

THE GUIDE TO COLLECTIBLE CARD GAMES

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MAY 1996 • 13

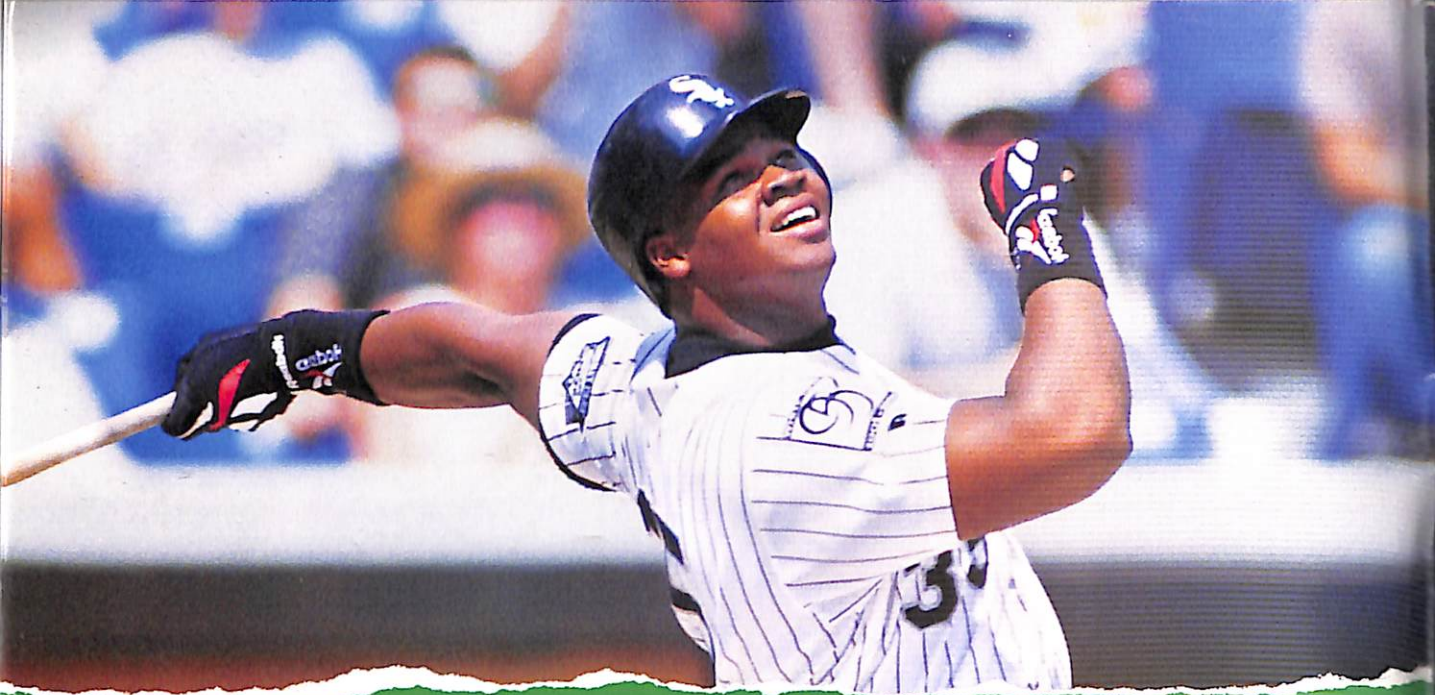
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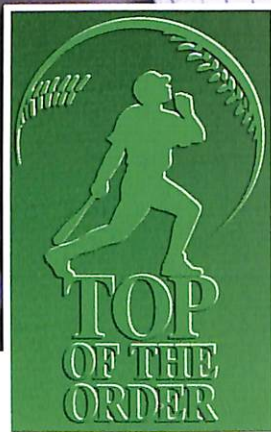
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INQUEST

Number 13
MAY 1996

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ON THE COVER:

Pete Venters' "Omen of Fire" painting from the upcoming Magic release, *Alliances*. For more on Pete, see this month's InQuest Profile on **page 78**.



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Rejuvenation

Admit it, we've all lost our attention spans. In today's age of rapid-fire videos, digitized sound bytes and sensory-overload global networks, we're lucky that our patience lasts through the opening paragraph of *A Tale of Two Cities* or the action intro to *Wing Commander*. (Hey, you still reading?)

The same goes for card games. I learn one CCG and move on to the next with the fickleness of a summer's breeze. Nowadays we're always looking for new things, new challenges, new forms of entertainment. Only the best of the best holds our attention.

I mean, how much time are we willing to devote to old classics like *Yahtzee* and *Monopoly* anymore? Not much. I'm betting a T-rex would spend more time playing with a roll of cabbage.

The fact is, we all get tired of the same old, same old.

This winter, I hit the doldrums—no one wanted to play cards anymore. Several of my friends, who had once pulled *Magic* all-nighters more studiously than cramming for any exam they had in their lives, were now selling off their cards and canceling our weekly chaos games. The rest of our well-worn card games were fast approaching the endangered species list. People were getting bored with the glut of run-of-the-mill CCGs—*Magic* ripoffs, poorly designed games—you know, cardboard that you'd really, really like to trade back for the paper you spent on it.

Along comes *Middle-earth: The Wizards*. We're all Tolkien fans, so we pick it up...and guess what? We fall in love; we're itching to play it morning, noon and night—heck, who needs sleep? Cool new cards, an innovative and well-balanced game system, storytelling from Rivendell to Minas Morgul—something new, something different, something fresh.

We can't get enough. We're back to building decks with a passion...a couple of characters, a few Nazgûl, a bunch of undead, a smidgen of swords and shields, a pinch of combat cards—shuffle 'em up, play and fine-tune away!

How can you not have this fever? There are all kinds of new cards to get into...just when my ring deck was on the fritz, cranking out duds undeserving of a Cracker Jack box, along comes Ringlore, and my deck's knocking off opponents faster than the Gimli/Legolas combo in Helm's Deep.

And you know what? It's not just *Middle-earth*. Everything's exciting again.

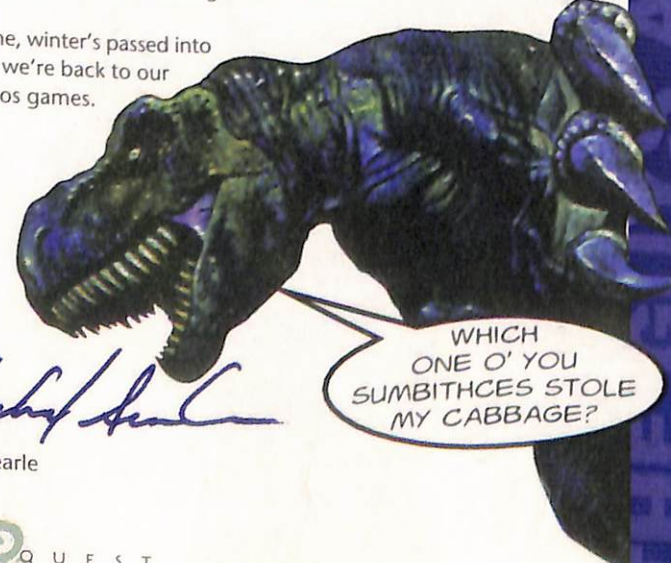
Cause that's the answer. We all need to be refreshed once in a while, whether it be with a change of pace like a cool new game, or a killer expansion set to spice up our old favorites. *Middle-earth's* done it for me; I'm sure there are games and sets out there that'll do it for you.

So the next time you're feeling a little bored with the usual, try something new.

As for me, winter's passed into spring and we're back to our weekly chaos games.



Michael Searle
Editor



WHICH
ONE O' YOU
SUMBITHCES STOLE
MY CABBAGE?



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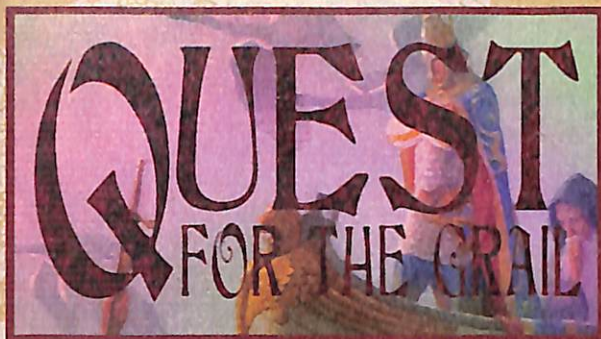
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InQuest: The Guide to Collectible Card Games Volume 1, Issue #14 (ISSN: 1081-924X).

• Please direct all inquiries concerning editorial information to InQuest Editorial Dept., 151 Wells Avenue, Congers, NY 10920-2064, or fax (914) 268-0053. • Please send all change of address and subscription inquiries to Wizard Press, P.O. Box 656, Yorktown Heights, NY 10598. One-year subscription rate is \$29.95, Canada \$48.00, all other foreign \$70.00. All payment in U.S. funds only. • Any statements made, expressed or implied in InQuest are solely those of columnists or persons being interviewed and do not represent the editorial position of the publisher, who does not accept responsibility for such statements. All artwork is trademark and © their respective owners. • Entire contents © 1995 Gareb Shamus Enterprises Inc. The InQuest logo is protected through trademark registration in the United States of America. Publication information may not be reproduced in part or whole in any form without prior written permission of Wizard Press and Gareb S. Shamus. • InQuest is published monthly by Gareb Shamus Enterprises Inc., 151 Wells Avenue, Congers, NY 10920. Second Class postage paid at Congers, NY, and additional mailing offices. Postmaster: Please send address changes to Wizard Press, P.O. Box 656, Yorktown Heights, NY 10598. Made in USA.

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 McGuiness, 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.

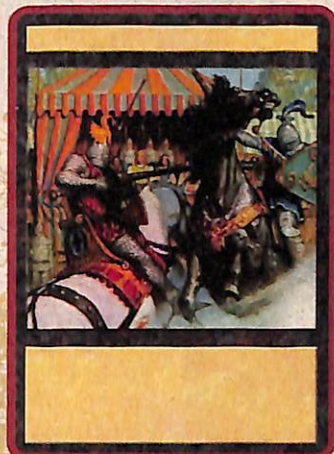
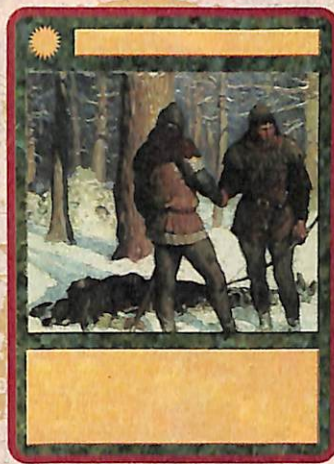
'And three for one, by strath and scaur,
By day, by night, till near and far
The streams run red with waves of war!

