.00	10.00
Sir Isaac Newton	8.00	12.00
Sima Kaltami	1.50	2.50
Soren	1.50	2.50
Strategic Diversion	1.25	2.00
Study "Hole in Space"	3.25	4.00
Study Lonka Pulsar	3.50	5.00
Study Nebula	3.50	5.00
Supemova	7.00	10.00
Survey Mission	4.00	6.00
T'Pol	1.50	2.50
Taibak	1.25	2.00
Tam Ebrun	6.00	10.00
Tarellian Plague Ship	1.50	2.50
Tasha Yar	10.00	15.00
Tebok	1.25	2.00
Telepathic Alien Kidnappers	2.25	3.00
Temporal Causality Loop	4.00	6.00
Temporal Rift	1.50	2.50
Test Mission	1.25	2.00
Thomas Riker	12.00	18.00
Thought Walker	10.00	15.00
Time Travel Pod	5.00	8.00
Tokath	1.50	2.50
Tomalak	7.00	10.00
Toq	1.25	2.00
Torak	1.50	2.50
Toral	1.25	2.00
Toreth	6.00	10.00
Tox Uthat	8.00	12.00
Transwarp Conduit	1.25	2.00
Traveler, The: Transcendence	2.25	3.00
Tsolkovsky Infection	4.00	6.00
Two-Dimensional Creatures	2.25	3.00
U.S.S. Brittain	8.00	12.00
U.S.S. Enterprise	30.00	50.00
U.S.S. Excelsior	1.50	2.50
U.S.S. Galaxy	1.50	2.50
U.S.S. Hood	8.00	12.00
U.S.S. Phoenix	8.00	12.00
U.S.S. Sutherland	2.50	3.50
U.S.S. Yamato	8.00	12.00
Vagh	1.50	2.50
Varon-T Disruption	8.00	12.00
Vash	8.00	10.00
Vulcan Mindmeld	1.25	2.00
Vulcan Stone of Gol	12.00	18.00
Warp Core Breach	3.50	5.00
Wesley Crusher	18.00	25.00
William T. Riker	20.00	30.00
Wind Dancer	4.00	6.00
Worf	20.00	30.00
Wormhole Negotiations	4.00	6.00

STAR TREK: THE NEXT GENERATION UNLIMITED
DECIPHER-1995
Full Set (363 cards) \$225.00 ... 300.00

Starter Deck (60 cards) 7.00 ... 10.00
Starter Box (12 decks) 80.00 ... 110.00
Booster Pack (15 cards) 2.50 ... 3.00
Booster Box (36 packs) 80.00 ... 100.00
Cards are white-bordered
Single Cards are 0.25-0.35x Limited Prices



ALTERNATE UNIVERSE - PARTICLE SCATTERING FIELD

ALTERNATE UNIVERSE EXPANSION SET

DECIPHER-1995
Full Set (121) \$70.00 ... 100.00
Booster Pack (15 cards) 2.75 ... 3.25
Booster Box (36 packs) 90.00 ... 110.00

STAR WARS

DECIPHER-1995
Full Set (324 cards) 350.00 ... 450.00
Starter Deck (60 cards) 9.00 ... 10.00
Starter Deck Box (10 decks) 90.00 ... 100.00
Booster Pack (15 cards) 3.00 ... 3.50
Booster Box (36 packs) 95.00 ... 120.00
Unlisted Common cards 15 ... 50

Name	Rarity		
A Disturbance In The Force	U	1.50	2.50
A Tremor in the Force	U	1.50	2.50
Admiral Moti	R	2.00	4.00
Affect Mind	R	4.00	6.00
Alderaan	R	4.00	6.00
Alderaan	U	1.00	2.00
Alter	U	1.50	2.50
Alter	U	1.50	2.50
Assault Rifle	R	2.00	4.00
Bantha	U	1.00	2.00
Beggar	R	4.00	6.00
Beru Lars	U	1.00	2.00
Beru Stew	U	1.00	2.00
Biggs Darklighter	R	2.00	4.00
Block 2	R	4.00	6.00
Block 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blaster Rack	U	1.50	2.50
Blaster Scope	U	1.50	2.50
Boosted TIE Blaster Cannon	U	1.50	2.50
Boring Conversation Anyway	R	4.00	6.00
BoShek	U	1.50	2.50
C-3PO	R	15.00	25.00
Caller	U	1.00	2.00
Cantina Brawl	R	4.00	6.00
Charming to the Last	R	2.00	4.00
Chief Bast	U	1.50	2.50
Circle is Now Complete	R	4.00	6.00
Colonel Wulff Yularen	U	1.50	2.50
Commander Proji	U	1.00	2.00
Corellian Corvette	U	1.00	2.00
Crash Site Memorial	U	1.50	2.50
Dantooine	U	1.50	2.50
Dantooine	U	1.50	2.50
Dark Collaboration	R	4.00	6.00
Dark Hours	U	1.00	2.00
Dark Jedi Lightsaber	U	1.50	2.50
Dark Jedi Presence	R	4.00	6.00
Darth Vader	R	25.00	40.00
Daticho	U	1.50	2.50
Death Star Plans	R	4.00	6.00
Death Star Sentry	U	1.50	2.50
Death Star: Central Core	U	1.00	2.00
Death Star: DBCR	U	1.00	2.00
Death Star: Lvl 4 Mil. Corr.	U	1.50	2.50
Death Star: Trash Comp.	U	1.50	2.50
Death Star: War Room	U	1.00	2.00



Demotion	R	2.00	4.00
Devastator	R	8.00	12.00
Dice Ibegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Djos Fuhr	R	2.00	4.00
Don't Get Cocky	R	4.00	6.00
Dr. Evazan	R	2.00	4.00
DS-61-2	R	1.50	2.50
DS-61-3	R	4.00	6.00
Dutch	R	4.00	6.00
EG-6	U	1.00	2.00
Eis Helrot	U	1.00	2.00
Emergency Deployment	U	1.50	2.50
Empire's Back, The	U	1.50	2.50
Escape Pod	U	1.00	2.00
Evacuate?	U	1.00	2.00
Expand the Empire	R	4.00	6.00
Eyes in the Dark	U	1.50	2.50
Fear Will Keep Them In Line	R	2.00	4.00
Felippen Trevagg	U	1.50	2.50
Figgin D'an	U	1.00	2.00
5D6-RA7	R	4.00	6.00
Force is Strong With this One	R	2.00	4.00
Full Scale Alert	U	1.00	2.00
Full Throttle	R	2.00	4.00
Garidan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Tagge	R	2.00	4.00
Gift of the Mentor	R	4.00	6.00
Gold 1	R	2.00	4.00
Gold 5	R	2.00	4.00
Grand Moff Tarkin	R	8.00	15.00
Gravel Storm	U	1.00	2.00
Han Seeker	R	2.00	4.00
Han Solo	R	20.00	35.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	6.00
Help Me Obi-Wan Kenobi	R	4.00	6.00
How Did We... this Mess?	U	1.00	2.00
Hydroponics Station	U	1.00	2.00
I Find Your... Disturbing	R	4.00	6.00
I Have You Now	R	2.00	4.00
I've Lost Artoo!	U	1.50	2.50
Imperial-Class Star Destroyer	U	1.50	2.50
Into Garbage Chute, Flyboy	R	2.00	4.00
Ion Cannon	U	1.50	2.50
Jawa Pack	U	1.50	2.50
Jawa Siesta	U	1.50	2.50
Jedi Lightsaber	U	1.50	2.50
Jedi Presence	R	4.00	6.00
Jek Porkins	U	1.50	2.50
Juri Juice	R	2.00	4.00
K'lor's slug	R	4.00	6.00
Kabe	U	1.50	2.50
Kal'Fald'n Cndros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kitik Keed'kak	R	4.00	6.00
Krayt Dragon Howl	R	4.00	6.00
Labria	R	2.00	4.00
Laser Projector	U	1.00	2.00
Lateral Damage	R	2.00	4.00
Leesub Sirij	R	2.00	4.00
Leia Organa	R	15.00	30.00
Leia's Back	U	1.00	2.00
Leia's Sporting Blaster	U	1.50	2.50
Lieutenant Tanbris	U	1.00	2.00
Light Repeating Blaster Rifle	R	4.00	6.00
Lightsaber Proficiency	R	5.00	8.00
Limited Resources	U	1.00	2.00
Local Trouble	R	4.00	6.00
Lone Pilot	R	2.00	4.00
Lone Warrior	R	2.00	4.00
Look Sir, Droids	R	4.00	6.00
Luke Seeker	R	2.00	4.00
Luke Skywalker	R	20.00	35.00
LUKE! LUKE!	U	1.50	2.50
Luke's Back	U	1.00	2.00
Luke's X-34 Landspeeder	U	1.50	2.50
M'nyoom Onitip	U	1.00	2.00
Mantellian Savin	R	2.00	4.00
Millennium Falcon	R	12.00	20.00
Molator	R	4.00	6.00
Momaw Nodon	U	1.00	2.00
Moment of Triumph	R	2.00	4.00
Move Along	R	4.00	6.00
MSE-6 "Mouse" Droid	U	1.50	2.50
Myo	U	2.00	4.00
Nabrun Leids	U	1.00	2.00
Nevar Yafnal	R	2.00	4.00
Nightfall	U	1.50	2.50
Noble Sacrifice	R	2.00	4.00
Obi-Wan Kenobi	R	15.00	30.00
Obi-Wan's Cape	R	4.00	6.00

Obi-Wan's Lightsaber	R	4.00	6.00
Observation Holocom	U	1.00	2.00
On the Edge	R	2.00	4.00
Organa's Cer. Necklace	R	4.00	6.00
Our Most Desperate Hour	R	4.00	6.00
Out of Nowhere	U	1.00	2.00
Owen Lars	U	1.50	2.50
Panic	U	1.50	2.50
Physical Choke	R	4.00	6.00
Plastoid Armor	U	1.00	2.00
Ponda Baba	U	1.50	2.50
Pops	U	1.50	2.50
Presence of the Force	R	4.00	6.00
Prophetic	U	1.50	2.50
Quad Laser Cannon	U	1.50	2.50
Reactor Terminal	U	1.00	2.00
Rebel Planners	R	2.00	4.00
Red 1	U	1.50	2.50
Red 3	R	2.00	4.00
Red Leader	R	4.00	6.00
Restricted Deployment	U	1.50	2.50
Return of a Jedi	U	1.00	2.00
Revolution	R	4.00	6.00
Rycar Ryjerd	U	1.50	2.50
Sandcrawler	R	2.00	4.00
Sandcrawler	R	2.00	4.00
Send a Detachment Down	R	4.00	6.00
Sense	U	1.50	2.50
Sense	U	1.50	2.50
Skywalkers	R	4.00	6.00
Sloa Han	R	2.00	4.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Suntdown	U	1.50	2.50
Tactical Re-Call	R	2.00	4.00
Tagge Seeker	R	2.00	4.00
Targeting Computer	U	1.50	2.50
Tarkin Seeker	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Cantina	R	2.00	4.00
Tatooine: Lars' Moisture Farm	U	1.00	2.00
Tatooine: Mos Eisley	U	1.00	2.00
Tatooine: Obi-Wan's Hut	R	4.00	6.00
Thank the Maker	R	2.00	4.00
This is All Your Fault	U	1.50	2.50
TIE Advanced x1	U	1.00	2.00
TIE Fighter	C	50	75
Tonnika Sisters	R	4.00	6.00
Traffic Control	U	1.00	2.00
Trinto Duaba	U	1.50	2.50
Trooper Charge	U	1.00	2.00
Turbolaser Battery	R	2.00	4.00
Tusken Breath Mask	U	1.50	2.50
ZX-3KPR	U	1.50	2.50
Utinni!	R	4.00	6.00
Utinni!	R	4.00	6.00
Vader's Custom TIE	R	4.00	6.00
Vader's Eye	R	4.00	6.00
Vader's Lightsaber	R	8.00	12.00
Warrior's Courage	R	2.00	4.00
We're All Gonna... Thinner!	R	4.00	6.00
WED-9-M1 Bantha Droid	R	2.00	4.00
WED15-16662 Treadwell Droid	R	2.00	4.00
Wieslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Walzer	U	1.00	2.00
Yavin 4: Jungle	U	1.00	2.00
Yavin 4: Massassi War Rm.	U	1.00	2.00
Yavin 4: Massassi Throne Rm.	R	4.00	6.00
Yavin Sentry	U	1.00	2.00
Yerka Mig	U	1.50	2.50
Your Eyes Can Deceive You	U	1.50	2.50
Your Powers... Old Man	R	4.00	6.00

SUPER DECK!

CARD SHARKS—1994

Full Set (160 cards)	\$30.00	50.00
Starter Deck (60 cards)	3.00	5.00
Starter Box (10 decks)	30.00	50.00
Booster Pack		NONE

SUPER NOVA

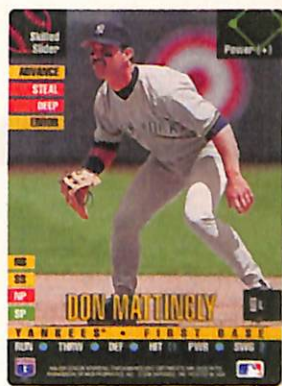
HEARTBREAKER HOBBIES—1995

Full Set (165 cards)	•	•
Booster Pack (18 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

TOP OF THE ORDER

DOHRUSS—1995

Full Set (336 cards)	\$200.00	300.00
Starter Deck (80 cards)	9.00	10.00
Starter Dual Set (160 cards)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00
Unlisted Very Common Cards	10	30



TOP OF THE ORDER—DON MATTINGLY

Unlisted Common Cards	.25	.75
Unlisted Uncommon Cards	1.00	2.00

Name	Rarity		
Alomar, Roberto	R	4.00	6.00
Alomar, Sandy Jr.	R	2.00	4.00
Alou, Moises	R	2.00	4.00
Appier, Kevin	R	2.00	3.00
Ayala, Bobby	R	2.00	3.00
Boergo, Carlos	R	4.00	6.00
Bagwell, Jeff	U	2.50	3.50
Bell, Derek	R	2.00	3.00
Belle, Albert	R	6.00	10.00
Bichette, Dante	R	3.00	4.00
Boggs, Wade	R	3.00	4.00
Bonds, Barry	R	6.00	10.00
Bonilla, Bobby	U	1.50	2.50
Boone, Bret	R	2.00	3.00
Braniff, Jeff	R	2.00	3.00
Canseco, Jose	U	1.50	2.50
Carter, Joe	R	3.00	5.00
Clark, Will	R	3.00	4.00
Clemens, Roger	U	.75	1.50
Coleman, Vince	R	2.00	3.00
Cone, David	U	1.50	2.50
Conine, Jeff	R	2.00	3.00
Davis, Chili	R	2.00	3.00
Disarcina, Gary	R	2.00	3.00
Dunston, Shawon	R	2.00	3.00
Eckersley, Dennis	C	.75	1.50
Edmonds, Jim	R	3.00	5.00
Felder, Cecil	U	1.50	2.50
Finley, Steve	R	2.00	3.00
Fryman, Travis	U	1.50	2.50
Galaraga, Andres	R	2.00	4.00
Gant, Ron	R	2.00	4.00
Gilkey, Bernard	R	2.00	3.00
Glavine, Tom	U	1.50	2.50
Gonzalez, Juan	R	2.00	3.00
Goodwin, Curtis	R	2.00	3.00
Goodwin, Tom	R	2.00	3.00
Grace, Mark	R	2.00	4.00
Griffey, Ken Jr.	R	12.00	20.00
Guillen, Ozzie	R	2.00	3.00
Gwynn, Tony	R	5.00	8.00
Hammond, Chris	R	2.00	3.00
Henderson, Rickey	U	1.50	2.50
Henke, Tom	R	2.00	3.00
Henneman, Mike	R	2.00	3.00
Johnson, Randy	R	3.00	5.00
Jones, Chipper	C	6.00	8.00
Jones, Todd	R	2.00	3.00
Jordan, Brian	R	2.00	3.00
Joyner, Wally	R	2.00	3.00
Justice, David	R	3.00	5.00
Karros, Eric	R	2.00	4.00
Klesko, Ryan	U	1.50	2.50
Knoblauch, Chuck	R	2.00	4.00
Larkin, Barry	R	2.00	4.00
Lofton, Kenny	R	5.00	8.00
Maddux, Greg	R	8.00	12.00
Martinez, Edgar	R	2.00	4.00
Martinez, Pedro	R	2.00	3.00
Mattingly, Don	R	7.00	10.00
McGriff, Fred	R	3.00	5.00
McGwine, Mark	R	3.00	4.00
McLemore, Mark	R	2.00	3.00
McRoe, Brian	R	2.00	3.00
Molitor, Paul	C	.75	1.50
Mondesi, Raul	R	5.00	8.00
Murray, Eddie	R	2.00	4.00
Mussina, Mike	U	1.50	2.50
Noehring, Tim	R	2.00	3.00

Norma, Hideo	R	10.00	15.00
Palmeiro, Rafael	R	2.00	4.00
Palmer, Dean	R	2.00	4.00
Perrival, Troy	R	2.00	3.00
Piazza, Mike	R	7.00	10.00
Plesac, Dan	R	2.00	3.00
Plunk, Eric	R	2.00	3.00
Puckett, Kirby	R	7.00	10.00
Ramirez, Manny	R	5.00	8.00
Reed, Steve	R	2.00	3.00
Ripken, Cal	R	12.00	20.00
Risley, Bill	R	2.00	3.00
Roberts, Bip	R	2.00	3.00
Rodriguez, Alex	C	.75	1.50
Rodriguez, Ivan	R	2.00	4.00
Soberhagen, Bret	U	1.50	2.50
Salmon, Tim	R	4.00	6.00
Sanders, Deion	R	4.00	6.00
Sanders, Reggie	R	2.00	4.00
Schilling, Curt	R	2.00	3.00
Scott, Tim	R	2.00	3.00
Sheffield, Gary	R	2.00	4.00
Smith, Lee	R	2.00	4.00
Smith, Ozzie	U	2.50	3.50
Smoltz, John	R	2.00	4.00
Sosa, Sammy	R	2.00	4.00
Stottlemyre, Todd	R	2.00	3.00
Thomas, Frank	R	12.00	20.00
Thome, Jim	R	3.00	5.00
Valentin, John	R	2.00	3.00
Vaughn, Mo	R	4.00	6.00
Walker, Larry	R	2.00	4.00
Wetteland, John	R	2.00	4.00
Whitaker, Lou	R	2.00	3.00
Williams, Matt	R	4.00	6.00
Wahlers, Mark	R	2.00	4.00
Worrell, Todd	R	2.00	3.00

TOWERS IN TIME

THUNDER CASTLE GAMES—1995

Full Set (210 cards)	\$90.00	150.00
Starter Deck (55 cards)	7.00	8.00
Starter Box (12 decks)	65.00	80.00
Booster Pack (8 cards)	1.25	1.75
Booster Box (60 packs)	75.00	100.00

ULTIMATE COMBAT!

ULTIMATE GAMES—1995

Full Set (150 cards)	\$75.00	110.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (15 cards)	2.00	3.00
Booster Box (36 packs)	70.00	90.00

VAMPIRE: THE ETERNAL STRUGGLE

WIZARDS OF THE COAST—1995

Full Set (436 cards)	\$225.00	300.00
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INQUEST

checklists



GUARDIANS: DAGGER ISLAND EXPANSION SET

Full Set (120 cards)

Name	Type	Rarity
Angel of Death	Elemental	U
Arcane Infusion	Spell	U
Argammond's Vision	Spell	C
Arnyddyn	Elemental	C
Assassin of Shadow	Spell	C
Barrow Wight	External	C
Black Eye, The	Item-Creature	R
Bone Fright	External	R
Brom's Angelic	Shield/Terrain	U
Brom's Demonic	Shield/Terrain	U
Brom's Dragon	Shield/Terrain	U
Brom's Goblin	Shield/Terrain	U
Brom's Goblin	Shield-Standard Bearer R	R
Brom's Goblin 2	Shield-Standard Bearer R	R
Brom's Skull	Shield/Terrain	U
Buster Scrimbo	External	C
Buzzard	Mortal	C



GUARDIANS CABIN BOY

Cabin Boy	Mortal	C
Cactus McFingers	External	C
Captain Hannibal Hawks	Mortal	R
Captain Red Noseoid	Elemental	C
Caring Guy	Mortal	C
Castellan Keir	Elemental	U
Champs the Wonder Dog	Item-Hand	R
Channeling Flux	Spell	C
Chephros	Elemental	C
Crash	Spell	C
Curse of the Betrayed	Spell	C
Cuthbert the Resurrector	Spell	R
Druk	Elemental	C
Dust Geyser	Elemental	U
Eagle-Eye McFinny	Mortal	R
Elandor, Mighty Wizard	External	R
Essence of Babeitude	Spell	C
Famine	Spell	R
Fangs the Hunter	Mortal	C
Farmer Brown	Mortal	R
First Mate Muldoon	Mortal	C
Flame Geyser	Elemental	C
Freebooter Stronghold (C)	Stronghold	R
Freebooter Stronghold (L)	Stronghold	R
Freebooter Stronghold (R)	Stronghold	R
Giant Aunts	Mortal	C
Grahzue-Lover of Vice	Guardian	R
Great Balderoon, The	Item-Hand	U
Great B'ate	External	U
Great Black Ri'shar	Mortal	R
Great Horned Troll	External	R
Green Missy	Elemental	C

Name	Type	Rarity
Groatie	Mortal	R
Grotto Troll	External	C
Gumbo Jake	Mortal	C
Hackthorn Strangler	Elemental	C
Hol, A Toxsis Dragon	External	R
Hand of Chronos, The	Spell	R
Heisenburg's Missiles	Spell	C
Holy Avenger	Elemental	R
Hook Toad Gnasher	Mortal	C
Howling Reaver	External	C
Howl of the Dead	Spell	U
Jambo Slick, Smuggler	External	U
Jamchops the Trader	External	C
Jonstollo the Seeker	Elemental	C
Kasmir's Blitz	Spell	C
Kazorian Squawker	Elemental	C
Knife of Shadow	Mortal	C
Koset of the Light	Elemental	C
Land Drake	External	R
Lizard Skin Lynn	Elemental	C
Lowland Troll	External	C
Lying Scum	Mortal	C
Magnate Justice	Elemental	C
Maitz Dark	Shield/Terrain	U
Maitz Lightning	Shield/Terrain	U
Manly Guy	Mortal	U
Monolith of Chaos	Elemental	C
Necromancer	Mortal	R
Old Gumper	Elemental	C
Ongo, Air Traffic Controller	Spell	R
Oppressed Slaves	Item-Hand	C
Peace	Spell	U
Pestilence	Spell	R
Petrified Heart	Item-Creature	C
Phase Assassin	Spell	R
Pirate Double Cross	Spell	C
Pirate Log Platform	Stronghold Upgrade	R
Pirate Raiding Party	Spell	C
Ploog's Chicken	Shield/Terrain	U
Ploog's Ox	Shield/Terrain	U
P'tal Keeper of the Balance	Guardian	R
Ranged Attack Platform	Stronghold Upgrade	R
Razor Shiefa	Elemental	C
Razor Sliph	External	R
Reverend Smalin's Jackoid	Elemental	C
Roaming Steam Geyser	Elemental	R
Rotten Guy	Mortal	C
Santa's Beer Sled	Spell	C
Schneebolt	External	C
Scurvy Dog	Mortal	R
Seraphim	Spell	C
Shadrone	External	R
Shield, Brom's Goblin	Shield	C
Slimwit Man	External	R
Soooooooooal Mirror	Spell	R
Spectre's Ward	Spell	C
Spikey Grenalations	Stronghold Upgrade	R
Spirit Guide	Elemental	C
Storling Dodd Boys	External	C
Summon Dimensional Fire Well	Spell	R
Summon Loghammer's Sopper	Spell	R



GUARDIANS SUPERMODELOID

Name	Type	Rarity
Supermodeloid	Elemental	C
Valley Troll	Elemental	C
Vansuni inferno Swarm	Elemental	R
Voodoo Wizard	Mortal	C
War	Spell	C
Warhol's Snakes	Shield/Terrain	U
Warhol's Aura	Spell	C
Weasly Guy	Mortal	C
Work Crew	Spell	R
Yop Attack	Spell	C



STAR TREK: ALTERNATE UNIVERSE EXPANSION SET

Full Set (122 Cards)

(AU)	Alternate Universe Icon
(Holo)	Holographic Recreation
(Univ)	Universal Personnel
Fed	Federation
Klg	Klingon
MI	Mission
NA	Non-Aligned
Rom	Romulan

Name	Type	Rarity
Ajur (AU)	Personnel-NA	U
Alien Labyrinth	Dilemma	C
Alternate Universe Doorway	Doorway	C
Anti-Matter Spread	Interrupt	C
Barday Transporter Phobia	Interrupt	U
Baryon Buildup	Event	U
Berlingoff Rasmussen (AU)	Personnel-NA	R
Beverly Picard (AU)	Personnel-Fed	R
Borathus (AU)	Personnel-NA	U
Brain Drain (AU)	Interrupt	U
Brute Force	Mission-Klg	R
Captain's Log	Event	U
Cardassian Trap	Dilemma	U
Charybdis, The	Event	U
Coalescent Organism	Dilemma	R
Commander Tomalak (AU)	Personnel-Rom	R
Compromised Mission	Mission-Rom/Klg	R
Conundrum (AU)	Dilemma	C
Countermanda	Interrupt	C
Cryosatellite (AU)	Artifact	R
Data's Head (AU)	Artifact	R
Dathon	Personnel-NA	R
Dead in Bed (AU)	Interrupt	U
Decius (AU)	Ship-Romulan	U
Destroy Radioactive Garbage Scow	Interrupt	C
Devidian Doorway	Doorway	R
Devidian Foragers (AU)	Interrupt	C
Diplomatic Conference	MI-Rom/Klg/Fed	R
D'Tan	Personnel-Romulan	U
Echo Papa 607 Killer Drone	Equipment	R
Edu Probe	Dilemma	U
Edo Vessel (AU)	Ship-NA	R
Empathic Echo (AU)	Ship-NA	C
Engage Shuttle Operations	Event	U
Eyes in the Dark (AU)	Interrupt	C
Ferengi Attack	Dilemma	C
FGC-47 Research	MI-Rom/Klg/Fed	R
Fire Sculptor	Interrupt	C
Fissure Research	MI-Rom/Klg/Fed	R
Frame of Mind (AU)	Dilemma	U
Future Enterprise (AU)	Ship-Federation	UR
Gatherers, The	Dilemma	C
Gomtuu	Ship-NA	R
Governor Wolf (AU)	Personnel-Klg	R
Hail	Interrupt	C
Hidden Entrance	Dilemma	C
Higher... The Fewer, The (AU)	Dilemma	U
Howard Heirloom Candle	Interrupt	C
Humuhumunukunuuiape'a	Interrupt	C
Hunter Gangs	Dilemma	C
I.K.C. Fel'Uhr (AU)	Ship-Klg	R
I.K.C. K'Ratak	Ship-Klg	C
I.P. Scanner	Equipment	C
Ian Andrew Troi (AU)	Personnel-Fed	R
Iconian Gateway	Artifact	R
Incoming Message: Attack Authorization	Interrupt	U
Interphasic Plasma Cr. (AU)	Dilemma	C
Interrogation	Event	R

Name	Type	Rarity
Intruder Force Field	Event	U
Isabella	Interrupt	U
Jack Crusher (AU)	Personnel-Fed	R
Jamatharon	Interrupt	C
Kevin Uxbridge: Convergence	Interrupt	C
Klim Dokachin	Event	U
K'mtar (AU)	Personnel-Klg	R
La Forge Manuever	Interrupt	U
Lakanta (AU)	Personnel-NA	U
Latinum Payoff	Interrupt	C
Lower Decks	Event	U
Lt. (i.g.) Picard (AU)	Personnel-Fed	U
Major Raktal (AU)	Personnel-Rom	R
Malfunctioning Door	Dilemma	C
Maman Picard (AU)	Dilemma	U
Maques	Personnel-NA	U
Mask of Korgano, The	Event	C
Mickey D. (AU)	Personnel-NA	U
Montgomery Scott	Personnel-Fed	C
Mof's Advice	Event	U
Neutral Outpost	Outpost	C
Ophidian Cone (AU)	Artifact	R
Outpost Raid	Dilemma	C
Parallel Romance (AU)	Dilemma	U



ALTERNATE UNIVERSE PARTICLE SCATTERING FIELD

Particle Scattering Field	Event	C
Phaser Burns	Interrupt	C
Paul Rice (Holo/Univ)	Personnel-Fed	U
Punishment Zone	Dilemma	C
Quaror II Rendezvous	Mission-Non	U
Quantum Singularity Lifeforms (AU)	Dilemma	U
Quash Conspiracy	MI-Rom	R
Rachel Garrett (AU)	Personnel-Fed	R
Rascals	Dilemma	U
Receptacle Stones	Artifact	R
Rescue Captives	Interrupt	U
Ressikan Flute (AU)	Artifact	R
Reunion	MI-Fed	R
Revolving Door	Event	R
Richard Castillo (AU)	Personnel-Fed	U
Risa Shore Leave	Mission-Fed	R
Rishan Uxbridge (AU)	Event	C
Romulan Ambush	Interrupt	U
Royale Casino: Blackjack (AU)	Dilemma	U



ALTERNATE UNIVERSE SAMUEL CLEMENS' POCKETWATCH

Samuel Clemens' Pocketwatch (AU)	Artifact	R
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Name	Type	Rarity
Security Sacrifice	Interrupt	C
Seize Wesley	Interrupt	R
Senior Staff Meeting	Interrupt	U
Stefan DeSeve (AU)	Personnel-Rom	R
Tama	Ship-NA	U
Targ (Univ)	Personnel-Klg	C
Tasha Ya-Alternate (AU)	Personnel-Fed	R
Temporal Narcosis (AU)	Interrupt	U
Thermal Deflectors	Event	U
Thine Own Self	Interrupt	C
Thought Fire (AU)	Dilemma	C
U.S.S. Enterprise-C (AU)	Ship-Fed	R
Vargon Raiders (AU)	Interrupt	R
Vulcan Nerve Pinch	Interrupt	C
Warped Space	M-Klg	R
Wartime Conditions (AU)	Event	R
Wolf (AU)	Interrupt	U
Worshiper	Dilemma	C
Yellow Alert	Event	C
Zoldan	Dilemma	U

Name	Type	Rarity
Feint	Combat Action	C
Floating Sword	Quest	C
Flood	Event	R
Forest Broceliande	Domain	U
Fury	Combat Action	C
Gaul	Domain	C
Gaul	Domain	C
Gaul	Domain	C
Gealt	Warrior	C
Giant of Anoy	Quest Creature	C
Giant of Canbenet	Quest Creature	C
Giant of the Wald	Quest Creature	C
Gift of Three Mothers	Spell	U
Goblin	Quest Creature	C
Gomeret	Domain	U
Gomeret	Domain	U
Grail Maidens	Event	R
Great Serpent of Gore	Quest Creature	U
Great Wym	Quest Creature	U
Green Knight	Quest Knight	R
Griffon	Quest Creature	C
Healing Draught	Spell	U
Healing Prayer	Event	C
Hermit of the Forest	Companion	C
Hippogriff	Quest Creature	U
Holy Grace	Spell	C
Holy Relic	Reward	R
Hounds of Gwyn	Event	U
Imprisonment	Event	C
Kernion	Quest Creature	C
King Aguysons of Cambria	Warrior King	U
King Arthur of S. Wales	Warrior King	R
King Ban of Gomeret	Warrior King	R
King Berrant	Warrior King	U

Name	Type	Rarity
Love Philre	Spell	C
Lyonesse	Domain	U
Lyonesse	Domain	U
Madness	Spell	R
Man at Arms	Warrior	C
Master at Arms	Warrior	U
Master Ralph the Merchant	Event	R
Merlin	Companion	R
Mirstral	Companion	U
Mirror of Shalott	Quest	R
Mordant Wym	Quest	C
Nightmare Fiend	Quest Creature	C
North Humber	Domain	C
North Humber	Domain	C
North Humber	Domain	C
North Wales	Domain	C
North Wales	Domain	C
North Wales	Domain	C
Ogre	Quest Creature	C
Page	Companion	C
Palfrey	Horse Reward	C
Paory	Combat Action	C
Par des Armes	Event	R
Perilous Blade	Weapon Reward	R
Perilous Garde	Quest	R
Phantom Path	Spell	U
Phoenix	Quest Creature	C
Plague	Event	R
Platemail	Armor Reward	C
Power of the Grail	Event	R
Prophecy	Spell	C
Queen Elizabeth	Lady Companion	R
Queen Guinevere	Lady Companion	R
Queen Helen of Gomeret	Lady Companion	U
Queen Morgana le Fay	Lady Companion	R
Queen of the Wastelands	Lady Companion	U
Quest for the White Hart	Quest	R
Questing Beast	Quest Creature	C
Recognition of Worth	Event	U
Red Dragon	Quest Creature	C
Red Ethin	Quest Creature	U
Red Knight	Quest Knight	C
Revenant	Spell	U
Rheged	Domain	C
Rheged	Domain	C
Righteousness	Combat Action	C
River Horse of Avon	Horse Reward	U
Robber Knight	Warrior Knight	C