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

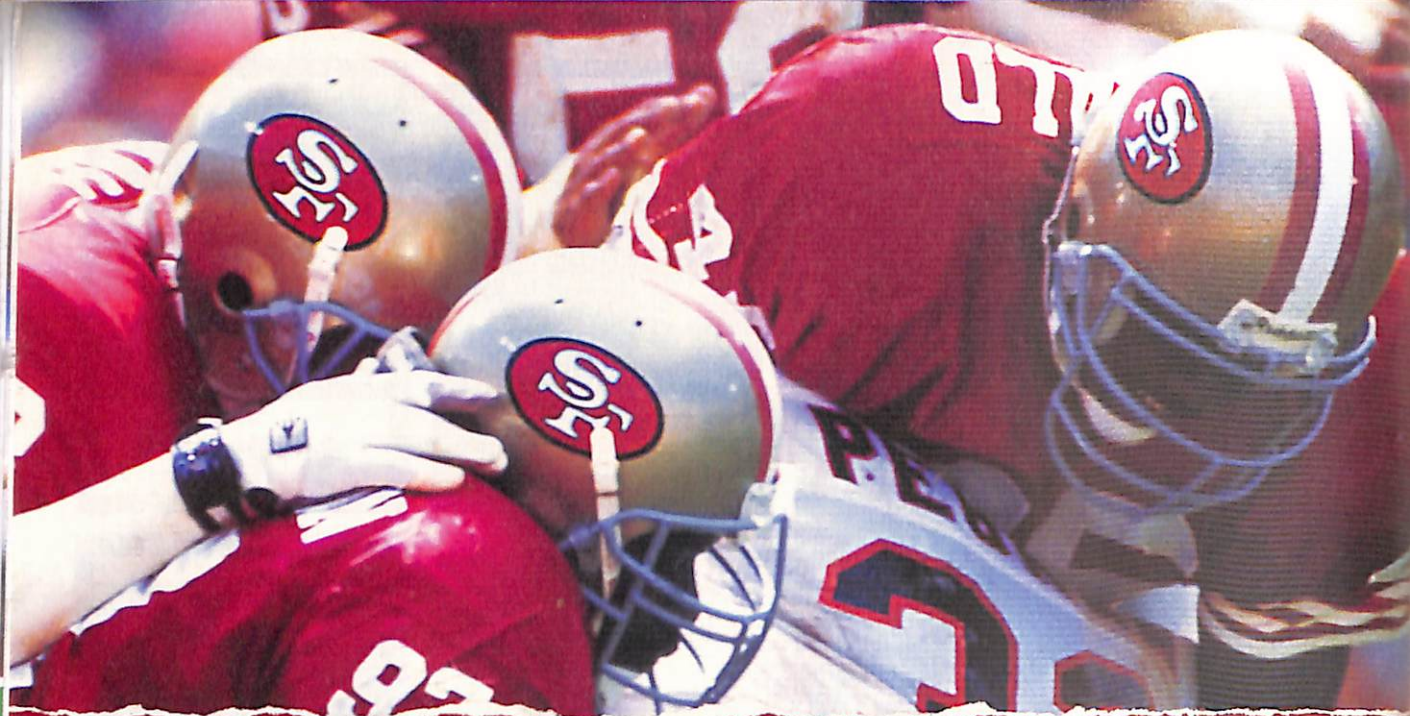
Traditional Breton Folksong

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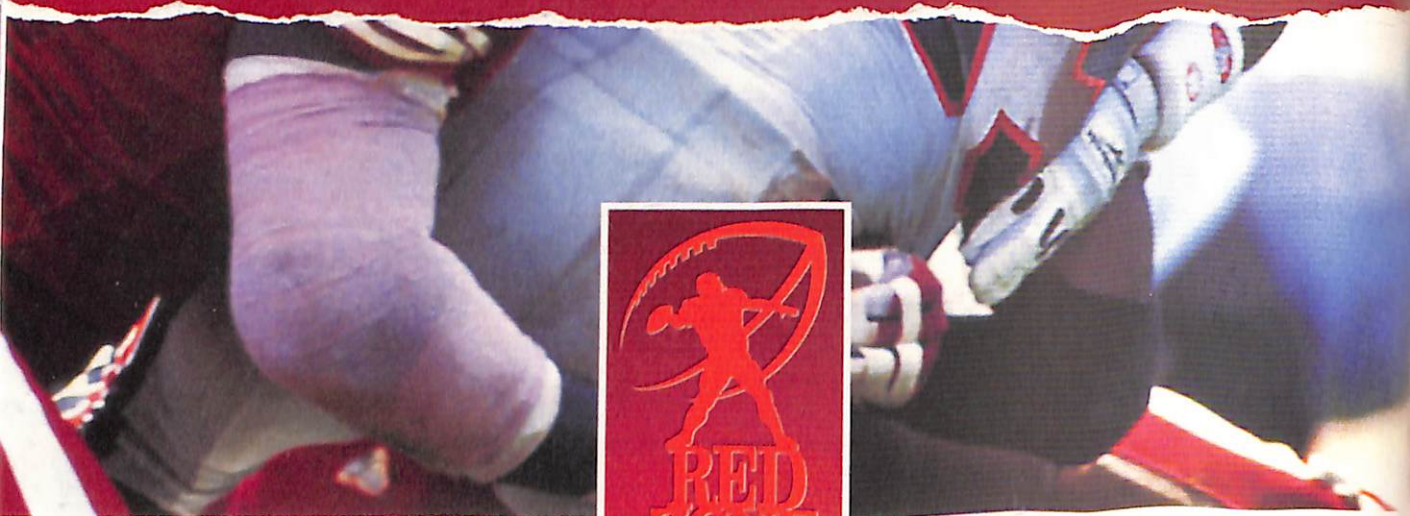
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You can get pumped just thinking about it. Red Zone. Get off your butt. Get to the store. Get it today.



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INQUISITION

Letters to the Editors



FAN SATISFACTION GURANTEED!

The big topic this month takes the shape of *Star Wars: The Customizable Card Game*. No, not whether or not fans like it. It seems to be a hit amongst the masses. What wasn't a hit were the, um, technical difficulties we experienced when we covered it in issue #11. It seems we hit some snags in our price guide when it came to this popular C.C.G.

Another barn-burner was "Brian's Mean-Spirited *Magic* Tips," a pull-out poster in issue #10 that featured a photo of the mysterious "Brian," tearing up *Magic* cards and spouting insulting "tips" to C.C.G. enthusiasts.

Enough stalling, let the abuse begin...

Jedi Mind Tricks

What the hell is wrong with you guys? The prices for the *Star Wars* C.C.G. is total bull! Are you guys nuts? Han Solo is only \$10? \$10!? The most expensive card is \$10?

I recently went to four C.C.G. stores and eight comic shops and they all say that Han Solo is at least \$80.

Fix your damn prices!

Frank Le

Sunnyvale, CA

Guilty, your honor.

We made some mistakes in our coverage of the *Star Wars* C.C.G. and have since taken steps to undo the damage, most notably the *Star Wars* tip sheet that was mailed to retailers and posted in the InQuest forum online (InQuestMag@aol.com) which featured a complete checklist with accurate pricing. When we step in it, we try and make good.

Brian Bashing

What's up with that Brian guy condemning *Magic* players in InQuest #10 ("Brian's Mean-Spirited Tips")? I suppose that a man is entitled to his own opinion, but did he have to print it in an internationally sold magazine?

As a *Magic* player, I couldn't help but cringe when I read the whole article. And the picture: an evil looking guy tearing up some of the most revered cards in the C.C.G. biz. It was truly and purely blasphemous.

If I ever see this Brian fellow, anywhere, even in the presence of the Pope himself, someone will have to hold me back.

Nathan Hunter

Hendersonville, TN

In your article "Brian's Mean-Spirited *Magic* Tips," did he really tear up all those Moxes and Lotuses, or were those just copies? If he did, I wanna find out his address so I can pick up his garbage.

Ryan MacGavin

Laramie, WY

When we ran that article, we knew that ornery Brian fella would get some of our fans riled up. And boy, did he. We were flooded with mail from fans calling for the little guy's head. But does a mountain of bloodthirsty mail scare the self-proclaimed King of the Game Geek Slappers? In his own words: "The day some man-tappin' sissy can give me a hard time is the day I put on a dress and start playing *Magic*. If you can't handle the heat, go read *Scrye*." See? He's not so bad.

Magic Creativity 101

Lately, it seems like people want more powerful cards instead of learning to use cards that they consider "weak to average" more creatively. Players seem to be intent on crushing their opponents, either by causing ungodly amounts of damage or by locking up the game with some rare or OOP "game breaker."

Yeah, it's cool to win, but if you can't

do it without some amazingly overpowered card, you need to go back to *Magic* Creativity 101. I don't care if you're playing with friends or in a major tourney; most tourney champs have creative decks, and that's why they win—nobody sees it coming. People don't respect skill, either in deck building or playing!

Look at how people have been dumping on *Homelands*, and on *Fallen Empires* before that. Mainly, they complain, "There aren't enough power cards! We want game breakers!"

I don't know about you, but I think it's more fun to be killed by a Drudge Skeleton (or even an Atog!) than to lose to a 73-point fireball, or a 17/17 trampler.

Robert Barr

Harrisonville, MO

Here here! The next guy to Time Walk, Regrowth, Time Walk, Recall, Time Walk, Regrowth, Timewalk gets a piledriver.

Onulet Oversight

I was looking through my artifacts and I came to the Onulet card (Revised). I looked at the illustration on the bottom of the cards and it had "Illus. © Kerstin Kaman," but on the card picture it had "Anson '93."

What's the deal?

Michael Rivera

Universal City, TX

Anson Maddocks did, in fact, paint the Onulet. Slight typo on WatC's part.



Mountains of Money

Designing trading cards to play with is the ultimate idea of making money. You put some sort of sense in it when you make them playable. Still, it seems that some people forget this special point: *Magic* is for making money. Mountains of money. Richard Garfield is NOT some sort of game-god who invented a really fun game to play for this only purpose. The idea behind the game would still work if you could choose the cards you buy, if there were no rare cards, and if decks would be limited to a fixed number of cards. The players would have to focus on deck composition and strategy rather than on getting the famous Black Lotus or Shivan.

Some say that not knowing what you get inside a booster pack brings the element of "surprise" and "luck" into the game. Yes, that's right. But it also makes *WotC* very rich. To make it clear: I have nothing against "getting rich" or people with good ideas to make money. But it's a fault to glorify Mr. Garfield and *WotC* as people who only wanted to make a good game.

Thomas Rode
Cyberspace

No one's saying that Garfield or WotC aren't making a load of dough on Magic. They are. Garfield created something new, exciting and marketable, WotC took a chance by being the company to distribute an unknown game and fans across the globe can now enjoy a really great C.C.G. For the enjoyment we get out of Magic, we'll gladly pay two bucks and change for a booster pack.

As far as the rarities go, it's part of the package. While we understand some fans' frustration in not getting a Shivan in every pack, having rare cards makes opening a booster pretty damn exciting and makes the product more desirable for a retailer to carry (i.e., meaning it's easier for you, the consumer, to get it). By having expensive cards in the packs, store owners can sell the product in two ways: by the pack ("Hey, you can get a Shivan for \$2.50!") or by opening up a box and selling the singles ("Need a fourth Taiga? Yeah? \$15."). In today's tough economy, Magic helped keep a lot of neighborhood gaming stores in business.

Now go play Uno or something.



Woman Troubles

Have you ever gone to a tournament where you find yourself playing a woman with a discard deck and to keep yourself from suffering damage you, not thinking, call out, "I'm going to Twiddle your Rack"? Well, if you have, you know what you're going to receive. No, not a Hymn to Tourach. You get a swift smack to the head. To keep this from happening I've made a "Top 10 Things That Shouldn't Be Twiddled" list...

- 10) Spitting Slug
 - 9) Crystal Rod
 - 8) Two-Headed Giant
 - 7) Scaled Wurm
 - 6) Wall of Bone
 - 5) Baton of Morale
 - 4) Stone Giant
 - 3) Vibrating Sphere
 - 2) Giant Slug
 - 1) Bone Flute
- Bill "Karma" Wheldon
Weare, NH

"Oh yeah, I'll Twiddle your Spitting Slug!" Yeah, that might make you unpopular in the locker room.

Vocabulary Lesson

As I was assigned a vocabulary sheet for English I noticed a word I had seen many times before—Ornithopter. Intrigued, I decided to look up other *Magic* cards and got the following list.