Name	Type	Rarity
Sir Bors de Ganis	Warrior Knight	R
Sir Colgrance of Gore	Warrior Knight	U
Sir Cylhwych	Warrior Knight	U
Sir Dagonet the Fool	Warrior Knight	R
Sir Damas de Noir	Warrior Knight	U
Sir Ector de Moirs	Warrior Knight	U
Sir Engamore	Warrior Knight	U
Sir Ewaine	Warrior Knight	U
Sir Galahad	Warrior Knight	R
Sir Gowaine of Orkney	Warrior Knight	R
Sir Geraint	Warrior Knight	R
Sir Gotegrim of Britain	Warrior Knight	C
Sir Griflet	Warrior Knight	U
Sir Kay	Warrior Knight	R
Sir Lamorak of Gales	Warrior Knight	R
Sir Lancelot of the Lake	Warrior Knight	R
Sir Lavaine of Corbin	Warrior Knight	U
Sir Lionel of Britain	Warrior Knight	U
Sir Lucian the Butler	Warrior Knight	U
Sir Modor de la Porte	Warrior Knight	R
Sir Mordred	Warrior Knight	R
Sir Nasciens	Warrior Knight	R
Sir Palamydes	Warrior Knight	U
Sir Pellias	Warrior Knight	U
Sir Percivant	Warrior Knight	R
Sir Percival of Gales	Warrior Knight	R
Sir Pinal	Warrior Knight	R
Sir Sagamore	Warrior Knight	R
Sir Tristram of Lyonesse	Warrior Knight	R
Sir Turquaine	Warrior Knight	R
Sir Ullias	Warrior Knight	U
Sir Wigalois	Warrior Knight	R
South Wales	Domain	C
South Wales	Domain	C
South Wales	Domain	C
Spear of Longinus	Weapon Reward	R
Spectral Mount	Quest Creature	U
Spirit Guardian	Spell	U
Spirit Guide	Spell	C
Squire	Warrior	C
Storm Season	Event	U
Strangore	Domain	C
Strangore	Domain	C
Subdue Beast	Spell	U
Submission	Event	R
Sword in the Stone	Quest	R
Swordbearer	Companion	C
Time of Darkness	Event	R
Time of Glory	Event	R
Toast of Honor	Quest	R
Touch of Wayland	Spell	R
Toumey	Event	U
Unicorn	Quest Creature	R
Usurpation	Event	R
Vision of Death	Spell	C
Vision of the Grail	Event	R
Vital Blow	Combat Action	C
Vow of Attonement	Vow	U
Vow of Chastity	Vow	C
Vow of Obedience	Vow	C
Vow of Poverty	Vow	C
Vow of Silence	Vow	U
Vow of Vengeance	Vow	U
Vow of Vigilance	Vow	U
War Chariot	Reward	R
War Pig of Gales	Animal Companion	R
Warhorse	Animal Companion	C
Warhawk	Horse Reward	U
Wastelands	Domain	U
Wastelands	Domain	U
Weakness	Combat Action	C
Welsh Archer	Companion	U
Wild Boar of Lishnoise	Quest Creature	C
Winds of Boreas	Event	U
Winged Horror	Quest	U
Wings of Bloodth	Reward	R
Witch of the Woods	Companion	U
Wizard's Glamour	Spell	C
Wolf	Quest Creature	C
Wraith	Quest Creature	U
Wym of Corbin	Quest Creature	C
Yelanda the Silent	Lady Companion	U
Yeoman	Warrior	C

QUEST FOR THE GRAIL

QUEST FOR THE GRAIL LIMITED EDITION

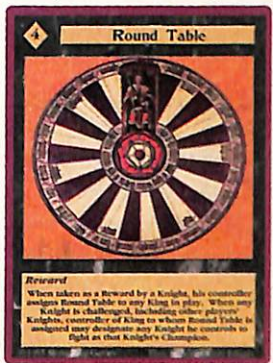
Full Set (281 cards)

Name	Type	Rarity
Atanc	Quest Creature	C
Armor of Righteousness	Armor Reward	U
Assassin	Warrior	R
Astolat	Domain	R
Axe of Cleaving	Weapon Reward	C
Beaumains' Blessing	Event	U
Black Knight	Quest Knight	C
Blessed Scabbard	Reward	R
Blessed Spear, The	Reward	R
Blessed Sword	Weapon Reward	R
Blight	Spell	R
Boreyne	Quest Creature	C
Brigand Knight	Quest Knight	C
Britain	Domain	C
Britain	Domain	C
Britain	Domain	C
Britomart of Norgalis	Warrior Knight	R
Brittany	Domain	C
Brittany	Domain	C
Brittany	Domain	C
Cambria	Domain	C
Cambria	Domain	C
Cambria	Domain	C
Camelot	Domain	R
Cancellation	Event	C
Chainmail	Armor Reward	C
Challenge of Sovereignty	Event	R
Chevron Shield	Shield Reward	C
Chimera	Quest	U
Cloak of Silence	Reward	U
Combat Experience	Reward	U
Combat Experience	Reward	U
Combat Experience	Reward	U
Concentration	Combat Action	C
Cornwall	Domain	C
Cornwall	Domain	C
Cornwall	Domain	C
Counterspell	Spell	U
Curse of Epona	Event	R
Dagger	Weapon Reward	C
Dark Alliance	Spell	U
Dastardly Blow	Combat Action	C
Defamation	Event	U
Demoiselle Blanche fleur	Lady Companion	U
Demoiselle Sans Nom	Lady Companion	C
Desperate Lunge	Combat Action	C
Dispossession	Event	U
Dodge	Combat Action	C
Dolorous Blade	Weapon Reward	R
Dolorous Blow	Spell	R
Drought	Event	U
Enchanted Sleep	Spell	U
Ensoarled Wood	Quest	R
Entrhall	Spell	R
Eternal Brand	Spell	C
Excalibur	Weapon Reward	R
Exile	Event	U
Faerie Ring	Quest	U
Fall of Lyonesse	Event	R
Famine	Event	U



QUEST FOR THE GRAIL KING BORS OF GAUL

King Bors of Gaul	Warrior King	R
King Brandegoris	Warrior King	R
King Howell of Brittany	Warrior King	R
King Leodegrance	Warrior King	U
King Mark of Cornwall	Warrior King	R
King Meliadus	Warrior King	R
King Mordant	Warrior King	R
King Pellinore	Warrior King	U
King Roaz the Reaver	Warrior King	R
King Ryence of N. Wales	Warrior King	R
King Urien of Rheged	Warrior King	R
King Uther Phegrog	Warrior King	R
Knight Errant	Warrior Knight	C
Knight of Black Lands	Quest Knight	R
Knight of Sparrow-Hawk	Quest Knight	C
Lady Belle Isoult	Lady Companion	R
Lady Croisette	Lady Companion	U
Lady Elise	Lady Companion	U
Lady Elouise the Fair	Lady Companion	U
Lady Enid	Lady Companion	U
Lady Lyonesse	Lady Companion	U
Lady Lesolie	Lady Companion	U
Lady Moeya of Brittany	Lady Companion	U
Lady Nymue	Lady Companion	R
Lady of the Lake	Lady Companion	R
Lady Ragnell the Foul	Lady Companion	R
Lady Vivian	Lady Companion	R
Lady Ygraine	Lady Companion	U
Lady Yvaine	Lady Companion	U
Lady Yvette	Lady Companion	U
Lance	Weapon Reward	C
Lesser Wym of the Mount	Quest Creature	C
Lishnoise	Domain	U
Lishnoise	Domain	U
Living Wood	Spell	U



QUEST FOR THE GRAIL ROUND TABLE

Round Table	Reward	R
Royal Lineage	Event	R
Sacred Veil	Reward	U
Sacred Vigil	Event	C
Satyr	Quest	R
Saxon King	Warrior King	U
Saxon Thane	Warrior	C
Sea Maid	Quest Creature	U
Sea Witch	Quest Creature	C
Sergeant at Arms	Warrior	U
Serpent of Moray	Quest Creature	C
Shield of Valor	Shield Reward	R
Shieldbearer	Companion	C
Stege Perilous	Reward	R
Sir Accalon of Gaul	Warrior Knight	U
Sir Balan	Warrior Knight	U
Sir Balin le Sauvage	Warrior Knight	U
Sir Bedivere	Warrior Knight	R
Sir Blamore of Gaul	Warrior Knight	C
Sir Blyant of Gales	Warrior Knight	C
Sir Borre	Warrior Knight	R

HEY!
See page 82 for more great CCG coverage.

PLANNED BOOST

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	•••	Imy	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	•	TW6	6	AQ,4TH
	4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
	• Candelabra of Tawmos	ART	R	••••	DSh	1	AQ
	X: Untap X separate lands.						
	Celestial Prism	ART	U	••••	AW6	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. We've got a real simple abbreviation system for those words—check it out below.

C Common
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."

UR Ultra-Rare
These are chase cards that usually are found one per box and sometimes even less frequently.

Bottle of Suleiman is a rare artifact, it has a three power rating, and it was painted by Jesper Myrfor. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord Arioch told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts below. Arioch 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
Faglia, Kaja	KFo
Faglia, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfors, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Né Né	NTh
Thomas, Richard	RTh
Thompson, Ruth	RTp
Tucker, Drew	DTu
Van Camp, Susan	SVC
Venters, Pete	PVe
Wackwitz, Bryon	BWa
Wänerstrand, Tom	TWä
Waters, Anthony	AWa
Weber, Amy	AWe
Whelan, Michael	MWe
Williams, L.A.	LWi
Willich, Dameon	DWi

CARD TYPES

AC	Artifact Creature
ART	Artifact
CU	Cumulative Upkeep
EA	Enchant Artifact
EC	Enchant Creature
EE	Enchant Enchantment
EL	Enchant Land
EN	Enchantment
EW	Enchant World
INS	Instant
INT	Interrupt
LAN	Land
SC	Summon Creature
SL	Summon Legend
SOR	Sorcery

SET ABBREVIATIONS

A	Alpha Limited
AQ	Antiquities
AN	Arabian Nights
B	Beta Limited
DK	The Dark
FE	Fallen Empires
4th	Fourth Edition
HL	Homelands
IA	Ice Age
LG	Legends
R	Revised
U	Unlimited

SPOTLIGHT:



MIDDLE-EARTH: THE WIZARDS UNLIMITED EDITION CARD DESCRIPTION:

- A. Name:** Hey, the name of the card.
- B. Type:** So you can see at a glance if it's an event, an item, a creature or whatever.
- C. Marshaling Points:** How many points these cards are worth towards victory. The bones of this game.
- D. Prowess/Body:** Prowess, the number to the left of the slash, indicates how skilled a character is in combat. Body, the number to the right of the slash, indicates how resilient the character or creature is against wounding and death.
- E. Mind:** Indicates how well a character resists influence. Sam's 4 mind is average.
- F. Direct Influence:** This indicates how much influence a character possesses himself, as opposed to your influence. Helps the character resist being influenced by opponents and is used by the character to control followers.
- G. Site Path:** These symbols represent the path you take to get from one location to another—important when playing hazards and when playing with regions.
- H. Region and Site Playability:** These symbols indicate what region and site type a creature can be played in.
- I. Description:** This tells you all the cool particulars about that card in your hand.
- J. Flavor Text:** Excerpts from the *Lord of the Rings*, to give the game, uh, flavor.
- K. Artist:** If you like the art on the card, you can thank the person whose name sits right here.
- L. Corruption Modifier:** Corruption checks are as common as spiders in Mirkwood, and some characters are more corruptible than others. Virtuous Hobbits get pluses, greedy Dwarves often get minuses.
- M. Home Site:** Because you don't expect to find Bilbo in Minas Morgul, Home Sites indicate at what site a character can be brought into play.
- N. Card Draw:** Indicates how many cards you and your opponent draw at that site. The number in white is your draw, the number in gray is your opponents'.
- O. Random Number:** If you don't have dice handy, you can pick a card at random and use this number to represent a roll.

I.C.E., designers of the roleplaying game based on the world-famous fantasy epic *Lord of the Rings*, have taken the next step into collectible card games. The result is *Middle-earth: The Wizards*. In this game, you play a wizard, such as Saruman or Gandalf, trying to secure the aid of the many notable characters from the classic trilogy. Your objectives are either to kill or corrupt the opposing wizards, secure the One Ring and chuck it into Mount Doom, or accumulate enough "marshaling points" from killing creatures, collecting items and rallying factions to be declared victorious. Characters travel through special regions representing all the places of import in Middle-earth, collect resources and confront dread hazards like Shelob or the Mouth of Sauron. So all you Tolkien fans and card game gurus, join the Fellowship!

* **Players Guide Note:** The R rarity denotes a card has a fixed number in the starter decks (e.g., there's a guaranteed number of fixed cards in each starter deck). The rarity falls somewhere between common and uncommon.



INQUEST

players guide

Name Kind CR Rating Artist Cost Sets Found
Description

- Bronze Tablet** ART R • TW6 6 AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.
- Candelabra of Tawnos** ART R •••• DSh 1 AQ
X: Untap X separate lands.
- Celestial Prism** ART U •••• AWe 3 A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).
- Celestial Sword** ART R •• AWe 6 IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.
- Chaos Orb** ART R •••• MTe 2 A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.
- City in a Bottle** ART R •• DTu 2 AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.
- Clay Statue** AC C ••• JMy 4 AQ,4TH
2: Regenerates. 3/1.
- Clockwork Avian** AC R ••• RAF 5 AQ,4TH
Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.
- Clockwork Beast** AC R ••• DTu 6 A,B,U,R,4TH
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep controller may pay 1 and tap Beast to regain a lost counter. 0/4
- Clockwork Gnomes** AC C ••• DSh 4 HL
3, T: Regenerate target artifact creature. 2/2.
- Clockwork Steed** AC C ••• AWe 4 HL
Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Steed. Remove one counter at the end of any combat in which Steed attacked or blocked. X, T: Add X counters to Steed: Maximum four counters. 0/3.
- Clockwork Swarm** AC C •• AWe 4 HL
Cannot be blocked by walls. Put 4 +1/+0 counters on Swarm. Remove one counter at the end of any combat in which Swarm attacked or blocked. X, T: Add X counters to Swarm: Maximum four counters. 0/3.

Name Kind CR Rating Artist Cost Sets Found
Description

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
Description

- Ashnod's Battle Gear** ART U •• MPo 2 AQ,4TH
2: Make one of your creatures +2/+2 as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.
- Ashnod's Transmogrator** 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 Transmogrator after it has been used.
- Balm of Restoration** ART R •• MOK 2 FE
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target.
- Barbed Sextant** ART C ••• AWe 1 IA
1, T: Sacrifice Barbed Sextant to add one mana of any color to your mana pool. Draw a card at the beginning of the next turn.
- Barl's Cage** ART R •••• TW6 4 DK,CH
3: Target creature does not untap as usual in its controller's next upkeep phase.
- Basali Monolith** ART U ••• JMy 3 A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.
- Baton of Morale** ART U ••• DSh 2 IA
2: Give target creature banding until end of turn.
- Battering Ram** AC C •• JMe 2 AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.
- Black Lotus** ART R ••••• CRu 0 A,B,U
T: Discard to add 3 mana of any single color to your mana pool.



Zuran Orb & Living Plane & Earthlink: Set off a chain of events that'll make *Mousetrap* look like kids stuff! Clear the board of almost every permanent under your control! Convince your opponent you're an ass! Just eat your best land, which is considered a creature thanks to Living Plane, which means you gotta sacrifice another now-lying land to Earthlink. Repeat until you're careless.



ZURAN ORB

LIVING PLANE

EARTHLINK

- Apocalypse Chime** ART R • MPo 2 HL
2, T: All cards in play from *Homelands* expansion are buried, including Apocalypse Chime.
- Arcum's Sleigh** ART U ••• TW6 1 IA
2, T: Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.
- Arcum's Weathervane** ART U •• TW6 2 IA
2, T: Turn a snow-covered land into a non-snow-covered land of the same type. 2, T: Turn a non-snow-covered land into a snow-covered land of the same type.
- Arcum's Whistle** ART U ••• QHo 3 IA
3, T: Target non-wall creature must attack or be destroyed at end of turn. The creature's controller may counter this effect by paying X, where X is the creature's casting cost. Play during opponent's turn before his or her attack.
- Arena of the Ancients** ART R • TW6 3 LG,CH
Tap all Legends when casting Arena. Legends do not untap normally during upkeep phase.
- Armageddon Clock** ART U •• AWe 6 AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.
- Ashnod's Altar** ART C •• AMa 3 AQ,CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).

- Black Mana Battery** ART R ••• AMa 4 LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).
- Black Vise** ART U •••• RTh 1 A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.
- Blue Mana Battery** ART R ••• AWe 4 LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).
- Bone Flute** ART U •• CRu 2 DK
T: Give all creatures -1/-0 until end of turn.
- Book of Rass** ART R ••• Sev 6 DK,CH
2: Sacrifice 2 life to draw 1 card.
- Bottle of Suleiman** ART R ••• JMy 4 AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.
- Brass Man** AC U ••• CRu 1 AN,R,4TH
Pay 1 during upkeep to untap. 1/3.
- Bronze Horse** AC R ••• MPo 7 LG,CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4

- Coal Golem** AC U • CRu 5 DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.
- Colossus of Sardia** AC R •••• JMy 9 AQ,4TH
Trample. Colossus does not untap as normal in your upkeep phase; you may spend 9 in your upkeep to untap Colossus. 9/9.
- Conch Horn** ART R ••• PFo 2 FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.
- Conservator** ART U • AWe 4 A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.
- Copper Tablet** ART U •• AWe 2 A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.
- Coral Helm** ART R •• AWe 3 AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.
- Crown of the Ages** ART R •••• DFr 2 IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.
- Crystal Rod** ART U ••• AWe 1 A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.
- Cursed Rack** ART U •• RTh 4 AQ,4TH
Opponent must discard to 4 cards during discard phase.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Cyclopean Tomb	ART	R	●●●	AMa	4	A,B,U	Forethought Amulet	ART	R	●●●	MBE	5	LG	Iron Star	ART	U	●●	Dfr	1	A,B,U,R,4TH
Dancing Scimitar	AC	R	●●●	AMa	4	AN,R,4TH	Fountain of Youth	ART	C	●●●●	DGe	0	DK,CH	Ivory Cup	ART	●●	●●	AMa	1	A,B,U,R,4TH
Dark Sphere	ART	U	●●●●	MTe	0	DK	Fyndhorn Bow	ART	U	●●●	RAI	2	IA	Ivory Tower	ART	U	●●●●	MOK	1	AQ,R,4TH



LHURGOYF **ALL HALLOW'S EVE**

Lhurgoyf & All Hallow's Eve: Is your opponent bad at math? Did he get a C- in Algebra? Great! Then cast the Lhurgoyf first, bringing him out at some crazy 264/265 power/toughness, then follow up with an All Hallow's Eve. The trick is to keep your opponent distracted so he doesn't point out that Mr. Goyf becomes a 0/1 when all the previously dead come out to play. Works best against younger kids and the elderly.

Delif's Cone ART U ●● MTe 0 FE
T: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.

Delif's Cube ART R ●●● MTe 1 FE
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.

Despotic Scepter ART R ●● RTh 1 IA
T: Bury target permanent you own.

Diabolic Machine AC U ●● AMa 7 DK,4TH
3: Regenerates 4/4.

Didgeridoo ART R ●● MBe 1 HL
3: Take Minotaur from your hand and put it directly into play. Treat it as if it were just summoned.

Dingus Egg ART R ●● Dfr 4 A,B,U,R,4TH
Whenever anyone loses a land, do 2 damage to that player for each lost land.

Disrupting Scepter ART R ●● Dfr 3 A,B,U,R,4TH
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.

Draconian Cylinx ART R ●● EBe 2 FE
2, T: Randomly discard a card from your hand to regenerate target creature.

Dragon Engine AC C ●● AMa 3 AN,R,4TH
2: +1/+0 until end of turn. 1/3.

Ebony Horse ART R ●● DWi 3 AN,R,4TH
2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.

Ebony Rhino AC C ●● AWe 7 HL
Trample. 4/5.

Elven Lyre ART R ●● KFo 2 FE
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.

Elkin Bottle ART R ●● QHo 3 IA
3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.

Feldon's Cone ART C ●●● MTe 1 AQ,CH
0: Reshuffle your graveyard into your library. Remove Feldon's Cone from game when it is used, returning it to its owner's deck after the game is over.

Fellwar Stone ART U ●●● QHo 2 DK,4TH
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).

Feroz's Ban ART R ●● HHu 6 HL
Summon Spells cost and additional 2 to cast.

Flying Carpet ART R ●●● MTe 4 AN,R,4TH
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.

Forcefield ART R ●●● Dfr 3 A,B,U
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.

Gauntlets of Chaos ART R ●●● Dfr 5 LG,CH
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.

Glasses of Urza ART U ●●● DSh 1 A,B,U,R,4TH
T: Look at opponent's hand. No, his cards!

Goblin Lyre ART R ●● MKi 3 IA
0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.

Golgothian Sylex ART R ●● KKa 4 AQ
1: Discard all Antiquities cards, including Golgothian Sylex, from play.

Grapeshot Catapult AC C ●● Dfr 4 AQ,4TH
T: Do 1 damage to a target flying creature. 2/3

Green Mana Battery ART R ●●● CRu 4 LG,4TH
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).

Helm of Chaztuk ART R ●● MTe 1 A,B,U,R,4TH
1, T: Give one creature banding ability until end of turn.

Hematite Talisman ART U ●● LWi 2 IA
3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Hive, The ART R ●● SEV 5 A,B,U,R,4TH
5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.

Horn of Deafening ART R ●●● Dfr 4 LG,CH
2, T: Target creature deals no damage in combat this turn.

Howling Mine ART R ●●● MPo 2 A,B,U,R,4TH
Everyone must draw an extra card during his or her draw phase.

Ice Cauldron ART R ●●● Dfr 4 IA
X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.

Icy Manipulator ART U ●●● AWe 4 A,B,U,IA
1, T: Tap any land, creature, or artifact.

Icy Manipulator ART U ●●● DSh 4 A,B,U
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.

Illusionary Mask ART R ●● AWe 2 A,B,U
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.

Implements of Sacrifice ART R ●●● MOK 2 FE
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.

Infinite Hourglass ART R ●● HMc 4 IA
Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All creatures gain +1/+0 for each time counter on Infinite Hourglass.

Jewel of Solitude ART U ●●● Dfr 4 A,B,U
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.

Jalum Tome ART R ●● TWa 3 AQ,CH
2, T: Draw a card from your library and discard a card of your choosing to your graveyard.

Jandor's Ring ART R ●● Dfr 6 AN,R
2, T: Discard a card you just drew, and draw another to replace it.

Jandor's Saddlebags ART R ●●● DWi 2 AN,R,4TH
3, T: Untap a creature.

Jayemdae Tome ART R ●●● MTe 4 A,B,U,R,4TH
4, T: Draw 1 extra card.

Jester's Cap ART R ●●● Dfr 4 IA
2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.

Jester's Mask ART R ●●● Dfr 5 IA
Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.

Jeweled Amulet ART U ●●● Dfr 0 IA
1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.

Jeweled Bird ART R ●● AWe 1 AN,CH
T: Exchange Bird for your ante, then draw a new card.

Javen's Tools ART R ●●● Nle 6 HL
4, T: Target creature cannot be blocked except by walls until end of turn.

Juggernaut AC U ●●● Dfr 4 A,B,U,R
Must attack each turn if possible. Can't be blocked by walls. 5/3.

Knowledge Vault ART R ●●● AWe 4 LG
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.

Kormus Bell ART R ●●● CRu 4 A,B,U,R,4TH
Treat all swamps in play as 1/1 creatures that can be tapped for B.

Kry Shield ART U ●●● RTh 2 LG
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.

Lapis Lazuli Talisman ART U ●●● AWe 2 IA
3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Library of Leng ART U ●●● DGe 1 A,B,U,R,4TH
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.

Life Chisel ART U ●●● AWe 4 LG
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.

Life Matrix ART R ●●● AWe 4 LG
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.

Living Armor ART C ●●● AMa 4 DK,CH
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.

Living Wall AC U ●●● AMa 4 A,B,U,R
Counts as a wall. 1: Regenerates 0/6.

Malachite Talisman ART U ●●● CRu 2 IA
3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

Mana Crypt ART R ●●● MTe 0 BOOK
T: 2 colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.

Mana Matrix ART R ●● MTe 6 LG
Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.

Mana Vault ART R ●●● MTe 1 A,B,U,R,4TH
T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.

Marble Priest AC U ●●● MBe 5 LG
All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.

Meekstone ART R ●●● QHo 1 A,B,U,R,4TH
Any creature with power greater than 2 may not be untapped as normal during the untap phase.

Mightstone ART U ●● PVe 4 AQ
All attacking creatures gain +1/+0.

● Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Millstone	ART	U	•••	KFo	2	AQ, R, 4TH
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
• Mirror Universe	ART	R	••••	Pfo	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
Mishra's War Machine	AC	R	•	AWe	7	A, B, U, R, 4TH
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
• Max Emerald	ART	R	•••••	Dfr	0	A, B, U
T: Add G to your mana pool.						
• Max Jet	ART	R	•••••	Dfr	0	A, B, U
T: Add B to your mana pool.						
• Max Pearl	ART	R	•••••	Dfr	0	A, B, U
T: Add W to your mana pool.						
• Max Ruby	ART	R	•••••	Dfr	0	A, B, U
T: Add R to your mana pool.						
• Max Sapphire	ART	R	•••••	Dfr	0	A, B, U
T: Add U to your mana pool.						
Nacre Talisman	ART	U	••	MTe	2	
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
Naked Singularity	ART	R	••	MTe	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
Necropolis	AC	U	••	Nth	5	DK
Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Nevinyrral's Disk	ART	R	••••	MTe	4	A, B, U, R, 4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
North Star	ART	R	•••	KFo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
Nova Pentacle	ART	R	••••	Rth	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
Obelisk of Undoing	ART	R	••	TWb	1	AQ, CH
6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.						
Obsidian Golem	AC	U	•••	Jmy	6	A, B, U, R, 4TH
4/6.						
Onulet	AC	U	••	AMa	3	AQ, R, 4TH
If Onulet is placed in graveyard, its controller takes 2 life. 2/2.						
Onyx Talisman	ART	U	•••	SEV	2	IA
3: Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.						
Ornithopter	AC	U	••	AWe	0	AQ, R, 4TH
Flying. 0/2.						
Pentagram of the Ages	ART	R	••••	DSh	4	IA
4, T: Prevent all damage done to you from one source.						
Pit Trap	ART	U	•••	AMa	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
Planar Gate	ART	R	•••	MBe	6	LG
Pay 2 colorless mana less when casting a summon spell.						
Primal Clay	AC	U	••	KFo	6	AQ, R, 4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
Pyramids	ART	R	•••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Rack, The	ART	U	•••	Rth	1	AQ, R, 4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	R	••	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
Red Mana Battery	ART	R	••••	MTe	4	LG, 4TH
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Reflecting Mirror	ART	U	••	MPa	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic Barrier	ART	U	••	HMc	2	LG
T: Top target artifact.						
Ring of Immortals	ART	R	•	MBe	5	LG
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ring of Ma'ruf	ART	R	••••	Dfr	5	AN
5: Sacrifice Ring of Ma'ruf to select a card from outside the game instead of drawing.						
Ring of Renewal	ART	R	••••	DSh	5	FE
5, T: Randomly discard a card from your hand to draw two cards.						
Rocket Launcher	ART	U	•••	PVe	4	AQ, R
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it becomes a turn in play on your side.						
Rod of Ruin	ART	U	•••	CRu	4	A, B, U, R, 4TH
3, T: Do 1 damage to any target.						
Rotohopper	AC	C	••	AWe	1	HL
Flying. 2: +1/+0 until the end of turn. You cannot spend more than 4 this way each turn. 0/2.						
Runed Arch	ART	R	••••	Pfo	3	IA
Comes into play tapped. X, T: Sacrifice to make X creatures with power no greater than 2 unblockable this turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Staff of Zegon	ART	C	•	MPa	4	AQ
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage.						
Standing Stones	ART	U	•	SEv	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	•••	AWe	5	DK
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Su-Chi	AC	U	•	CRu	4	AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
Sunglasses of Urza	ART	R	•••	DSh	3	A, B, U, R, 4TH
Your plains may generate either a white or red mana.						
Staff of the Ages	ART	R	•••	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not have that ability.						
Sunstone	ART	U	••	Pfo	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						



ALI FROM CAIRO



LICH

Ali from Cairo & Lich: Ali and his fish-smelling mustache prevent you from going under one life and Lich brings you to zero life when cast. What happens when you bring them into play together? Global armageddon! Exploding house pets! The moon splitting in half like in "Thundarr the Barbarian"! Go ahead, try it.



Runesword	ART	C	••	CRu	6	DK, CH
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Sandals of Abdallah	ART	R	••	Dfr	4	AN
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						
Scarecrow	AC	U	•••	AMa	5	DK
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
Sentinel	AC	R	•••	RAF	4	LG, CH
* = 1 when cast. When blocking, you may make * equal 1 + the power of the creature Sentinel blocks. When attacking, you may make * equal 1 + the power of creature blocking Sentinel. 1/*.						
Serpent Generator	ART	R	•••	MTe	6	LG, CH
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
Serrated Arrows	ART	C	•••	DCh	4	HL
When Serrated Arrows comes into play, put three arrow counters on it. Bury Serrated Arrows if there are no longer any counters on it. T: Remove counter to give -1/-1 to target creature.						
Shapeshifter	AC	U	••••	Dfr	6	AQ, 4TH
* = any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep. */(7-*).						
Shield of the Ages	ART	U	••••	AMa	2	IA
2: Prevent 1 damage to you.						
Skull Catapult	ART	U	•••	BWo	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	TWb	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	••••	JMe	5	IA
Counts as wall. 1: +1/+0 until end of turn. 1: +0/+1 until end of turn. 3: Do 1 damage to a non-flying creature that is attacking you. 0/4.						
Soldevi Golem	AC	R	•••	AMa	4	IA
Does not untap during your untap phase. O: Untap one of opponent's creatures to untap Soldevi Golem. Use this ability only at the end of your upkeep. 5/3.						
Soldevi Simulacrum	AC	U	•••	Dfr	4	IA
CU: 1. 1: +1/+0 until end of turn. 2/4.						
• Sol Ring	ART	U	•••••	MTe	1	A, B, U, R
T: Add 2 to your mana pool (play as an interrupt).						
Soul Net	ART	U	••	DWi	1	A, B, U, R, 4TH
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Spirit Shield	ART	R	•••	SKi	3	FE
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						

• Sword of the Ages	ART	R	••••	CRu	6	LG
Enters play tapped. T: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
Tablet of Epitaph	ART	C	•	CRu	1	AQ
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.						
Tawnos's Coffin	ART	R	••••	CRu	4	AQ
3, T: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.						
Tawnos's Wand	ART	U	••	DSh	4	AQ, 4TH
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.						
Tawnos's Weaponry	ART	U	•••	Dfr	2	AQ, 4TH
2T: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.						
Tetravus	AC	R	•••	MTe	6	AQ, 4TH
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or share enchantments on Tetravus. 1/1.						
Throne of Bone	ART	U	••	AMa	1	A, B, U, R, 4TH
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
Time Bomb	ART	R	•••	AWe	4	IA
Put a time counter on Time Bomb during your upkeep. 1, T: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * equals the number of time counters on Time Bomb.						
• Time Vault	ART	R	••••	MTe	2	A, B, U
T: Take an extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
Tormod's Crypt	ART	C	••••	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards within target player's graveyard from the game.						
Tower of Coireall	ART	U	••	Dfr	2	DK
T: Make target creature unblockable by walls until end of turn.						
Triassic Egg	ART	R	•••	Dfr	4	LG, CH
3, T: Put a counter on Triassic Egg. When there are 2 counters on Triassic Egg, sacrifice it to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Triskelion	AC	R	••••	DSh	6	AQ, 4TH
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 1 damage to any target. 1/1.						

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							
Urza's Avenger AC R ●●● AWe 6 AQ,4TH 0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are not cumulative. 4/4.							Zelyon Sword ART R ●●● SKi 3 FE 3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.							Breeding Pit EN U ●●● AMa B3 FE Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.							
Urza's Bauble ART U ● CRu 0 IA T: Sacrifice Urza's Bauble to look at a random card from opponent's hand. Draw a card at the beginning of the next turn.							Zuran Orb ZELY U ●●● SEV 0 IA 0: Sacrifice a land to gain 2 life.							Brine Shaman SC C ●●● CBr B1 IA T: Sacrifice a creature to give a creature +2/+2 until end of turn. UU1: Sacrifice a creature to counter a summer spell. 1/1.							
Urza's Chalice ART C ●●● JMe 1 AQ 1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.							Abomination SC U ●●● MTe BB3 LG,4TH Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.							Broken Visage INS R ●●● MKG B4 HL Bury target non-artifact attacking creature and put shadow token into play. Treat this token as a black creature with power and toughness equal of the attacking creature. Bury token at the end of turn.							
Urza's Miter ART R ●●● RAF 3 AQ 3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.							Abyss, The EW R ●●● PVe B3 LG Each player must bury a target non-artifact creature he or she controls during upkeep.							Burnt Offering INT C ●●● DGe B IA Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.							
Vexing Arcanix ART R ●●● RGA 4 IA 3, T: Make target player name a card and turn over the top card of his or her library. If the player's guess matches the card, it is placed in his or her hand. Otherwise, it is put in the graveyard and that player takes 2 damage.							Abyssal Specter SC U ●●● RTp BB2 IA Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.							Corrion Ants SC U ●●● RTh BB2 LG,4TH 1: +1/+1 until end of turn. 0/1.							
Vibrating Sphere ART R ●●● RTh 4 IA During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.							All Hollow's Eve EN R ●●● CRu BB2 LG Put 2 counters on All Hollow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.							Cemetery Gate SC C ●●● MBe B2 HL Protection from black. 0/5. (Two versions)							
Voodoo Doll ART R ●●● SEV 6 LG, CH Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target.							Animate Dead EC U ●●● AMa B1 A,B,U,R,4TH Bring a creature from any graveyard into play on your side with -1 power.							Chairs of Mephistopheles EN R ●●● HHu B1 LG Except for the first card drawn in draw phase, every player must discard a card in hand before drawing. A player without cards in hand must place top card in library in graveyard instead of drawing.							
Walking Wall AC U ●●● AWA 4 IA Counts as wall. 3: Give Walking Wall +3/-1 and enable it to attack. This ability may only be used once per turn. 0/6. Wall cannot attack the turns it comes under your control.							Armor Thrull SC C ●●● Multi B2 FE T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKi, JMe, RSp, PVe. 1/3.							Cloak of Confusion EC C ●●● MOK B1 IA If target creature you control attacks and is not blocked, you may have it deal no damage this turn. If you do so, defending player must discard a card at random from his or her hand.							
Wall of Shields AC U ●●● RGA 3 IA Counts as wall. Banding. 0/4.							Artifacts Possession EA C ●●● CRu B2 AQ Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.							Cosmic Horror SC R ●●● JMy BBB3 LG,4TH First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed. 7/7.							
Wall of Spears AC C ●●● SEV 3 AQ,4TH First strike, counts as a wall. 2/3.							Ashen Ghoul SC U ●●● RSp B3 IA Ashen Ghoul can attack the same turn it comes into play. B: Return Ashen Ghoul to play under your control if there are at least three creatures above it in your graveyard. 3/1.							Cuombji Witches SC C ●●● KFo BB AN, CH T: Each player does 1 damage to any target. 1/3.							
Wand of Ith ART U ●●● QHo 4 DK 3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.							Ashes to Ashes SOR U ●●● DTu BB1 DK,4TH Remove two non-artifact creatures from the game and lose 5 life.							Curse Artifact EA U ●●● MTe BB2 DK Controller of target artifact must bury target during upkeep or lose 2 life.							
War Barge ART U ●●● TWa 4 DK 3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.							Bad Moon EN R ●●● JMy B1 A,B,U,R,4TH All black creatures in play get +1/+1.							Cursed Land EL U ●●● JMy BB2 ABUR,4TH Do 1 damage to controller of target land during upkeep.							
War Chariot ART U ●●● DWi 3 IA 3, T: Give target creature trample until end of turn.							Banshee SC U ●●● JMy BB2 DK, CH X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.							Cyclopean Mummy SC C ●●● EBe B1 LG,4TH Remove Mummy from game if it goes to graveyard. 2/1.							
Weakstone ART U ●●● JHa 4 AQ All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.							Baron Sengir SL R ●●● PVe BBB5 HL Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.							Dance of the Dead EC U ●●● RGA B1 IA Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap during its controller's untap phase. Its controller may pay 1B to untap it.							
Whalebone Glider ART U ●●● AWe 2 IA 2, T: Give one of your creatures with power no greater than 3 flying until end of turn.							Basal Thrull SC C ●●● Multi BB FE T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, PFo, RKF, CRu. 1/2.							Dark Banishing INS C ●●● DTu B2 IA Bury target creature. Cannot target black creatures.							
White Mana Battery ART R ●●● AWA 4 LG,4TH 2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).							Black Carriage SC R ●●● DCh BB3 HL Trample. Doesn't untap as normal during untap phase. 0: Sacrifice a creature to untap Black Carriage. Do this only during your upkeep.							Dark Ritual INT C ●●● JHo B A,B,U,R,4th,IA Add BBB to your mana pool.							



COCOON



BALL LIGHTNING

Cocoon & Ball Lightning: A 7/2 flying creature? With trample? Fantastic! No creature could take that kind of damage! Serra Angel? Toast. Shivan? Toast. How about the mighty Baron Sengir, undead master of darkness? Toast. Just ignore the fact that it'll wither and die in the cocoon three turns before you can use it and pow, killer combo.



Winter Orb ART R ●●● MTe 2 A,B,U,R,4TH Each player may only untap up to 1 land during untap phase.						
Wooden Sphere ART U ●●● MTe 1 A,B,U,R,4TH 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						
Yotian Soldier AC C ●●● CRu 3 AQ,4TH Yotian Soldier does not tap when attacking. 1/4.						

Bog Imp Flying. 1/1.	SC C ●● RSp B1 DK, 4TH
Bog Rats Cannot be blocked by walls. 1/1.	SC C ●● RSp B DK, CH
Bog Wraith Swampwalk. 3/3.	SC U ●● JMe B3 A,B,U,R,4TH

●/● Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant Walls	INT Interrupt	SC Summer Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Ingest	LAN Land	SOR Secrecy





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Drudge Spell	EN	U	••	Nth	BB	HL
B: Remove 2 creatures from graveyard out of game. Bring taken Skeleton into play. Skeleton is a block 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.						
Dry Spell	SOR	C	••••	Bsn	B1	HL
Dry Spell deals 1 damage to each creature and player. (Two versions)						
Eater of the Dead	SC	U	•••	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	•••	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
El-Hajjaj	SC	R	•••	DWi	BB1	AN,R,4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	••	DWi	B1	AN,R,4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Evil Eye Orbs-By-Gore	SC	U	••	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Evil Presence	EL	U	•••	SeV	B	A,B,U,R,4TH
Target land is now a basic swamp.						
Fallen, The	SC	U	••	JMy	BBB1	DK,CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	••••	AMa	BB3	LG,CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
Fear	EC	C	••••	MPo	BB	A,B,U,R,4TH
Only block or artifact creatures may block target creature.						
Fear	EC	C	••••	Rfm	BB	A,B,U,R,4th,IA
Only block or artifact creatures may block target creature.						
Feast of the Unicorn	EC	C	•••	DDe	B3	HL
Target creature gets +4/+0. (Two versions)						
Flow of Maggots	SC	R	••••	RSp	B2	IA
CU: 1. May not be blocked by non-wall creatures. 2/2.						
Foul Familiar	SC	C	•••	AMa	B2	IA
Foul Familiar may not block. B: Sacrifice 1 life to return Foul Familiar to its owner's hand. 3/1.						
Frankenstein's Monster	SC	R	••	AMa	BBX	DK
Take X creatures from your graveyard and remove them from the game when casting Frankenstein's Monster, or it is countered. For each creature removed from the game in this way, give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2. 0/1.						
Frozen Shade	SC	C	•••	DSh	B2	A,B,U,R,4TH
B: +1/+1 until end of turn. 0/1.						
Funeral March	EC	C	•••	MBe	BB1	HL
When target creature leaves play, that creature's controller must sacrifice a creature he controls. Ignore this effect if he controls no other creatures.						
Gangrenous Zombies	SC	C	•••	Bsn	BB1	IA
T: Sacrifice to deal 1 damage to each creature and player. Gangrenous Zombies deals 2 damage if you control any snow-covered swamps. 2/2.						
Gate to Phyrexia	EN	U	•••	SeV	BB	AQ
Sacrifice one of your creatures during your upkeep to destroy any one artifact.						
Gaze of Pain	SOR	C	•••	AMa	B1	IA
For each creature you control that attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, it instead deals damage equal to its power to any target creature.						
Ghost Hounds	SC	U	••	JMe	B1	HL
Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creature(s). 1/1.						
Ghosts of the Damned	SC	C	••	EBE	BB1	LG
T: Make target creature -1/0 until end of turn 0/2.						
Giant Slug	SC	C	•••	AMa	B1	LG,CH
5: Give Slug landwalk ability of your choice on your next turn. 1/1.						
Gloom	EN	U	••••	Dfr	B2	A,B,U,R,4TH
White spells and white enchantment activation costs now require 3 extra mana.						
Glyph of Doom	INS	C	••	SVC	B	LG
Creatures blocked by target wall are destroyed after combat.						
Grandmother Sengir	SC	R	••	PVe	B4	HL
B1, T: Target creature -1/-1 until end of turn. 3/3.						
Gravebind	INS	R	••	Dtu	B	IA
Target creature may not regenerate this turn. Draw a card at the beginning of the next turn.						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Grave Robbers	B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.	SC	R	•••	QHo	BB1	DK
Greater Werewolf	After combat, put a -0/-1 counter all creatures that blocked werewolf. 2/4.	SC	C	•••	Dder	B4	HL
Greed	B: Draw an extra card and sacrifice 2 life.	EN	R	•••	Pfo	B3	LG,4TH
Guardian Beast	If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.	SC	R	••••	KMe	B3	AN
Hasran Ogress	Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.	SC	C	•	Dfr	BB	AN,CH
Haunting Wind	Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.	EN	U	•••	JMe	B3	AQ

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Inquisition	Examine target player's hand. Do 1 damage to for each white card in hand.	SOR	C	•	AMa	B2	DK
Irina Sengir	All white and green enchantments cost an extra 2 to cast. 2/2.	SC	U	•	PVe	BB2	HL
Jovial Evil	Do 2 damage to opponent for each white creature opponent controls.	SOR	R	••	CRu	B2	LG
Junun Efreet	Flying. Pay BB during upkeep or Junun Efreet is destroyed. 3/3.	SC	U	••••	CRu	BB1	AN,4TH
Juzam Djinn	Lose 1 life during upkeep. 5/5.	SC	R	••••	MTe	BB2	AN
Khabal Ghoul	Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.	SC	R	••••	DSh	B2	AN



APRIL FOOL'S

FIREBREATHING **SHIVAN DRAGON**

Firebreathing & Shivan Dragon: Frustrate everyone in the game by making plays that don't make any sense! Slap a creature enchantment on a creature that already has the ability the enchantment gives and let the fun times roll! When friends try to explain why what you're doing is stupid, just look at 'em, smile and say, "Noo...I don't think so." Watch as one-time friends turn a weird purple in frustration.

Headless Horseman	SC	C	••	QHo	B2	LG
2/2.						
Headstone	INS	C	•••	DCh	B1	HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.						
Hecatomb	EN	R	••••	Nth	BB1	IA
Sacrifice four creatures when Hecatomb comes into play. 0: Top a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	••	CRu	B	LG
Make all creatures -1/0 until end of turn.						
Hell's Caretaker	SC	R	••••	SeV	B3	LG,CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						
Hellfire	SOR	R	••••	PVe	BBB2	LG
Destroy all non-block creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Hoar Shade	SC	C	•••	Rth	B3	IA
B: +1/+1 until end of turn. 1/2.						
Horror of Horrors	EN	U	•••	MTe	BB3	LG
Sacrifice a swamp to regenerate a block creature.						
Howl from Beyond	INS	C	••••	MPo	BX	A,B,U,R,4th,IA
Target creature gains +X/+0 until end of turn.						
Hypnotic Lure	SC	U	•••	Rth	B4	IA
0: Gains flying and -1/0 until end of turn. 4/3.						
Hymn to Taurach	SOR	C	••••	Multi	BB	FE
Target player randomly discards two cards in hand. Artists: LDa, QHo, SKi, SVC.						
Hypnotic Specter	SC	U	••••	DSh	BB1	A,B,U,R,4TH
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2						
Icequake	SOR	U	•••	RKF	BB1	IA
Destroy a land. If it is a snow-covered land, Icequake does 1 damage to the land's controller.						
Ihsan's Shade	SC	U	••••	CRu	BBB3	HL
Protection from white. 5/5.						
Imprison	EC	R	••••	CRu	B	LG
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.						
Infernal Darkness	EN	R	••	Pfo	BB2	IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.						
Infernal Denizen	SC	R	•••	Dtu	B7	IA
During your upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped, and target opponent may gain control of a creature you control of his or her choice. T: Gain control of target creature. 5/7.						
Infernal Medusa	SC	U	•••	AMa	BB3	LG
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.						
Initiates of the Ebon Hand	SC	C	•••	Multi	B	FE
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: LDa, Kfo, Hhu. 1/1.						

Kjeldoran Dead	SC	C	••••	MBe	B	IA
You must sacrifice a creature when Kjeldoran Dead comes into play. B: Regenerate. 3/1.						
Knights of Stromgald	SC	U	••••	MPo	BB	IA
Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. 2/1.						
Koskun Falls	EW	R	••	RAI	BB2	HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.						
Krovikan Elemental	SC	U	•••	DSh	BB	IA
ZR: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.						
Krovikan Fetish	EC	C	••	HHu	B2	IA
Target creature gets +1/+1. Draw a card at the beginning of the next turn.						
Krovikan Vampire	SC	U	•••	QHo	BB3	IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.						
Legions of Lim-Dul	SC	C	••	AMa	BB1	IA
Snow-covered swampwalk. 2/3.						
Leshrac's Rite	EC	U	•••	Rth	B	IA
Give target creature swampwalk.						
Leshrac's Sigil	EN	U	••••	Dtu	BB	IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.						
Lesser Werewolf	SC	U	•••	QHo	B3	LG
B: Give Werewolf -1/0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.						
Lich	EN	R	••	DG6	BBBB	A,B,U
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.						
Lim-Dul's Cohort	SC	C	••	DSh	BB1	IA
Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.						
Lim-Dul's Hex	EN	U	•••	Lda	B1	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.						
Lord of the Pit	SC	R	•••	MTe	BBB4	ABUR,4TH
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.						
Lost Soul	SC	C	••	RAF	BB1	LG,4TH
Swampwalk. 2/1.						
Marsh Gas	INS	C	•	DSh	B	DX,4TH
Make all creatures -2/0 until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Mind Ravel SC R C • MTe B2 IA Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.							Pox SC R •••• CBr BBB IA Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.							Sorceress Queen SC R ••••• KFo BB1 AN,R,4TH T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
Mindstab Thrull SC C •• Multi BB1 FE If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.							Priest ofYawgmoth SC C • MTe B1 AQ T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.							Soul Burn SC R C •••• RAI B2 IA Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.						
Mind Twist SC R ••••• JBa BX A,B,U,R,4TH Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.							Quagmire EN U •• DFr B2 LG Creatures with swampwalk may be blocked.							Soul Exchange SC R U ••••• AWa BB FE Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.						
Mind Warp SC R U ••••• Lda B3X IA Look at a player's hand and discard X cards of your choice from that hand.														Soul Kiss EC C ••••• NLe B2 IA B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.						
Mind Whip EC R ••••• DTu BB2 IA During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.														Spirit Shackles EC U ••••• EBe BB LG,4TH Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
Minion of Leshrac SC R ••••• LWi BBB4 IA Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.														Spells of Evil INT R ••••• QHo B2 IA Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.						
Minion of Tevesh Szat SC R ••••• JBa BBB4 IA Pay BB during upkeep or take 2 damage. T: Give target creature +3/2 until end of turn. 4/4.														Spells of War SC R ••••• PVe BX IA Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.						
Mold Demon SC R ••••• JMy BB5 LG Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.														Stench of Evil SC R U ••••• MTe BB2 IA Destroy all plains. Each player takes 1 damage for each plain he or she wishes to prevent.						
Mole Worms SC U ••••• DGe B2 IA T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.														Stone-Throwing Devils SC C ••••• KMe B AN First strike. 1/1.						
Moor Fiend SC C ••••• AMa B3 IA Swampwalk. 3/3.														Stromgold Cabal SC R ••••• AMa BB1 IA T: Sacrifice 1 life to counter a white spell. 2/2.						
Murk Dwellers SC C ••••• DTu B3 DK,4TH If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.														Syphon Soul SC R C ••••• MBe B2 LG Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Nameless Race SC R ••••• QHo B3 DK Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.														Takklemaggot EC U ••••• DGe BB2 LG, CH Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Necrite SC C ••••• Multi BB1 FE If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, DTu. 2/2.														Terror INT S C ••••• RSP B1 A,B,U,R,4TH Bury target creature. Cannot target black or artifact creatures.						
Necropotence EN R ••••• MTe BBB IA Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.														Timmerian Fiends SC R ••••• MKG BB1 HL Remove Timmerian Fiends from your deck if not playing for ante. BBB: Sacrifice Timmerian Fiends to bury target artifact owned by any opponent into your graveyard. Put Timmerian Fiends into that opponent's graveyard. This card change is permanent. The opponent may ante an additional card to counter this effect. 1/1.						
Neither Shadow SC R ••••• CRu BB A,B,U,R,4TH If three creatures are above Neither Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.														Thrull Champion SC R ••••• DGe B4 FE All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.						
Neither Void EW R ••••• HMc B3 LG Counter all spells unless their casters pay an extra 3.														Thrull Retainer EC U ••••• RSp B1 FE Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.						
Nettling Imp SC U ••••• QHo B2 A,B,U,R T: Opponent's target non-will creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.														Thrull Wizard SC U ••••• AMa B2 FE B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.						
Nightmare SC R ••••• MBe B5 A,B,U,R,4TH Flying. Power and toughness equal number of swamps controller has in play. */*.														Torture EC C ••••• MTe B HL B1: Place -1/-1 token on creature Torture enchants. (Two versions)						
Norriit SC C ••••• MRa B3 IA T: Untap a blue creature. T: Opponent's target non-will creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.														Touch of Darkness INT S U ••••• PVe B0 LG Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.						
Oath of Lim-Dül EN R ••••• DSh B3 IA For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.														Touch of Death SC R C ••••• MBe B2 IA Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.						
Order of the Ebon Hand SC C ••••• Multi BB FE Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.														Tourosch's Chant EN U ••••• RKF BB1 FE Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.						
Oubliette EN C ••••• DSh BB1 AN Place target creature out of play.														Tourosch's Gate EL R ••••• Sev BB1 FE You may only cast Tourosch's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourosch's Gate when there are no time counters on it. O: Tap the land Tourosch's Gate enchants to give all your attacking creatures +2/+1 until end of turn.						
Paralyze EC C ••••• AMa B A,B,U,R,4TH Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.														Transmutation INT S C ••••• SVC B1 LG, CH Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
Pestilence EN C ••••• JMy B2 A,B,U,R,4TH B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.														Uncle Istvan SC U ••••• DGe BBB1 DK,4TH Creatures cannot damage Uncle Istvan. 1/3.						
Pestilence Rats SC C ••••• JMa B2 IA * equals the number of other Rats in play. */3.														Underworld Dreams EN U ••••• JBa BBB LG Do 1 damage to opponent for each card drawn.						
Phyrexian Gremlins SC C ••••• AWa B2 AQ T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.														Unholy Strength EC C ••••• DSh B A,B,U,R,4TH Target creature gains +2/+1.						
Pit Scorpion SC C ••••• SKI B2 LG, 4TH If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.														Vampire Bats SC C ••••• AMa B LG,4TH Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
Plague Rats SC C ••••• AMa B2 A,B,U,R,4TH Power and toughness equal number of Plague Rats in play. */*.														Veldrone of Sengir SC R ••••• SVC BB5 HL BB1. Forestwalk and -3/-0. 5/5.						

Avoid Fate: Less useful than Goblin Artisans! Crappier than Elkin Battle! More limited than Tunnel! It's one of the few green interrupts on the planet and it bites. Counter an interrupt cast on your permanent? Like what? Lifelace? Who the hell cares. Counter an enchantment? When was the last time you had your creatures enchanted? The only thing to avoid is this card.

/* 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 Sorcey

KEY



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Walking Dead B: Regenerates. 1/1.	SC	C	★★★★	Dfr	B1	LG
Wall of Bone B: Regenerates. 1/4.	SC	U	★★	AMa	B2	A,B,U,R,4TH
Wall of Putrid Flesh	SC	U	★★	Rth	B2	LG
Protection from white. damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.						
Wall of Shadows	SC	C	★★	PVe	BB	LG, CH
damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Wall of Tombstones	SC	U	•	Dfr	B1	LG
—the number of creatures in your graveyard. 0/1+						
Warp Artifact	EA	R	★★	AWe	BB	A,B,U,R,4TH
Do 1 damage to target artifact's controller during upkeep.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Air Elemental	SC	U	★★★★	Rth	UU3	A,B,U,R,4TH
Flying. 4/4.						
Amnesia	SOR	U	★★	MPo	UUU3	DK
Examine target player's hand. Target discards all non-land cards in hand.						
Ancestral Recall	INS	R	★★★★	MPo	U	A,B,U
Target player must draw 3 cards.						
Animate Artifact	EA	U	★★	DSh	U3	A,B,U,R,4TH
Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
Anti-Magic Aura	EC	C	★★★★	DSh	U2	LG
Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.						
Apprentice Wizard	SC	C	★★	Dfr	UU1	DK,4TH
U, T: Add 3 to your mana pool (play as an interrupt). 0/1						
Arnjalot's Ascent	EN	C	★★	DTu	UU1	IA
CU: U, 1: Target creature gains flying until end of turn.						
Azure Drake	SC	U	★★	Dfr	U3	LG, CH
Flying. 2/4.						
Baki's Curse	SOR	R	★★	NLe	UU2	HL
Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.						
Backfire	EC	U	★★	Bsn	U	LG,4TH
For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Coral Reef	EN	Cn	★★	AWe	UU	HL
Put four polyb counters on Coral Reef. O: sacrifice an Island for 2 polybs. U: tap and place +0/+1 counter on target blue creature you control. Remove 1 polyb counter.						
Counterspell	INT	U	★★★★	MPo	UU	A,B,U,R,4TH,IA
Counter target spell as it is being cast.						
Creature Bond	EC	C	★★	AMa	U1	A,B,U,R,4TH
If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.						
Dance of Many	EN	R	★★	Sev	UU	DK, CH
When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.						
Dandan	SC	C	•	DTu	UU	AN, CH
Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.						
Dark Maze	SC	C	★★	RAI	U4	HL
O: Dark Maze can attack this turn. At the end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control. (Two versions)						
Deep Spawn	SC	U	★★	MTe	UUU5	FE
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Tap Deep Spawn if it was untopped. Do not untap Deep Spawn as normal during your next upkeep phase. 6/6.						
Deep Water	EN	C	★★	JMe	UU	DK
U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.						
Deflection	INT	R	★★★★	Mra	U3	IA
Target spell with one target now targets a legal target of your choice.						
Devouring Deep	SC	C	★★	LDa	U2	LG
Islandwalk. 1/2.						
Drafna's Restoration	SOR	C	★★	AWe	U	AQ
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.						
Drain Power	SOR	R	★★★★	DSh	UU	A,B,U,R,4TH
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Dream Coat	EC	U	★★	AWa	U	LG
Change target creature's color to another color (play as an interrupt).						
Dreams of the Dead	EN	U	★★	HHu	U3	IA
U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.						
Drowned	SC	C	•	QHo	U1	DK
B: Regenerates. 1/1.						
Elder Spawn	SC	R	•	JMy	UUU4	LG
Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.						
Electric Eel	SC	U	•	AMa	U	DK
RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.						
Enchantment Alteration	INS	U	★★	Bsn	U	LG, CH
Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if your target is not valid.						
Energy Flux	EN	U	★★	KFo	U2	AQ,R,4TH
Each artifact requires 2 during upkeep or it must be destroyed.						
Energy Tap	SOR	C	★★	DGe	U	LG,4TH
Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.						
Enervate	INS	C	•	LWl	U1	IA
Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.						
Erosion	EL	C	★★	PVe	UUU	DK,4TH
Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.						
Errant Minion	EC	C	•	HMc	U2	IA
During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.						
Essence Flare	EC	C	★★	RKF	U	IA
Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeeps.						
Feedback	EE	U	★★	QHo	U2	A,B,U,R,4TH
Do 1 damage to controller of target enchantment during upkeep.						
Field of Dreams	EW	R	★★	KFo	U	LG
The top card in every library plays face up.						
Fishliver Oil	EC	C	★★	AMa	U1	AN, CH
Give target creature islandwalk.						
Flash Counter	INT	C	★★	HMc	U1	LG
Counter target interrupt or instant spell.						
Flash Flood	INS	C	•	TWl	U	LG, CH
Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.						
Flight	EC	C	★★★★	AMa	U	A,B,U,R,4TH
Target creature now has flying.						
Flood	EN	C	★★	DDe	U	DK,4TH
UU: Tap target non-flying creature.						
Flying Men	SC	C	★★★★	CRu	U	AN
Flying. 1/1.						



Camel & Ghosts of the Damned: Band the Camel with the Ghosts to do no damage to your opponent! Band together on defense and they'll probably both die! Protect the Ghosts from lands no one ever plays with the camel's special "protection from deserts" ability! Insure your loss of the game with this mind-numbing combo!

APRIL FOOL'S



CAMEL

GHOSTS OF THE DAMNED

Weakness	EC	C	★★★★	DSh	BO	A,B,U,R,4TH
Target creature loses -2/-1.						
Will-O'-The-Wisp	SC	R	★★★★	JMy	B	A,B,U,R,4TH
Flying. B: Regenerates. 0/1.						
Withering Wisps	EN	U	★★★★	Nth	BB1	IA
B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end						
Word of Binding	SOR	C	★★	RSp	BBX	DK,4TH
Tap X creatures.						
Word of Command	INS	R	•	JMy	BB	A,B,U
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.						
Worms of the Earth	EN	R	•	AMa	BBB2	DK
No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.						
Wretched, The	SC	R	★★	CRu	BB3	LG, CH
After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
Xenic Poltergeist	SC	R	★★	Dfr	BB1	AQ, 4TH
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.						
Yawgmoth Demon	SC	R	★★	Sev	BB4	AQ, CH
Flying, first strike. During your upkeep, sacrifice one of your artifacts. Yawgmoth Demon taps to do 2 damage to you. 6/6.						
Zombie Master	SC	R	★★	JMe	BB1	A,B,U,R,4TH
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.						

BLUE

Acid Rain	SOR	R	★★	Nth	U3	LG
Destroy all forests in play.						
Æther Storm	EN	U	★★	MTe	3U	HL
No summon spell may be cast. Any player may pay 4 life to bury Æther Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.						

Balduvian Conjurer	SC	U	★★	MTe	U1	IA
T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.						
Balduvian Shaman	SC	C	★★	QHo	U	IA
T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.						
Binding Grasp	EC	U	★★	Rtp	U3	IA
Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.						
Blue Elemental Blast	INT	C	★★	Rth	U	A,B,U,R,4TH
Counter a red spell being cast or destroys a red card in play.						
Boomerang	INS	C	★★★★	Bsn	UU	LG, CH
Return target permanent to owner's hand.						
Braingeyser	SOR	R	★★	MTe	UUX	A,B,U,R
Target player must draw X cards.						
Brainstorm	INS	C	★★★★	CRu	U	IA
Draw three cards, then put any two cards from your hand on top of your library in any order.						
Breath of Dreams	EN	U	★★	PFo	UU2	IA
CU: U. Green creatures require an additional CU: 1.						
Brine Hag	SC	U	•	QHo	UU2	LG
If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.						
Chain Stasis	INS	R	★★	PMo	U	HL
Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.						
Clairvoyance	INS	C	★★	KMe	U	IA
Look at target player's hand. Draw a card at the beginning of the next turn.						
Clone	SC	U	★★★★	JBa	U3	A,B,U,R
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*						
Control Magic	EC	U	★★★★	DWi	UU2	A,B,U,R,4TH
Control target creature until enchantment is discarded or game ends.						
Copy Artifact	EN	R	★★★★	AWe	U1	A,B,U,R
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						

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								
Force Spike Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	••	BWo	U	LG	Invoke Prejudice Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	••	HMc	UUUU	LG	Merchant Scroll Search library for blue instant or interrupt. Show cards to all opponents and place in your hand. Reshuffle library afterwards.	SOR	C	•••	LDah	U1		HL	
Force Void Counter target spell unless its caster spends 1 extra colorless mana. Draw a card at the beginning of the next turn.	INT	U	••	MTe	U2	IA	Island Fish Jasconius Pay UUU during upkeep to untap. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 6/8.	SC	R	••	JMy	UUU4	AN,R,4TH	Merchant Ship Gain 2 life if Merchant Ship attacks and is not blocked. Cannot attack if opponent has no islands. Destroyed if you have no islands. 0/2.	SC	R	••	TWä	U2		AN	
Forget Target player chooses and discards 2 cards from his or her hand. If that player doesn't have enough cards, discard the whole hand. Player then draws as many new cards as were discarded.	SOR	R	•••	MKi	UU	HL	Jinx Target land becomes basic land of your choice until end of turn. Draw a card at the beginning of the next turn's upke.	INS	C	••	MKi	U1	HL	Merfolk Assassin T: Destroy target creature that has islandwalk. 1/2.	SC	U	•••	DDe	UU		DK	
Gaseous Form Target creature deals no receives damage in combat.	EC	C	••	PfO	U2	LG,4TH	Jump Target creature has flying until end of turn.	INS	C	••	MPo	U	A,B,U,R,4TH	Merfolk of the Pearl Trident 1/1.	SC	C	••	JMe	U	A,B,U,R,4TH		
Ghost Ship Flying. UUU: Regenerates. 2/4.	SC	U	••••	TWä	UU2	DK,4TH	Juxtapose Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	••	JHo	U3	LG,CH	Mersine Put 3 net counters on Mersine 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	•••	MuU	UU2		FE	
Giant Albatross Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. (Two versions)	SC	C	••	DCh	U1	HL	Krovnik 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	Mesmeric Trance CU: 1. U: Discard a card from your hand to draw a card.	EN	R	•••	Dfr	UU1		IA	
Giant Oyster You may choose not to untap Giant Oyster during your untap phase. T: Target tapped creature does not untap during its untap phase as long as Giant Oyster remains tapped. During your upkeep, place a -1/-1 counter on target creature. If Giant Oyster leaves play, all counters are discarded.	SC	U	••••	NLe	UU2	HL	Labyrinth Minotaur Creatures blocked by Labyrinth Minotaur do not untap as normal during their controller's next untap phase. 1/4 (Two versions)	SC	C	•••	PMa	U2	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	
Giant Shark When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	••	TWä	U5	DK	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	Mistfolk U: Counter any spell that targets Mistfolk. 1/2.	SC	C	•••	QHo	UU		IA	
Giant Tortoise +0/+3 while untapped. 1/1.	SC	C	••	KFo	U1	AN,4TH	Leviathan Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two islands to attack with Leviathan. 10/10.	SC	R	•••	MTe	UUUU5	DK,4TH	Musican 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	
Glacial Wall 0/7.	SC	U	•••	DWj	U2	IA	Lifetap Gain 1 life whenever opponent taps a forest.	EN	U	•••	AMa	UU	A,B,U,R,4TH	Mystic Decree All creatures loose flying and islandwalk.	EW	R	•••	LDa	UU2		HL	
Glyph of Delusion Put X counters on 1 target creature blocked by target wall, where X is the power of the blocked creature. Creature does not untap as normal while it has any such counter on it. Remove a counter during creature controller's upkeep.	INS	C	•	SVC	U	LG	Lord of Atlantis While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1. 2/2.	SC	R	•••	MBe	UU	A,B,U,R,4TH	Mystic Might CU: U1. 0: Tap land Mystic Might enchants to give a creature +2/+2 until end of turn.	EL	R	••	NLe	U		IA	
High Tide All islands produce an additional U until end of turn. Artists: AMa, DTu, AWë.	INS	C	••••	MuU	U	FE							Mystic Ramora 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	••	KMa	U		IA		
Homarid Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWo. 2/2.	SC	C	•	MuU	U2	FE							Narwhal First strike. Protection from red. 2/2.	SC	R	•••	DCh	UU2		HL		
Homarid Shaman U: Tap target green creature. 2/1.	SC	R	•••	AWë	UU2	FE																
Homarid Spawning Bed UU1: Sacrifice a blue creature to put X Comands, 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	••	MuU	U4	FE																
Hurkyl's Recall Return all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.	INS	R	•••	NTh	U1	AQ,R,4TH																
Hydroblast Counter a red spell being cast or destroy a red permanent.	INT	C	•••	KFo	U	IA																
Iceberg Put X ice counters on Iceberg when it comes into play. 3: Put an ice counter on Iceberg. 0: Remove an ice counter to add one colorless mana to your mana pool.	EN	U	•••	JMe	UU2	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																



POWER ARTIFACT

FOUNTAIN OF YOUTH

Power Artifact & Fountain of Youth: Break into the negative zone! Combine the Fountain's no-mana-required activation cost with the Power Artifact's -2 to an artifact's activation cost to plunge into the realm of mystery. Is the activation cost -2? Do you get two colorless mana whenever you tap the Fountain? Does it only take three licks to get to the center of a Tootsie Roll pop? The world will never know.