- Ornithopter**—An experimental aircraft designed to be powered by flapping wings.
Simulacrum—An image/a copy
Urza's Bauble—A fancy, worthless thing (the name fits the card, doesn't it?)
Fumarole—A volcanic vent in a mountain.

Enervate—To weaken and take away strength.

Infuse—To fill up, power up, inspire.

Concordant Crossroads—Harmonious congregation

And finally, the most surprising thing...

Tiaga means swamp-forest, although it produces red and green Mana.

I also found a few *Rage* definitions too...

An Alpha is the leader of a wolf pack while an Omega is the lowest of a pack. The Umbra is the shadow of the Earth in a solar eclipse.

Neat, huh?

Alex Lubinski
Rocklin, CA

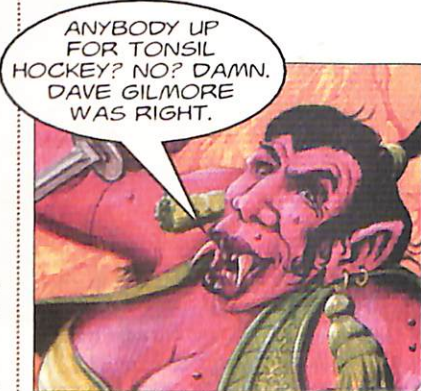
A+.

Death Metal Inspiration

Were you aware that the Name Ihsan, although spelled slightly different (Ihsahn), is the name of the frontman for a Norwegian death metal band named Emperor? He's known to be involved in the burning of medieval churches and hopes to remove Christianity from Norway and revert it to its Viking paganistic ways.

Jeremiah Provorse
Jamestown, ND

Just like us!!



Stupid Questions

For a long time I gave the world credit and believed that there was a limit to the amount of stupid questions someone could ask in one day. After reading your letter column I'm convinced that there isn't.

David Gilmore
McAllen, TX

Hey, thanks. We think.

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P E N

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



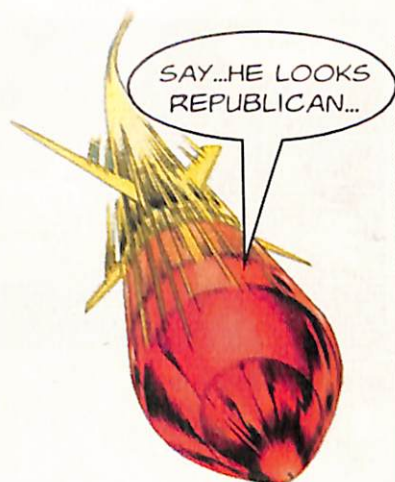
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Nuke 'em All

There's only one problem with your magazine—all the whiney little punks writing in! All of this "Don't make fun of Newt Gingrich" and "How dare you use Jesus' name in vain" crap! I have only one thing to say to you freakies: For God sakes, it's only a magazine! And how about all you readers out there complaining about "Too much *Magic* and not enough other stuff!" Get a life! *Magic* is the founding father of C.C.G.s (and still the best game out there I might add), so pay your respects and shut up.

Stephen Bowcutt
Englewood, CO

While some people do need to pull some bugs out of their collective asses regarding certain "taboo" topics (especially them damn Republicans), free speech, as you enjoy in your letter, is what everything is all about.

The Banning of Mind Twist

I just picked up *InQuest* #11 yesterday. As I started thumbing through, I saw a picture of Mind Twist with "BANNED!!" next to it. I read the article and was steaming mad. That practically ruined my whole deck right there. I can't believe that one card made a game unfair to gamers.

Jeremy Lawson
Spooner, WI

Think about it: you drop a swamp, tap it, Dark Ritual a couple of times and bam, your opponent has zero cards at the beginning of his first turn. Not fun to be at the receiving end of it, and one we

won't miss in tourney play.

A good substitute is *Mind Warp*, which is a little more to cast but still pretty darn effective (and almost as annoying).

Middle-earth Mix-up

While I quite enjoyed your look at Iron Crown's new C.C.G. *Middle-earth: The Wizards* I was less than pleased with the rarity listing. I read your magazine every month and have come to trust your card lists. Boy did I get flamed. Seems several of the cards you marked as rares actually come from fixed sets and as such are more common than commons.

You may want to look into the situation of the rarity list and post an update/correction list.

Gregory J. Fink
Edmonton, Alberta, Canada

Yeah, we hit an icy patch on the Middle-earth highway. We found the problem, fixed it and ran a corrected list in last month's issue.

Bigger than the Bible

Hey, if you guys ever have enough time, space and ink for your price guide, could you possibly:

1. Have mana symbols instead of letters?
2. Say what kind of creature is being summoned instead of abbreviations?
3. List EVERY single card on your non-Magic price guides?

Tim Turner
Mission Viejo, CA

1. Nope.
2. Uh-uh.
3. You're insane.

Way Back When

I wanted to comment on the article "Does God Cry when you play Dungeons and Dragons." It was a very thought provoking article that I'm sure sent many kids with "O holy religious" parents screaming to them with claims and facts defending the poor, defenseless card and board games; way to go, guys at IQ! By the way, I seem to think that as long as you know when to draw the line, any game can be as harmless as *Uno* if you choose for it to be, the same holds true if you compare *D&D* to *Chutes and Ladders*. Sadism comes from within a person, not from outside, and the person

The Name of the Game

True stories behind the names of game cards

Magic: The Gathering

Tablet of Epityr: The Antiquities designers thought of this as a "sucker card" that would attract novices. "Epityr" is an anagram of "pyrite," or fool's gold.

Atog: Anagram of "goat." Atogs are the goats of the *Magic* world of Dominaria, munching on stray artifacts.

Gate to Phyrexia

This is the hellish afterlife where artifact creatures go when they die. Phyrexia, ruled by the monstrous demigod Yawgmoth, is a dark landscape pelted constantly by a rain of hot oil. During the Brothers' War, the mage Jarsyl and others entered Phyrexia in hopes of learning powerful magic that would defeat Urza and Mishra. This plan failed, but Phyrexian secrets led to Dominion mages' discovery of the five colors of mana.

Su-Chi: It's a 4/4 creature that costs four mana to summon, and if it goes to the graveyard you get four mana. "Su" and "chi" are the Mandarin and Taiwanese words for "four."

Illuminati: New World Order

18 1/2-Minute Gap: In 1974, late in the Watergate political scandal, President Richard Nixon released tapes of Oval Office meetings that had been subpoenaed by a Senate committee. Nixon's aides claimed that his secretary had "accidentally" erased a long section of one tape.

The First Thing We Do, Let's Kill All the Lawyers: In Shakespeare's *Henry VI, Part Two*, Dick the butcher, a follower of the rebel Jack Cade, suggests this as Jack's first action once he overthrows the king. Dick may not have been the first to suggest this, but he certainly wasn't the last.

—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:

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

P

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Likes: *Werewolf*, *The Apocalypse*, *Magic: The Gathering*

MAGIC: The Creations

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

GRAND PRIZE WINNER! ECHINOMARE

Dawn R. Anderson, Auburn, AL



DAX NECROMANCER

Larry French, Gainesville, FL



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 to Matt Baldwin-Wilson of Kalama-zoo, M.I., for his winning entry to IQ #9's holiday card contest. With his awesome/hilarious Christmas Fruitcake card, Matt wins a \$1,000 shopping spree at American Entertainment!

playing the game makes his or her own claim to God or Satan (or neither), not an Unholy Strength with a picture of a pentagram on it! *Magic* builds character and knowledge (like I knew what an Oubliette was before *Magic* came along).

Your mag's articles really hit home sometimes. Keep it up!

Jason Gary

Topeka, KS

Hey... a friendly letter. We don't get many of those. Thanks, Jason.

Laces Suck

I don't care what you say, the laces suck! I got one in a pack and I went mad! Talk about useless cards. They're not worth the paper they're printed on!

Adam Rich

East Hills, NY

Not true, not true, not true! The entire game of *Magic* is based on five different colors, and an interrupt that permanently alters the color of another card is pretty darn powerful. Northern Paladin and Deathlace, Ihsan's Shade with Purelace, Hydroblast with Chaoslace... by gum, the list of what you can do with those happy little laces is longer than your letter.

Watch your step or we'll Footinyourbuttlace you, tough guy.

Quit Whining

I'm writing in response to a letter you received from a "Superboy Stino" printed in *InQuest* #10. The article he complained about in *InQuest* #8, "Deckstoppers" (how to inexpensively thwart killer decks), is a totally good article. I bet countless *Magic* players in the country who don't have the Moxes or other expensive cards to counter certain types of killer decks found it helpful. People like him should learn to quit their whining and play the game as it is: a game.

Matt Koz

Cyberspace

Yeah. And what the hell kind of name is Superboy Stino?

First Turn Kill

We have figured out the first turn kill without the use of that freakin' Channel card. You put out an invitation for anyone who could do it a while back, here it is: Black Lotus (sacrifice as red for a Ball Lightning), Mox Ruby and a land (tap for Blood Lust) and Mox Emerald (tap for Berserk) and BANG—a 20/1 creature ready, willing and able to attack.

Sean Kuhlmann & Jason Champion

Alberta, Canada

That'd be some kinda special draw.



InQuest Mascot

You guys need a mascot. Wizard gets to have one. Why shouldn't you?

Very concerned,

Nathan Hermecz

Cyberspace

Alrighty, the doors are open for an official *InQuest* mascot, but first, a few provisos:

1. You have to wash. That means getting all them hard to reach spots and crevices and stuff.
 2. You can't be taller than four feet.
 3. You gotta have a hump.
 4. You must have at least one rogue hair growing out of your belly button.
 5. You must be able to drink a case of Schmidt and eat a bag of Funions without farting.
- The line starts at the door.

That's it, we're done. Keep the letters comin', be good to each other and we'll be back in 30. Adios.

HEY!

The first annual *InQuest* costume contest is only a few short months away and all you have to do to win is dress up like your favorite fantasy/sci-fi/whatever character, snap a photo and mail it to us. Doesn't matter if you wanna be a *Magic* character, D&D character, *Netrunner* guy, somebody out of a novel/movie, we don't care.

There are some rules though:

- 1) The costume itself must be homemade, but you can buy store-bought items to enhance it (like, you can dress up like Gandalf and use a real store-bought staff).
- 2) Have someone photograph you in your costume in multiple poses/settings (Polaroids will not be accepted), attach your name, address, phone number, the name of the character and where he/she's from on the back of each photo (don't write on the photo!), and mail the whole thing off to:

IQ Costume Contest

151 Wells Ave.

Congers, NY, 10920

What'd ya win? A complete set of Moxes from *Magic: The Gathering*, but if you don't get us your photos by July 22, 1996, you ain't winnin' squat!

Send yer letters to
InQuestMag@aol.com or:

INQUISITION

151 Wells Ave.

Congers, NY 10920

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



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"My friends and I have achieved a new level of play from watching this tournament." -Jamie Wakefield (Top 25 finisher)

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Professional Tournament Video, Wizards of the Coast,
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MAGIC

The Gathering®

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IF IT'S NEWS,
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MAGIC PRO TOUR DEBUTS

Michael Loconto, a 26-year-old social worker from Grafton, Mass., bested Bertrand Lestree, France's 1995 national champion, in an abridged match to claim the title at the debut of the *Magic: The Gathering* Professional Tour.

In the 18-and-under division, Graham Tatomer, a 17-year-old high school student from Santa Barbara, Calif., beat runner-up Aaron Kline of East Windsor, N.J.

First place was worth \$12,000; second place, \$5,000; lower ranks \$2,500, \$1,000 and \$500. Seniors received cash; juniors, scholarships.