Magical Hack Change the text of a card being played or in play by switching one basic land type with another.	INT	R	••••	JBa	U	A,B,U,R,4TH
Magus of the Unseen U1, T: Untap one of opponent's artifacts and gain control of it until end of turn. If it is an artifact creature, it may attack and you may use any abilities that require tapping to activate. 1/1.	SC	R	••••	KFo	U1	IA
Mahamoti Djinn Flying. 5/6.	SC	R	••••	Dfr	UU4	A,B,U,R,4TH
Mana Drain Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	INT	U	••••	MTe	UU	LG
Mana Short All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.	INS	R	••••	DWj	U2	A,B,U,R,4TH
Mana Vortex Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.	EN	R	••	DSh	UU1	DK
Marjhan Does not untap during your untap phase. Cannot attack if defending player controls no islands. If you control no islands, bury Marjhan. UU: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep. UU: -1/-0 until the end of turn. Marjhan deals 1 damage to target attacking creature without flying. 8/8.	SC	R	••••	DGe	UU5	HL
Memory Lapse Counter target spell. Put that spell on top of its owner's library. (Two versions)	INT	C	••	MTe	U1	HL

Old Man of the Sea T: Control creature of power less than or equal to the Old Man's. May choose not to untap Old Man. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's. 2/3.	SC	R	••••	SVC	UU1	AN
Port Water Give X target creatures islandwalk until end of turn.	SOR	U	•••	NTh	UU2	LG
Phantasmal Forces Flying. Pay U during upkeep or card is destroyed. 4/1.	SC	U	•••	MPo	U3	A,B,U,R,4TH
Phantasmal Mount Flying. T: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	••••	MBe	U1	IA
Phantasmal Terrain Target land switches to any basic land type chosen by caster.	EL	C	••••	DWj	UU	A,B,U,R,4TH
Phantom Monster Flying. 3/3.	SC	U	••••	JMy	U3	A,B,U,R,4TH
Pirate Ship T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.	SC	R	••••	TWä	U4	A,B,U,R,4TH
Polar Kraken Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.	SC	R	•••	MTe	UUU8	IA
Portent You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.	SOR	C	••••	LDa	U	IA





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.	EA	U	●●	DSh	UU	AQ
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.	EE	C	●●	DTu	U1	A,B,U,R,4TH
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.	INT	C	●●●●	RTh	UX	A,B,U,R,4TH,IA
Prodigal Sorcerer SC C ●●●● DSh U2 A,B,U,R,4TH T: Do 1 damage to any target. 1/1.	SC	C	●●●●	DSh	U2	A,B,U,R,4TH
Psionic Blast INS U ●●●● DSh U2 A,B,U Do 4 damage to any target and 2 damage to you.	INS	U	●●●●	DSh	U2	A,B,U
Psionic Entity SC R ●● JHo U4 LG,4TH T: Do 2 damage to any target and 3 damage to itself. 2/2.	SC	R	●●	JHo	U4	LG,4TH
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.	EN	R	●●●●	MTe	UU3	DK
Psychic Purge SOR C ●●● SVC U LG Do 1 damage to any target. If opponent casts you to discard Psychic Purge, opponent must sacrifice 5 life.	SOR	C	●●●	SVC	U	LG
Psychic Venom EL C ●● BSn U1 A,B,U,R,4TH Do 2 damage to target land's controller whenever target land is tapped.	EL	C	●●	BSn	U1	A,B,U,R,4TH
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.	EC	U	●●●●	SEv	UUU	LG,CH
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.	INS	C	●●●●	HMc	U3	IA
Ray of Erosion 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.	INS	C	●●	MRa	U	IA
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.	EN	R	●●	JEr	UUU	IA
Recall HAR 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.	HAR	U	●●●●	BSn	UXX	LG,CH
Reconstruction SOR C ●●●● AMa U AQ,R Bring an artifact from your graveyard into your hand.	SOR	C	●●●●	AMa	U	AQ,R
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.	SC	C	●●	TWa	UU1	HL
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.	EA	R	●●	CRu	U2	LG,4TH
Remove Soul INT C ●●● BSn U1 LG,CH Counter target summon spell.	INT	C	●●●	BSn	U1	LG,CH
Reset INT U ●● NLe UU LG Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	●●	NLe	UU	LG
Reverberation INS R ●●●● JHo UU2 LG Redirect damage from a sorcery to its caster.	INS	R	●●●●	JHo	UU2	LG
Reyeka, Wizard Savant SL R ●●● SVC UU2 HL Reyeka does 2 damage to creature or player and does not untap during your next untap phase. 0/1.	SL	R	●●●	SVC	UU2	HL
Riptide INS C ●● RAF U DK Tap all blue creatures.	INS	C	●●	RAF	U	DK
River Merfolk SC R ●●●● DSh UU FE U: Give River Merfolk mountainwalk until end of turn. 2/1.	SC	R	●●●●	DSh	UU	FE
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	SC	C	●●	PVe	U1	AQ
Sea King's Blessing INS U ●● RAF U LG Change the color of any number of target creatures to blue until end of turn.	INS	U	●●	RAF	U	LG
Sea Serpent SC C ●● JMe U5 A,B,U,R,4TH Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.	SC	C	●●	JMe	U5	A,B,U,R,4TH
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.	SC	U	●●●●	AWe	UU1	FE

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 Leviathan 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. Top target creature when Tangle Kelp is cast.		EC	U	●●	RAI	U	DK
Telekinesis INS R ●● DGe UU LG Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.		INS	R	●●	DGe	UU	LG
Teleport INS R ●●● DSh UUU LG,CH Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.		INS	R	●●●	DSh	UUU	LG,CH



Ring of Ma'ruf & Ring of Ma'rut: It's the infinity loop! Trigger the Ring of Ma'rut during your draw phase to go in search of...another Ring of Ma'rut! Since it's still your draw phase, trigger this one too, getting another Ring of Ma'rut! But don't stop now—keep triggering rings to bring in more rings! If your opponent never gets to go again, you can't lose!

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
Sibilant Spirit Flying. When Sibilant 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 Ernie 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	●●●	KMa	U1	IA
Snowfall CU: U. Islands may produce an additional U when tapped for mana. Snow-covered islands may produce either an additional UU or an additional U when tapped for mana. This mana is usable only for cumulative upkeep.	EN	C	●●	PfO	U2	IA
Soldavi Machinist T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.	SC	U	●●	JMa	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
Syvelnite 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

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	●●●	NkH	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 Influence, all blue creatures get -2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.	EN	U	●●	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
Time Twister 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 place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.	SOR	U	●●●	AMa	UU	AQ
Twiddle 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	UUX	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
Vodalian Mage U: 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	•••	AWa	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 SL U ••• ARu BRR4 LG	SL	U	••••	ARu	BGR3	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	ABUR,4TH	Bartel Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	••••	ARu	BGR3	LG	Haldane Make Haldane 3/3 when cast. During upkeep, Haldane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Haldane is 3/3. */*.	SL	R	••••	RKF	GRW4	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	UU2	LG, CH	Chromatic Armor Put a sleight counter on Chromatic Armor when it comes into play and choose a color. All damage done to target creature by that color is reduced to 0. X: Put a sleight counter on Chromatic Armor and change the color that it protects against. X equals the number of sleight counters on Chromatic Armor.	EC	R	••••	MPo	UW1	IA	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	••	JMe	UU3	ABUR,4TH	Water Elemental 5/4.	SC	U	••	JMe	UU3	ABUR,4TH	Jacques le Vert Make all your green creatures +0/+2. 3/2.	SL	R	•••	ARu	GRW1	LG
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	••	RSp	U	DK														



DARK RITUAL



BLACK LOTUS



DEMONIC HORDES

Dark Ritual & Black Lotus & Demonic Hordes: First-turn mayhem!

Drop a swamp, cast Dark Ritual, sacrifice the Lotus and pow, the Demonic Hordes are yours! Think of the possibilities: you'll never own another land that game...ever! The Hordes'll never be untapped to attack! They'll never be untapped to defend! Guaranteed first-turn "lock" win...for your opponent.



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	BBUJW2	LG, CH	Jasmine Boreal 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	BUJW2	LG, CH	Jedit Ojanen 5/5.	SL	U	•••	MPo	UJW4	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 Top all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	••••	MKa	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 Weirding All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	•••••	LDa	U3	IA	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 Caleria T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	••••	BWa	GGW3	LG

•/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Inherent	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery



IQ

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Monsoon						
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan						
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nebuchadnezzar						
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Nicol Bolos						
Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.						
Palladia-Mors						
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Malki						
BR: Give Pavel Malki +1/+0 until end of turn. 5/3.						
Princess Lucrezia						
T: Add U to your mana pool (play as an interrupt). 5/4.						
Ragnar						
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro						
First strike. 4/3.						
Ramsey Overdark						
T: Destroy a target creature with an enchantment on it. 4/3.						
Rasputin Dreamweaver						
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
Reclamation						
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
Riven Turnbull						
T: Add B to your mana pool (play as an interrupt). 5/7.						
Rohagath of Kher Keep						
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohagath and all Kobolds are tapped and enter opponent's control. 5/5.						
Rubinia Soulsinger						
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
Scarwood Goblins						
2/2.						
Sir Shandalar of Eberyn						
4/7.						
Sivritri Scarzam						
6/4.						
Skeleton Ship						
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe EBe BRRR2						
Solkemar Swamp King						
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
Spectral Shield						
Target creature gains +0/+2 and it cannot be the target of further spells.						
Stangg						
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.						
Stormbind						
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMa						
Storm Spirit						
Flying. T: Do 2 damage to target creature. 3/3.						
Sunastian Falconer						
T: Add 2 to your mana pool. 4/4.						
Tetsuo Umezawa						
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
Tobias Andrión						
4/4.						
Tor Wauki						
T: Do 2 damage to attacking or blocking creature. 3/3.						
Torsten Von Ursus						
5/5.						
Tuknir Deathlock						
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Ur-Drago						
First strike. Creatures with swampwalk may be blocked. 4/4.						
Vaeivictis Asmadi						
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeivictis Asmadi. 7/7.						
Wings of Aesthir						
Give target creature flying, first strike, and +1/+0.						
Xira Arien						
Flying. GRB, T: Make target player draw a card. 1/2.						

GREEN

Aising Leprechaun						
All creatures blocking or blocked by Leprechaun become green. 1/1.						
An-Havva Constable						
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+*						
An-Havva Inn						
Gain 1+X life where X is the number of green creatures in play.						
Arboria						
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Argothian Pixies						
Cannot be blocked by artifact creatures, damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk						
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
Aspect of Wolf						
Increase target creature's power and toughness by half the number of forests caster has in play.						
Aurochs						
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.						
Autumn Willow						
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.						
Avoid Fate						
Counter target interrupt or enchantment targeting a permanent you control.						
Balduvian Bears						
2/2.						
Barbary Apes						
2/2.						
Berserk						
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						
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Blizzard						
CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.						
Brown Ouphe						
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
Camouflage						
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Carapace						
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)						
Carnivorous Plant						
Counts as a wall. 4/5.						
Cat Warriors						
Forestwalk. 2/2.						
Chub Toad						
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Channel						
Add 1 colorless mana to your pool for each life point you sacrifice.						
Citanul Druid						
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice						
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Cocoon						
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads						
Creatures may attack or tap during the turn they are brought into play.						
Crow Giant						
Trample. Rampage: 2. 6/4.						
Craw Worm						
6/4.						
Crumble						
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Cyclone						
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Daughter of Autumn						
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.						
Deadfall						
Creatures with forestwalk may be blocked.						
Desert Twister						
Destroy any one card in play.						
Dire Wolves						
Gains banding if you control any plains. 2/2.						
Drop of Honey						
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Durkwood Boars						
4/4.						
Earthlore						
O: Tap target land to give target blocking creature +1/+2 until end of turn.						
Elder Druid						
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
Elven Fortress						
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPA, PVe, TWa.						
Elven Riders						
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow						
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Elvish Archers						
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
Elvish Farmer						
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter						
G1, T: Target creature does not untap normally during controller's untap phase. Artists: Ama, MPA, SVC. 1/1.						
Elvish Scout						
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPA, CRU, PVe. 1/1.						



TIME WALK



FORK

Time Walk & Fork:

Shatter the fifth dimension! Here's how: When your opponent casts Time Walk ("Take an extra turn after this one"), Fork it. He takes a turn after his current one, but your interrupt means you take a turn after the one he's on, so he takes his turn after you take your Forked one after his...Einstein was right! Einstein was right!!!

APRIL FOOL'S



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						
Emerald Dragonfly Flying. GG: First strike until end of turn. 1/1.	SC	C	•	QHo	G1	LG, CH	Giant Growth Target creature gets +3/+3 until end of turn.	INS	C	••••	SeV	G	A,B,U,R,4TH,IA	Lhurgoyf * equals the total number of creatures in all graveyards. */*+1.	SC	R	••••	PVe	GG2	IA
Erhnam Djinn Give forestwalk to an opponent's creature until next upkeep. 4/5.	SC	U	•••	KMe	G3	AN, CH	Giant Spider Doesn't fly, but can block flying creatures. 2/4.	SC	C	••••	SeV	G3	A,B,U,R,4TH	Lifeforce GG: Counter a black spell as it is being cast (play as an interrupt).	EN	U	••••	DWi	GG	A,B,U,R,4TH
Essence Filter Destroy all enchantments or destroy all enchantments that are not white.	SOR	C	••••	Rem	GG1	IA	Giant Turtle Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	•	JMe	GG1	LG	Lifelace Changes the color of one card in play to green.	INT	R	•	AWe	G	A,B,U,R,4TH
Eureka Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	••••	KFo	GG2	LG	Glyph of Reincarnation Bury all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	••	SVC	G	LG	Living Artifact Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.	EA	R	••••	AMa	G	A,B,U,R,4TH
Faerie Noble Flying. All faeries gain +0/+1. T: All faeries gain +1/+0 till the end of turn. 2/2.	SC	R	•••	SVC	G2	HL	Gorilla Pack Cannot attack unless opponent has forests in play. Bury Gorilla Pack immediately if you control no forests. 3/3.	SC	C	••	AWa	G2	IA	Living Lands Treat all forests in play as 1/1 creatures that can be tapped for G.	EN	R	••	JMy	G3	A,B,U,R,4TH
Fanatical Fever Give a creature +3/+0 and trample until end of turn.	INS	U	•••	JBa	GG2	IA	Grizzly Bears EN R ••• JMe G1 A,B,U,R,4TH 2/2.	EN	C	•••	JMe	G1	A,B,U,R,4TH	Living Plane Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	•••	BWa	GG	LG
Fastbond Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	••	MPo	G	A,B,U,R	Hidden Path All green creatures gain forestwalk.	EN	R	••••	RAI	GGGG2	DK	Llanowar Elves T: Add G to your mana pool. Played as an interrupt. 1/1.	SC	C	••••	AMa	G	A,B,U,R,4TH
Feral Thallid Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.	SC	U	••	RAI	GGG3	FE	Hornet Cobra First strike. 2/1.	SC	C	•	SeV	GG1	LG	Lure All creatures that can block target creature do so.	EC	U	••••	AMa	GG1	A,B,U,R,4TH,IA
Fire Sprites Flying. G: T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	•••	JBa	G1	LG	Hot Springs 0: Tap land Hot Springs enchants to prevent 1 damage to any target.	EL	R	•••	NLe	G1	IA	Lurker Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.	SC	R	•••	AMa	G2	DK
Floral Spuzzem If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	••	RAI	G3	LG	Hungry Mist 6/2. During your upkeep, pay GG or bury Hungry Mist. (Two versions)	SC	C	••••	HHu	GG2	HL	Maddening Wind CU: G: During target creature's controller's upkeep, Maddening Wind does 2 damage to that player.	EC	U	•••	DWi	G2	IA
Fog Creatures do not damage one another in combat.	INS	C	•••	JMy	G	A,B,U,R,4TH	Hurricane Do X damage to all players and flying creatures.	SOR	U	••••	DWi	GX	A,B,U,R,4TH,IA	Mammoth Harness Target creature loses flying. Creatures assigned to block or who are blocked by Mammoth Harness get first strike until the end of turn.	EC	R	•	MBe	G3	HL
Folk of An-Havva If assigned as a blocker, Folk of An-Havva get +2/+0 until end of turn. 1/1. (Two versions)	SC	C	••	JBa	G	HL	Ice Storm Destroy any one land.	SOR	U	•••	Dfr	G2	A,B,U	Marsh Viper Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.	SC	C	•••	RSp	G3	DK,4TH
Folk of the Pines G1: +1/+0 until end of turn. 2/5. Artists: Nth & CBu	SC	C	••••	Multi	G4	IA	Ichneumon Druid Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	•	MBe	GG1	LG	Master of the Hunt GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may band with other Wolves of the Hunt, in play. 2/2.	SC	R	••••	JMe	GG2	LG
Forbidden Lore 0: Tap land enchanted by Forbidden Lore to give target creature +2/+1 until end of turn.	EL	R	••••	CRu	G2	IA	Iff-biff Efreet Flying. G: Do 1 damage to all players and flying creatures; this ability may be used by any player. 3/3.	SC	R	•••	JMy	GG2	AN	Metamorphosis Sacrifice creature for casting cost +1 mana of any color, which can only be used for summonings.	SOR	C	•	CRu	G	AN, CH
Force of Nature Trample. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.	SC	R	••••	DSH	GGGG2	ABUR,4TH	Instill Energy Untap target creature one extra time per turn; target may attack when it comes into play.	EC	U	••••	DWi	G	A,B,U,R,4TH	Moss Monster 3/6.	SC	C	••	JMy	GG2	LG
Forgotten Lore Have an opponent choose a card from your graveyard. You may pay G to have the opponent choose another card that he or she has not already chosen. Put the last card chosen into your hand.	SOR	U	••••	HMc	G	IA	Ironroot Treefolk 3/5.	SC	C	•••	JMy	G4	A,B,U,R,4TH	Naf's Asp If Naf's Asp hits opponent, it does 1 point of damage during opponent's next upkeep unless 1 is paid. 1/1.	SC	C	•••	CRu	G	AN,4TH
Foxfire Untap target attacking creature. Creature neither deals nor receives damage during combat this turn. Draw a card at the beginning of the next turn.	INS	C	••	MOK	G2	IA	Johtull Wurm Johtull Wurm gets -2/-1 for each creature assigned to block it beyond the first. 6/6.	SC	U	•••	DGe	G5	IA	Natural Selection Look at the top 3 cards of any library. You may then shuffle that library.	INS	R	•	MPo	G	A,B,U
Freyalise's Charm GG: Draw a card when any opponent successfully casts a black spell. GG: Return Freyalise's Charm to your hand.	EN	U	•••	MOK	GG	IA														
Freyalise Supplicant T: Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1. Artists: LDa & DSh	SC	U	••	Multi	G1	IA														
Freyalise's Winds Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not tap. Instead, remove all wind counters on those permanents.	EN	R	•••	MTe	GG2	IA														
Fungal Bloom GG: Put a spore counter on target Fungus.	EN	R	••••	DGe	GG	FE														
Fungusaur Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	••••	DGe	G3	A,B,U,R,4TH														
Fyndhorn Brownie G2: T: Untap a creature. 1/1.	SC	C	•••	RTh	G2	IA														
Fyndhorn Elder T: Add GG to your mana pool. 1/1.	SC	U	••••	CRu	G2	IA														
Fyndhorn Elves T: Add G to your mana pool. 1/1.	SC	C	••••	JHo	G	IA														
Fyndhorn Pollen CU: 1. All creatures get -1/-0. G1: All creatures get -1/-1 until end of turn.	EN	R	•••	Pfo	G2	IA														
Gaea's Avenger * = number of artifacts opponent has in play. */*+1.	SC	R	•••	PVe	GG1	AQ														
Gaea's Liege T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal # of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.	SC	R	••••	DWi	GGG3	ABUR,4TH														
Gaea's Touch You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Gaea's Touch to add GG to your mana pool (play as an interrupt).	EN	C	•••	MPo	GG	DK														
Ghazban Ogre During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	C	•	JMy	G	AN, CH														
Giant Badger Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	•••	LDa	GG1	BOOK														



CYCLOPEAN MUMMY



ENDURING RENEWAL

Cyclopean Mummy & Enduring Renewal: "A reason to use this stupid freakin' card? You got my attention!" Hey, if the Cyclopean Mummy goes to the graveyard from play, it's removed from the game. Enduring Renewal says if a creature goes to the graveyard from play, it goes to your hand. See? Time and space cease to matter and the game ends in a draw.



Joven's Ferrets If Joven's Ferrets attack, they get +0/+2 until the end of turn. At the end of combat, tap all creatures which blocked Joven's Ferrets. These creatures do not untap as normal during their controller's next upkeep phase. 1/1	SC	C	•••	AWe	G	HL
Juniper Order Druid T: Untap a land of your choice at the speed of an interrupt. 1/1.	SC	C	•••	JMe	G2	IA
Killer Bees Flying. G: Give Bees +1/+1 until end of turn. 0/1.	SC	U	••••	Pfo	GG1	LG,4TH
Kudzu When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.	EL	R	•	MPo	GG1	A,B,U,R
Land Leeches First strike. 2/2.	SC	C	••	QHo	GG1	DK,4TH
Leaping Lizard 1G: Flying and -0/-1 until the end of turn.	SC	C	•••	AWe	GG1	HL
Ley Druid T: Untap a land of your choice (play as an interrupt). 1/1.	SC	U	•••	SeV	G2	A,B,U,R,4TH

Nature's Lore Search your library for one forest and put it in play. This does not count against your normal lands-played limit. Reshuffle your library afterwards.	SOR	U	•••	REm	G1	IA
Niall Silvain GGGG, T: Regenerate target creature. 2/2.	SC	R	•••	CRu	GGG	DK
Night Soil T: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: SeV, HHu, DTu.	EN	C	•••	Multi	GG	FE
Pale Bears Islandwalk. 2/2.	SC	R	•••	AWa	G2	IA
People of the Woods * = number of forests controlled by controller of People of the Woods. 1/1.	SC	U	•••	DTu	GG	DK
Pixie Queen GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	•••	QHo	GG2	LG

•/• Restricted/Banned ART Artifact CU Cumulative Upkeep EC Enchant Creature EL Enchant Land EW Enchant World INT Interrupt SC Summon Creature
AC Artifact Creature CR Current Rarity EA Enchant Artifact EE Enchant Enchantment EN Enchantment INS Instant LAN Land SOR Sorcery





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Sandstorm	INS	C	••	BSn	G	AN,4TH
Do 1 damage to all attacking creatures.						
Savaon 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	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.						
Thalid	SC	C	•••	Multi	G	FE
Put a spore counter on Thalid during upkeep. Remove three counters from Thalid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.						
Thalid Devourer	SC	U	••	RSp	GG1	FE
Put a spore counter on Thalid 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 Thalid 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	•••	MBa	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 Thalid	SC	C	•••	Multi	GG1	FE
During your upkeep, put a spore counter on Thorn Thalid. 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	•••	MBa	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 costing cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Touch of Vitae	INS	U	•••	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	••••	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	••••	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	••••	DSh	G2	A,B,U,R,4TH
Discard all enchantments in play.						
Tsunami	SOR	U	••	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
Typhoon	SOR	R	••	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	••	NTh	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
Venom	EC	C	•••	TWb	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venomous Breath	INS	U	•••	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	••	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	•••	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2/3.						
Wall of Ice	SC	U	•••	RTh	G2	A,B,U,R,4TH
0/7.						
Wall of Pine Needles	SC	U	•••	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	••	MTe	G	A,B,U,R,4TH
0/3.						
Wanderlust	EC	U	•••	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	••••	JMe	G3	A,B,U,R,4TH
Trample. 3/3.						
Web	EC	R	••••	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-redirection 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.						



Verduran Enchantress & Presence of the Master: Become your own worst enemy! Stop yourself in your tracks! Guarantee your loss! Just play a heavy enchantment deck, slap down the Enchantress so you can draw plenty of cards, then clamp down a Presence and go right through the windshield as you come to a complete stop! (Shoulda worn your seat belt.) Great fun.

APRIL FOOL'S



VERDURAN ENCHANTRESS

PRESENCE OF THE MASTER

Radjan Spirit	SC	U	••••	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2.						
Rebirth	SOR	R	••	MTe	GG3	LG,4TH
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Regeneration	EC	C	•••	QHo	G1	A,B,U,R,4TH,IA
G: Target creature regenerates.						
Regrowth	SOR	U	••••	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	•••	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Renewal	SOR	C	•	KFo	G2	HL
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterward. Draw a card at the beginning of the next turn's upkeep.						
Revelation	EW	R	••	KFo	G	LG,CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	•••	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	•••	JHa	GG4	IA
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.						
Root Spider	SC	U	•	MKi	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.						
Roots	EC	U	••	NLe	G3	HL
Tap target creature without flying. That creature does not untap during its controller's untap phase.						
Rust	INT	C	••	Lda	G	LG
Counter target artifact effect that requires an activation cost.						
Rysorian Badger	SC	R	•••	HHu	G2	HL
If Rysorian Badger attacks and is not blocked, you may choose to have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain 1 life for each creature removed. 2/2.						

Snowblind	EC	R	••	DSh	G3	IA
Target creature gets -*/-. * equals the number of snow-covered lands the defender controls when the creature attacks. Otherwise, * equals the number of snow-covered lands the creature's controller owns. Creature's toughness cannot be reduced below 1 this way.						
Spectral Bears	SC	U	••••	PMo	G1	HL
If Spectral Bears is declared as an attacker and defending player controls no black cards, Spectral Bears do not untap during controller's next untap phase. 3/3.						
Spitting Slug	SC	U	••	AMa	GG1	DK
G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
Spore Cloud	INS	C	••••	Multi	GG1	FE
Tap all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: JMy, SVC, AWe.						
Spore Flower	SC	U	•••	MOK	GG	FE
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.						
Stampede	INS	R	••••	JMe	GG1	IA
All attacking creatures get trample and +1/+0 until end of turn.						
Storm Seeker	INS	U	••••	MPo	G3	LG, CH
Do 1 point of damage to opponent for every card he or she has in hand.						
Stream of Life	SOR	C	••••	MPo	GX	A,B,U,R,4TH
Target player gains X life.						
Stunted Growth	SOR	R	••••	Nh	GG3	IA
Target player must choose three cards from his or her hand and put them on top of his library in any order.						
Subdue	INS	C	••	BSn	G	LG
Target creature deals no damage. It gains X toughness, where X equals its costing cost.						
Sylvan Library	EN	R	••••	HMc	G1	LG,4TH
You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.						
Sylvan Paradise	INS	U	••	RAF	G	LG
Change the color of one or more target creatures to green until end of turn.						



Naked Singularity & Reality Twist & Illusionary Terrain: Wizards of the Coast flickers and fades from this plane of reality! The Duelists' Convocation questions its belief in a higher power! Richard Garfield's head explodes! Bring all three of these mana screwers into play on the same turn and see if your opponent doesn't go all glassy and soil his pants.



NAKED SINGULARITY

REALITY TWIST

ILLUSIONARY TERRAIN

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 ●● MBc 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 ●● JMb 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 ●● JMb 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 Spiders SC C ●●● DGe GG1 IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.

Wormwood Treefolk SC R ●● JMy GG3 DK
BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life.. 4/4.

Wyluli Wolf SC C ●●● SVC G1 AN
T: Give a creature +1/+1 until end of turn. 1/1.

Yavimaya Gnats SC U ●●● Dfr G2 IA
Flying. G: Regenerate. 0/1

RED

Active Volcano INS C ●● BSn R LG, CH
Destroy blue permanent or return island to owner's hand. Destroy enchantments on target land.

Erathi Berserker SC U ●● MBc 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 ●● JMb 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 ●●● DDc 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

Anaba Shaman SC C ●●● AMa R3 HL
R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2. (Two versions)

Anaba Spirit Crafter SC R ●●● AMa RR2 HL
All minotaurs are +0/+1. 1/3.

Anarchy SOR U ●●●● Pfo RR2 IA
Destroy all white permanents

Artifact Blast INT C ●● MPo R AQ
Counter any artifact as it is being cast.

Atog SC C ●● JMy R1 AQ,R
0: +2/+2; sacrifice one of your artifacts in play. 1/2.

Avalanche SOR U ●●● BSn RR2X IA
Destroy X snow-covered lands.

Backdraft INS U ●●● BSn R1 LG
Do half the damage (round down) done by one sorcery to the sorcery's caster.

Balduvian Barbarians SC C ●● MPo RR1 IA
3/2.

Balduvian Hydra SC R ●●● MBc RRX IA
Put X +1/+0 counters on Balduvian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Balduvian Hydra. RRR: Put a +1/+0 counter on Balduvian Hydra during your upkeep. 0/1.

Ball Lightning SC R ●●●● QHo RRR DK,4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.

Barbarian Guides SC C ●●● Rth R2 IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.

Battle Frenzy INS C ●●● BSn R2 IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.

Beasts of Bogardan SC U ●●● DGe R4 LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.

Bird Maiden SC C ●● Kfo R2 AN,4TH
Flying. 1/2.

Blazing Effigy SC C ●● SVC R1 LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.

Blood Lust INS C ●●●● AMa R1 LG,4TH
Make target creatures +4/-4 until end of turn. This makes toughness no lower than 1.

Blood Moon EN R ●●● TWa R2 DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.

Bone Shaman SC C ●●● AMa RR2 IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.

Brand of Ill Omen EC R ●●● RAI R3 IA
CU: R. Target creature's controller may not cast summon spells.

Brossclaw Orcs SC C ●● Multi R2 FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), Dfr, HHU. 3/2.

Brothers of Fire SC C ●● MTa 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.

Chaosize INT R ●●● DWI R A,B,U,R,4TH
Changes the color of a card being played or in play to red.

Chaos Lord SC R ●●● BSn RRR4 IA
First strike. Chaos Lord can attack the first time it comes into play on a side, but not the first time it comes into play. Count the number of permanents during your upkeep. If it is even, target opponent gains control of Chaos Lord. 7/7.

Chaos Moon EN R ●●● DTu R3 IA
Count the number of permanents during each upkeep. If it is odd, all red creatures gain +1/+1 and all mountains produce an additional R when tapped for mana. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.

Crevasse EN U ●●● RAI R2 LG
Creatures with mountainwalk may be blocked.

Conquer EL U ●●●● RGo RR3 IA
Take control of target land.

Crimson Kobolds SC C ●● AMa 0 LG
Crimson Kobolds are red creatures. 0/1.

Crimson Manticores SC R ●●● DGe RR2 LG,4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.

Crookshank Kobolds SC C ●● CRu 0 LG
Crookshank Kobolds are red creatures. 0/1.

Curse of Marit Lage EN R ●●●● AWc RR3 IA
Tap all islands when Curse of Marit Lage comes into play. Islands do not untap during their controller's untap phase.

Desert Nomads SC C ●● CRu R2 AN
Desertwalk. Immune to damage from Deserts. 2/2.

Detonate SOR U ●●● RAF RX AQ,4TH
Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.

Disharmony INS R ●●● BWa R2 LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.

Disintegrate SOR C ●●●● AMa RX A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.

Dwarven Song INS U ●● Dfr R LG
Change the color of any number of target creatures to red until end of turn.

Dragon Whelp SC U ●●●● AWc 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.





players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Dwarven Armorer	SC R ●●● BWa R	FE	R: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.				
Dwarven Army	EN R ●●● RTh RR2	IA	2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.				
Dwarven Catapult	INS U ●●● JMw RX	FE	Does X damage, divided evenly among all of your opponent's creatures (round down).				
Dwarven Demolition Team	SC U ●●● KBr R2	A,B,U	T: Destroy a wall. 1/1				
Dwarven Lieutenant	SC U ●● JMw RR	FE	R1: Give target Dwarf +1/+0 until end of turn. 1/2.				
Dwarven Pony	SC R ●● MOK R	HL	R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.				
Dwarven Sea Clan	SC U ●● AwE R2	HL	T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.				
Dwarven Soldier	SC C ●● DSh R1	FE	If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAL, RAF. 2/1.				
Dwarven Trader	SC C ●● MOK R	HL	1/1. (Two versions)				
Dwarven Warriors	SC C ●●●● DSh R2	A,B,U,R,4TH	T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.				

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
False Orders	INS C ●●●● AMa R	A,B,U	Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.				
Feint	INS C ●● BSn R	LG	Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.				
Fireball	SOR C ●●●● MTe RX	A,B,U,R,4TH	Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.				
Firebreathing	EC C ●● DFr R	A,B,U,R,4TH	R: +1/+0.				
Fire Drake	SC U ●● CRu RR1	DK, CH	Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.				
Fire Elemental	SC U ●● MBw RR3	A,B,U,R,4TH	5/4.				
Firestorm Phoenix	SC R ●●● JMw RR4	LG	Flying. Return Firestorm Phoenix to owner's hand if it goes to the graveyard from play. If so, it may not be cast that turn. 3/2.				
Fissure	INS C ●●●● DSh RR3	DK,4TH	Bury target land or creature.				
Flame Spirit	SC U ●● JHw R4	IA	R: +1/+0 until end of turn. 2/3.				
Flare	INS C ●● DTu R2	IA	Flare does 1 damage to any target. Draw a card at the beginning of the next turn.				
Flashfires	SOR U ●●●● DWi R3	A,B,U,R,4TH	Destroy all plains in play.				
Fork	INT R ●●●● AwE RR	A,B,U,R	Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.				
Frost Giant	SC U ●● DGe RRR3	LG	Rampage: 2. 4/4.				
Game of Chaos	SOR R ●● DTu RRR	IA	Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.				

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin King	SC R ●●● JMw RR1	A,B,U,R,4TH	While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.				
Goblin Kites	EN U ●● AMa R1	FE	R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.				
Goblin Mutant	SC U ●● DGe RR2	IA	Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.				
Goblin Rock Sled	SC C ●● DDw R1	DK,4TH	Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.				
Goblin Sappers	SC C ●● JMw R1	IA	RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.				
Goblin Shrine	EL C ●●● RSp RR1	DK, CH	If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.				
Goblin Ski Patrol	SC C ●● MPo R1	IA	R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.				
Goblins of the Flag	SC C ●●● TWw R	DK, CH	Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.				
Goblin Snowman	SC U ●●● DGe R3	IA	Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.				
Goblin War Drums	EN C ●●●● Muli RR	FE	Each attacking creature you control may not be blocked with fewer than two creatures. Artists: DFr, Hlu, RKF, JMw.				
Goblin Warrens	EN R ●●●● DFr R2	FE	R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.				
Goblin Wizard	SC U ●●● DGe RR2	DK	T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.				
Granite Gargoyle	SC R ●●● CRu R2	A,B,U,R	Flying. R: +0/+1. 2/2.				
Gravity Sphere	EW R ●●●● BSn R2	LG	All creatures lose flying ability.				
Gray Ogre	SC C ●● DFr R2	A,B,U,R,4TH	2/2.				
Grizzled Wolverine	SC C ●● CBr RR1	IA	R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.				
Heart Wolf	SC R ●● MOK R3	HL	First strike. T: Target dwarf gains first strike and +2/+0 until the end of turn. If that Wolf leaves play this turn, bury Heart Wolf. Use this ability only when attack or defense is announced. 2/2.				
Hill Giant	SC C ●● DFr R3	A,B,U,R,4TH	3/3.				
Hurlon Minotaur	SC C ●● AMa RR1	A,B,U,R,4TH	2/3.				
Hurr Jackal	SC R ●●● DTu R	AN,4TH	T: Prevent creature from regenerating this turn. 1/1.				
Hyperion Blacksmith	SC U ●●● DFr RR1	LG	T: Tap or untap target artifact opponent controls. 2/2.				
Immolation	EC C ●●●● SKi R	LG,4TH	Make target creature +2/-2.				
Imposing Visage	EC C ●●● Pfo R	IA	Target creature cannot be blocked by less than 2 creatures.				
Inferno	INS R ●●● RAF RR5	DK,4TH	Do 6 damage to all players and all creatures.				
Ironclaw Curse	EC R ●●● DDw R	HL	Target creature gets -0/-1. That creature cannot be assigned to block any creature with a power greater or equal to the creature's toughness Ironclaw Curse enchants.				
Ironclaw Orcs	SC C ●● AMa R1	A,B,U,R,4TH	May only block creatures of power equaling 1 or less. 2/2.				
Incinerate	INS C ●●● MPo R1	IA	Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.				
Jokulhaups	SOR R ●●●● RTh RR4	IA	Bury all artifacts, creatures, and lands.				
Joven	SL C ●●● DSh RR3	HL	RRR, T: Destroy target non-creature artifact. 3/3.				
Karplusan Giant	SC U ●●●● DGe R6	IA	O: Tap a snow-covered land you control to give Karplusan Giant +1/+1 until end of turn. 3/3.				
Karplusan Yeti	SC R ●●●● QHo RR3	IA	T: Karplusan Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karplusan Yeti. 3/3.				



RADJAN SPIRIT



PIXIE QUEEN

Radjan Spirit & Pixie Queen: Cat fight! Cat fight! Dazzle your opponent! Confuse a tournament judge! Give your least favorite creature motion sickness! Tag team some hapless beastie by stripping it of its flying ability with the Spirit, then catapulting it back up with the Queen. Wanna go for broke? Throw in a handful of Vertigos and Updrafts to keep things jumpy!

APRIL FOOL'S



Dwarven Weaponsmith	SC U ●●● MPo R1	AQ,R	T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.
Earthbind	EC C ●●● QHo R	A,B,U,R	Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.
Earth Elemental	SC U ●●● DFr RR3	A,B,U,R,4TH	4/5.
Earthquake	SOR R ●●● DFr RX	A,B,U,R,4TH	Do X damage to all players and non-flying creatures in play.
Eron the Relentless	SL U ●●● CRu RR3	HL	RRR: regenerates. Can attack the turn it comes into play on your side. 5/2
Errantry	EC C ●●● Lwi R1	IA	Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.
Evaporate	SOR U ●●● ARa R2	HL	Deal 1 damage to each blue and white creature.
Eternal Flame	SOR R ●●● MPo RR1	DK	damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.
Eternal Warrior	EC C ●●●● AMa R	LG,4TH	Target creature does not tap to attack.
Falling Star	SOR R ●●● DSh R2	LG	From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.

Giant Strength	EC C ●●●● JHw RR	LG,4TH	Make target creature +2/+2.
Glacial Crevasse	EN R ●● MRa R2	IA	O: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.
Glyph of Destruction	INS C ●● SVC R	LG	Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.
Goblin Artisans	SC U ●●● JBo R	AQ, CH	If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.
Goblin Balloon Brigade	SC U ●●● ARu R	A,B,U,R,4TH	R: Gains flying until end of turn. 1/1.
Goblin Caves	EL C ●●● DTu RR1	DK	If target land is a basic mountain, all Goblins gain +0/+2.
Goblin Chirurgeon	SC C ●●● Muli R	FE	Sacrifice a Goblin to regenerate a creature. Artists: Pfo, DFr, DGe. 0/2.
Goblin Digging Team	SC C ●●● RSp R	DK	T: Sacrifice Digging Team to destroy target wall. 1/1.
Goblin Flotilla	SC R ●●● TWw R2	FE	Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.
Goblin Grenade	SOR C ●●● Muli R	FE	Sacrifice a Goblin to deal 5 damage to a target. Artists: DFr, CRu, RSp.
Goblin Hero	SC C ●●● MTe R2	DK	2/2.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found		
Keldon Warlord	SC	U	•••	KBr	RR2	A,B,U,R,4TH	Nalathni Dragon	SC	R	•••	MWe	RR2	CON	Primordial Ooze	SC	U	••	Sev	R	LG, CH		
Power and toughness equal number of non-will creatures in play on your side, including Warlord. */-.							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							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.								
Kird Ape	SC	C	••••	KMe	R	AN,R	Orc General	SC	U	•	JMy	R2	DK	Pyroblast	INT	C	•••••	KFo	R	IA		
Kird Ape gains +1/+2 while controller has forests in play. 1/1.							T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.							Counter target blue spell or destroy target blue permanent.								
Kobold Drill Sergeant	SC	U	••	JBo	R1	LG	Orcish Artillery	SC	U	•••	AMa	RR1	A,B,U,R,4TH	Pyroclasm	SOR	U	••••	PMo	R1	IA		
Give all your Kobolds +0/+1 and trample. 1/2.							T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.							Do 2 damage to each creature.								
Kobold Overlord	SC	R	••	JBo	R1	LG	Orcish Cannoneers	SC	U	•••	Dfr	RR1	IA	Pyrotechnics	SOR	U	••••	AMa	R4	LG,4TH		
First strike. Give all your Kobolds first strike. 1/2.							T: Does 2 damage to any target and 3 damage to you. 1/3.							Do 4 damage divided any way among any number of targets.								
Kobolds of Kher Keep	SC	C	•	JBo	O	LG	Orcish Captain	SC	U	••	MTe	R	FE	Quarum Trench Gnomes	SC	R	•••	Dfr	R3	LG		
0/1.							1: Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.							T: Target plains produce 1 instead of W until end of game. 1/1.								
Kobold Taskmaster	SC	U	••	RAF	R1	LG	Orcish Conscripts	SC	C	•	DSh	R	IA	Raging Bull	SC	C	••	RAF	R2	LG		
Give all your Kobolds +1/+0. 1/2							Cannot attack unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2.							2/2.								
Land's Edge	EW	R	••	BsN	RR1	LG, CH	Orcish Farmer	SC	C	•••	Dfr	RR1	IA	Raging River	EN	R	•••	Sev	RR	A,B,U		
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.							T: Turn target land into a swamp until its controller's next untap phase. 2/2.							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.								
Lava Burst	SOR	C	••••	TWä	RX	IA	Orcish Healer	SC	U	••••	QHo	RR	IA	Raiding Party	EN	U	•••	QHo	R2	FE		
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.							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.							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.								
Lightning Bolt	INS	C	•••••	CRu	R	A,B,U,R,4TH	Orcish Librarian	SC	R	••••	Pfo	R1	IA	Red Elemental Blast	INT	C	•••••	RTh	R	A,B,U,R,4TH		
Do 3 damage to one target.							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.							Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.								
Magnetic Mountain	EN	R	•••	SVC	RR1	AN,R,4TH	Orcish Lumberjack	SC	C	••••	Dfr	R	IA	Retribution	SOR	U	•••	MTe	RR2	HL		
To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements. Big blue-deck killer!							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.							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.								
Manaborns	EN	R	••	CRu	R3	A,B,U,R,4TH	Orcish Mechanic	SC	C	•••	PVe	R2	AQ	Rock Hydra	SC	R	•••	JMe	R	A,B,U,R		
Do 1 damage to controller whenever he or she draws mana from any land.							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.							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.								
Mana Clash	SOR	R	•	MTe	R	DK,4TH	Orcish Mine	EL	U	•••	KFo	RR1	HL	Roc of Kher Ridges	SC	R	•••	ARu	R3	A,B,U,R		
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.							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.							Flying. 3/3.								
Mana Flore	EN	R	••••	CRu	R2	A,B,U,R,4TH	Rukh Egg	SC	C	••••	CRu	R3	AN	Sabretooth Tiger	SC	C	•••	MBe	R2	IA		
Each land produces an extra mana of its normal type whenever it is tapped for mana.							If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.							First strike. 2/1.								
Marion Stromgold	SL	R	••••	MPo	RR2	IA	Sedg Troll	SC	R	•••	Dfr	R2	A,B,U,R	Shatter	INS	C	••••	AWe	R1	A,B,U,R,4TH,IA		
If Marion Stromgold attacks, all other attacking creatures gain +*/+* until end of turn, where * equals the number of other attacking creatures. If Marion blocks, all other blocking creatures gain +*/+* until end of turn. 1/1.							B: Regenerates. When controller has swamps in play, Sedg Troll gains +1/+1. 2/2.							Destroy target artifact.								



MOX RUBY



TITANIA'S SONG



APRIL FOOL'S

Mox Ruby & Titania's Song: Speed, speed, speed! Use fast mana like Moxes and Jeweled Amulets to pull out a high-casting-cost card like Titania's Song out on your first turn, turning all artifacts into artifact creatures with power and toughness equal to their casting costs! What happens next? You get to hang around with the other kids at the tourney who lose before their second turn.

Melee	INS	U	••••	DWi	R4	IA	Orcish Oriflame	EN	U	•••	Dfr	R3	A,B,U,R,4TH	Pyroblast	INT	C	•••••	KFo	R	IA
Cast on your turn during combat, but before defense is chosen. Choose how your attacking creatures are blocked. After declaring blockers, untap any unblocked attacking creature. Treat those creatures as if they had not attacked.							All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.							Counter target blue spell or destroy target blue permanent.						
Melting	EN	U	••	RGa	R3	IA	Orcish Spy	SC	C	••••	MuR	R	FE	Pyroclasm	SOR	U	••••	PMo	R1	IA
All snow-covered lands turn into non-snow-covered lands of the same type.							T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.							Do 2 damage to each creature.						
Meteor Shower	SOR	C	••••	REm	RXX	IA	Orcish Squatters	SC	R	••••	RKF	R4	IA	Pyrotechnics	SOR	U	••••	AMa	R4	LG,4TH
Meteor Shower does X+1 damage divided any way you choose to any number of targets.							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.							Do 4 damage divided any way among any number of targets.						
Mijae Djinn	SC	R	•••	SVC	RRR	AN,R	Orcish Veteran	SC	C	•••	MuR	R2	FE	Quarum Trench Gnomes	SC	R	•••	Dfr	R3	LG
If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.							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, DS. 2/2.							T: Target plains produce 1 instead of W until end of game. 1/1.						
Mons' Goblin Raiders	SC	C	•	JMe	R	A,B,U,R,4TH	Orgg	SC	R	•••	DGe	RR3	FE	Raging Bull	SC	C	••	RAF	R2	LG
1/1.							Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creatures of power greater than 2. 6/6.							2/2.						
Mountain Goat	SC	C	•••	CBr	R	IA	Panic	INS	C	••	MKi	R	IA	Raging River	EN	R	•••	Sev	RR	A,B,U
Mountainwalk. 1/1.							Target creature may not block this turn. Draw a card at the beginning of the next turn.							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.						
Mountain Yeti	SC	C	••••	Dfr	RR2	LG, CH	Power Surge	EN	R	•••	DSh	RR	A,B,U,R,4TH	Raiding Party	EN	U	•••	QHo	R2	FE
Mountainwalk, protection from white. 3/3.							Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.							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.						
Mudslide	EN	R	••	BsN	R2	IA							Red Elemental Blast	INT	C	•••••	RTh	R	A,B,U,R,4TH	
Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.														Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as Instant.						





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Vertigo Do 2 damage to target flying creature, which loses flying until end of turn.	INS	U	•••	DfU	R	IA
Wall of Dust Creatures blocked by Wall may not attack during opponent's next turn. 1/4.	SC	U	••	RTh	R2	LG,4TH
Wall of Earth 0/6.	SC	C	••••	RTh	R1	LG
Wall of Fire R: +1/+0. 0/5.	SC	U	•••	RTh	RR1	A,B,U,R,4TH
Wall of Heat 2/6.	SC	C	•••	RTh	R2	LG,CH
Wall of Lava R: +1/+1 until end of turn. 1/3.	SC	U	•••	PVe	RR1	IA
Wall of Opposition 1: +1/0 until end of turn. 0/6.	SC	U	•••	HMc	RR3	LG,CH
Wall of Stone 0/8.	SC	U	•••	DfR	RR1	A,B,U,R,4TH
Wheel of Fortune All players must discard their hands and draw seven new cards.	SOR	R	•••••	DGe	R2	A,B,U,R
Windseeker Centaur Does not tap to attack. 2/2.	SC	R	•••	AMa	RR1	BOOK
Winds of Change All players must shuffle their hands into their libraries, then draw as many cards as they originally had.	SOR	R	•••	JHa	R	LG,4TH
Winter Sky Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.	SOR	R	••	MKj	R	HL
Word of Blasting Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.	INS	U	•••	KMe	R1	IA
Ydwen Effret Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Effret blocks. 3/6.	SC	R	••	DfU	RR1	AN

WHITE

Abbey Gargoyles Flying. Protection from red. 3/4.	SC	U	••••	CRu	WWW2	HL
Abbey Matron W, T: +0/+3 till end of turn. 1/3 (Two versions)	SC	C	•••	MKj	2WW	HL
Abu Ja'far If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.	SC	U	••••	KMe	W	AN,CH
Adarkar Unicorn T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.	SC	C	•••	QHo	WW1	IA
Akron Legionnaire Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.	SC	R	•	MPo	WW6	LG,CH
Alabaster Potion Give target player X life or prevent X damage to target creature or player.	INS	C	••••	HMc	WWX	LG,4TH
Amrou Kithkin Creatures with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.	SC	C	••	QHo	WW	LG,4TH
Angelic Voices Give all your creatures +1/+1 if you control only white or artifact creatures.	EN	R	••••	JBa	WW2	LG,CH
Angry Mob Trample. During Angry Mob's controller's turn, * = total number of swamps all opponents control. Otherwise, * = 0. 2+*/2+*.	SC	U	••••	DfU	WW2	DK,4TH
Animate Wall Target wall may now attack.	EC	R	••	DfR	W	A,B,U,R,4TH
Arctic Foxes If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.	SC	C	••	MPo	W1	IA
Arenson's Aura W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.	EN	C	••	Nle	W2	IA
Argivian Archaeologist 2, T: Bring an artifact from your graveyard to your hand. 1/1.	SC	R	•••••	AWe	WW1	AQ
Argivian Blacksmith T: Negate 2 damage to target artifact creature. 2/2.	SC	C	••	KKa	WW1	AQ
Armageddon Destroy all lands in play.	SOR	R	•••••	JMy	W3	A,B,U,R,4TH
Armor of Faith Target creature gains +1/+1. W: +0/+1.	EC	C	•••	AMa	W	IA
Army of Allah +2/+0 to all attacking creatures until end of turn.	INS	C	••••	BSn	WW1	AN

Name	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 creatures 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	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	••	DGe	W	LG
Cold Snap CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.	EN	U	••	RGa	W2	IA
Combat Medic W1: Prevent 1 damage to a player or creature. Artists: EBe, LDa, AMa,SVC. 0/2.	SC	C	••••	MTh	W2	FE
Consecrate Land Target land is immune from all effects that would destroy it.	EL	U	••••	JMe	W	A,B,U
Conversion All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.	EN	U	••••	JMy	WW2	A,B,U,R,4TH
Cooperation Target creature gains banding.	EC	C	•••	PfO	W2	IA
Crusade All white creatures gain +1/+1.	EN	R	••••	MPo	WW	A,B,U,R,4TH



APRIL FOOL'S

Justice & Chaoslace:
Tap a couple of white and two other mana and bring Justice into play. Then as soon as your opponent tries anything, Chaoslace him! Yeah, you heard right, Chaoslace your opponent. That way if he's so much as reaches for a Scryb Sprite he's taking damage. Just make sure you're playing somebody smaller than you.

JUSTICE CHAOSLACE

Blessed Wine Gain 1 life. Draw a card at the beginning of the next turn.	INS	C	••	KFo	W1	IA
Blessing W: +1/+1.	EC	R	••••	JBa	WW	A,B,U,R,4TH
Blinking Spirit 0: Blinking Spirit returns to its owner's hand. 2/2.	SC	R	•••••	LWi	W3	IA
Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	•	CRu	WWW	DK,CH
Blue Scarab Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	•••	AWe	W	IA
Blue Ward Target creature gains protection from blue.	EC	U	•••	DfR	W	A,B,U,R,4TH
Brainwash Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.	EC	C	•••	PVe	W	DK,4TH
Call to Arms Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.	EN	R	••••	RGa	W1	IA
Camel Bands. Camel gives immunity to Desert Damage to all those banded with it. 0/1.	SC	C	•	SEv	W	AN
Caribou Range WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.	EL	R	••••	Rtp	WW2	IA
Castle Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.	EN	U	•••	DWi	W3	A,B,U,R,4TH
Circle of Protection: Artifacts 2: Prevent all damage against you from an artifact source.	EN	U	••••	PVe	W1	AQ,4TH
Circle of Protection: Black 1: Prevent all damage to you from one black source.	EN	C	••••	JMy	W1	B,U,R,4TH,IA
Circle of Protection: Blue 1: Prevent all damage to you from one blue source.	EN	C	•••	DWi	W1	A,B,U,R,4TH,IA

D'Avenant Archer T: Do 1 damage to attacking or blocking creature. 1/2.	SC	C	•••	DSh	W2	LG,CH
Dampening Field No one may untap more than one artifact in each of his or her own untap phases.	EN	U	••	JHa	W2	AQ
Death Speakers W: Protection from black. 1/1.	SC	U	•••	DSh	W	HL
Death Ward Regenerates target creature.	INS	C	•••	HMc	W	A,B,U,R,4TH,IA
Disenchant Destroy target enchantment or artifact.	INS	C	•••••	BSn	W1	A,B,U,R,4TH,IA
Divine Intervention Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.	EN	R	•••	AWe	WW6	LG
Divine Offering Destroy target artifact, gaining life equaling casting cost of artifact.	INS	C	••••	JMe	W1	LG
Divine Transformation Give target creature +3/+3.	EN	U	••••	NTh	WW2	LG,4TH
Drought During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.	EN	U	••••	NTh	WW2	IA
Dust to Dust Remove any two target artifacts from the game.	SOR	C	•••	DfU	WW1	DK
Elder Land Wurm Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.	SC	R	••••	QHo	WWW4	LG,4TH
Elvish Healer T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.	SC	C	••	REm	W2	IA
Enchanted Being Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.	SC	C	•	DSh	WW1	LG
Enduring Renewal Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.	EN	R	•••••	HMc	WW2	IA

Name 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
Equinox Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	●●	SVC	W	LG
Exorcist W1, T: Destroy target black creature. 1/1.	SC	R	●●●	DTu	WW	DK
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	●●●●	MPo	WW	AN,R,4TH
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	●	MPo	WWW	AB,U,R
Farrel's Mantle If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	●●●	AWa	W2	FE
Farrel's Zealot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBc, RKF. 2/2.	SC	C	●●	Multi	WW1	FE
Farrelite Priest 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	●	PfO	WW1	FE
Fasting Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	●●	DSh	W	DK
Festival Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	●●	MPo	W	DK
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	●●	JMc	WW3	DK
Formation Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	●●	KMa	W1	IA
Fortified Area Give all your walls +1/+0 and banding.	EN	C	●●	RAF	WW1	LG
Fylgia Put four healing counters on Fylgia when it comes into play. 0: Remove a healing counter to prevent 1 damage to the creature Fylgia enchants. 2W: Put a healing counter on Fylgia.	EC	C	●●●●	EBe	W	IA
General Jarkeld T: Exchange two blocking creatures without creating an illegal block. 1/2.	SL	R	●●●	RTh	W3	IA
Glyph of Life Add to your life points damage done to target wall by attacking creatures.	INS	C	●●	SVC	W	LG
Great Defender Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	●●	MPo	W	LG
Great Wall Creatures with plainswalk may be blocked.	EN	U	●	SEv	W2	LG
Greater Realm of Preservation W1: Prevent all damage to you from a red or black source.	EN	C	●●●●	NTh	W1	LG
Green Scarab Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	●●●	NLe	W	IA
Green Ward Target creature gains protection from green.	EC	U	●●●	Dfr	W	AB,U,R,4TH
Guardian Angel Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	●●●	AMa	WX	AB,U,R
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	●●●●	MBc	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	●●	MTo	W	IA
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	●●●	Dfr	W	AB,U,R,4TH
Heaven's Gate Change the color of one or more target creatures to white until end of turn.	INS	U	●●	DSh	W	LG
Heroism Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.	EN	U	●●	MPo	W2	FE
Hipparian Hipparian cannot block creatures with power 3 or greater unless you pay an additional 1. 1/3	SC	U	●●●	DWi	W1	IA
Holy Armor Target creature gains +0/+2. W: +0/+1.	EC	C	●●●	MBc	W	AB,U,R,4TH

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Holy Day Creatures attack and block as normal but deal no damage.	INS	C	●●●	JHa	W	LG
Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	●●	Dtu	W2	DK
Holy Strength Target creature gains +1/+2.	EC	C	●●●	AMa	W	AB,U,R,4TH
Icatian Infantry 1: Gains banding until end of turn. 1: Gains first strike until end of turn. Artists: EBe, CRu, DSh, Dtu. 1/1.	SC	C	●●●	Multi	W	FE
Icatian Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBc, SKi. 1/1.	SC	C	●●●	Multi	W	FE
Icatian Lieutenant W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	●	PvE	WW	FE
Icatian Moneychanger Lose 3 life when casting and put 3 counters on Icatian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: EBe, MBc, Dtu. 0/2.	SC	C	●●●	Multi	W	FE
Icatian Phalanx Bands. 2/4.	MBc	U	●●●	KfO	W4	FE
Icatian Priest WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	●●●	Dtu	W	FE
Icatian Scout 1: Give target creature first strike until end of turn. Artists: RAJ, Pfo, RKF, DSh. 1/1.	SC	C	●●●	Multi	W	FE
Icatian Skirmishers Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	●●●	HHu	W3	FE
Icatian Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	●●●●	TWa	W5	FE
Indestructible Aura Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	●●●	MPo	W	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
Island Sanctuary If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.	EN	R	●●	MPo	W1	AB,U,R,4TH
Ivory Guardians Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	SC	U	●●●	MBc	WW4	LG, CH
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
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
Karma Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.	EN	U	●●●●	Rth	WW2	AB,U,R,4TH
Keepers of the Faith 2/3.	SC	C	●●	DGe	WW1	LG, CH

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Kjeldoran Guard T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	●●	AWa	W1	IA
Kjeldoran Knight Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	●●●●	RSp	WW	IA
Kjeldoran Phalanx First strike, banding. 2/5.	SC	R	●●●	RKF	W5	IA
Kjeldoran Royal Guard T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	●●●●	LWi	WW3	IA
Kjeldoran Skycaptain Flying, banding, first strike. 2/2.	SC	U	●●●●	MPo	W4	IA
Kjeldoran Skyknight Flying, banding, first strike. 1/1.	SC	C	●●●●	MPo	W2	IA
Kjeldoran Warrior Banding. 1/1.	SC	C	●●●	MPo	W	IA
Knights of Thorn Protection from red, banding. 2/2.	SC	R	●●●●	CRu	W3	DK
Lance Target creature gains first strike.	EC	U	●●	RAJ	W	AB,U,R
Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	●●●●	Bsn	W	LG,4TH
Leeches Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	●	ARa	WW1	HL
Lifeblood Take 1 life whenever opponent taps a mountain.	EN	R	●●●●	MTe	WW2	LG
Lightning Blow Give target creature first strike until end of turn. Draw a card at the beginning of the next turn.	INS	R	●●●	HMc	W1	IA
Last Order of Jarkeld * equals the number of creatures controlled by target opponent. 1+*/1+*.	SC	R	●●●	ARu	WW2	IA
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	●●●	JMc	WW	DK
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
Mercenaries If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	●	Cbr	W3	IA
Mesa Falcon Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)	SC	C	●●●	MPo	W1	HL
Mesa Pegasus Flying, bands. 1/1.	SC	C	●●●●	MBc	W1	AB,U,R,4TH
Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	●●●	RSp	W	IV



WINTER'S CHILL



TRANSMUTE ARTIFACT

Winter's Chill & Transmute Artifact:

"What kind of combo is this? The cards have nothing to do with each other!" Exactly! But look at the amount of text on these two seldom-used cards! Dear God, while your opponent's busy reading these eye-strainers, tap all his mana, flick his Shivon into the rafters and swipe his library. Still think this is a weak combo?

APRIL FOOL'S

Kelsinko Ranger W1: One green creature gains first strike until end of turn. 1/1.	SC	C	●	MPo	W	IA
King Suleiman T: Destroy an Efreet or Djinn. 1/1.	SC	R	●●	MPo	W1	AN
Kismet All opponent's creatures, lands, and artifacts enter play tapped.	EN	U	●●●●	KfO	W3	LG,4TH
Kjeldoran Elite Guard T: Give target creature +2/+2 until end of turn. Bury Kjeldoran Elite Guard if that creature leaves play this turn. 2/2.	SC	U	●●●	MBc	W3	IA

Moot Non-flying creatures cannot attack.	EN	R	●●●●	JMc	WW2	LG
Moorish Cavalry Trample. 3/3.	SC	C	●●●	DWi	WW2	AN
Morale Give all attacking creatures +1/+1 until end of turn.	INS	C	●●	MPo	WW1	DK, 4TH
Northern Paladin WW, T: Destroy a block card in play. 3/3.	SC	R	●●●●	DSh	WW2	AB,U,R,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

SC Summon Creature
SOR Sorcery





players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Order of Leitbur	SC	C	●●●●	Multi	WW	FE
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: RAF, BWa (two versions). 2/1.						
Order of the Sacred Torch	SC	R	●●●●	RTp	WW1	IA
T: Sacrifice 1 life to counter a black spell. 2/2.						
Order of the White Shield	SC	U	●●●●	RTp	WW	IA
Protection from black. WW: +1/+0 until end of turn. W: First Strike until end of turn. 2/1.						
Osai Vultures	SC	U	●	Dfr	W1	LG,4TH
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.						
Pearled Unicorn	SC	C	●●	CBr	W2	AB,UR,4TH
2/2.						
Personal Incarnation	SC	R	●●●	KBp	WWW3	AB,UR,4TH
If Incarnated, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.						
Petra Sphinx	SC	R	●●●	Sev	WWW2	LG, CH
T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.						
Piety	INS	C	●●	MPo	W2	AN,4TH
+0/+3 to all defending creatures until end of turn.						
Pikemen	SC	C	●●●	DDe	W1	DK,4TH
Banding, first strike. 1/1.						
Preacher	SC	R	●●●	QHo	WW1	DK
T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.						
Presence of the Master	EN	U	●●●	PfO	W3	LG
Counter all new enchantments cast whenever Presence of the Master is in play.						
Prismatic Ward	EC	C	●●●	LWi	W1	IA
Choose a color when Prismatic Ward comes into play. All damage dealt to target creature by sources of that color is reduced to 0.						
Prophecy	SOR	C	●●	CRu	W	HL
Reveal the top card of opponent's library to all players. If it is a land, gain one life. That opponent then shuffles his library. Draw a card at the beginning of the next turn's upkeep.						
Purelace	INT	R	●●●	Sev	W	AB,UR,4TH
Change the color of one card being played or in play to white.						
Rally	INS	C	●●●	HHu	WW	IA
All blocking creatures gain +1/+1 until end of turn.						
Rapid Fire	INS	R	●●	JHa	W3	LG
Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.						
Rashka the Slayer	SC	U	●●	CRu	WW3	HL
Can block creatures with flying. If Rashka the Slayer blocks a black creature, it gains +1/+2 until the end of turn. 3/3.						
Red Scarab	EC	U	●●●	Sev	W	IA
Target creature gets +2/+2 as long as any other player has any red cards. Target creature cannot be blocked by red creatures.						
Red Ward	EC	U	●●●●	Dfr	W	AB,UR,4TH
Target creature gains protection from red.						
Remove Enchantments	INS	C	●●	BSn	W	LG
Return all enchantments you control to your hand and destroy all enchantments played on permanents you control. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.						
Repentant Blacksmith	SC	C	●●●	Dtu	W1	AN, CH
Protection from red. 1/2.						
Resurrection	SOR	U	●●●●	DWi	WW2	AB,UR
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	●●●●	DWi	WW1	AB,UR,4TH
All damage you have taken from any one source is added to, not subtracted from, your life total.						
Reverse Polarity	INS	C	●●●	JHa	WW	AQ,R
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.						
Righteous Avengers	SC	U	●●●	HHu	W4	LG
Plainswalk. 3/1.						
Righteousness	INS	R	●●●	DSH	W	AB,UR,4TH
Target defending creature gets +7/+7 until end of turn.						
Sacred Boon	INS	U	●●●●	MRa	W1	IA
Negate up to 3 damage dealt to target creature. At end of turn put a +0/+1 counter on that creature for each damage negated.						

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Samite Alchemist		SC	C	●●	TWa	W3	HL
WW, T: Prevent up to 4 damage to a creature you control. Tap creature. That creature does not untap during your next untap phase. 0/2. (Two versions)							
Samite Healer		SC	C	●●●	TWa	W1	AB,UR,4TH
T: Prevent 1 damage to any target. 1/1.							
Savannah Lions		SC	R	●●●	DGe	W	AB,UR,4TH
2/1.							
Seeker		EC	C	●●●	MPo	WW2	LG,4TH
Target creature may only be blocked by white or artifact creatures.							
Seraph		SC	R	●●●●	CRu	W6	IA
Flying. If a creature dies during a turn in which Seraph damaged it, it is put into play under your control. Bury the creature if Seraph leaves play or your control. 4/4.							
Serra Angel		SC	U	●●●●	DSH	WW3	AB,UR,4TH
Flying. Does not tap to attack. 4/4.							
Serra Aviator		EW	R	●●●●	NLe	W3	HL
All creatures with flying get +1/+1.							
Serra Bestiary		EC	C	●●●	AMa	WW	HL
Pay WW during your upkeep or bury Serra Bestiary. Target creature cannot block, attack or use any abilities that have T: in their activation cost.							

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Truce		INS	R	●●	MBe	W2	HL
Each player may draw up to two cards. For each card less than two the player draws, player gets 2 life.							
Tundra Wolves		SC	C	●●	QHo	W	LG,4TH
First strike. 1/1.							
Veteran Bodyguard		SC	R	●●●●	DSH	WW3	AB,UR
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5.							
Visions		SOR	U	●●	NTh	W	LG,4TH
Look at the top 5 cards of any library, then reshuffle it if you so choose.							
Wall of Caltrops		SC	C	●●	BSn	W1	LG
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.							
Wall of Light		SC	U	●●●	RTh	W2	LG
Protection from black. 1/5.							
Wall of Swords		SC	U	●●●●	MTe	W3	AB,UR,4TH
Flying. 3/5.							
War Elephant		SC	C	●●●●	KBi	W3	AN, CH
Bands, trample. 2/2.							
Warning		INS	C	●	PMo	W	IA
Target attacking creature does no damage in combat this turn.							
White Knight		SC	U	●●●●	DGe	WW	AB,UR,4TH
Protection from black, first strike. 2/2.							
White Scarab		EC	U	●●●	PfO	W	IA
Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.							
White Ward		EC	U	●●●	Dfr	W	AB,UR,4TH
Target creature gains protection from white.							
Witch Hunter		SC	U	●●●●	JMy	WW2	DK, CH
T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1.							
Wrath of God		INS	R	●●●	QHo	WW2	AB,UR,4TH
Bury all creatures in play.							

Stang
When Stang comes into play, put a Stang Twin token into play. Treat this token as a 3/4 green and red legend. If Stang leaves play, remove Stang Twin token from the game. If Stang Twin token leaves play, bury Stang.

Stang: We all know that if two of the same legend come into play, they both get buried. But the turn after Stang enters play a twin Stang token comes into play. A twin!! That's gotta mean sudden death for both of them. Somebody turn this guy's helmet sideways and push him into a snow bank.

Serra Inquisitors	SC	U	●●	DDe	W4	HL	
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.							
Serra Paladin	SC	C	●●	PVe	WW2	HL	
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not cause target creature to tap this turn. 2/2.							
Shahrazad	SOR	R	●●●	KFo	WW	AN	
Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.							
Shield Bearer	SC	C	●●	Dfr	W1	IA	
Banding. 0/3.							
Shield Wall	INS	U	●●	DSH	W1	LG, CH	
Give all your creatures +0/+2 until end of turn.							
Snow Hound	SC	U	●●●	PMo	W2	IA	
1, T: Return Snow Hound and target blue or green creature you control to their owner's hand. 1/1.							
Soraya the Falconer	SL	R	●●●	DDa	WW1	HL	
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.							
Spirit Link	EC	U	●●●●	KFo	W	LG,4TH	
Take 1 life for every point of damage target creature does.							
Spiritual Sanctuary	EN	R	●●●	AWe	WW2	LG	
Any player controlling planes takes 1 life during his or her upkeep.							
Squire	SC	C	●	DDe	W1	DK	
1/2.							
Swords to Plowshares	INS	U	●●●●	KFo	W	AB,UR,4th,IA	
Remove target creature from game. Creature's controller gains life points equal to the creature's power.							
Thunder Spirit	SC	R	●●●●	RAF	WW1	LG	
Flying, first strike. 2/2.							
Tivadar's Crusade	SOR	U	●	DDe	WW1	DK	
All Goblins are destroyed.							
Trade Caravan	SC	C	●	KFo	W	HL	
During your upkeep, put a currency counter on Trade Caravan. 0: Remove Two currency counters from Trade Caravan to untap target basic land. Use this ability only during any opponent's upkeep. 1/1. (Two versions)							

LANDS

Adventurers' Guildhouse	LAN	U	●	TWa	LG
All your green legends may band with other legends.					
Adarkar Wastes	LAN	R	●●●	MRa	IA
T: Add 1 to your mana pool. T: Add U to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.					
An-Havva Township	Land	R	●	Lda	HL
T: Add 1 Colorless mana to your pool. 1, T: Add G to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.					
Arena	LAN	R	●●●●	RAI	BOOK
3, T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.					
Aysen Abbey	Land	U	●	Lda	HL
T: Add 1 colorless mana to pool. 1, T: Add W to your pool. 2, T: Add U to your pool. 2, T: Add G to your pool.					
Badlands	LAN	R	●●●●	RAI	AB,UR
T: Add either R or B to your mana pool. Treat as both a Mountain and a Swamp.					
Bayou	LAN	R	●●●●	JMy	AB,UR
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.					
Bazaar of Baghdad	LAN	R	●●	JMe	AN
T: Draw 2 cards from your library; immediately discard 3 cards from your hand.					
Bottomless Vault	LAN	R	●●●	PMo	FE
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.					
Brushland	LAN	R	●●●	BWa	IA
T: Add 1 to your mana pool. T: Add G to your mana pool and take 1 damage. T: Add W to your mana pool and take 1 damage.					
Castle Sengir	LAN	R	●	PVe	HL
T: Add 1 colorless mana to your pool. 1, T: Add B to your pool. 2, T: Add U to your pool. 2, T: Add R to your pool.					
Cathedral of Serra	LAN	U	●	MPo	LG
All your white legends may band with other legends.					
City of Brass	LAN	R	●●●●	MTe	AN, CH
T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.					
City of Shadows	LAN	R	●●	TWa	DK
T: Remove one of your creatures from the game and put 1 counter to City of Shadows. T: Add X colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.					
Desert	LAN	C	●●●	JMy	AN
T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.					
Diamond Valley	LAN	R	●●●●	BSn	AN
T: Sacrifice a creature to gain life equal to its toughness.					
Dwarven Hold	LAN	R	●●●	PMo	FE
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.					
Dwarven Ruins	LAN	U	●	MPo	FE
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.					