In the seniors final, a best-three-of-five match, Loconto and Lestree both played slowly and conservatively. After splitting the first two games in nearly three hours, the exhausted players asked the judges if they could play just one more duel for the championship title and share the first- and second-place prizes. The equally tired judges agreed. The last duel was faster and very close; Loconto seemed doomed, but drew a Swords to Plowshares at a critical moment and went on to win.

"I was really happy that I got a chance to play Bertrand again," Loconto said. "He was the only one who had beaten me in the qualifiers, and it was ironic if nothing else to have gotten a chance to go up against him in the final game."

More than 350 players from 18 countries competed for \$60,000 in cash prizes and scholarships at the February 16-18 tournament in New York City. The tournament followed Duelists' Convocation Type II tournament rules, except that each deck had to include at least five cards apiece from the *Fallen Empires*, *Chronicles*, *Ice Age* and *Homelands* expansion card sets.

"Wizards of the Coast did a superb job," Loconto said. "My expectations were more than met."

White was the color of the day, with most decks containing at least one Land Tax, Disenchant or Swords to Plowshares, including three of the top four decks in both divisions. All-black Necropotence decks won the juniors and tied for third in the seniors division. Three of the top eight seniors decks, including champion

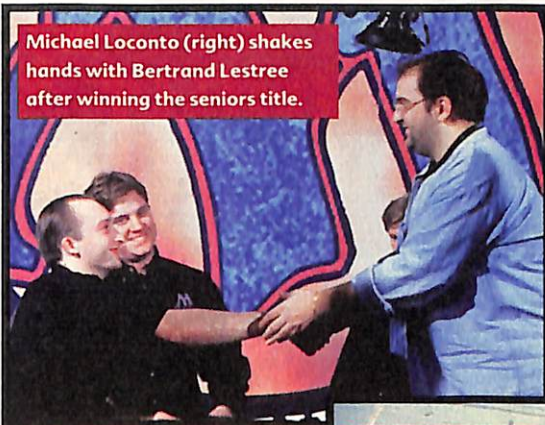
Loconto's blue/white Millstone deck, were designed to "deck" the opponent, or run them out of cards.

One highlight, the champion said, occurred at the hotel where he and some friends stayed. "There were a lot of people playing, and playing for ante, and just having a really good time. It was really fun meeting all the players that I'd only read about before, and meeting all the international players."

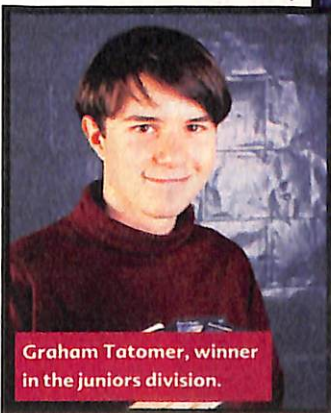
The next pro tournament will be held May 3-5 in Long Beach, Calif., aboard *Queen Mary*, with a total pot of \$100,000 split between the two divisions. Competitors will draft their decks at the event rather than building them beforehand.

The remaining pro tour events will be held in Columbus, Ohio, at the Origins convention July 4-7; in WotC's hometown of Seattle, Wash., August 17-18; in Atlanta, Ga., in October; and in Dallas in November. The total prizes at

Michael Loconto (right) shakes hands with Bertrand Lestree after winning the seniors title.



Magic: The Gathering Pro Tour I



Graham Tatomer, winner in the juniors division.

each event range from \$125,000 to \$200,000.

The top-ranked members of the Duelists' Convocation and top finishers at the inaugural pro tournament are guaranteed spots in the Long Beach event. Other spots are filled by qualifying tournaments. For information, visit WotC's World Wide Web site (<http://www.wizards.com>) or call (206) 204-7702 and ask for the Duelists' Convocation.

—Beth Moursund

INSIDE

1996 Toy Fair Report!

New Magic Expansions Previews!

Plus Vampire TV Show, Star Wars, Dragon Dice and Shadowrun News!

1996 Toy Fair Report

The American International Toy Fair is one of the few affairs where dinosaurs, dragons and cyberspace Netrunners are much more routine than blizzards, buyout attempts and settlements with the Federal Trade Commission. Last February's annual trade event in New York City for the \$19 billion toy industry, however, combined all that and then some.

Steve Jackson Games: *Dino Hunt*

Steve Jackson Games announced *Dino Hunt*, a card game due August in which players compete to bring dinosaurs to the present. "Creating this game was great fun," said SJG President Steve Jackson.

"I got to study hundreds of different dinosaurs and work with some great scientists and artists to create the pictures." The nonprofit Dinosaur Society is reviewing the scientific information on the dinosaur cards for accuracy.

Decipher: *Shadows of the Empire*

Dino Hunt was one of the few new CCG products announced at Toy Fair. "The toy industry is driven by toy stores and Wal-Marts and Kmart's and Toys R Us of our world. If you don't sell to them, this is really not the best show," observed Decipher Marketing Director Matt Mariani.

His company displayed *Star Wars* and *Star Trek: The Next Generation* and discussed previously announced expansions like *Star Wars: A New Hope* (due June or July) and, for *Star Trek*, *Q Continuum* (midsummer) and *Holodeck Adventures* (late '96).

Mariani also revealed intriguing details about *Shadows of the Empire*, a *Star Wars* expansion tentatively scheduled for next winter. The all-new *Shadows* book, computer games and toys debuting April explore the time between the "Empire Strikes Back" and "Return of the Jedi" movies.

"We're going to create from models images that look like they're from the movies," Mariani said of Decipher's *Shadows* set. "We're probably going to get actors with outfits and such and do video shots."

He described *Star Wars* sales as "great, phenomenal."

Mariani also addressed the absence of Chewbacca and R2-D2. "You have to be able to adjust some rules that may not have worked out perfectly with the original set. We needed things to balance out inadvertently strong cards from the original set. We're wondering now if Darth is too strong—we don't know, we're examining it. But you can't bring in an unknown character to weaken Darth Vader."

Decipher's final *Star Trek* expansion will be titled *All Good Things*, like the last episode of the

"Next Generation" TV show. A suitable endcap for the *Star Trek* game, it should include cards like Guinan.

Decipher also displayed games like the popular *How to Host a Murder* series for mass market buyers.

TSR: A *Dragon Dice* Explosion

At TSR, one key product introduction was a "spinner display" for small retail stores. Vice President of Creative Services Jim Ward touted *Introduction to Advanced Dungeons & Dragons* box sets containing miniatures, books and CD-ROMs.

But of all 140 products expected in 1996, TSR was clearly most excited about *Dragon Dice*. "It's never been as successful for us," Ward said of Toy Fair, largely because the game had attracted unprecedented mass market and retail attention.

"Obviously the world was ready for a collectible dice game," Ward said, estimating that 1 million starter sets and kicker packs would be sold this year. "It isn't the success we're used to," he chuckled. "We don't want to say it'll crush people like bugs!" (For a look at the game's collation problems, see "Amazon *Dragon Dice*: Urban Legend?" below.)

In a back room, Director of Licensing Ted Schmitt met with manufacturers eager to do products with TSR tie-ins. One priority, he said, would be to develop Buck Rogers properties.

As for the movie, TV show and ride announced at 1995's Toy Fair ("*Dungeons & Dragons: The Movie*," "Product News," *InQuest* #1), Schmitt said, those were among the projects Universal's new owner, Seagram's, has decided to evaluate.

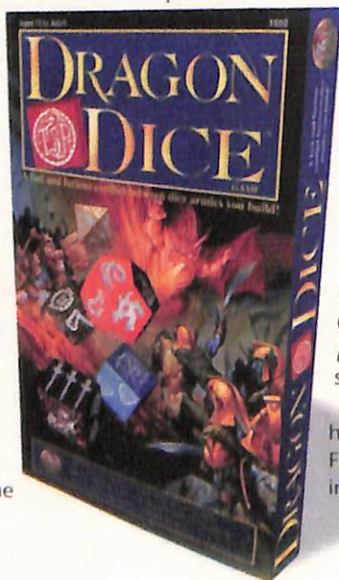
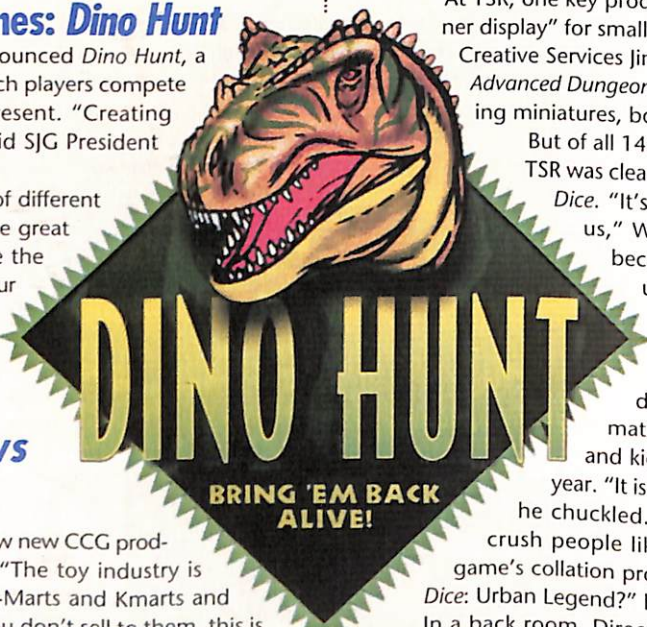
Wizards of the Coast: *Netrunner*

At its striking new booth at the Javits Center, Wizards of the Coast described the cyberspace-based *Netrunner* CCG. (For an in-depth look, see page 52.)

The company's '96 focuses will be *Netrunner*, *Magic* expansions (*Alliances* and the *Mirage* stand-alone in October), the *Magic Pro Tour* (see page 13), and a *Great Dalmati* holiday edition.

New *Magic* products include ready-to-play box sets, Chinese and Korean releases, a CD-ROM game (see page 18) and video games (from Acclaim in October). *The Sabbat*, a *Vampire: The Eternal Struggle* stand-alone expansion, is due next winter.

"We're here to show toy retailers what we have coming in the future," said WotC's Jean Flynn, adding that the company wasn't pursuing the mass market.



U.S. Games: New Wyvern Artists

Steven Pollak of U.S. Games Systems hinted why. "It's always a concern when a national chain commits to shelf space but is not able to provide demos. We don't want people to get in over their heads," observed the sales manager, whose company makes the *Wyvern* CCG.

"Other markets provide visibility for our products and that's good. *Wyvern* has to be available to consumers to draw them into the market." But hobby stores staffed by knowledgeable experts were invaluable, he said.



The recently released *Chameleon* expansion features the game's second-ever artist, Virginijus Poshkus, and introduces a new terrain action that changes the concept of terrain. A

future expansion set will feature multiple artists.

Pollak spoke at a crowded Toy Center office that several manufacturers had subtlet. "We're here for 700 products," he said, noting that U.S. Games is the world's largest publisher of tarot cards and books. The company also prints noncollectible card games and traditional playing card decks

Licensing: "Dragonheart" and "The Hunchback of Notre Dame"

Although licensed products were hot, no one property stood out as Mighty Morphin' Power Rangers or Barney the Dinosaur had the past few years.

Still, early winners seemed to be MCA/Universal's "Dragonheart," an Arthurian fantasy movie with Dennis Quaid and a dragon voiced by Sean Connery (due this summer), and "The Hunchback of Notre Dame," an animated Disney movie. SkyBox will release a *Hunchback* family card game with the movie in May.

Other promising properties included "Flipper," the May movie reprising the popular TV dolphin adventure series, and "Independence Day," about an alien invasion of Earth.