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Ebon Stronghold	LAN U • MPo	FE						Mishra's Factory	LAN U •••• KFo, Pfo	AQ, 4TH					
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.								T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.							
Elephant Graveyard	LAN R ••• RAI	AN						Mishra's Workshop	LAN R ••• KFo	AQ					
T: Add 1. T: Regenerate an Elephant or Mammoth.								T: Add 3 to your mana pool. This mana may only be used to cast artifacts.							
Forest	LAN C — CRu	AB, UR, 4TH, IA						Mountain	LAN C — DSh	AB, UR, 4TH, AN, IA					
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.								T: Add R to your mana pool. Two Alpha versions, three versions in other sets.							
Glacial Chasm	LAN U •• LDa	IA						Mountain Stronghold	LAN U • TWu	LG					
CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.								All your red legends may band with other legends.							
Halls of Mist	LAN R •••• MPo	IA						Oasis	LAN U ••• BSn	AN, 4TH					
CU: 1. No creature may attack if it attacked during its controller's last turn.								T: Negate 1 damage to any creature.							
Hammerheim	LAN U •••• BWa	LG						Pendelhaven	LAN U •••• BWa	LG					
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.								Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.							
Havenwood Battleground	LAN U • MPo	FE						Plains	LAN C — JMy	AB, UR, 4TH, IA					
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.								T: Add W to your mana pool. Two Alpha versions, three versions in other sets.							
Hollow Trees	LAN R ••• PMo	FE						Plateau	LAN R •••• DTu	AB, UR					
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.								T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.							
Isolation Store	LAN R ••• PMo	FE						Rainbow Vale	LAN R ••• KFo	FE					
Comes into play tapped. You may leave Isolation Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.								T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.							
Ice Floe	LAN U ••• JMe	IA						River Delta	LAN R •••• Sfv	IA					
You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.								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.							



URZA'S BAUBLE

Artifact

☞: Sacrifice Urza's Bauble to choose a card at random from target player's hand, look at that card. Ignore this ability if that player has no cards left in hand. Draw a card at the beginning of the next turn's upkeep.



RING OF IMMORTALS

Artifact

☞: Counters target interrupt or enchantment. Can only counter spells which target a permanent. This ability is instant.



APRIL FOOL'S

Urza's Bauble & Ring of Immortals:
 Attempt the impossible! Go against the will of the gods! Defy fate! Use what may be the two worst artifacts ever to waste thin little colored cardboard by casting the ring and the bauble and getting that you're (a) up to some unthinkable, daring supercombo or (b) some bent institutional escapee who'll kill him if he wins. Either way, you'll probably win.

Island	LAN R — MPo	AB, UR, 4TH, IA
T: Add U to your mana pool.		
Island of Wok-Wok	LAN R •••• DSh	AN
T: Reduce the power of one flying creature to 0 until end of turn.		
Karakas	LAN U •••• NLe	LG
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.		
Karpulus Forest	LAN R ••• NLe	IA
T: Add 1 to your mana pool. T: Add R to your mana pool and take 1 damage. T: Add G to your mana pool and take 1 damage.		
Koskun Keep	LAN U • PMo	HL
T: Add 1 colorless mana to your pool. 1, T: Add R to your pool. 2, T: Add B to your pool. 2, T: Add G to your pool.		
Land Cap	LAN R •••• LWi	IA
If there are any depletion counters on Land Cap, it does not untap. Remove a depletion counter from Land Cap at the end of your upkeep. T: Add U to your mana pool and put a depletion counter on Land Cap. T: Add W to your mana pool and put a depletion counter on Land Cap.		
Lava Tubes	LAN R •••• BWa	IA
If there are any depletion counters on Lava Tubes, it does not untap. Remove a depletion counter from Lava Tubes at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on Lava Tubes. T: Add R to your mana pool and put a depletion counter on Lava Tubes.		
Library of Alexandria	LAN R •••• MPo	AN
T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.		
Maze of Ith	LAN U •••• AMa	DK
T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.		

Ruins of Trokair	LAN U • MPo	FE
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.		
Safe Haven	LAN R •••• CRu	DK
2, T: Remove target creature you control from game (play as an interrupt). During upkeep, sacrifice Safe Haven to return all creatures it has removed from game to play. Treat these creatures as if they were just summoned.		
Sand Silos	LAN R ••• PMo	FE
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.		
Savannah	LAN R •••• RAI	AB, UR
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.		
Scrubland	LAN R •••• JMy	AB, UR
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.		
Seafarer's Quay	LAN U • TWu	LG
All your blue legends may band with other legends.		
Snow-Covered Forest	LAN U — PMo	IA
T: Add G to your mana pool.		
Snow-Covered Island	LAN U — AMa	IA
T: Add U to your mana pool.		
Snow-Covered Mountain	LAN U — TWu	IA
T: Add R to your mana pool.		
Snow-Covered Plains	LAN U — CRu	IA
T: Add W to your mana pool.		
Snow-Covered Swamp	LAN U — DSh	IA
T: Add B to your mana pool.		
Sorrow's Path	LAN R • RAF	DK
T: Exchange two of opponent's blocking creatures without creating an illegal block. Whenever Sorrow's Path is tapped, it does 2 damage to you and 2 to each creature you control.		

Strip Mine	LAN U •••• DGe	AQ, 4TH
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.		
Sulfurous Springs	LAN R ••• PFo	IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add R to your mana pool and take 1 damage.		
Syvelunite Temple	LAN U • MPo	FE
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Syvelunite Temple to add UU to your mana pool.		
Swamp	LAN C — Dfr	AB, UR, 4TH, IA
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.		
Taiga	LAN R •••• RAI	AB, UR
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.		
Tabernacle of Pendrell Vale	LAN R ••• NLe	LG
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.		
Timberline Ridge	LAN R •••• JMe	IA
If there are any depletion counters on Timberline Ridge, it does not untap. Remove a depletion counter from Timberline Ridge at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Timberline Ridge. T: Add R to your mana pool and put a depletion counter on Timberline Ridge.		
Talaria	LAN U ••• NLe	LG
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.		
Tropical Island	LAN R •••• JMy	AB, UR
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.		
Tundra	LAN R •••• JMy	AB, UR
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.		
Underground River	LAN R ••• Nth	IA
T: Add 1 to your mana pool. T: Add B to your mana pool and take 1 damage. T: Add U to your mana pool and take 1 damage.		
Underground Sea	LAN R •••• RAI	AB, UR
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.		
Unholy Citadel	LAN U • MPo	LG
All your black legends may band with other legends.		
Urborg	LAN U ••• BWa	LG
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.		
Urza's Mine	LAN C •• AMa	AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.		
Urza's Power Plant	LAN C •• MTe	AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.		
Urza's Tower	LAN C •• MPo	AQ
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.		
Veldt	LAN R •••• BWa	IA
If there are any depletion counters on Veldt, it does not untap. Remove a depletion counter from Veldt at the end of your upkeep. T: Add G to your mana pool and put a depletion counter on Veldt. T: Add W to your mana pool and put a depletion counter on Veldt.		
Volcanic Island	LAN R •••• BSn	B, UR
T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.		
Wizards' School	Land U • PMo	HL
T: Add 1 colorless mana to your pool. 1, T: Add U to your pool. 2, T: Add W to your pool. 2, T: Add B to your pool.		

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•/• Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SQR Sorcery

KEY

TINQUEST

players guide



UNLIMITED EDITION

CHARACTERS

Name	m	d	p/b	MP	Skills	Race	Home Site	Rarity
Adrazar	3	1	3/6	1	Sc/DDU	Dol Amroth	F	Unique. +1 direct influence against all factions.
Alatar	10	6/9	War/Sc/Ra/SW		Ethelond	F	Unique. During the movement/hazard phase, the number of cards that opponent draws based on Alatar's company's movement is reduced by one. If in a Haven when a hazard creature is played on another company, he may join that company and face one of the hazard creature's strikes; he must tap and make a corruption check immediately following the attack.	
Anborn	2	0	2/8		Sc/RD	Pelargir	U	Unique. +2 direct influence against the Men of Lebennin faction.
Annolena	3	0	3/8	1	Sc/SE	Ethelond	F	Unique.
Aragorn II	9	3	6/9	3	War/Sc/RD	Bree	F	Unique. +2 direct influence against the Rangers of the North faction. -3 marshalling points if eliminated.
Arimir	4	2	2/7	1	Sa/DE	Ethelond	U	Unique. +2 direct influence against the Variags of Khand faction.
Arwen	3	0	2/8	1	Sc/SE	Rivendell	R	Unique. +7 direct influence only usable against Aragorn II.
Balin	5	2	4/7	2	War/SDW	Blue Mtn. DH	U	Unique. +2 prowess against Orcs. +1 direct influence against Dwarves and Dwarf factions.
Bard Bowman	2	0	3/6		War/SM	Lake-town	F	Unique. +2 d against the Men of Northern Rhovanion faction.
Barlamin Butterbur	1	0	2/6		WM	Bree	U	Unique. -1 to all of his corruption checks. -1 to influence checks against factions.
Beorn	2	2	7/9	2	War/RM	Beorn's House	F	Unique. +2 direct influence against the Boornings faction.
Beregond	2	0	4/8		WDU	Minas Tirith	F	Unique. -1 to all of his corruption checks. -1 to influence checks against factions.
Berelac	5	1	5/8	2	War/RD	Bree	U	Unique. +2 direct influence against the Rangers of the North faction.
Beril	2	0	1/9		War/SDU	Minas Tirith	U	Unique.
Bifur	2	0	4/7		WDW	Blue Mtn. DH	C	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Bilbo	5	1	1/9	2	Sc/SaH	Bag End	R	Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +4. -2 marshalling points if eliminated.
Bofur	2	0	4/7		WDW	Blue Mtn. DH	C	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Bombur	1	0	3/6		WDW	Blue Mtn. DH	U	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Boromir II	4	1	6/7	1	WDU	Minas Tirith	F	Unique. +2 direct influence against the Men of Andorin faction. -1 to all of his corruption checks.
Celeborn	6	1	6/9	2	War/SE	Lorien	F	Unique. +5 direct influence that is only usable against Galadriel.
Cirdan	8	4	6/8	3	War/Sa/DE	Grey Havens	R	Unique. When Cirdan is at the Grey Havens, his controlling player may keep one more card than normal in his hand. May tap to cancel one attack keyed to a Coastal Sea region. +2 direct influence against the Elves of Lindon faction. -3 marshalling points if eliminated.
Dain II	7	3	5/8	2	War/DDW	Iron Hill DH	R	Unique. +2 direct influence against Iron Hill Dwarves. +2 prowess against Orcs. +1 direct influence against Men and Man factions.
Damrod	2	0	2/7		Sc/RD	Vale of Erech	U	Unique. +2 direct influence against the Men of Lamedon faction.
Denethor II	4	2	3/6	1	War/SD	Minas Tirith	R	Unique. +2 d against the Tower Guard of Minas Tirith faction.
Dori	1	0	3/6		WDW	Blue Mtn. DH	U	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Dwalin	1	0	2/7		WDW	Blue Mtn. DH	C	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Elladan	4	0	5/8	1	War/RE	Rivendell	F	Unique. +1 prowess against Orcs.
Elrohir	4	0	5/8	1	War/RE	Rivendell	F	Unique. +1 prowess against Orcs.
Elrond	10	4	7/9	3	War/Sa/DE	Rivendell	R	Unique. When Elrond is at Rivendell, his controlling player may keep one more card than normal in his hand. -3 MP if eliminated.

Name	m	d	p/b	MP	Skills	Race	Home Site	Rarity
Éomer	3	0	3/8	1	War/RM	Edoras	U	Unique. +2 direct influence against the Riders of Rohan faction.
Éowyn	2	0	2/7		War/SM	Edoras	U	Unique. Against Nazgûl, +6 to her prowess, and his body is halved (round up).
Erkenbrand	4	2	5/6	1	WM	Edoras	F	Unique. +2 direct influence against the Riders of Rohan faction.
Foramir	5	1	5/8	2	War/RD	Henneth Annûn	F	Unique. +2 direct influence against the Rangers of Ithilien faction.
Fili	2	0	2/8		War/ScD	Blue Mtn. DH	U	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Forlong	1	0	3/7		WDU	Minas Tirith	C	Unique. -1 to all of his corruption checks. -1 to influence checks against factions.
Frodo	5	1	1/9	2	Sc/DH	Bag End	R	Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +4. -2 marshalling points if eliminated.
Galadriel	9	4	3/10	3	Sc/Sa/DE	Lorien	R	Unique. When Galadriel is at Lorien, her controlling player may keep one more card than normal in his hand. -3 MP if eliminated.



Tom Bombadil: Don't be misled. Sure, Tom's a whopping 12/11 ally who can tap to cancel an attack on the company under his protection; however, he's also restricted to four regions: Arthedain, Cardolan, Rhudaur, and The Shire. In other words, you ain't taking him east. In a game where you're constantly moving about from site to site, this could be severely limiting.

Galva	4	1	0/9	1	Sc/Sa/DM	Shel-Kain	R	Unique. +2 direct influence against the Men of Dorwinion faction. Against Nazgûl, +6 to her prowess, and his body is halved (round up).
Gaming the Old	2	1	3/7		WM	Edoras	U	Unique.
Gandalf	10	6/9	War/Sc/Sa/DW		Any Haven	F	Unique. All of his corruption checks are modified by +1. Can tap to "test" a gold ring.	
Ghân-buri-Ghân	5	2	2/9	2	Sc/RM	Drúadan Forest	U	Unique. +2 direct influence against Wose factions.
Gildor Inglorion	4	0	5/7	1	War/RE	Rivendell	F	Unique. +2 prowess against Orcs.
Gimli	6	2	5/8	2	War/DDW	Iron Hill DH	F	Unique. +2 direct influence against the Iron Hill Dwarves. +2 prowess against Orcs. +1 direct influence against Elves and Elf factions.
Glóin	5	2	5/7	2	War/DDW	Blue Mtn. DH	U	Unique. +2 direct influence against the Blue Mountain Dwarves. +1 prowess against Orcs. +1 d against Dwarves and Dwarf factions.
Glorfindel II	8	2	8/9	3	War/SE	Rivendell	F	Unique. +1 direct influence against Elves.
Halbarad	1	0	0/5		Sa/DDU	Corneth Brin	U	Unique. +2 direct influence against the Hillmen faction.
Haldalam	5	1	4/9	2	War/DDW	Shel-Kain	R	Unique. +4 direct influence against the Easterlings faction.
Haldir	3	0	4/8	1	WE	Lorien	U	Unique. -1 to all of his corruption checks. -1 to influence checks against factions.
Háma	2	0	4/8		WM	Edoras	C	Unique. -1 to all of his corruption checks. -1 to influence checks against factions.
Imrahil	6	2	5/8	2	War/DDD	Dol Amroth	U	Unique. +2 direct influence against the Knights of Dol Amroth faction.

Name	m	d	p/b	MP	Skills	Race	Home Site	Rarity
Kili	3	0	3/8	1	War/ScD	Blue Mtn. DH	F	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Legolas	6	2	5/8	2	War/DE	Thranduil's Halls	U	Unique. +2 direct influence against the Woodelves faction.
Mablung	1	0	1/6		War/SDU	Leid Galen	U	Unique. +2 direct influence against the Men of Anfas faction.
Merry	4	1	1/9	1	ScH	Bag End	U	Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.
Nori	2	0	4/7		WDW	Blue Mtn. DH	C	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Óin	3	0	3/8	1	War/RD	Blue Mtn. DH	U	Unique. +1 prowess against Orcs. -1 to all of his corruption checks.
Ori	1	0	2/7		WDW	Blue Mtn. DH	C	Unique. +1 prowess against Orcs. -1 to all of his corruption checks. -1 to influence checks against factions.
Orophin	2	0	2/7		War/RE	Lorien	C	Unique. -1 to all of his corruption checks. -1 to influence checks against factions.
Pallando	10	6/9	War/Ra/Sa/DW		Grey Havens	F	Unique. His controlling player may keep one more card than normal in his hand. Opponent must discard his cards face-up.	
Peath	4	1	4/7	1	Ra/DM	Dunnish Clan-hold	F	Unique. +4 direct influence against the Dunlending faction. Against Nazgûl, +5 to her prowess, and his body is halved (round up).
Pippin	4	1	1/9	1	ScH	Bag End	U	Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.
Rodagast	10	6/9	War/Sc/Ra/DW		Rhosgobel	F	Unique. If his company moves to a new site during the movement/hazard phase, he may draw 1 additional card for each Wilderness (▲) region in his company's site path. +1 to all of his corruption checks.	
Robin Smallburrow	3	0	1/9	1	ScH	Bag End	F	Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +2.
Sam Gamgee	4	0	1/9	1	Sc/RH	Bag End	U	Unique. Unless he is one of the starting characters, he may only be brought into play at his home site. All of his corruption checks are modified by +3.
Saruman	10	6/9	Sc/Ra/Sa/DW		Isengard	F	Unique. May tap to use a Palantir. At the beginning of each of his end-of-turn phases, he may tap to take one "spell" card from his discard pile and return it to his hand.	
Theoden	6	3	5/6	2	War/DM	Edoras	F	Unique. +2 direct influence against the Riders of Rohan faction.
Thorin II	8	2	5/8	3	War/Sc/DDW	Blue Mtn. DH	R	Unique. +2 direct influence against the Blue Mountain Dwarves faction. +3 prowess against Orcs. +2 direct influence against Dwarves and Dwarf factions.
Thranduil	9	3	7/8	3	War/Ra/SE	Thranduil's Halls	F	Unique. +2 direct influence against the Woodelves faction.
Veteli	3	1	3/6	1	Ra/SM	Lossodan Camp	C	Unique. +2 direct influence against the Lossath faction. Against Nazgûl, +5 to her prowess, and his body is halved (round up).
Vyggvill	3	1	2/7	1	Sc/DM	Southern Oasis	R	Unique. +2 direct influence against the Southern faction. Against Nazgûl, +6 to her prowess, and his body is halved (round up).
Wacho	2	0	1/8		Sc/SM	Woodmen-town	U	Unique. +2 direct influence against the Woodmen faction.

HAZARD CREATURES

Name	Description	MP	p/b	Rarity
Abductor	Men. One Strike. Each non-Wizard defending character wounded by the Abductor is discarded.	1	10/-	C
Adonaphel	Unique. Nazgûl (7th). May be played as a hazard creature (with one strike) or as a permanent event. As a creature, may also be played keyed to Brown Lands, Dagorlad, Gargorath, and Western Mirkwood; and may also be played at sites in these regions. If played as a permanent event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Adonaphel becomes a short-event and causes any one character to tap.	5	15/10	R
Agburonar	Unique. May only be played in Caves of Ulund. Dragon. Two strikes. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.	4	15/9	R
Akhorahl	Unique. Nazgûl (5th). May be played as a hazard creature (with one strike) or as a permanent event. As a creature, may also be played keyed to Harondor, Horse Plains, Gargorath, and Khand; and may also be played at sites in these regions. If played as a permanent event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Akhorahl becomes a short-event and modifies any one character's body by -1 for the rest of this turn.	5	16/9	R
Ambusher	Men. Two strikes. Attacker chooses defending characters.	1	10/-	C
Assassin	Men. Three attacks (of one strike each) all against the same character. Attacker chooses defending character. One or two of these attacks may be canceled by tapping a character (not the defending character) in the defender's company for each attack canceled.	1	11/-	R
Barrow-wight	Undead. One strike. After the attack, each character wounded by Barrow-wight makes a corruption check modified by -2.	1	12/-	U
"Bert" (Borai)	Unique. Troll. One strike. If played after "William" or "Tom" and if keyed to the same site path against the same company, each character wounded by "Bert" must discard all non-special items he bears.	1	12/-	U

Name	Description	MP	p/b	Rarity	Name	Description	MP	p/b	Rarity	Name	Description	MP	p/b	Rarity
Brigands	Men. Two strikes. If any strike of Brigands wounds a character, the company must immediately discard one item (of defender's choice).	1	8/-	C	Ghosts	Undead. Three strikes. After attack each character wounded by the Ghasts makes a corruption check modified by -1. "Men, you are good and just, and would be better off dead. But all you will receive is death." Lucky	1	10/-	C	Smag	Unique. May only be played at The Lonely Mountain. Dragon. Two strikes. Attacker chooses defending character. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.	5	17/8	R
Cave-drake	Dragon. Two strikes. Attacker chooses defending characters. Two Wildemesses (♣) in site path are required.	1	10/-	C	Ghosts	Undead. Three strikes. After attack each character wounded by the Ghasts makes a corruption check modified by -1. "Men, you are good and just, and would be better off dead. But all you will receive is death." Lucky	1	10/-	C	Thief	Men. One strike. For each successful strike, an item held by the defending company must be discarded (defender's choice); the defending character is not harmed.	1	15/-	R
Corps-candle	Undead. One strike. If this attack is not cancelled, every character in the company makes a corruption check before defending character is selected.	1	7/-	C	Ghosts	Undead. Three strikes. After attack each character wounded by the Ghasts makes a corruption check modified by -1. "Men, you are good and just, and would be better off dead. But all you will receive is death." Lucky	1	10/-	C	"Tom" (Toma)	Unique. Troll. One strike. If played after "Bert" or "William" and if keyed to the same site path against the same company, each character wounded by "Tom" must discard all non-special items he bears. Two Wildemesses (♣) in site path are required.	1	13/-	U
Corsairs of Umbar	Men. Five strikes. May also be played keyed to Andrast, Anfalos, Belfalas, Cardolan, Eredhwaith, Harondor, Lindon, Lebennin, and Old Púkel-hand; and may also be played at Ruins & Lairs (♣) and Shadow-holds (♣) in these regions. May also be played at any site in Eaves Shores, Eriador Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.	1	9/-	U	Ghosts	Undead. Three strikes. After attack each character wounded by the Ghasts makes a corruption check modified by -1. "Men, you are good and just, and would be better off dead. But all you will receive is death." Lucky	1	10/-	C	Úvatha the Horseman	Unique. Nazgûl (9th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Horse Plains, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Úvatha the Horseman becomes a short-event and you may bring one hazard creature from your discard pile to your hand.	5	15/9	R
Crebain	Animals. Each character in the company faces one strike. After the attack, the defender must reveal one random card from his hand for each character in the defending company.	1	5/-	C	Ghosts	Undead. Three strikes. After attack each character wounded by the Ghasts makes a corruption check modified by -1. "Men, you are good and just, and would be better off dead. But all you will receive is death." Lucky	1	10/-	C	Warg	Wolves. Two strikes.	1	9/-	C
Daelamin	Unique. May only be played in Dancing Spire. Dragon. Three strikes. Attacker chooses defending characters. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.	4	13/8	R	Ghosts	Undead. Three strikes. After attack each character wounded by the Ghasts makes a corruption check modified by -1. "Men, you are good and just, and would be better off dead. But all you will receive is death." Lucky	1	10/-	C	Watcher in the Water	Animal. Each character in the company faces one strike. May also be played at Moria. Two Wildemesses (♣) in site path are required.	1	8/-	U
Dwarf of Waw	Unique. Nazgûl (3rd). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Harondor, Imlad Morgul, Gorgoroth, and Ithilien; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Dwarf of Waw becomes a short-event and gives +1 prowess to all Wolf, Spider, and Animal attacks until the end of the turn.	5	15/10	R	Ghosts	Undead. Three strikes. After attack, each character wounded by Ghosts makes a corruption check modified by -1.	1	9/-	C	"William" (Wíluag)	Unique. Troll. One strike. If played after "Bert" or "Tom" and if keyed to the same site path against the same company, each character wounded by "William" must discard all non-special items he bears.	1	11/-	U
Fell Turtle	Animals. One strike. If any strike is successful, the defending company must return to its site of origin (defending chrtrs are wounded normally).	1	15/-	R	Ghosts	Undead. Three strikes. After attack, each character wounded by Ghosts makes a corruption check modified by -1.	1	9/-	C	Witch-king of Angmar	Unique. Nazgûl (1st). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Angmar, Gundabad, Gorgoroth, and Imlad Morgul; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Witch-king of Angmar becomes a long-event and causes all Shadow-holds (♣) to become Dark-holds (♣).	6	17/12	R
Giant	Giant. One strike. Two Wildemesses (♣) in site path are required.	1	13/-	C	Ghosts	Undead. Three strikes. After attack, each character wounded by Ghosts makes a corruption check modified by -1.	1	9/-	C	Wolves	Wolves. Three strikes.	1	8/-	C
Giant Spiders	Spiders. Two strikes. If the body check for a character wounded by Giant Spiders equals his body, the character is discarded. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs (♣), Shadow-holds (♣), and Dark-holds (♣) in these regions. Two Wildemesses (♣) in site path are required.	1	10/-	C	Mámak (Oliphant)	Animals. Two strikes. May be played keyed to Dagorlad, Gorgoroth, Horse Plains, Ithilien, Khand, Núrn, Udun; and may also be played at sites in these regions. May also be played (on the same turn and on the same company as Corsairs of Umbar) keyed to Andrast, Anfalos, Belfalas, Lebennin; and at Ruins & Lairs (♣) and Shadow-holds (♣) in these regions.	1	12/-	R	Old Man Willow	Awakened Plant. One strike. 15 prowess against Hobbits. May also be played keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, and Western Mirkwood; and may also be played at Ruins & Lairs (♣), Shadow-holds (♣), and Dark-holds (♣) in these regions. Also playable at Old Forest and Oldon Forest. Two Wildemesses (♣) in site path are required.	1	13/-	U
Great Goblin, The	Unique. Orc. One strike. May also be played on a company moving from Rivendell to Lórien or from Lórien to Rivendell. May also be played keyed to High Pass and at sites in High Pass.	2	12/7	R	Olog-hai (Trolls)	Trolls. Three strikes.	2	10/5	U	Orc-guard	Orcs. Five strikes.	1	8/-	C
Half-trolls of Far Harad	Trolls. Two strikes.	1	10/-	C	Orc- lieutenant	Orcs. One strike. If played on a company that has already faced an Orc attack this turn, Orc- lieutenant receives +4 prowess.	1	7/-	U	Orc-patrol	Orcs. Three strikes.	1	6/-	C
Hoar-múth of Dir	Unique. Nazgûl (6th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Hoar-múth of Dir becomes a short-event and gives +1 strike to any one attack.	5	15/9	R	Orc-raiders	Orcs. Four strikes.	1	6/-	C	Orc-warband	Orcs. Five strikes. If played on a company that has already faced an Orc attack this turn, Orc-warband receives +3 prowess.	1	4/-	C
Huorn	Awakened Plant. One strike. May also be played at Drúadan Forest, Old Forest, and Wellinhalth. May also be played keyed to Heart of Mirkwood, Southern Mirkwood, Western Mirkwood, and Woodland Realm; and may also be played at Ruins & Lairs (♣) and Shadow-holds (♣) in these regions.	1	10/-	C	Orc-warriors	Orcs. Three strikes.	1	9/-	C	Orc-watch	Orcs. Three strikes.	1	11/-	U
Indor Dawndeath	Unique. Nazgûl (4th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Khand; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Indor Dawndeath becomes a short-event and makes any wounded character discard an item of his choice (but not a ring).	5	15/10	R	Pick-pocket	Men. One strike. Attacker chooses defending characters. For each successful strike, an item the defending character bears must be discarded (defender's choice); he is not harmed.	1	11/-	U	Púkel-men	Púkel-creature. Two strikes. May also be played at Ruins & Lairs (♣) sites in the following regions: Andrast, Anfalos, Anórien, Dunland, Eredhwaith, Gap of Isen, Lamedon, Old Púkel Gap, Old Púkel-hand, and Rohan.	1	11/-	R
Khamûl the Easterling	Unique. Nazgûl (2nd). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Brown Lands, Heart of Mirkwood, Gorgoroth, and Southern Mirkwood; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Khamûl the Easterling becomes a short-event and forces opponent to discard one card of his choice for every Nazgûl permanent-event in play (including this one).	6	18/8	R	Ren the Unclean	Unique. Nazgûl (8th). May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may also be played keyed to Dagorlad, Ithilien, Gorgoroth, and Horse Plains; and may also be played at sites in these regions. If played as a permanent-event, it will remain in play until tapped during the opponent's movement/hazard phase (tapping counts against the hazard limit). When tapped, Ren the Unclean becomes a short-event: each character in play must make a corruption check.	5	15/10	R	Rogrog	Unique. Troll. One strike.	2	13/8	R
Leucoruh	Unique. May only be played in Iretack. Dragon. Two strikes. If Doors of Night is in play, may also be played keyed to Grey Mountain Narrows, Iron Hills, Northern Rhovanion, and Withered Heath; and may also be played at sites in these regions.	4	16/8	R	Shelob	Unique. Spider. May be played as a hazard creature (with one strike) or as a permanent-event. As a creature, may be played at any site in Imlad Morgul or Gorgoroth. If Doors of Night is in play, Shelob may be played as a permanent-event that gives +1 prowess and +1 strikes to all Spider and Animal attacks. She may opt to attack from a permanent-event state and receive these bonuses, but her attack counts as one against the hazard limit. Discard when Shelob attacks or when Doors of Night leaves play.	6	18/9	R	Silent Watcher	Púkel-creature. Each character in the company faces one strike.	1	8/-	R
Mouth of Sauron	Unique. May be played as a hazard creature (with one strike) or as a short-event. If played as a short-event, bring any hazard card from your discard pile back into your hand.	3	13/8	R	Slayer	Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may top one character in the same company to cancel one of these attacks.	1	11/-	C					

Ghosts: First off, the picture's cool. Not that we recommend selecting your hazard creatures based on that system, but in this case it fits. Ghosts are three-strike monstrosities which also force a -1 corruption check on anyone they wound. Not a bad package deal.

Name	Description	Type	Rarity
Arouse Denizens	The prowess of one automatic-attack at a Ruins & Lairs (♣) site is increased by 3 until the end of the turn. Cannot be duplicated at a given site.	Short	C
Arouse Minions	The prowess of one automatic-attack at a Shadow-hold (♣) or Dark-hold (♣) site is increased by 3 until the end of the turn. Cannot be duplicated at a given site.	Short	C
Awaken Denizens	The number of strikes for each automatic-attack at a Ruins & Lairs (♣) site is doubled. Cannot be duplicated.	Long	C
Awaken Minions	The number of strikes for each automatic-attack at a Shadow-hold (♣) site or a Dark-hold (♣) site is doubled. Cannot be duplicated.	Long	C
Awaken the Earth's Fire	Environment. Modify the prowess of one automatic-attack at a Shadow-hold (♣) or Dark-hold (♣) site by +2. Alternatively, if Doors of Night is in play, treat one Shadow-hold (♣) as a Dark-domain (♣) or one Shadow-hold (♣) as a Dark-hold (♣) until the end of the turn. Cannot be duplicated.	Short	U
Balance of Things, The	Unique. Each character has the corruption points doubled for one of his sources of corruption (the player controlling the character chooses).	Long	R
Balrog of Moria	Unique. The Balrog appears in Moria. The Moria site has a second automatic-attack of 1 strike with 18 prowess and no body (i.e., 18/-). If this 2nd automatic-attack is defeated, this permanent-event is removed from play (i.e., the Balrog is defeated). If your opponent defeats this 2nd automatic-attack, he receives 5 marshalling points. In addition, unless Galadriel is at Lórien or she is not in play, Lórien is considered a Free-hold (♣) (for the purposes of healing and playing hazards). +2 prowess to all automatic-attacks at sites in Hollin, Redhorn Gate, and Wold & Foothills.	Permanent	R
Bane of the Ithil-stone	Corruption points for Palantir are doubled. Automatically cancels any effect that causes a player to search through or look at any portion of a play deck or a discard pile outside of the normal sequence of play. Discard Bane of the Ithil-stone whenever a play deck is exhausted. Cannot be duplicated.	Permanent	R
Burden of Time	Corruption. Playable on an Elf not in a Haven (♣). Target Elf receives 2 corruption points and must make a corruption check during each of his untap phases if he is not in a Haven. Cannot be duplicated on a given Elf. During his organization phase, an Elf with this card may top to attempt to remove it. Make a roll (or draw a ♠): if this value is greater than 7, discard this card.	Permanent	U
Call of Home	Playable on a non-Wizard character that is not the bearer of The One Ring. The character's player must make a roll (or draw a ♠); return the character to the player's hand if the result plus his unused general influence is less than 10. Any one item held by a character removed in this fashion may automatically be transferred to another character in his company (all other non-follower cards target character controls are discarded).	Short	C

CP	Corruption Points	DE	Diplomat Elf	MP	Marshalling Points	RE	Ranger Elf	SAH	Sage Hobbit	SDU	Scout Dúndan	WA	Warrior
d	Direct Influence	DM	Diplomat Man	p/b	Prowess/Body	RM	Ranger Man	SC	Scout	SE	Sage Elf	WDU	Warrior Dúndan
DD	Diplomat Dúndan	DW	Diplomat Wizard	Ra	Ranger	Sa	Sage	ScD	Scout Dwarf	SM	Scout Man	WDW	Warrior Dwarf
DD	Diplomat Dwarf	m	Mind	RD	Ranger Dúndan	SoD	Sage Dwarf	Sh	Scout Hobbit	SW	Sage Wizard	WE	Warrior Elf
												WM	Warrior Man



players guide

Name	Type	Rarity
Call of the Sea	Short	U
Playable on a Elf character. The character's player must make a roll (or draw a #); return the character to the player's hand if this result plus his unused general influence is less than 10; this result is modified by -3 if the character's company moved this turn using a site path containing a Coastal Sea (☉). Any one item held by a character removed in this fashion may automatically be transferred to another character in his company (all other non-follower cards target character controls are discarded).		
Choking Shadows	Short	C
Environment. Modify the prowess of one automatic-attack at a Ruins & Lair (♠) site by +2. Alternatively, if Doors of Night is in play, treat one Wilderness (♣) as a Shadow-land (♠) or one Ruins & Lair (♠) as a Shadow-hold (♠) until the end of the turn. Can't be duplicated.		
Clouds	Long	R
Environment. If Doors of Night is in play, the prowess of each hazard creature is modified by +2. Cannot be duplicated.		
Despair of the Heart	Permanent	C
Corruption. A non-Wizard, non-Hobbit character receives 2 corruption points. Target character makes a corruption check each time a character in his company becomes wounded. Cannot be duplicated on a given character. During his organization phase, a character with this card may attempt to remove it. Make a roll (or draw a #); if this result is greater than 4, discard this card.		
Doors of Night	Permanent	F
Environment. When Doors of Night is played, all resource environment cards in play are immediately discarded, and all resource environment effects are canceled. Cannot be duplicated.		
Dragon's Desolation	Short	U
The prowess of one Dragon attack is modified by +2. Alternatively, it may be played at a Ruins & Lair (♠) site that has two Wildernesses (♣) in its site path (only one Wilderness (♣) is required if Doors of Night is in play)—one Dragon hazard creature may be played on a company at that site this turn.		
Drowning Seas	Short	U
Environment. Playable on a company that moved this turn to a site with a Coastal Sea (☉) in its site path. Target company loses one item of its choice and its player must randomly discard two cards from his hand. Alternatively, if Doors of Night is in play, target company must immediately return to its site of origin.		
Eye of Sauron	Long	R
The prowess of each automatic-attack is increased by one. Alternatively, if Doors of Night is in play, the prowess of each automatic-attack is increased by three.		
Fell Beast	Short	R
The number of strikes of one Nazgûl hazard creature is increased by one and its prowess is decreased by 2. Attacker chooses defending characters. Additionally, target Nazgûl may be played keyed to a Shadow-land (♠) or Shadow-hold (♠). Cannot be duplicated on a given Nazgûl.		
Fell Winter	Long	C
Environment. Each Border-hold (♣) receives an automatic-attack: Wolves — 3 strikes at 7 prowess. Additionally, if Doors of Night is in play, treat all Free-domains (♣) as Border-lands (♣) and all Border-lands (♣) as Wildernesses (♣). Cannot be duplicated.		
Foul Fumes	Long	C
Environment. Each moving company that has a Shadow-land (♠) or a Dark-domain (♣) in its site path must return to its site of origin unless it contains a ranger. Additionally, if Doors of Night is in play, each non-Haven site in play with a Shadow-land (♠) or a Dark-domain (♣) in its site path is tapped. Cannot be duplicated.		
Gloom	Short	C
Environment. Playable only on a company that is moving this turn. One character (attacker's choice) in that company suffers a -1 to his prowess until the end of the turn. Alternatively, if Doors of Night is in play, treat one Border-land (♣) as a Wilderness (♣) or one Border-hold (♣) as a Ruins & Lair (♠) until end of turn. Can't be duplicated.		
Greed	Short	C
Playable on a site. Until the end of the turn, each non-Hobbit, non-Wizard character at the site must make a corruption check each time an item is played at the site. The character playing the item need not make a corruption check. When a character makes one of these corruption checks, it is modified by subtracting the corruption points that the item would normally give the character if he controlled the item. Cannot be duplicated on a given site.		
Long Winter	Long	C
Environment. Each moving company that has at least two Wildernesses (♣) in its site path must return to its site of origin unless it contains a ranger. Additionally, if Doors of Night is in play, each non-Haven site in play with at least two Wildernesses (♣) in its site path is tapped. Cannot be duplicated.		
Lost at Sea	Short	R
Playable on a company that is moving this turn. If the company has a Coastal Sea (☉) in its site path, it may do nothing at the site during its site phase.		
Lost in Border-lands	Short	C
Playable on a company that is moving this turn. You may play one additional hazard on target company for each Border-land (♣) in its site path.		
Lost in Dark-domains	Short	R
Playable on a company that is moving this turn. If the company has a Dark-domain (♣) in its site path, its hazard limit is doubled until the end of the turn.		
Lost in Free-domains	Short	C
Playable on a company that is moving this turn. If the company has a Free-domain (♣) in its site path, it may do nothing at the site during its site phase.		

Name	Type	Rarity
Lost in Shadow-lands	Short	C
Playable on a company that is moving this turn. You may play one additional hazard on target company for each Shadow-land (♠) in its site path.		
Lost in the Wilderness	Short	C
Playable on a company that is moving this turn. You may play one additional hazard on target company for each Wilderness (♣) in its site path.		
Lure of Creation	Permanent	U
Corruption. A revealed Wizard receives 2 corruption points and makes a corruption check at the end of any movement/hazard phase in a turn during which his company moved to a Haven (☉). Cannot be duplicated on a given Wizard. During his organization phase, a Wizard with this card may attempt to remove it. Make a roll (or draw a #); if this result is greater than 6, discard this card.		
Lure of Expedience	Permanent	C
Corruption. Does not affect Hobbits and Wizards. A character receives 2 corruption points. Target character makes a corruption check each time a character in his company gains an item (including special rings). Cannot be duplicated on a given character. During his organization phase, a character with this card may attempt to remove it. Make a roll (or draw a #); if this result is greater than 5, discard this card.		
Lure of Nature	Permanent	C
Corruption. Does not affect Hobbits and Dwarves. A character receives 2 CP. Target character makes one corruption check (after all other hazards have been played) for each Wilderness (♣) in the company's site at that point in the movement/hazard phase. Cannot be duplicated on a given character. During his organization phase, a character with this card may attempt to remove it. Make a roll (or draw a #); if this value is greater than 4, discard this card.		
Lure of Power	Permanent	R
The next non-Hobbit character to make a successful influence attempt (e.g., against a faction, an opponent's character, etc.) must immediately make a corruption check modified by -4. Discard this card after this corruption check.		
Lure of the Senses	Permanent	C
Corruption. A character receives 2 corruption points. Target character makes a corruption check at the end of his untap phase if he is at a Haven (☉). Cannot be duplicated on a given character. During his organization phase, a character with this card may attempt to remove it. Make a roll (or draw a #); if this value is greater than 6, discard this card.		

Name	Type	Rarity
Night	Long	C
Environment. The prowess of each non-ranger Dunadan is modified by -1. Additionally, if Doors of Night is in play, the prowess of all attacks are modified by +1 and the prowess of each Man and Dunadan is modified by -1. Cannot be duplicated.		
Pale Sword, The	Permanent	R
Unique. A Nazgûl's prowess is increased by +1. If used with the Witch-king of Angmar, his prowess is increased by +1 plus the number of Nazgûl permanent-events in play. Discard if attack doesn't wound a character. Corruption. One character (attacker's choice) wounded by an attack modified by this card receives 6 CP (place this card under the character). If at a Haven (☉) during his untap phase, a character with this card may attempt to remove it instead of untapping or healing. Make a roll (or draw a #); if this value is greater than 5, discard this card. Cannot be duplicated on a given Nazgûl.		
Plague of Wights	Long	U
The prowess of all Undead attacks is increased by one. Additionally, if Doors of Night is in play, the number of strikes for each Undead attack is doubled. Cannot be duplicated.		
Precious, The	Short	R
A character in the same company (hazard player's choice) as The One Ring (not the bearer himself) must make a corruption check modified by -2. If he fails, discard The One Ring along with the target character.		
Ring's Betrayal, The	Short	U
The bearer of a Ring must make a corruption check modified by -2. If the bearer fails this corruption check, the Ring is discarded, but he remains in play.		
River	Short	C
Playable on a site. If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.		
Siege	Permanent	R
Playable on a Border-hold (♣) or Free-hold (☉) site. A company at this site must face an Orc attack of three strikes at 7 prowess at the beginning of its site phase. At the end of its organization phase, a company at a site with Siege on it must make a roll (or draw a #) and subtract one from the result for every non-scout character it contains. If this value is less than 5, the company may not move this turn. Discard when the site card is discarded or when the site card is returned to the location deck. Cannot be duplicated on a given site.		
Snowstorm	Long	R
Environment. Playable only if Doors of Night is in play. Each moving company with a Wilderness (♣) in its site path must return to its site of origin. Cannot be duplicated.		



EOWYN



AKHÓRAHIL

Eowyn & Akhórahil: A Nazgûl-killer and a Nazgûl?
 What kind of combo is this? Simple. If you're playing a Nazgûl deck, it's almost certainly to your advantage to start the game with Eowyn and other Nazgûl-trouncers. Once you have them in play, even if they die, your opponent will never be able to play them to counteract your ringwraiths. One of the fringe benefits of getting them out first.

Minions Stir	Long	U
The number of strikes and prowess of each Orc and Troll attack is increased by one (by two for Orcs if Doors of Night is in play). Cannot be duplicated.		
Marqul-horse	Short	R
This card allows you to place a tapped Nazgûl permanent-event back into your hand instead of discarding it. Alternatively, allows a Nazgûl to be played keyed to a Shadow-land (♠).		
Marqul-knife	Permanent	R
A Nazgûl's prowess is modified by +2. Discard if attack doesn't wound a character. Corruption. One character (attacker's choice) wounded by an attack modified by this card receives 4 CP (place this card under the character). If at a Haven during his untap phase, a character with this card may attempt to remove it (but he may not untap or heal). Make a roll (or draw a #); if this result is greater than 4, discard this card. Cannot be duplicated on a given Nazgûl.		
Marqul Night	Long	R
Environment. Playable only if Doors of Night is in play, treat all Wildernesses (♣) as Shadow-lands (♠) and all Shadow-lands (♠) as Dark-domains (♣). Cannot be duplicated.		
Muster Disperses	Short	C
Affects a faction already in play. The faction's player makes a roll (or draws a #), the faction is discarded if the result plus his unused general influence is less than 11.		
Nazgûl are Abroad, The	Permanent	R
Nazgûl may attack the company containing the bearer of The One Ring's at any site that is not a Free-hold (☉) or Haven (☉). Nazgûl may attack any company possessing any Ring in a Shadow-land (♠) or Shadow-hold (♠). If Doors of Night is in play, at the end of each turn, each player may return one Nazgûl permanent-event from his discard pile to his hand. Cannot be duplicated.		
New Moon	Short	U
Environment. Tap one Elven character. Alternatively, if Doors of Night is in play, treat one Free-domain (♣) as a Border-land (♣) or one Free-hold (☉) as a Border-hold (♣) until the end of the turn. Cannot be duplicated.		

Storms of Ossë	Long	R
Environment. Playable only if Doors of Night is in play. Each non-Haven site in play with a Coastal Sea (☉) in its site path is tapped. Cannot be duplicated.		
Tookish Blood	Short	C
Playable on a Hobbit character. The Hobbit's player must make a roll (or draw a #); return the Hobbit to the player's hand if the result plus his unused general influence is less than 11. If the Hobbit is removed from play, one of his items may be transferred to another character in his company, any other cards under his control are discarded. Alternatively this card can be played as a resource card. For the rest of the turn, the target Hobbit cannot be discarded or returned to its owner's hand for any reason.		
Traitor	Permanent	R
When the next character fails a corruption check, he becomes a "traitor," this card is discarded and an attack is immediately made against a character in the traitor's company. The character to be attacked is chosen by the player who does not control the traitor's company. The prowess of the attack is = to the prowess of the traitor plus 10. Any resulting body check is modified by +1. If the traitor is not eliminated by the attack, the effects of the traitor's corruption check are resolved normally (i.e. he is discarded or removed from play).		
Twilight	Short	C
Environment. One environment card in play is immediately discarded. This card may also be played as a resource. This card may be played at any time during any player's turn.		
Wake of War	Long	U
The number of strikes and prowess of each Wolf, Spider, and Animal attack are increased by one (by two for Wolves if Doors of Night is in play). Cannot be duplicated.		
Weariness of the Heart	Short	C
The prowess of a character is modified by -1 until the end of the turn. Alternatively, the target character is forced to make a corruption check. Cannot be duplicated.		
Will of the Ring, The	Short	R
The bearer of The One Ring makes a corruption check modified by -4.		

Name	Type	Rarity
Will of Sauron, The Permanent Playable only if Doors of Night is in play. All hazard long-events remain in play until this card is discarded. Discard this card when Doors of Night leaves play, or when any play deck is exhausted. When this card is discarded, all hazard long-events are discarded. Cannot be duplicated.	Permanent	R
Words of Power and Terror Short Modify the prowesses of all of the characters in a company attacked by a Nazgul by -1 until the end of the turn. Cannot be duplicated on a given company.	Short	R

REGIONS

Name	Type	Rarity	Name	Type	Rarity
Andrast	▲	C	Hollin	▲	C
Andrast Coast	▲	C	Horse Plains	▲	C
Anduin Vales	▲	C	Imlad Morgul	▲	C
Anfalas	▲	C	Iron Hills	▲	C
Angmar	▲	C	Ithilien	▲	C
Anorien	▲	C	Khand	▲	C
Arthedain	▲	C	Lamedon	▲	C
Bay of Belfalas	▲	C	Lebennin	▲	C
Belfalas	▲	C	Linbon	▲	C
Brown Lands	▲	C	Mouths of the Anduin	▲	C
Cardolan	▲	C	Northern Rhovanion	▲	C
Dagorlad	▲	C	Númenor	▲	C
Dorwinion	▲	C	Nurn	▲	C
Dunland	▲	C	Old Pökel Gap	▲	C
Elven Shores	▲	C	Old Pökel-land	▲	C
Enedhwaith	▲	C	Redhorn Gate	▲	C
Eriadoran Coast	▲	C	Rhadur	▲	C
Fangorn	▲	C	Rohan	▲	C
Forochel	▲	C	Southern Mirkwood	▲	C
Gap of Isen	▲	C	Southern Rhovanion	▲	C
Gorgoroth	▲	C	Shire, The	▲	C
Grey Mountain Narrows	▲	C	Udun	▲	C
Gundabod	▲	C	Western Mirkwood	▲	C
Harondor	▲	C	Withered Heath	▲	C
Heart of Mirkwood	▲	C	Wild & Foothills	▲	C
High Pass	▲	C	Woodland Realm	▲	C

RESOURCE ALLIES

Name	Type	m	p/b	MP	Rarity
Bill the Pony Ally Unique. Playable at Bree or Bag End; playable even if the site is tapped. If at a non-haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven (☼).	Ally	1	-2/10	1	U
Goldberry Ally Unique. Playable at Old Forest. May not be attacked. Tap Goldberry to cancel any effect that would cause her company to return to its site of origin after declaring its movement to a new site. Alternatively, tap Goldberry to cancel one attack against her company keyed to Wilderness (▲).	Ally	2	1	U	
Gollum Scout Ally Unique. Playable at Goblin-gate or Moria. If his company's size is less than three, tap Gollum to cancel one attack against his company keyed to Wilderness (▲) or Shadow-land (▲). Tap Gollum if he is at the same non-haven site as The One Ring; then both Gollum and The One Ring are discarded.	Scout Ally	4	2/9	2	U
Gwaihir Ally Unique. Playable at Eagles' Eyrie. If his company's size is two or less, you may discard Gwaihir during the organization phase to allow his company to move to any site that is not in a Shadow-land (▲) or Dark-domain (■); only hazard creatures keyed to the site may be played on a company that moves in this fashion.	Ally	4	4/8	2	R
Leoflac Ally Unique. Playable at Wellinghall. Tap to cancel the effects of one hazard that targets his company. May not be attacked by automatic attacks or hazards keyed to his site. Discard Leoflac if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wild & Foothills, Enedhwaith, Old Pökel-land, Brown Lands, Anduin Vales, or Redhorn Gate.	Ally	3	5/8	2	U
Quickbeam Ally Unique. Playable at Wellinghall. May not be attacked by automatic attacks or hazards keyed to his site.	Ally	3	6/9	2	U
Roac the Raven Diplomat Ally Unique. Playable at any site in Northern Rhovanion. Tap and discard attempt to bring any faction into play—treat this influence check as though it were made by a diplomat.	Diplomat Ally	1	-3/8	1	R
Shadowfax Ally Unique. Playable at Eador or Dunharrow. If his company has one character or one character and a Hobbit at the end of the movement/hazard phase (it cannot contain any allies), tap Shadowfax to allow its company to immediately move again; an additional site card may be played and an additional movement/hazard phase follows for that company.	Ally	2	2/8	1	R
Skinbark Ally Unique. Playable at Wellinghall. May not be attacked by automatic attacks or hazards keyed to his site. Discard Skinbark if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wild & Foothills, Anduin Vales, or Redhorn Gate.	Ally	3	10/9	2	R
Tom Bombadil Sage Ally Unique. Playable at Old Forest. Tap to cancel the effects of one hazard that targets any company moving to a site in: Arthedain, Cardolan, Rhudaur, or The Shire. Discard Tom Bombadil if his company moves to a site that is not in: Arthedain, Cardolan, Rhudaur, or The Shire.	Sage Ally	4	12/11	3	R
Treebeard Sage Ally Unique. Playable at Wellinghall. May not be attacked by automatic attacks or hazards keyed to his site. Discard Treebeard if his company moves to a site that is not in: Fangorn, Rohan, Gap of Isen, Wild & Foothills, Enedhwaith, Old Pökel-land, Brown Lands, Anduin Vales, or Redhorn Gate.	Sage Ally	3	8/9	2	U

RESOURCE EVENTS

Name	Type	MP	Rarity
A Chance Meeting Short A character may be brought into play with direct influence at any Freehold (☼), Borderhold (▲), or Ruins & Lairs (▲).	Short	C	
A Friend or Three Short For every character in the influencing character's company, A Friend or Three gives a +1 modification to an influence check or to a corruption check made by a character in the same company.	Short	C	
Align Palantir Permanent Corruption points: 2. Sage only if a Palantir is in his company. Keep with the Palantir; bearer now has the ability to use the Palantir. If the Palantir is stored, this card is stored too. Discard Align Palantir if the company carrying the Palantir moves.	Permanent	2	U
Anduin River Short Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Rohan and Dagorlad, Lebennin and Dagorlad, Anorien and Ithilien, Lebennin and Ithilien, Lebennin and Harondor. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short	C	
Andúril, Flame of West P. Event (+1) (+4)/- 1(4) 1 R Unique. Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage makes a corruption check modified by -3. Keep sage tapped until Andúril is stored at a Haven (☼). Once stored, you may discard a stored Reforging and place Andúril with Marsil. In addition to Marsil's effects, Andúril gives its bearer 4 marshalling points, +4 prowess (to a maximum of 11), +1 direct influence, and one more corruption point. Andúril may be tapped to untap a Dúnedain character in the same company, but its bearer must make a corruption check modified by -1.	Event	1(4)	R
Ash Mountains Short Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Dagorlad and Gorgoroth, Horse Plains and Gorgoroth. The company faces an attack at the beginning of its movement/hazard phase: Orcs—four strikes with 8 prowess. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short	C	
Block Short Warrior only. Warrior does not tap against one strike (unless he is wounded by the strike).	Short	C	
Bridge Short Playable at the end of the movement/hazard phase on a company that moved to a Haven (☼). That company may move to an additional site on the same turn. Another site card may be played and a movement/hazard phase immediately follows for that company.	Short	U	
Clear Skies Long Environment. Playable only if Gates of Morning is in play. The prowess of each character is modified by +2.	Long	R	
Cock Crows, The Short Cancels a Troll attack. Alternatively, if Gates of Morning is in play, it forces the discard of one hazard permanent-event.	Short	U	
Concealment Short Scout only. Tap scout to cancel one attack against his company.	Short	C	
Cracks of Doom Short Only playable if The One Ring is at Mount Doom. Its bearer must make a corruption check modified by -4. If successful, The One Ring is destroyed and its bearer's play wins.	Short	U	
Dark Quarrels Short Cancel one attack by Orcs, Trolls, or Men. Alternatively, if Gates of Morning is in play, the number of strikes from any attack is reduced to half of its original number, rounded up.	Short	C	
Dodge Short Target character does not tap against one strike (unless he is wounded by the strike). If wounded by the strike, his body is modified by -1 for the resulting body check.	Short	C	
Dreams of Lore Permanent Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage may not untap until Dreams of Lore is stored at a Haven (☼) during his organization phase. May not be transferred.	Permanent	2	C

Eagle-mounts Short Playable only at the end of the organization phase on a company with a diplomat that begins the turn at Eagles' Eyrie. Company may move to any site that is not a Shadow-land (▲) or a Dark-land (■). Opponent may only play hazard creatures that are keyed to the company's site.	Short	R
Elf-song Long When Elf-song comes into play, each character at a Haven (☼) may immediately remove one corruption card. While Elf-song is in play, no character at a Haven may be discarded or returned to its owner's hand for any reason.	Long	R
Escape Short Cancels an attack against a company. One unwounded character of your choice in the company is wounded (no body check is required).	Short	C
Evenstar, The Short Environment. The prowess of one Elf is modified by +1 until the end of the turn. Additionally, if Gates of Morning is in play, the prowess of each Elf is modified by +1 (until the end of the turn); and, you may choose one Wildermess (▲) to treat as a Border-land (▲) or one Border-land (▲) to treat as a Free-domain (☼). Cannot be duplicated.	Short	U
Fair Sailing Short Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Coastal Sea (☼) in its site path (to a minimum of two). Cannot be duplicated on the same company.	Short	R
Fair Travels in Border-lands Short Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Border-land (▲) in its site path (to a minimum of two). Cannot be duplicated on the same company.	Short	C
Fair Travels in Dark-domains Short Playable at the end of the organization phase if target company plays a new site card. If the site path has at least one Dark-domain (■), the hazard limit for the target company decreases by one (or by two if Gates of Morning is in play) to a minimum of two. Cannot be duplicated on the same company.	Short	R
Fair Travels in Free-domains Short Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Free-domain (☼) in its site path (to a minimum of two). Cannot be duplicated on the same company.	Short	R
Fair Travels in Shadow-lands Short Playable at the end of the organization phase if target company plays a new site card. If the site path has at least one Shadow-land (▲), the hazard limit for the target company decreases by one (or by two if Gates of Morning is in play) to a minimum of two. Cannot be duplicated on the same company.	Short	C



MUSTER
Warrior only. An influence check against a faction is automatically successful; no roll (or draw) is necessary.
...more than a hundred sturdy hobbits were assembled with axes, and heavy hammers, and long knives, and stout spears; and a few tall banding-horns.
—LOTR

MUSTER



THE GREAT EAGLES
Unique. Playable at Eagles' Eyrie if the influence check is greater than 9.
Standard Modifications: none.
...the Lord of the Eagles swept down from above, seized him in his talons, and was gone. Back swept the great birds that were with him, and down they came like huge black shadows.
—J.R.R. Tolkien

THE GREAT EAGLES

Muster & The Great Eagles: Muster's a great card, especially if you've got a bunch of plodding warriors running around without a stitch of diplomacy among them. Y'see, certain factions might be a little tough to rally. Not so with Muster. This one card allows any warrior to automatically win an influence check against a faction without a roll. The faction can be as difficult as The Great Eagles—it doesn't matter, they'll join your cause!

Fair Travels in Wilderness Short Playable at the end of the organization phase if target company plays a new site card. The hazard limit for the target company decreases by one for every Wilderness (w) in its site path (to a minimum of two). Cannot be duplicated on the same company.	Short	C
Far-sight Short Sage only during the site phase at an untapped site where "Information" is playable. Tap the sage and the site to search through your play deck and choose a item that you must reveal to your opponent. This item is placed in your hand and the play deck is reshuffled. The sage makes a corruption check.	Short	C
Favor of the Valar Short Unique. Playable during your organization phase. Shuffle your hand and your discard pile into your play deck (site cards remain in the discard pile). Draw a new hand of 8 cards. Remove Favor of the Valar from the game.	Short	R
Fellowship Permanent Only playable at a Haven (☼) during the organization phase on a company that has four or more characters and allies. +1 to prowess and +1 to corruption checks for all characters and allies in the company. Discard this if a character or ally joins or leaves the company for any reason.	Permanent	C
Fog Long Environment. Playable only if Gates of Morning is in play. Treat all Free-domains (☼) as Border-lands (▲) and all Border-lands (▲) as Wildermesses (▲) and all Shadow-lands (▲) as Wildermesses (▲) and all Dark-domains (■) as Shadow-lands (▲). Can't be duplicated.	Long	U



players guide

Name	Description	Type	MP	Rarity
Ford	Playable only at the end of the organization phase. Tap a ranger to prevent opponent from playing hazard creatures keyed to Wilderness (♣) against the ranger's company.	Short		C
Gates of Morning	Environment. When Gates of Morning is played, all environment hazard cards in play are immediately discarded, and all hazard environment effects are canceled. Cannot be duplicated.	Permanent		F
Gollum's Fate	Unique. Only playable if The One Ring and Gollum are both at Mount Doom during the site phase. The One Ring is destroyed and its bearer's player wins.	Short		R
Great-road	Playable only at the end of the organization phase on a company that starts at a Haven (♠). Opponent may draw up to twice the normal number of cards for this company during the movement/hazard phase. At the end of the turn, the company may replace its site card with the Haven card at which it began the turn.	Short		C
Great Ship	If company's current site path contains a coastal sea region, until the end of the turn any character in the company may tap to cancel the effects of one hazard that targets the company.	Short		R
Halfing Stealth	Hobbit only. Cancel one strike against the Hobbit.	Short		C
Halfing Strength	Hobbit only. The Hobbit may untap or he may move from wounded status to well and untapped during his organization phase or he may receive a +4 modification to one corruption check.	Short		C
Hiding	Scout only at the end of the organization phase. Scout's company may not move to another site this turn. Cancels all hazard creature attacks against the scout's company this turn.	Short		R
Horses	Playable only at the end of the organization phase. Hazard limit for a company is decreased by two (to a minimum of 2). The prowess of any hazard creatures played against this company is modified by +2.	Short		C
Kindling of the Spirit	Spell. Wizard only. +2 prowess against one attack for all characters in the same company as the Wizard. Wizard makes a corruption check modified by -2.	Short		C
Lapse of Will	The prowess of each attack is modified by -1. The prowess of each Nazgul attack is modified by -3.	Long		U
Lordly Presence	Diplomat only. +5 to an influence check against a faction. If the influence check is successful, draw a card.	Short		C
Lucky Search	Scout only. During the site phase, tap a scout at a Shadow-hold (♠) or Dark-hold (♣). Turn over cards from your play deck one at a time until you reveal a non-special item (it cannot be a unique item already in play) or reach the end. If you reveal such an item, the scout takes control of it. In any case, the scout must face a single strike attack with a prowess equal to 3 plus the number of cards revealed; this attack/strike cannot be cancelled. Reshuffle all revealed cards except the item back into the play deck (this does not exhaust the play deck).	Short		R
Lucky Strike	Warrior only. Make two rolls (or draw two #s) against a strike and choose one of the two results to use.	Short		C
Mirror of Galadriel	Only playable if any of your characters are at Lórien. You may look at your opponent's hand and then choose to look at the top five cards of any one play deck. Shuffle those 5 cards and return them to the top of their play deck.	Short		U
Misty Mountains	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Rhudaur and Anduin Vales, Rhudaur and Wald & Foothills, Hollin and Wald & Foothills, Hollin and Fangorn, Dunland and Fangorn. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short		C
Moon	Environment. If Gates of Morning is in play, treat all Wildernesses (♣) as Border-lands (♣) and all Border-lands (♣) as Free-domains (♣) for the purposes of playing hazards. If a Doors of Night is in play, treat all Dark-domains (♣) as Shadow-lands (♣) and all Shadow-lands (♣) as Wildernesses (♣) for the purposes of playing hazards. Cannot be duplicated.	Long		U
Morannon	Playable at the end of the organization phase on a company that has a size of less than three, contains a scout, and begins the turn at a site in Dagorlad. This card is used as a Dark-hold (♣) site card in the region of Udun that is moved to using the site path; s.d (the moving player draws 2 cards and his opponent draws 5 cards). The company can later leave this site using region cards or by using the following site path to move to Lórien: d d s w f w. Discard Morannon when the company successfully plays a new site card.	Permanent		R
Mountains of Shadow	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Ithilien and Gorgoroth, Ithilien and Num, Harondor and Num. The company faces an attack at the beginning of its movement/hazard phase: Orcs - four strikes with 9 prowess. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short		C

Name	Description	Type	MP	Rarity
Muster	Warrior only. An influence check against a faction is automatically successful; no roll (or draw) is necessary.	Short		C
Narya	Gandalf only. +4 prowess, +1 body, +2 direct influence for the rest of the turn. Immediately untap all unwounded characters in Gandalf's company. Gandalf makes a corruption check modified by -5.	Short		R
Nenya	Galadriel only. +2 prowess, +2 body, +2 direct influence for the rest of the turn. Galadriel makes a corruption check modified by -3, by -1 if in a Haven (♠). Any one corruption check made by a character not in a Dark-hold (♣) or Shadow-hold (♠) is automatically successful.	Short		R
New Friendship	Diplomat only. +3 to any one influence check or +2 to a corruption check made by a character in the same company.	Short		C
Old Friendship	Diplomat only. +5 to an influence check against a character or +4 to a corruption check made by a character in the same company.	Short		C
Old Road	Allows a character at a Haven (♠) to attempt to bring a faction into play. The length of the site path from this Haven to the site at which the faction can be played must be two or less (this must be verified by an available site card). The influence check for this attempt is modified by -1 and is not modified by the influencing character's d.	Short		C
Old Thrush, The	-3 to the prowess and body of a non-Nazgul attack with a normal prowess of 13 or more.	Short		U
Paths of the Dead	Playable only at the end of the organization phase. For its movement, a company that starts at the Dunharrow site and contains Aragorn II may move to the Vale of Erech site. The only hazard creatures that may be played on this company are Undead, but any Undead may be played on the company.	Short		R
Persuasive Words	Diplomat only. Make two rolls (or draw two #s) when making an influence check and choose the one to use.	Short		C
Prize to Ebereth	For each of your characters in play you choose to tap, cancel one Nazgul event or one Nazgul attack. Additionally, if Doors of Night is in play, all characters gain +1 prowess until the end of the turn.	Short		U
Quiet Lands	Environment. Until the end of the turn, the number of strikes for one automatic-attack at a Shadow-hold (♠) or a Ruins & Lairs (♠) is reduced by half (rounded up). Alternatively, if Gates of Morning is in play, treat one Shadow-hold (♠) as a Wilderness (♣) or one Shadow-hold (♠) as a Ruins & Lairs (♠) until the end of the turn. Cannot be duplicated.	Short		U
Relarging	Sage only, during the site phase at an untapped site where "Information" is playable. Tap the sage and the site. Sage may not untap until Relarging is stored at a Haven (♠). During your organization phase, you may tap a sage at a Haven and discard a stored Relarging to retrieve any minor or major weapon, armor, or shield from your discard pile. The item must be placed under the control of a character in the sage's company.	Permanent	1	C
Rescue Prisoners	Playable at an already tapped Dark-hold (♣) or Shadow-hold (♠) during the site phase. The company faces a spider attack (2 strikes with 7 prowess). If no characters are untapped after the attack, discard Rescue Prisoners. Otherwise, you may tap 1 character in the company and put Rescue Prisoners under his control. That character may not untap until Rescue Prisoners is stored at a Haven (♠), Border-hold (♣) or Free-hold (♣) during his organization phase. Can not be duplicated at a given site.	Permanent	3	C
Return of the King	Unique. Aragorn II only. Only playable in Minas Tirith and only if Denethor II is not in play. Aragorn II's direct influence is modified by +3. Keep this card with Aragorn II; discard if he leaves play.	Permanent	3	R
Ringlore	Sage only, only playable at a site where "Information" is playable, and only if a character in his company has a Gold Ring. Playable only during the Site Phase. Tap the sage and the site. Play to test a Gold Ring. No roll (or draw) is used. The player may replace the Gold Ring with any ring from his hand (except for The One Ring).	Short		U
Risky Blow	Warrior only against one strike. +3 to prowess and -1 to body.	Short		C
Sacrifice of Form	Spell. Wizard only. All of the strikes from one attack against your Wizard's company fail; -3 to any body checks made to determine if the attack is defeated. Discard the Wizard (i.e., he becomes unrevealed) and any non-item cards he controls. Place any items he controls under this card and keep these off to the side (these items are considered to still be in play). If the Wizard is put back into play, return his items to him and place Sacrifice of Form with him. Wizard receives +1 to his prowess, body, and direct influence. May not be duplicated on a given Wizard.	Permanent		R
Secret Entrance	Playable only at the end of the organization phase; may not be played on a company moving to a site in a Dark-domain (♣). Tap a sage in the company, and no hazard creatures keyed to the site may be played on the company.	Short		R
Secret Passage	Playable only at the end of the organization phase. If the company that it is played on moves to a Ruins & Lairs (♠) site, opponent may only play hazard creatures that are keyed to the company's site.	Short		C
Stairs	Environment. Modify the prowess of one Undead attack by -1. Alternatively, if Gates of Morning is in play, until the end of the turn, treat one Dark-domain (♣) as a Shadow-land (♠) or one Shadow-land (♠) as a Wilderness (♣). Cannot be duplicated.	Short		C
Stealth	Scout only. Tap a scout to play at the end of the organization phase only if the scout's company size is less than three. No creature hazards may be played on his company this turn.	Short		C
Stone of Erech	Unique. Playable at the Vale of Erech and if the Men of Lamedon are already in play. Discard if the Men of Lamedon leave play.	Permanent	2	R
Sun	Environment. The prowess of each Dunadan is modified by +1. Additionally, if Gates of Morning is in play, the prowess of each auto-attack and hazard creature is modified by -1 and the prowess of each Man and Dunadan is modified by +1. Cannot be duplicated.	Long		U

Name	Description	Type	MP	Rarity
Tempering Friendship	+4 to an influence attempt against a faction.	Short		C
Test of Form	Sage only and only if a character in his company has a Gold Ring. Play to test a Gold Ring.	Short		C
Test of Lore	Sage only and only if a character in his company has a Gold Ring. Play to test a Gold Ring; subtract one from the result of the roll (or draw).	Short		C
Thorough Search	Scout only. Tap a scout during the site phase to allow another character in his company to play any item normally found at its current site. The company must face any automatic-attack for its current site at least once during this site phase. This does not tap the site, and Thorough Search can be played at a site that is already tapped.	Short		C
True Fane	Spell. Wizard only. Before resolving an attack against the Wizard's company, make a roll (or draw a #) and add the Wizard's prowess to the result. If the total is greater than the attack's prowess, all of the attack's strikes fail (if the attack has body, make body checks to determine if the attack is defeated). Otherwise, the attack proceeds normally. Wizard makes a corruption check modified by -3.	Short		R



Star-glass: You start the game with two minor items already in your company. Naturally you want the ones that will give you the greatest edge, usually combating those nasty creatures that pop up. The best minor item available: the Star-glass. With the power to cancel an undead attack or modify the prowess of spider, animal or wolves attacks by -2, it's better than some of the major items out there.