Fox TV's "X-Files," about supernatural phenomena, also remained popular.

Buzz: Mergers, Feds and Flakes

Toy Fair began days after Mattel, makers of Barbie, aborted a purchase of Hasbro, creator of G.I. Joe, which would have merged the two largest toy companies.

On the show's first day, Remco agreed to full refunds for purchasers of Steel Tec toys. The Federal Trade Commission had complained about misleading special effects in the TV ads.

Friday, Feb. 16, Mother Nature put on its own show. Driving snow darkened the Javits Center's huge glass facade. Nine inches helped set a city record for annual snowfall.

—Matthew E. Milliken

New Magic Expansion Set: Mirage

No, you're not just seeing things. There is a new *Magic: The Gathering* expansion set, and its name is *Mirage*.

Due October from Wizards of the Coast, *Mirage* will be comprised of over 300 new cards introducing new rules variants as well as a special series of collectible cards.

Mirage is set in the tropical world of Jamuraa, on the equator of Dominaria. *Mirage* co-designer Bill Rose explained that off the coast of Jamuraa is Teferi's Isle, which disappears after a wizard's experiment goes awry. "More than 100 years pass and the island reappears," Rose said. "The island's inhabitants are horrified by the unrest that's erupted in the land while they've been gone. War soon breaks out."

Mirage, the 10th *Magic* expansion, will be sold in 60-card decks and 15-card booster packs. This stand-alone set will be compatible with *Ice Age* and other *Magic* sets.

—Staff

Vampire TV Show Debuts

They're slick, sexy, sophisticated, San Franciscan and undead.

They're the stars of "Kindred: The Embraced," the Fox television network's new hour-long drama based on White Wolf's *Vampire: The Masquerade* roleplaying game.

The series' executive producer is Aaron Spelling. Often criticized for lurid content, several Spelling shows have been hits, including "Charlie's Angels," "Fantasy Island," "The Love Boat" and Fox's "Melrose Place."

"I'm excited," said Mark Rein•Hagen, *Vampire*'s creator, who serves as the creative director of White Wolf and a producer and writer for the TV series. "The conspiratorial tone, political intrigue and horror of our world really show through in Spelling's work."

C. Thomas Howell ("The Outsiders," "Red Dawn") stars as Frank Kohanek, a San Francisco detective who penetrates the vampire society. Mark Frankel ("Fortune Hunter," "Sisters") plays Julian, the city's Venetian vampire prince. Stacy Haiduk ("seaQuest DSV") also appears.

The show was set to debut Tuesday, April 2, with a two-hour movie on Fox at 8 p.m. Eight hour-long episodes are to air Wednesdays at 9 p.m. starting April 3. The slot, following Spelling's popular "Beverly Hills 90210," is highly desirable.

—Matthew E. Milliken



—Matthew E. Milliken

Doomtrooper, Star Wars Tournies Coming

Decipher, Donruss/NXT Games, Chameleon Eclectic and Target Games AB are among the many collectible card game companies supporting their games with tournaments.

Target Games AB is hosting the *Doomtrooper* World Championships in Stockholm, Sweden, this May. The main event will be the man-to-man tournament in cup format. There will also be a team tournament, a sealed-deck tournament and other activities.

Top finishers at national tournies in the United States, the United Kingdom, France, Israel, Japan and other countries earn tickets to the world championships.

Tournament prizes include a trophy, original *Doomtrooper* art-

work and signed limited edition cards. For more information, visit <http://www.target.se>.

Decipher is readying tournament kits for its *Star Wars Customizable Card Game*. These contain official guidelines for tournaments, variant tournament structures, updated card rulings and tournament posters, flyers and buttons.

Decipher's Matt Mariani said that Lucasfilm, which was reviewing tournament details, was "very excited" about *Star Wars* tournaments. "We're working with Lucas on a national championship.... They're going to be giving a lot of energy and prizes."

For more information, e-mail Jedimaster@Decipher.com or call (804) 623-3600.

Donruss/NXT Games is currently planning *Red Zone* tournaments, the winners of which will advance to a national championship.

Prizes include T-shirts, tickets to sporting events and special cards. The national champion goes to the Super Bowl in New Orleans. Tournament information is at <http://www.nxtgames.com>.

Chameleon Eclectic is launching a national tournament program for its game, *The Last Crusade*, including the From Normandy to the Rhine National Showdown at Origins. Prizes for the latter include nearly \$1,000 in cash and signed card sheets.

For a tournament schedule or information on hosting a tournament, call Chameleon Eclectic at (800) 435-9930 or visit <http://skynet.bevc.blackburg.va.us/cee>.

—Richard Anderson

ALLIANCES™

Urza Cards in *Magic: Alliances*

New Urza cards will be in *Alliances*, the sequel to the stand-alone *Ice Age* expansion for *Magic: The Gathering*.

Wizards of the Coast continuity guru Scott Hungerford said that catastrophic changes accompanying the end of the ice age, including new weather patterns and power structures, were behind the new set's title. "With all these terrible things happening, the different peoples of Dominaria find that they must work together to survive. These new alliances are the key to their success."

Links to *Ice Age* will be provided by cards like Yavimaya Ancients, a follow-up to Yavimaya Gnats.

—Matt Forbeck

Amazon *Dragon Dice*: Urban Legend?

Dragon Dice, the collectible dice game with phenomenal sales (see "1996 Toy Fair Report") was plagued by an unusual phenomenon: The earliest *Monsters and Amazons* expansion packs didn't contain any Amazon dice!

TSR produced 300,000 packs of *Kicker Pack 1: Monsters and Amazons*, the first *Dragon Dice* expansion. The packs included 100,000 rare Amazons, an average of one every three boxes.

People were therefore confused when they opened 50 or more boxes and didn't find any Amazons. Monsters, yes. Commons and uncommons, yes. But no Amazon rares.

Dori Hein, *Dragon Dice*'s creative director, said, "The production on *Kicker Pack 1* was a real headache," she said. "We were introducing new races to the old dice. It made a really screwy mix."

The production of dice with various rarities was new for both TSR and its Hong Kong manufacturer, and the strange mixture of new and old dice required for the set complicated matters further.

It turns out the factory put most of the Amazons in the last 100,000 packs.

Had all the kicker packs shipped at once, there wouldn't have been a problem. However, TSR received the packs in small increments that it immediately used to fill orders. When complaints started to come in, most of the dice had been shipped. Early buyers found themselves Amazonless.

Many consumers asked to exchange proofs of purchase for Amazon dice. "I would love to, if we had the dice," Hein said. All 300,000 packs were shipped to customers, distributors and retail stores.

However, there's a bright side. The first packs should have several monsters, which are rarer than Amazons. Collectors should have few problems trading for what they want.

Hein said that future kicker packs wouldn't have the same problem: The upcoming *Firewalkers* and *Undead* kickers contain entirely new dice.

—Rich Warren



April Showers *Guardians* Goodies

This April, look for two new *Guardians* products.

The first is *Drifter's Nexus*, the second expansion set for *Guardians*. This introduces time travel via a device known (of course) as the Drifter's Nexus. Now your old *Guardians* creatures can encounter gunslingers, shamans and other characters from the Old West and possibly other times and realities. The 120-card set comes in eight-card booster packs, each with a suggested retail price of \$1.89.

The *Guardians Player's Guide* is a 192-page, \$16.95 softcover

book packed with all sorts of different killer decks and card combos. It profiles various *Guardians* artists and lists card with complete stats and details for each of the original *Guardians* cards.

Also in April, FPG will release *Keith Parkinson's Colossal Cards*, a nongame trading card set.

(*Guardians* artist Brom is interviewed on page 46.)

—Matt Forbeck



Shadowrun: Super Tuesday

It's 2057 and the United Canadian and American States are bracing for Super Tuesday.

That's the premise of three new *Shadowrun* sourcebooks from FASA Corp.: *Super Tuesday*, due in April; *Shadows of the Underworld*, scheduled for June; and *A Dragon's Portfolio*, slated for August.

"This is a special election," *Shadowrun* developer Mike Mulvihill said, "designed to replace the ousted president, after evidence of vote tampering came out."

The presidential hopefuls include a dragon, a mage and a dwarf.

Super Tuesday, *Shadows of the Underworld* and *Threats*, a *Shadowrun* sourcebook due in May, will include voting ballots. The candidate who gets the most votes will be announced at the Gen Con Game Fair. Prizes will be given to some voters.

Mulvihill said *Shadowrun* players have frequently requested a universe that seems more like the real world. "This helps us get the ball rolling," he said. "In this election, events happen that allow us to introduce new characters and start events that lead to other storylines."

—David Joyce

Companion Games Bankrupt

Companion Games, publisher of the *Galactic Empires* collectible card game, has filed for Chapter 11 bankruptcy.

Andrew Smith, senior production manager for Companion, called it "a simple reorganization designed to allow us to tackle our debts and keep on schedule with everything else."

Smith attributed Companion's financial woes to slow payment from distributors for product that had already been shipped to them. This seems to be a problem for many manufacturers, as distributors that ordered too much product late last year are now having problems selling inventory. Heavily stocked discount bins reflect similar difficulties at the retail level.

Smith said the Chapter 11 filing hasn't affected the company's production schedule at all, asserted. "We've even got a new card game, *Pentacle*, coming out in April."



MAGIC RULINGS

The latest word from *Magic's*
official rules committee

Card Rulings and Errata

Elkin Bottle: The card you set aside is removed from the game at the beginning of your next upkeep. You can't wait until upkeep and then cast it.

Feldon's Cane: The text should read "O: Sacrifice Feldon's Cane, but remove it from the game instead of putting it into the graveyard. Shuffle your graveyard into your library."

Time Elemental: The five damage happens at the moment the Time Elemental is declared an attacker or blocker, but the destruction doesn't happen until the end of combat.

Metarules

The Wizards of the Coast rules group has been gradually clarifying some of the metarules, or rules behind the rulings.

A spell that's being announced or hasn't yet resolved is "in limbo." It isn't in your hand any more, but it's not yet in play or in the graveyard. If something, including the spell itself, requires you to choose a card from your hand or a target card in the graveyard, you can't pick that "limbo" card.

A card out of play isn't under your control and isn't tapped. Any effect that lasts "as long as you control X" or "as long as X remains tapped" also expires if X leaves play.

Correction

In issue #10, we said you could only activate *Fasting* at the end of your upkeep. Whoops! The actual rule is that you can activate it any time during your upkeep if you haven't already "spent" the cost of skipping your draw phase. So you can use *Fasting* even if you have a *Necropotence* in play—at the time you activate it, *Necropotence's* automatic skip hasn't yet happened.

—Beth "BethMo" Moursund

"Slow payment is a problem for every manufacturer these days," observed Mayfair Games' Lou Rexing. "I'm watching everybody," he added. "I don't care if you've been buying from me for 15 years or not."

Rexing blames the difficulties on the nature of the collectible card game industry. The adventure game industry was originally fairly small, but card games have transformed it into big business virtually overnight. Everyone—retailers, distributors and manufacturers alike—is experiencing growing pains.

Said Rexing, "When I did an initial ship of *Empire Builder*," a railroad board game, "I'm looking at \$70,000 to \$80,000. When I shipped *SimCity*, it was \$1.5 million."

Thanks to discounting of unwanted product, canny shoppers can pick up good (and bad!) games at great prices.

—Matt Forbeck



CIVNET OUT, MAGIC NOT

There's good news and bad news from MicroProse this month. The bad news? The *Magic* computer game isn't expected in stores until mid-June: *Magic's* complex timing rules are giving programmers more headaches than they originally anticipated.

The good news is that *Civnet* 1.2 is now available. While *Civnet* was a relatively bug-free product, this patch corrects many minor bugs that plague particular systems and lets you play the game in foreign languages. Try this truly awesome cheat: At the end of your turn, press the control key, then type "aod-bamf" to activate a hilarious extras menu. Missile Crisis, which adds a nuclear missile to every city on the planet, is a real blast!

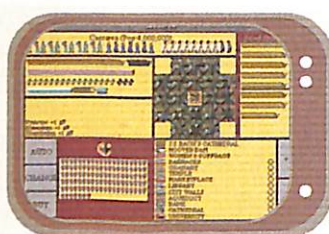
Mindscape's next release is *Warhammer 40K: Dark Crusaders* (\$59, April). Unusual among first-person shoot-'em-ups, this game includes over 30 minutes of live footage supporting an awesome storyline involving the search for a lost Imperium base. You also have partial control over a squad of space marines who have their own personalities and are capable of independent action. They usually follow your orders as you explore 16 levels of science fiction action. Of course, this game is network-capable. The modem option may come later, as right now Mindscape is working on a fall release for a modem-capable expansion for its previous Games Workshop-based computer game, *Shadow of the Horned Rat* (see "Worf Factor None!," "Electronic InQuest News," *InQuest* #10).

Electronic Arts' attempt to "port" a Games Workshop board game to the computer, *Space Hulk: Vengeance of the Blood Angels*, isn't going so well. Originally scheduled for a March release, EA now hopes to have a finished product by late May. EA promises fewer bugs and more intense graphics. Knowing Games Workshop, "intense" is probably British for "gore."

Star Control 3 (\$46), delayed from last Christmas, will finally make it to the public by the end of April. The initial copies of the game were a bit buggy, and Accolade doesn't share the "Let the public pay to beta test the software" attitude of other game manufacturers.

Another "Star Trek: The Next Generation" flick starts shooting in April with the entire cast from the television series. Spectrum HoloByte already has the rights for the computer game based on the movie. Although its engaging *ST: TNG: A Final Unity* is a top seller, Spectrum HoloByte lost nearly \$10 million in the final quarter of 1995.

—Rick Moscatello



Above left and left: *Warhammer 40K: Dark Crusaders*. Above: *Civnet*.

PLUGGED IN

All.rec.news.huh?

So you're on the Web and you're wondering where all the real fun is. That's cuz you're not checking out the newsgroups. Web pages are graphical and plentiful, but newsgroups are where you need to go for serious conversation.

Newsgroups, a.k.a. Usenet, are enormous bulletin boards that can be accessed by any online user. On America Online, CompuServe and Prodigy, you'll have to click on some kind of Internet button to get to the newsgroups.

Three of our favorite *Magic* newsgroups this month are general *Magic: The Gathering* postings (rec.games.trading-cards.magic.misc), *Magic: The Gathering* rules questions and answers (rec.games.trading-cards.magic.rules) and *Magic: The Gathering* strategy (rec.games.trading-cards.magic.strategy).

AD&D on AOL

Lots of online sites are about as much use to the average gamer as a 3-by-5-inch sheet of aluminum foil is to a warrior facing a five-foot-wide flame of dragon fire. Not so with TSR on America Online. In fact, the TSR forum is an indispensable resource for *Advanced Dungeons & Dragons* and RPG fans. TSR provides thousands of great downloadable files in an incredibly organized forum.

If you're accessing the TSR forum with a Macintosh, find a friend with a Windows machine—the forum looks much better that way.

Online Cool

Since virtually every gaming company is online, it's helpful to have a single site to help sort them all out. CompuServe leads the commercial online services pack with the Game Publishers Forums. At last count, there were nearly 100 large and small game companies online. *InQuest* readers will be particularly interested in talking with company reps from LucasArts, MicroProse, Atari and Crystal Dynamics. Before you jump in feet first, be sure to check the Game Publishers Forum Index so you know how to get around the forum.

And speaking of games, the *InQuest* forum on America Online now has a "Demos" area online. You can now download game demos, screen shots and special tips related to video games from this special *InQuest* forum. Also, *InQuest* has uploaded all of the cards and descriptions from the massively popular "Magic: The Creations" article from *InQuest* #7.

—Buddy Scalera (WizardTGTC@aol.com)

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Herbert West: "He ended most of his experiments with a revolver." Illustration by Roger Raupp.

MYTHOS by Chaosium Inc. available in Spring 1996.

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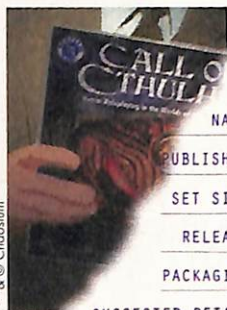
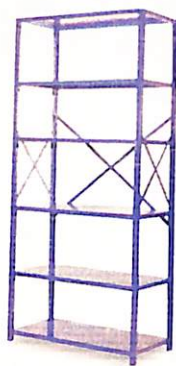
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ON THE SHELVES

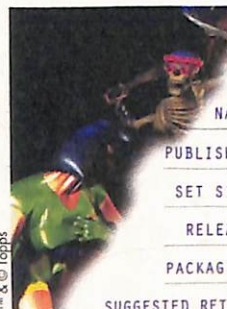
THE GUIDE TO UPCOMING GAME RELEASES

By Matt Forbeck



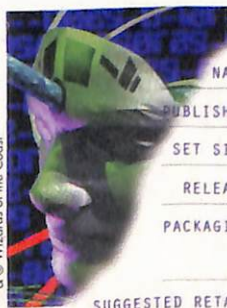
NAME:	Cthulhu Rising
PUBLISHER:	Chaosium
SET SIZE:	60 new cards, plus around 72 basic cards
RELEASE:	May 1996
PACKAGING:	13-card booster packs
RETAIL:	\$2.95 per booster pack

Here's the Deal: This second of three planned expansion sets for *Mythos: Call of Cthulhu* features a mix of cards from the starter decks, plus 60 exclusive new cards.



NAME:	Killer Instinct
PUBLISHER:	Topps
SET SIZE:	363 cards
RELEASE:	April 1996
PACKAGING:	60-card starter decks; 12-card booster packs
SUGGESTED RETAIL:	\$9.95 per starter deck; \$2.75 per booster pack

Here's the Deal: The Nintendo video game comes to life in a hot new CCG featuring "some of the coolest art around," according to Topps' Mike Mikaelian. All the art is computer-generated, and there are three kinds: video captures from the game, rendered art direct from Nintendo's archives, and all-new commissioned art featuring a never-before-seen supporting cast.



NAME:	Netrunner
PUBLISHER:	Wizards of the Coast
SET SIZE:	Over 350 cards
RELEASE:	April 1996
PACKAGING:	Starter sets with two 60-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	\$17.95 per starter set; \$2.95 per booster pack

Here's the Deal: In *Netrunner*, based on R. Talsorian's *Cyberpunk* roleplaying game, you take on the role of either a hacker or a monstrous corporation in a near, dark future. (Starters come with one hacker and one corporation deck.) As the corp, it's your business to protect what you own in the form of information. As the hacker, it's your chance to take it all! This is Richard Garfield's third Deckmaster game, inaugurated by *Magic: The Gathering*. For an in-depth look at *Netrunner*, turn to the feature on page 52.



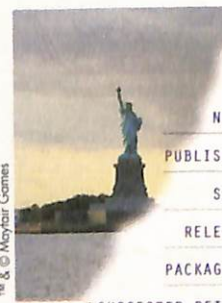
NAME:	Feng Shui
PUBLISHER:	Daedalus Entertainment
SET SIZE:	288 pages
RELEASE:	April 1996
PACKAGING:	Paperback book
RETAIL:	\$29.95

Here's the Deal: *Feng Shui* is the long-awaited roleplaying game set in the world of the *Shadowfist* CCG. Written by Robin D. Laws, *Shadowfist*'s co-designer, this full-color book gives a wealth of detail about *Shadowfist*'s background and captures the feel of martial arts and Hong Kong action films with a rules system that's easy to learn and fast to use. Daedalus honcho Jose Garcia, *Shadowfist*'s other co-designer, claims, "It's good for beginners and jaded roleplayers alike. It's damn good!"



NAME:	The Prophets
PUBLISHER:	Cactus Game Design
SET SIZE:	105 cards
RELEASE:	April 1996
PACKAGING:	Eight-card booster packs
RETAIL:	\$1.50 per booster pack

Here's the Deal: This expansion for *Redemption*, the Biblical CCG, concentrates on prophets and their nemeses (including notorious false prophets) from Christian tradition. "We've added a lot of options for the players," says Rob Anderson, designer of *Redemption* and *The Prophets*. "*Redemption* was more for the general Christian audience. This gives the mature gamer a lot more meat to chew on while still keeping things simple. And the art is just exquisite!"



NAME:	Washington, D.C.
PUBLISHER:	Mayfair Games
SIZE:	120 cards
RELEASE:	April 1996
PACKAGING:	Sets with two 60-card decks
TESTED RETAIL:	\$15 per set

Here's the Deal: The second expansion set for *SimCity*, the collectible card game based on Maxis' addictive computer game of the same name, brings players 120 new cards. You get the complete set in each double-deck set. It features famous places from our nation's capital: the White House, the Smithsonian, the Lincoln Memorial and all the rest. The perfect thing for budding policy wonks in an election year. (No long cards come in this set, though; if you want those, you've still got to pick up the original booster packs.)

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Omelet Onslaught

By Dave Breen

If you want to make an omelet, you have to break a few eggs. In this case, you'll be making an omelet out of your opponent with some Grade-A Rukh Eggs. In fact, if you play your cards properly, this deck'll keep your opponent scrambling to stop the Rukh invasion. (Sorry.)

The Rukh Egg is arguably one of the best four-casting-cost creatures in the game, due to its special ability that creates a 4/4 flying red token at the end of the turn that the Rukh is placed in the graveyard (from play). Of course, you'll want to make the most of the Rukh's unique ability, and that's what this deck is all about.

Omelet Onslaught's primary focus is to get your Rukh Eggs into play quickly and then, when the moment is right, cripple your opponent with a Jokulhaups. As in most decks, the key to success is using your available mana speedily and efficiently. Dark Rituals and Tinder Walls are your staples, both one-casting-cost spells that give you serious mana for your buck. The creatures-for-mana Burnt Offerings will give you all the red and black you need in a hurry. (A nifty trick is to cast an Animate Dead on one of your opponent's big graveyard creatures and use a Burnt Offering to convert the creature into mana.) Finally, there's artifact mana, a la the super-fast Mana Vaults. Three colorless is nice, but that can get dangerous if you can't untap the Vault and you start getting stung for a point each turn. So here are a couple of safety hints: 1) If you have the Despot's Scepter in play, you can bury tapped Vaults to avoid taking damage; 2) Set off a Burnt Offering on a Rukh during your upkeep and use the resulting mana to untap the Mana Vault and 3) Use the Vaults when you're a few turns away from Jokulhaups and then get rid of everything.

Yeah, I know, you've been waiting to hear all about the most devastating maneuver in the deck: the Rukh Egg/Jokulhaups combo, so here goes: Once you've got one or two Rukh Eggs and enough mana, cast Jokulhaups. That's the extent of it.

This sends all your eggs to the grave and eliminates all creatures, artifacts and land in play. If successful, your opponent will have no way to block your incoming 4/4 ex-eggs. Jokulhaups is quite costly to cast, so if time's are tough, cast those handy Burnt Offerings on your Rukhs to provide four mana. Since the Rukh's return at the end of the turn, they won't be buried in the Jokulhaups. Cool, huh?