Use Palantir	Sage only. Tap sage to enable him (for the rest of the turn) to use one Palantir he bears.	Short		U
Vanishment	Spell. Wizard only. Cancels an attack against the Wizard's company. Wizard makes a corruption check modified by -2.	Short		C
Vilya	Elfond only. +4 prowess, +2 body, +6 direct influence until the end of the turn. If your play deck has at least 5 cards in it, you may take 5 resource cards of your choice from your discard pile and shuffle them into your play deck. Elfond makes a corruption check modified by -3.	Short		R
White Mountains	Playable at the end of the organization phase on a company containing a ranger. If the company uses region cards for its site path, tap the ranger to move as if the following pairs of regions were adjacent: Old Póke-hand and Anglas, Rohan and Lamedon, Rohan and Anglas, Anórien and Lamedon. Otherwise, if the site moved to is in one of the regions listed above, the hazard limit is reduced by two (to a minimum of two). Cannot be duplicated on a given company.	Short		C
White Tree, The	Unique. Sage only at Minas Tirith. Playable only if a Sapling of the White Tree is at Minas Tirith and is discarded. Minas Tirith becomes a Haven (♠) for the purposes of healing and playing hazards.	Permanent	5	R
Wizard's Fire	Spell. Wizard only. +5 prowess for the Wizard against one attack. Wizard makes a corruption check modified by -4.	Short		R
Wizard's Flame	Spell. Wizard only. All attacks against Wizard's company suffer a -2 modification to prowess for the rest of the turn. Wizard makes a corruption check modified by -3.	Short		U
Wizard's Laughter	Spell. Wizard only during opponent's site phase. Automatically cancels an influence check against one of the Wizard's player's characters, followers, factions, allies, or items. Wizard makes a corruption check modified by -2.	Short		U
Wizard's River-horses	Spell. Wizard only. All Nazgul events are discarded or cancels an attack against a Wizard if he is the only character in the company. Wizard makes a corruption check modified by -2.	Short		U
Wizard's Test	Spell. Wizard only and only if a character in his company has a Gold Ring. Play to test a Gold Ring; make two rolls (or draw two #s) and choose one result to use for the test. Wizard makes a corruption check modified by -1.	Short		C
Wizard's Voice	Spell. Wizard only. +6 to direct influence for the Wizard for the rest of the turn. Wizard makes a corruption check modified by -3. May not be duplicated on a given Wizard.	Short		R

RESOURCE FACTIONS

Name	Type	MP	Rarity
Army of the Dead	Special	6	R
Unique. Playable at Vale of Erech. May only be played by Aragorn II on the same turn that he plays Paths of the Dead. May not be influenced by an opponent.			
Beornings	Man	2	F
Unique. Playable at Beorn's House if the influence check is greater than 7. Standard Modifications: Men (+1).			
Blue Mountain Dwarves	Dwarf	3	U
Unique. Playable at Blue Mountain Dwarf-hold if the influence check is greater than 9. Standard Modifications: Elves (-2), Dwarves (+2).			



ESCAPE

Escape: Having one of your characters wounded isn't too hot, but neither is having them all dead. Escape is an all-purpose defensive card which cancels any attack—all you have to do is sacrifice one of your characters. Since that character ends up wounded (no body check required), it's usually a good play to choose one of your already-tapped guys to take the blow.

Dunlendings	Man	2	F
Unique. Playable at Dunlith Clam-hold if the influence check is greater than 9. Standard Modifications: Men (-1), Dúnedain (-1), Dwarves (-1).			
Easterlings	Man	4	R
Unique. Playable at Easterling Camp if the influence check is greater than 9. Standard Modifications: Dúnedain (-2).			
Elves of Lindon	Elf	2	R
Unique. Playable at Grey Havens if the influence check is greater than 9. Standard Modifications: Dúnedain (+1), Elves (+2).			
Ents of Fangorn	Ent	3	F
Unique. Playable at Wellinghall if the influence check is greater than 9. Standard Modifications: Hobbits (+4).			
Great Eagles, The	Eagle	3	U
Unique. Playable at Eagles' Eyrie if the influence check is greater than 9. Standard Modifications: none.			
Hillmen	Man	1	U
Unique. Playable at Cameth Brin if the influence check is greater than 9. Standard Modifications: Men (+1).			
Hobbits	Hobbit	1	R
Unique. Playable at Bag End if the influence check is greater than 8. Standard Modifications: Hobbits (+4).			
Iron Hill Dwarves	Dwarf	4	F
Unique. Playable at Iron Hill Dwarf-hold if the influence check is greater than 8. Standard Modifications: Elves (-2), Dwarves (+2).			
Knights of Dol Amroth	Dúnedain	3	U
Unique. Playable at Dol Amroth if the influence check is greater than 8. Standard Modifications: Dúnedain (+1).			
Lossoh	Man	2	U
Unique. Playable at Lossoad Camp if the influence check is greater than 8. Standard Modifications: Men (+1).			
Men of Anfalas	Man	2	U
Unique. Playable at Lond Galen if the influence check is greater than 8. Standard Modifications: Dúnedain (+1).			
Men of Anórien	Man	2	F
Unique. Playable at Minas Tirith if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).			
Men of Dorwinion	Man	3	U
Unique. Playable at Shrel-Kain if the influence check is greater than 6. Standard Modifications: Men (+1).			
Men of Lamedon	Man	2	U
Unique. Playable at Vale of Erech if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).			
Men of Lebennin	Man	2	U
Unique. Playable at Pelargir if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).			
Men of Northern Rhovanion	Man	2	U
Unique. Playable at Lake-town if the influence check is greater than 6. Standard Modifications: Men (+1).			
Rangers of Ithilien	Dúnedain	3	F
Unique. Playable at Henneth Annin if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).			
Rangers of the North	Dúnedain	3	F
Unique. Playable at Bree if the influence check is greater than 9. Standard Modifications: Dúnedain (+1).			

Name	Type	MP	Rarity
Riders of Rohan	Man	3	F
Unique. Playable at Edoras if the influence check is greater than 9. Standard Modifications: Hobbits (+1), Dúnedain (+1).			
Southerns	Man	5	R
Unique. Playable at Southern Oasis if the influence check is greater than 8. Standard Mod.: Dúnedain (-2), Elves (-2), Dwarves (-2).			
Tower Guard of Minas Tirith	Dúnedain	2	F
Unique. Playable at Minas Tirith if the influence check is greater than 7. Standard Modifications: Dúnedain (+1).			
Variags of Khand	Man	4	R
Unique. Playable at Variag Camp if the influence check is greater than 9. Standard Modifications: none.			
Wood-elves	Elf	3	F
Unique. Playable at Thranduil's Halls if the influence check is greater than 8. Standard Modifications: Men (-1), Elves (+1), Dwarves (-2).			
Woodmen	Man	2	U
Unique. Playable at Woodmen-town if the influence check is greater than 7. Standard Modifications: Men (+1).			
Woses of Old Pikel-lend	Wose	3	R
Unique. Playable at Wose Passage-hold if the influence check is greater than 8. Standard Modifications: none.			
Woses of the Drúadan Forest	Wose	3	U
Unique. Playable at Drúadan Forest if the influence check is greater than 9. Standard Modifications: none.			

RESOURCE ITEMS

Name	Type	d	p/b	MP	CP	Rarity
Arkenstone, The	Greater (+3)			2(5)	2(4)	R
Unique. +3 to bearer's direct influence against Dwarves and Dwarf factions. If held by a Dwarf, The Arkenstone gives 5 marshalling points and 4 corruption points. The Arkenstone may be tapped to untap a Dwarf character in the same company, but target Dwarf must make a corruption check modified by -2.						
Athelas	Minor			1		U
A Dúnedain can tap and use this item to heal a character in his company (change from wounded to well, character remains tapped). Aragorn II can also tap and use this item to remove a corruption card from a character in his company. Discard after use.						
Beautiful Gold Ring	Gold Ring			1	1	C
Discard the Beautiful Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: • The One Ring (12+); • a Dwarven Ring (10, 11, 12+); • a Magic Ring (1, 2, 3, 4, 5, 6, 7); • a Lesser Ring (any result).						
Book of Mazdul	Special			1(5)	2	U
Unique. Only playable at Moria. May be stored at a Dwarf-hold for 5 marshalling points. If its bearer is a sage, top Book of Mazdul during your organization phase to increase your hand size by 1 until your next untap phase.						
Dagger of Westerne	Minor			+1/-		1 C
Weapon. +1 to prowess to a maximum of 8.						
Durin's Axe	Major			+2(4)/-	2(4) 2(3)	U
Unique. Weapon. +2 prowess (+4 if held by a Dwarf) to a maximum of 9. If held by a Dwarf, 4 marshalling points and 3 corruption points.						
Dwarven Ring of Barin's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	R
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a major item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Dwarven Ring of Bóvor's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	R
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Dwarven Ring of Drúin's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	R
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a greater item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Dwarven Ring of Durin's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	R
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to untap the site he is currently at. Bearer makes a corruption check modified by +2.						
Dwarven Ring of Dwálin's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	R
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck for a major item playable at the bearer's site. Play this item immediately or discard; reshuffle the play deck. Bearer makes a corruption check modified by +2.						
Dwarven Ring of Thelor's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	U
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or your discard pile for any one or two minor items; place these items in your hand and reshuffle your play deck. Bearer makes a corruption check modified by +2.						
Dwarven Ring of Thrór's Special	Special			+2(7)	+2(4)/+1 4(6) 3(5)	U
Unique. Dwarven Ring. Playable only with a Gold Ring and after a test indicates a Dwarven Ring. Values in parentheses and brackets apply to a Dwarf bearer. Tap a Dwarf bearer to search your play deck and/or your discard pile for any one or two minor items; place these items in your hand and reshuffle your play deck. Bearer makes a corruption check modified by +2.						

Earth of Galadriel's Orchard	Special			(2)	1	U
Unique. Only playable at Lórien. 2 MP if stored at Bag End.						
Elf-stone	Minor			+2		1 C
+2 to direct influence used against an Elf character or an Elf faction. May not be duplicated on a given character.						
Elven Cloak	Minor				1	C
Tap Elven Cloak to cancel one strike against bearer; the strike must be keyed to Wildemess (w). May not be duplicated on a given character.						
Ent-draughts	Special			+1/-		U
Only playable at Wellinghall in addition to an ally or faction that has been successfully played at Wellinghall this turn. +1 to prowess. This item may not be stolen, transferred, or stored. May not be duplicated on a given character.						
Fair Gold Ring	Gold Ring			1	1	C
Discard the Fair Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: • The One Ring (11, 12+); • a Dwarven Ring (9, 10, 11, 12+); • a Magic Ring (1, 2, 3, 4, 5, 6); • a Lesser Ring (any result).						
Glamdring	Major			+3/-	2	1 U
Unique. Weapon. +3 to prowess to a maximum of 8 (a maximum of 9 against Orcs).						
Great-shield of Rohan	Major			-/+2	2	2 U
Unique. Shield. +2 to body to a maximum of 9. Warrior only; top Great Shield of Rohan to remain untapped against one strike (unless the bearer is wounded by the strike).						
Hauberk of Bright Mail	Major			-/+2	2	1 C
Armor. Warrior only: +2 to body to a maximum of 9.						
Healing Herbs	Minor					1 C
The bearer can tap and discard this item to heal a character in his company, changing the character's status from wounded to well and untapped. Alternatively, the bearer can tap and discard this item to untap a character that is not wounded.						
Horn of Anor	Minor			+2		1 C
+2 to direct influence used against a faction. May not be duplicated on a given character.						
Lesser Ring	Special			+2	2	1 U
Lesser Ring. Playable only with a Gold Ring and after a test indicates Lesser Ring. +2 to direct influence.						
Magic Ring of Courage	Special			(+2)/-	3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer warrior skill. If the bearer is already a warrior, he gets +2 to prowess. May not be duplicated on a given character.						
Magic Ring of Lore	Special				3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer sage skill. If the bearer is already a sage, he may tap to use a Palantir. Can't be duplicated on a given character.						
Magic Ring of Nature	Special				3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer ranger skill. If the bearer is already a ranger, he may tap to cancel an attack against his company. May not be duplicated on a given character.						
Magic Ring of Stealth	Special				3	2 U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer scout skill. If the bearer is already a scout, he may tap the Magic Ring of Stealth to cancel a strike directed against him. May not be duplicated on a given character.						
Magic Ring of Words	Special			+3	2	U
Magic Ring. Playable only with a Gold Ring and after a test indicates a Magic Ring. Gives the bearer diplomat skill. If the bearer is already a diplomat, he gets +3 to direct influence. May not be duplicated on a given character.						
Miruvor	Minor			-/(+2)		1 C
Discard to give +2 body (to a maximum of 10) for all characters in bearer's company until the end of the turn.						
Mithril-coat, The	Greater			-/+3	4	2 R
Unique. Armor. +3 to body (to a maximum of 10).						
Narsil	Greater			+1	+1/-	3 2 U
Unique. Weapon. +1 to prowess and direct influence.						
One Ring, The	Special			+5	+5/+5	6 6 R
The One Ring. Playable only with a Gold Ring and after a test indicates The One Ring. +5 prowess (to a maximum of double the bearer's starting prowess). +5 to body (to a maximum of 10). +5 to direct influence. Bearer may make a corruption check modified by -2 to cancel a strike; this does not work against Undead and Nazgul strikes. +1 CP to every character in the bearer's company.						
Orcrist	Greater			+3/-	4	2 U
Unique. Weapon. +3 to prowess to a maximum of 9 (+4 prowess to a maximum of 10 against Orcs).						
Palantir of Amón Sûl	Bearer				3(5) 3	R
Unique. Palantir. If the bearer's company is ever below 2 characters and the company moves, discard the Palantir. 5 marshalling points if stored in a Haven (H). With its bearer able to use a Palantir, tap Palantir of Amón Sûl to look at your opponent's hand or tap it to use the abilities of either the Palantir of Annúminas or the Palantir of Elostirion if either one is in play. Bearer makes a corruption check.						
Palantir of Annúminas	Greater				3	2 R
Unique. Palantir. With its bearer able to use a Palantir, tap Palantir of Annúminas to search through your play deck and discard pile for a "sage only" card. Put this card in your hand. Reshuffle your play deck. Bearer makes a corruption check.						
Palantir of Elostirion	Special				2	2 U
Unique. Palantir. Playable only at The White Towers. Discard if the bearer moves. If the bearer is a sage, he may tap Palantir of Elostirion to remove one corruption card from an Elf or a Wizard under your control. Bearer makes a corruption check.						
Palantir of Minas Tirith	Special				2	2 U
Unique. Palantir. Playable only at Minas Tirith. With its bearer able to use a Palantir, tap Palantir of Minas Tirith to look at the top 5 cards of your deck; shuffle these 5 and return them to the top of your deck. Do the same to your opponent's deck. Bearer makes a corruption check.						



players guide

Name	Type	d	p/b	MP	CP	Rarity
Palantir of Orthanc Special		2	2	2	2	U
Unique. Palantir. Playable only at Isengard. With its bearer able to use a Palantir and with at least 5 cards in your play deck, top Palantir of Orthanc to choose one card from your discard pile to place in your play deck (reshuffle the play deck). Bearer makes a corruption check.						
Palantir of Osgiliath Greater		3(5)	3	3	3	R
Unique. Palantir. If the bearer's company is ever below 4 characters and the company moves, discard 5 MP if stored in a Haven (✳). With its bearer able to use a Palantir, top Palantir of Osgiliath to force the discard of any hazard permanent-event or to duplicate the effect of any Palantir in play. Bearer makes a corruption check.						
Potion of Prowess Minor		(+1)	-	1	1	C
Discard to give +1 prowess to all characters in bearer's company until the end of the turn.						
Precious Gold Ring Gold Ring		1	1	1	1	C
Discard the Precious Gold Ring when tested. If tested, make a roll (or draw a #) to determine which ring card may be immediately played: • The One Ring (10, 11, 12); • a Dwarven ring (8, 9, 10, 11, 12); • a Magic Ring (1, 2, 3, 4, 5); • a Lesser Ring (any result).						
Red Arrow Major		(-5)	2	2	2	U
Unique. Bearer may automatically influence the Riders of Rohan. +5 to the bearer's direct influence against any character with Eoras as a home site.						
Red Book of Westmarch Special (+2)		(1)	1	1	1	U
Unique. Only playable at Bag End. +2 to direct influence against a Hobbit character or faction. 1 MP if stored at a Haven (✳).						
Seedling of White Tree Major		1(2)	1	1	1	U
Not playable in a Shadow-hold (▲) or Dark-hold (■). May be stored at Minas Tirith. 2 marshalling points if stored at Minas Tirith.						
Scroll of Isildur Greater		4	3	3	3	U
Unique. When a Gold Ring is tested in a company with the Scroll of Isildur, the result of the roll (or draw) is modified by +2.						
Shield of Iron-bound Ash Minor		(+1)/+1	1	1	1	C
Shield. +1 to body to a maximum of 8. Top Shield of Iron-bound Ash to gain +1 prowess against one strike.						
Star-glass Minor		1	1	1	1	U
Top bearer of Star-glass to cancel an attack by Undeod or to modify the prowess of a spiders, animals, or wolves attack by -2. Bearer makes a corruption check.						
Sting Minor		+1(2)/-	1	1	1	U
Unique. Weapon. +1 to prowess to a maximum of 8, +2 to a Hobbit's prowess to a maximum of 8.						
Sword of Gondolin Major		+2/-	2	2	2	C
Weapon. Warrior only: +2 to prowess to a maximum of 8.						
Torque of Hues Major		2	2	2	2	U
Unique. Top Torque of Hues and its bearer to cancel an attack against his company. Bearer makes a corruption check.						
Wizard's Ring Special +5		+2/+1	2	4	4	R
Wizard only. Playable only at a Haven (✳). Cannot be stored, stolen, or transferred. May not be duplicated on a given Wizard. Bearer makes a corruption check when this item is played.						

SITES

Name	Type	Path	Region	Rarity
Amon Hen			Rohan	C
Nearest Haven: Lórien. Playable: Information, Items (minor). Automatic-attacks: Undeod — 1 strike with 6 prowess; each character wounded must make a corruption check.				

Name	Description	Type	Path	Region	Rarity
Barad-dûr	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks (2): Orcs — 4 strikes with 7 prowess. Trolls strikes with 9 prowess. Special: Any company moving to Barad-dûr has its hazard limit modified by +2.			Gorgoroth	R
Barrow-downs	Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic-attacks: Undeod — 1 strike with 8 prowess; each character wounded must make a corruption check.			Cardolan	F
Beorn's House	Nearest Haven: Rivendell.			Anduin Vales	F
Blue Mountain Dwarf-hold	Nearest Haven: Grey Havens.			Númeniadór	C
Bree	Nearest Haven: Rivendell.			Arthedain	F
Cameth Brin	Nearest Haven: Rivendell.			Rhudaúr	C
Carn Dûm	Nearest Haven: Rivendell. Playable: Items (minor, major, greater). Automatic-attacks: Orcs — 4 strikes with 7 prowess.			Angmar	R
Caves of Ulund	Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic-attacks: Dragon — 1 strike with 13 prowess.			Withered Heath	U
Grith Ungol	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks: Dragon — 1 strike with 7 prowess.			Imlad Morgul	R
Dancing Spire	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks: Dragon — 2 strikes with 7 prowess.			Withered Heath	U
Dead Marshes	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks: Undeod — 2 strikes with 8 prowess; each character wounded must make a corruption check.			Dogorlad	U
Dimrill Dale	Nearest Haven: Lórien. Playable: Information. Automatic-attacks: Orcs — 1 strike with 6 prowess.			Redhorn Gate	U
Dol Amroth	Nearest Haven: Edhellond.			Belfalas	C
Dol Guldur	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks (2): Orcs — 3 strikes with 7 prowess. Trolls — 2 strikes with 8 prowess.			Southern Mirkwood	R
Drúadan Forest	Nearest Haven: Lórien.			Anórien	C
Dunharrow	Nearest Haven: Lórien.			Rohan	R
Dunnish Clan-hold	Nearest Haven: Rivendell.			Dunland	F
Eagles' Eyrie	Nearest Haven: Lórien.			Anduin Vales	C
Easterling Camp	Nearest Haven: Lórien.			Horse Plains	R
Edhellond	Site Path From Grey Havens: From Lórien: ... Site Path			Anfalas	C
Eoras	Nearest Haven: Lórien.			Rohan	F
Ettenmoors	Nearest Haven: Rivendell. Playable: Items (minor). Automatic-attacks: Troll — 1 strike with 9 prowess.			Rhudaúr	C
Gladden Fields	Nearest Haven: Lórien. Playable: Items (gold ring). Automatic-attacks: Undeod — 1 strike with 8 prowess; each character wounded must make a corruption check.			Anduin Vales	C
Glittering Caves	Nearest Haven: Lórien. Playable: Items (minor, major). Automatic-attacks: Pöke-man — 1 strike with 9 prowess.			Gap of Isen	U
Goblin-gate	Nearest Haven: Rivendell. Playable: Items (minor, gold ring). Automatic-attacks: Orcs — 3 strikes with 6 prowess.			High Pass	F
Grey Havens	Site Path From Rivendell: ... Site Path From Edhellond: ...			London	C
Henneth Annûn	Nearest Haven: Lórien.			Ithilien	F

Name	Description	Type	Path	Region	Rarity
Irerock	Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic-attacks: Dragon — 1 strike with 14 prowess.			Withered Heath	U
Iron Hill Dwarf-hold	Nearest Haven: Lórien.			Iron Hills	F
Isengard	Nearest Haven: Lórien. Playable: Items (minor, major, gold ring). Automatic-attacks: Wolves — 3 strikes with 7 prowess.			Gap of Isen	F
Isles of the Dead that Live	Nearest Haven: Grey Havens. Playable: Items (minor, major, gold ring). Automatic-attacks: Undeod — 2 strikes with 8 prowess; each character wounded must make a corruption check.			Enadoran Coast	R
Lake-town	Nearest Haven: Lórien.			Northern Rhovanion	C
Land Galen	Nearest Haven: Edhellond.			Anfalas	C
Lonely Mountain, The	Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic-attacks: Dragon — 1 strike with 14 prowess.			Northern Rhovanion	F
Lórien	Site Path From Rivendell: ... Site Path From Edhellond: ...			Wold & Foothills	C
Lossadan Cairn	Nearest Haven: Rivendell. Playable: Items (minor, major, greater). Automatic-attacks: Undeod — 2 strikes with 8 prowess; each character wounded must make a corruption check.			Forochel	C
Lossadan Camp	Nearest Haven: Rivendell.			Forochel	C
Minas Morgul	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks: Undeod — 3 strikes with 8 prowess; each character wounded must make a corruption check.			Imlad Morgul	R
Minas Tirith	Nearest Haven: Lórien.			Anórien	F
Moria	Nearest Haven: Lórien. Playable: Items (minor, major, greater, gold ring). Automatic-attacks: Orcs — 4 strikes with 7 prowess.			Redhorn Gate	F
Mount Doom	Nearest Haven: Lórien. Special: Any company moving to Mt. Doom has its hazard limit modified by +2 and hazard creatures may always be played keyed to the site regardless of any other cards played.			Gorgoroth	U
Mount Gram	Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic-attacks: Orcs — 3 strikes with 6 prowess.			Angmar	F
Mount Gundabad	Nearest Haven: Lórien. Playable: Items (minor, major, greater). Automatic-attacks: Orcs — 2 strikes with 8 prowess.			Gundabad	U
Old Forest	Nearest Haven: Rivendell. Special: Healing Cards affect all characters at the site.			Cardolan	C
Ost-in-Edhil	Nearest Haven: Rivendell. Playable: Items (minor, gold ring). Automatic-attacks: Wolves — 3 strikes with 5 prowess.			Hollin	U
Palargir	Nearest Haven: Edhellond.			Lebennin	C
Rhosgobel	Nearest Haven: Lórien. Playable: Items (minor). Special: Healing Cards affect all characters at the site.			Southern Mirkwood	F
Rivendell	Site Path From Lórien: ... Site Path From Grey Havens: ...			Rhudaúr	C
Ruined Signal Tower	Nearest Haven: Rivendell. Playable: Items (minor, major). Automatic-attacks: Spiders — 2 strikes with 8 prowess.			Eneadwaith	F
Sarn Goriwain	Nearest Haven: Lórien. Playable: Items (minor, major). Automatic-attacks: Orcs — 3 strikes with 5 prowess.			Heart of Mirkwood	C
Shelob's Lair	Nearest Haven: Lórien. Playable: Items (minor, major). Automatic-attacks: Orcs — 2 strikes with 8 prowess.			Imlad Morgul	R
Shrel-Kain	Nearest Haven: Lórien.			Dorwinion	C
Southern Oasis	Nearest Haven: Edhellond.			Harondor	R
Stone-circle	Nearest Haven: Edhellond. Playable: Information, Items (minor). Automatic-attacks: Pöke-man — 1 strike with 9 prowess.			Old Pöke Gap	R
Stones, The	Nearest Haven: Edhellond. Playable: Items (minor, major, greater). Automatic-attacks: Pöke-men — 2 strikes with 9 prowess.			Androst	R
Thranduil's Halls	Nearest Haven: Lórien.			Woodland Realm	F
Tollalas	Nearest Haven: Edhellond. Playable: Items (minor, major, greater). Automatic-attacks: Undeod — 3 strikes with 7 prowess; each character wounded must make a corruption check.			Mouths of the Anduin	R
Vale of Erech	Nearest Haven: Edhellond.			Lamedon	R
Variag Camp	Nearest Haven: Edhellond.			Khand	R
Weather-top	Nearest Haven: Rivendell. Playable: Information. Automatic-attacks: Wolves — 2 strikes with 6 prowess.			Arthedain	F
Wellinghall	Nearest Haven: Lórien.			Fangorn	F
White Towers, The	Nearest Haven: Rivendell. Automatic-attacks: Wolves — 2 strikes with 6 prowess.			Arthedain	U
Wind Throne, The	Nearest Haven: Lórien. Playable: Information, Items (minor, major). Automatic-attacks: Orcs — 3 strikes with 7 prowess.			Grey Mountain Narrows	F
Woodmen-town	Nearest Haven: Lórien.			Western Mirkwood	C
Wose Passage-hold	Nearest Haven: Edhellond.			Old Pöke-Hand	C



CORPSE-CANDLE



LURE OF THE SENSES

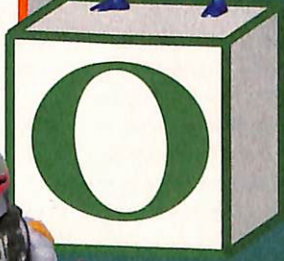
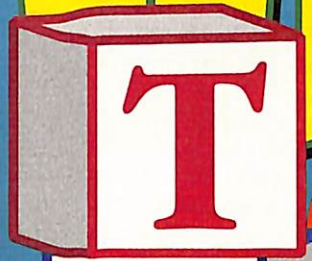
Corpse-candle & Lure of the Senses: Corruption usually factors into every game, whether it be one character stockpiling a treasure trove on his back or corruption cards, like Lure of the Senses, accumulating on a group of traveling adventurers. So plan for it. The Corpse-candle may not strike for much, but it forces every character in the defending company to make a corruption check prior to the attack. Your undead minion won't kill them, they'll kill themselves.

Bag End	Nearest Haven: Rivendell.			Shire	F
Bandit Lair	Nearest Haven: Lórien. Playable: Items (minor, gold ring). Automatic-attacks: Men — 3 strikes with 6 prowess.			Brown Lands	F

Himring	Nearest Haven: Grey Havens. Playable: Items (minor, major). Automatic-attacks: Undeod — 1 strike with 8 prowess; each character wounded must make a corruption check.			Elven Shores	U
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Swan Song



Rick Swan's unique take on the world of gaming

QUACK ATTACK

A while back, the director of a local mental health clinic invited me to talk to the staff about fantasy games—what they are, how you play them, whether they lead innocent children down the road to depravity. (They do.)

Afterward, while I was checking the sofa cushions for change, I came across a dog-eared copy of a little red book published by the American Psychiatric Association, cryptically titled *D.S.M.-IV*. Turned out it was a diagnostics manual for professional therapists, packed with descriptions of all manner of mental illnesses.

Though remarkably thorough—I found a surprising number of my own personality defects in there—it was far from complete, overlooking many of the maladies affecting the contemporary gamer.

As a public service, I'd like to correct a few of those omissions here, in the format of a psychological fitness inventory. Answer the following questions to see how you stack up. I urge you to implement the recommended treatments as soon as possible.

1. Do you feel anxious when forced to spend time away from your Serpent Generator?

Sounds like a classic case of *artifact abandonment syndrome*. This occurs when school, work or vacation separates you from your favorite *Magic* cards. You may be experiencing nightmares about harm befalling your Mana Vault or stomach aches, hot flashes and chest pains at the thought of losing your War Barge.

Treatment: Ease the distress by phoning your cards frequently.

2. Do you take better care of your cards than you do yourself?

If the only exercise you get is ripping open booster packs with your teeth and your idea of a balanced diet is pizza with extra cheese, you're probably suffering from *slobosis*.

Treatment: Embark on a rigid program of self-improvement. Strive to (1) do one push-up in a row, (2) resist the urge to faint when confronted by a tossed salad and (3) change your underwear twice in the same month.



3. Do you lie awake at night wondering, "How am I gever gonna unload all those worthless land cards?"

You've got *landlubber's remorse*. Symptoms include preoccupation with the cruelties of an indifferent universe, loss of the will to live and uncontrollable weeping at the sight of a Swamp card.

Treatment: Externalize your feelings in order to develop a more positive coping mechanism. Or you can just palm off your Swamps on some dweeb.

4. Do you covet hard-to-find cards, regardless of how crappy their condition?

I thought this affliction, clinically known as *neurocompulsive butt-headism*, was merely theoretical. That is, I did until I wrote in *InQuest* #5 about a Gauntlet of Might that was torn in two and damaged beyond repair. I got nine letters and three phone calls from readers desperate to buy the pieces. An example:

Caller: "I'll give you \$40."

Me: "You don't understand. The card's all chewed up. There's nothing left of it."

Caller: "Okay...\$20."

Treatment: I have some old *Howard the Duck* comics you might be interested in.

5. Are you a self-obsessed know-it-all?

Congratulations—you may have what it takes to write this column. But beware: untreated, this condition may fester into full-blown *obnoxia moronicus*. If you're not careful, you may find yourself laughing hysterically at *InQuest*'s "Stumper of the Month" ("Like, what kind of idiot doesn't know that?"), insisting that the next Duelists' Convocation tournament use your house rules and demanding that Wizards of the Coast dismiss its entire design team and hire you to replace them.

Treatment: Slap yourself. Hard.

6. Do you break out in a cold sweat when facing a *Magic* opponent who has 20 or more creature cards?

If so, you've acquired a debilitating fear of weenie decks, more properly known as *weenophobia*. This is often triggered by a childhood trauma, such as exposure to a Basilisk in infancy.

Treatment: Weenies hate red stuff, so give yourself a dose of courage by loading up on Pyroclasms and Infernos. Better yet, douse yourself in ketchup.

7. Do you believe the value of your card collection will continue to escalate, enabling you to someday finance a country estate, a garage full of BMWs and a lavish retirement?

You are delusional.

Treatment: Sorry. You can't be helped.

8. Would you kill for a Black Lotus?

You are psychotic.

Treatment: I don't know. Just stay the hell away from me.

Rick Swan no longer hears voices in his head. Yes you do. No I don't.

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