Remember: you can put extra mana into your mana pool and cast things after the Jokulhaups resolves. Not only will you have 4/4 Rukhs coming back to plague your enemy, but with two extra mana you can pull something hideous out of somebody's graveyard with an Animate Dead and really put the pressure on.

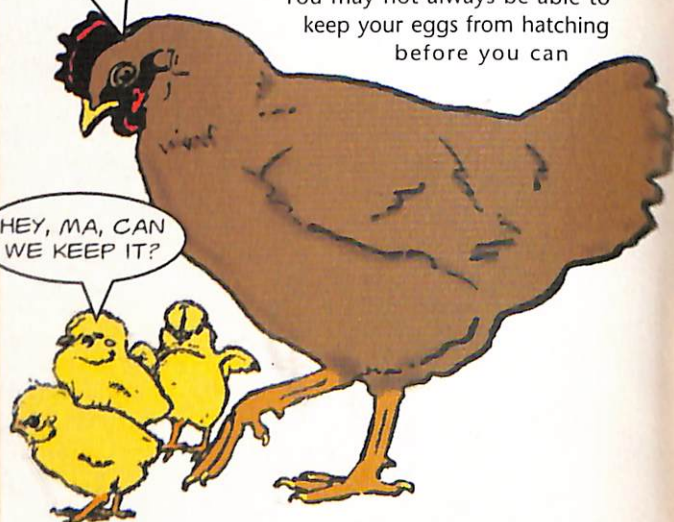
Other things to remember when playing Jokulhaups: Don't forget to sacrifice all of your land to the Zuran Orb if it's in play, and always watch out for an opponent playing blue—wait till he taps out before trying the big red nightmare.

You may not always be able to keep your eggs from hatching before you can

LOOK KIDS, IT'S YOUR OTHER BROTH...WAIT A MINUTE, THAT'S NOT MINE!

MAMA! MAMA!

HEY, MA, CAN WE KEEP IT?



Eggs Over Easy

RED

- 4 Rukh Eggs
- 3 Jokulhaups
- 2 Fireballs
- 1 Wheel of Fortune

BLACK

- 4 Dark Rituals
- 3 Animate Dead
- 3 Burnt Offerings

- 3 Kjeldoran Dead
- 1 Demonic Tutor
- 2 Simulacrum
- 2 Will-O'-The-Wisps

GREEN

- 4 Tinder Walls
- 1 Tranquility
- 1 Regrowth
- 2 Giant Growth

Artifacts

- 1 Despot's Scepter
- 1 Zuran Orb
- 2 Mana Vaults
- 1 Nevinyrral's Disk
- 1 Feldon's Cane

Lands

- 2 Badlands
- 5 Mountains
- 6 Forests

8 Swamps

Sideboard

- 4 Red Elemental Blasts
- 1 Tranquility
- 2 Simulacrum
- 2 Gloom
- 2 Blood Moons
- 2 Flashfires
- 1 Anarchy
- 1 Curse of Marit Lage

Fried unfertilized chicken embryos...mmm.



launch a Jokulhaups, so prepare yourself with a few other combos that can fry your opponent. To cast the Kjeldoran Dead, you must sacrifice a creature from play. Why not an Egg? By sacrificing it to the Kjeldoran Dead, you end up with a 3/1 regenerating creature and a 4/4 flyer ready for the attack.

Since the deck often generates quite a bit of extra mana, use your Fireballs to make the omelet cook a little more quickly. And in the event that your opponent attempts to add cheese to your omelet (i.e., hit you with some direct damage), Simulacrum the damage to a Will-O'-The-Wisp or, better yet, a Rukh ("Hey, thanks!").

The key to making a good omelet is to make sure that it doesn't get burned. If your opponent is playing white, watch out for the dreaded eggbeater: Swords to Plowshares. Since this card removes the Rukh from play, the Egg never hatches. There are a few ways to beat this. The best is to use your Despot's Scepter to bury your Rukh Egg as a fast effect—the Swords to Plowshares fizzles and you still get your 4/4 flyer. As a last resort, a Burnt Offering will also do the trick, but this may cause you to suffer some mana burn if you don't have a way of spending the extra mana.

If you're running low on cards, use Wheel of Fortune to dump your opponent's cards into the graveyard. With any luck, you'll pull a timely Animate Dead to use on one of the big nasty creatures your opponent had to toss. This little trick works even better a few turns after a Jokulhaups, since any high-casting-cost creatures will be stuck in his hand.

To be successful with any deck, you must take full advantage of your sideboard. This sideboard is designed to deal with several of the common deck types you may face. When squaring off against direct damage, swap out the Giant Growths in favor of additional Simulacrums. Try to Jokulhaups often to keep your opponent from generating enough mana to do heavy damage. Land destruction shouldn't pose much of a threat since most of your mana comes from non-land sources. Against blue denial decks, take out two Tinder Walls and two Giant Growths and replace with all of your Red Elemental Blasts. Finally, if your opponent's deck relies on white, fill up on Flashfires and Glooms which should prove the undoing of those COPs and white hordes.

Well, that's about it. A lot of this deck is knowing when to play Jokulhaups and when to break your Eggs. After a few duels with this deck, you'll have people screaming for *Arabian Nights'* cards as, more and more, your opponents end up with egg on their face.

Highland Mills, NY-based Dave Breen put the "orn" in ornery. Cross him and he'll pop your head like a grape.

THE NON-KILLER DECK

Dr. Bedlam's House of Mental Ease

How many of you are disturbed by your addiction to *Magic*? Have you considered seeking professional help? Well, we at *InQuest* are pleased to present you with the services of the good Dr. Bedlam and his therapeutic course of treatments, designed to help alleviate all those nasty, icky feelings that get in the way of our ability to feel...good about ourselves. Let's take a look at what's in the good doctor's bag...

On the Couch

In Session

Brainstorm (A sudden breakthrough!)

Forget ("What you must do with your past.")

Hypnotic Specter ("You are growing sleepy...very sleepy...")

Memory Lapse ("You think you've forgotten. But why did you forget, hmm?")

Mind Ravel ("We will take your thoughts and unravel all the twisty, complicated bits, jah?")

Shrink (Pet name for your doctor)

The Rack (The good doctor's couch)

Freud's World

Dream of the Dead (Guilt complexes never seem to let the past go)

Game of Chaos (The id)

Primal Order (The superego)

Psionic Entity (Check out the Freudian imagery in the picture. Or better yet, don't!)

Symptoms

Amnesia ("Doctor, I can't remember who I am! And why do I have all this land in front of me?")

Clairvoyance (Do you believe in the paranormal?)

Paralyze (Some people are totally unable to function unless they pay extravagant fees to their analyst)

Seizures (A tad too much electroshock and a tad too many drugs)

Nutcase

Dark Maze (of the mind)

Giant Growth (Megalomania takes a nasty turn)

Howl from Beyond (Primal scream)

Mirror Universe ("Roses are red, violets are blue, I'm a schizoid—and so am I.")

Vampire Bats (in the belfry)

Therapy

Disrupting Scepter (A little electroshock therapy's good for the soul)

Leeches (When drugs and discourse fail...)

Lightning Bolt (Electroshock, electroshock, we always seem to come back to electroshock)

Mesmeric Trance (Hypnotherapy)

David Joyce
Asylum Guest

Despotic Scepter

By Michael Searle

You're rolling. Your 4/4 Air Elemental's going to town and there's nothing in the clouds to stop it...until your foe blasts the Elemental outta the sky with a concentrated Pyrotechnics spray. Don't you just hate it when your opponent destroys your stuff?

And then *Ice Age* comes along with Despotic Scepter, a card that allows you to destroy your own stuff. What? Did Wizards of the Coast tip off its rocker?

Nope. If you really stop to think about it, Despotic Scepter's a great card.

The single biggest reason: Despotic Scepter makes sure what's yours stays yours. No need to fear those nasty control decks anymore. Blue alone has half a

dozen copy or steal spells that Despotic Scepter flat out nullifies when it's in play. Control Magic my Storm Spirit? I think not. Steal Artifact my Juggernaut? Nope.

As soon as your opponent announces he's going to steal one of your cards, you can just destroy it with the Scepter. If the target's gone, the spell fizzles, and your stuff is safe.

Until the next control spell is cast, at least.

Unfortunately, your defenses aren't limitless. Maybe your

Scepter's tapped or you haven't been able to draw one yet. Eventually, your opponent might break through and grab a crucial card of yours.

But that's the beauty of the Despotic Scepter. It works on more than the cards in play on your side—it works on the cards you own. This is a huge advantage: No one will be able to hold on to your stuff very long. Say your opponent manages to steal

your Ivory Tower. Why stand for it? When you untap or cast your Scepter, tap it and send that renegade Tower to the graveyard.

What if your opponent decides not to steal your stuff but to sabotage it with nasty creature enchantments like *Mind Whip* or annoying land enchantments like *Cursed Land*? Simple. You don't have to tolerate it. Destroy your stricken permanents immediately—you're almost always better off with them dead and gone than used against you.

Are you not playing black but would like the speed of *Dark Rituals* added to your deck? How about a colorless *Dark Ritual*? Drop down a *Mana Vault*, tap it for three colorless and then don't worry about its penalty—simply kill it with the Scepter before your next upkeep. Before you know it, you'll be moving faster than a *Mana-Flared Goblin* deck.

You can also get rid of cards once you no longer require their services. If you have a slow deck that needs to build up mana to be effective, play a *Manabarbs* early and then destroy it when your deck's ready to roll. Same goes for artifacts and creatures. Keep a *Meekstone* out only so long as it benefits you or use heavy-penalty creatures like the *Minion of Leshrac* for a turn or two before bidding them a fatal farewell.

All kinds of funky combos can come out of a deck with Despotic Scepter. Wanna push opponents closer to the brink of madness? Give 'em a little nudge by playing *Juxtapose* and then picking off their new creature after the exchange. (Hey, it was yours to begin with!) The truly inspired should try *Chaos Lord: The "odds"* should almost always end up in your favor, since no matter what, during your upkeep, you can destroy one of your permanents with a whack from your mighty mallet and throw the balance in your favor.

Yes, it's always nice to have a safety valve on your side. Y'know, for those deadly occasions when you come up one forest short on the upkeep for your fierce, fuming *Force of Nature*.

There may even come a time when your opponent learns to respect this potent artifact and greedily tries to steal the thing. What do you do? Do what the Despotic Scepter does best: Tap it and have it destroy—itself!



■ If you're one of the doubters who thought the Despotic Scepter was so much useless cardboard, you're wrong.

Mike Searle wonders to whom he should give the Despotic Scepter... King Suleiman or the Sorceress Queen?



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TU SABE?

Stumpers

By Beth Moursund

Frequently asked questions on *Magic: The Gathering*

Stumper of the Month

Q: My opponent Mana Drains my Sinkhole. I respond by Deflecting the Mana Drain onto itself. Now, does my opponent get two colorless mana because the Mana Drain countered itself, or is the Mana Drain countered, hence no effect? Quite the paradox, eh?

—David Cooper, Parkville, MO

A: Strangely enough, any interrupt that's Deflected onto itself will fizzle. Why? Because at the time it resolves, its target isn't a spell that's "being cast," it's a spell that's "resolving," and thus an illegal target. So the Mana Drain just fizzles and goes to the graveyard. It wasn't countered, so your opponent doesn't get any mana.

Q: What's the difference between bury, destroy, put in graveyard, remove from play, counter and all the rest?

—Paul Gueller, Keshena, WI

A: That's quite a question! Destroy means the creature is on the way to the graveyard, but it can still be saved by regeneration. Bury is the same as destroy, except that it can't regenerate. Both of these will trigger "death effects" like Soul Net. Put in graveyard means just what it says. Remove from play means to put the creature in a separate pile, not in the graveyard; it can't be regenerated or touched by anything except Ring of Ma'ruf. Counter (and fizzle) only apply at the time a spell is cast; a countered or fizzled spell is placed in the graveyard. Discard only applies to cards in your hand, and means to place in the graveyard. Neither countering nor discarding triggers death effects. A few older cards say "discard" when talking about cards in play; all of those have errata changing it to "destroy."

Q: If I use Safe Haven to remove a creature with an enchantment on it, does the enchantment stay on the creature?

—Geoffrey Kirsch, Concord, NH

A: No, the enchantment is buried as soon as the creature leaves play.



■ Sorry, no deflecting Demonic Consultations.

Q: Can you use Demonic Consultation on a player besides yourself?

—Ray Hames, Mount Airy, MD

Q: If I have a Deflection, could I target my friend's Demonic Tutor, so that I could look through my library instead of him looking through his?

—Joseph Housel, Floral Park, NY
and a million others

A: No, no, a thousand times no. Spells like Demonic Tutor don't say "target player," so they only affect the caster. You can't cast them on someone,

you can't Fork them to someone, you can't Deflect them to someone, you can't Reflecting Mirror them, and so on.



■ Can the Green Ward on the Serra Angel be Desert Twistered?

Q: My opponent has a Serra Angel with a Green Ward. Can I destroy the ward with a Desert Twister?

—Gary Brower II, Lowell, MI

A: Yes, you can. You can Disenchant enchantments on a Black Knight too. Protection only protects a creature, not enchantments on that creature.

Q: Can I use Night Soil on tokens?

—J. Mike Davenport, DeBary, FL

A: No. Tokens are removed from the game as soon as they hit the graveyard, before you can do anything (even use an interrupt).

Q: How do you pronounce "Kjeldoran"?

—chstool, Cyberspace

A: "K-whatsis." How do you pronounce "chstool"?

Q: If you have an Ali from Cairo out when you summon Nameless Race, can you sacrifice as much life as you want and not go below zero life?

—Justin Gray, Gray, ME

A: No. Ali from Cairo only protects you from damage, not from life loss.

Q: If I cast Unstable Mutation on a creature, can I Pyroblast the enchantment, giving my creature +3/+3?

—A. Gegg, Festus, MO

A: You can Pyroblast it, but the +3/+3 goes away as soon as you do. Unstable Mutation's bonus works exactly the same as that of Holy Strength, Giant Strength, or any other enchant creature: it lasts as long as the enchantment is on the creature. The -1/-1 counters, though, stay on the creature

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

even if you blow away the enchantment.

Q: My opponent has a Safe Haven and has removed six creatures from the game. I use Conquer and take over the Safe Haven and sacrifice it. Do I gain all the removed creatures until the end of the game?

—Tim Murphy, Nova, OH

A: Anything that comes out of Safe Haven is controlled by its owner. It doesn't matter who controlled the creature when it went in or who controls the Safe Haven itself.

Q: What would happen if you have four Land's Edges and four Zuran Orbs and you sacrifice a land?

—Samuel Hsing, Upland, CA

A: You'd gain two life from whichever Orb you sacrificed it to. The other Orbs and the Land's Edges are irrelevant.

Q: Does Sleight of Mind work on Blood Moon?

—Tim Murphy, Nova, OH

A: You can cast it, but it does nothing, since Blood Moon has no color words to change. Maybe you meant Magical Hack. That works.

Q: If a creature has a negative number for its power, what happens? Does it die, does it hurt its controller, or does it hurt itself?

—Josh Brower, Lowell, MI

A: None of the above. It's treated exactly like a creature with zero power, except that if you try to raise the power back up again it has further to go.



■ **Psychic Purge**
vs. Chains of
Mephistopheles?
Score five for
Psychic Purge.

Q: Does my opponent take five damage if I discard a Psychic Purge because of his Chains of Mephistopheles?

—s005dph, Cyberspace

A: No, but he loses five life, which is even worse than taking five damage.

Q: I Chaoslace my opponent's Justice and throw a Lightning Bolt at my opponent. Justice deals damage to me because I cast a red spell that deals damage. Does Justice then damage my opponent because it is a red spell dealing damage? And if so, how much?

—S. J. Walley, Liverpool, England

A: No. The Chaoslaced Justice is a red enchantment dealing damage, not a red spell dealing damage. A card is only a spell at the time you're casting it. After it's resolved, it's not a spell any more.

Q: My opponent has a Hypnotic Specter and I use Pradesh Gypsies to give it -2/-0. If the Specter does attack and isn't blocked, do I have to get rid of a card?

—Brian Fehrman, New Castle, DE

A: Depends. You only lose a card if the Specter actually manages to damage you.



■ **Magus of the Unseen** can steal any artifact, untapped or tapped.

Q: Can I use Magus of the Unseen's special ability on untapped artifacts?

—Stephen Kemsley, Bloomfield Hills, MI

A: Yes. When Fourth Edition came out, Wizards of the Coast removed the "unwritten" targeting rules. If a card just says "target artifact," you can use it on any artifact. It would have to say "target tapped artifact" if you couldn't use it on untapped ones.

Q: If you have two Lords of the Pit out and you feed one to the other for upkeep, does the one that was sacrificed still require an upkeep?

—P.C. Hill, Musk, MI

A: Nope. It's in the graveyard. If you get rid of a card before dealing with its upkeep, then you can't pay it. (Even if you want to for some odd reason.)

Q: If I sacrifice a creature to my Lord of the Pit, can I now use Puppet Master or Enduring Renewal to bring the sacrificed creature back, since he went to the Graveyard?

—P.C. Hill, Musk, MI

A: Yep.

Q: The card Goblin Chirurgeon says "Sacrifice a goblin to regenerate a target creature." Since the Chirurgeon is a goblin himself, can I sacrifice it? The same goes for Hell's Caretaker. If I tap it, can I sacrifice it?

—Pierre Villeneuve, Laval, Quebec

A: Yes, you can. This is another "unwritten rule" that changed when Fourth Edition came out. If the card doesn't say that you can't, you can sacrifice it to itself.

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

STUMPERS % InQuest

151 Wells Ave., Congers, NY 10920
Include your full name, mailing address and phone number.

SPOTLIGHT:

Quest for the Grail Stumpers

Q: What is the definition of a king's kingdom?

A: A king's kingdom is those domain cards in play that have the same name as the one that appears in the king's title. For example, King Leodegrance of Britain's kingdom is all Britain cards in play, including those controlled by other players.

Q: How does the timing of events that last one round work? For example, can someone play a Famine after his upkeep phase and totally avoid the effects of the Famine?

A: For events lasting for a round, the round does not actually last from the start of your turn to the start of your next turn, as stated in the rules. It actually lasts from the point that you play a card until the equivalent point in your next turn. If you played Famine after your upkeep it would last through your next upkeep.

Q: If a warrior starts off with armor as an ability, can he be assigned armor rewards?

A: Yes. Having a point of armor from an ability does not count as an armor reward.

Q: Can assigned cards be discarded by the controlling player? If not, how can you place a new weapon on a warrior if one is already assigned to him?

A: Assigned cards with an upkeep cost may be discarded if you do not pay the upkeep for them. Assigned cards which do not have an upkeep cost cannot normally be discarded. However, all of them except ladies, vows and combat experience can be transferred to another warrior during the assignment phase. If you want to assign a new weapon to a warrior, transfer his previous weapon to another warrior during his assignment phase.

Q: What limits are there on the number of vows you can assign to a knight?

A: A knight may have any number of vows, but no more than one of each specific vow can be assigned to him.

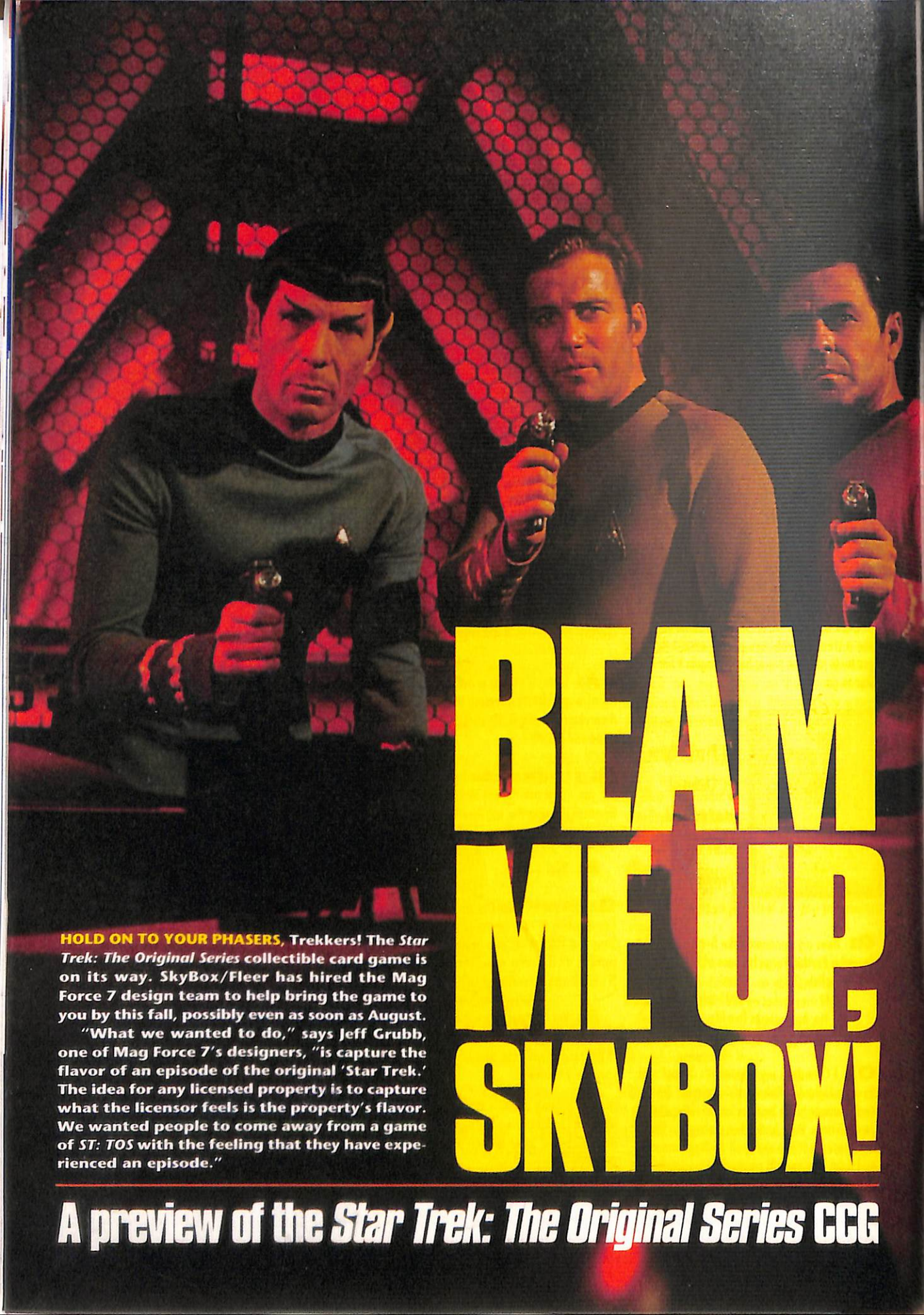
Q: May I have more than one of a unique card in my deck?

A: Yes. The limit applies only to how many of a unique card you may have in play at a time.

Q: What happens in a combat where it becomes apparent that neither combatant can actually do any damage to the other?

A: When this becomes true, ask everyone playing if they intend to play any combat action cards. If they say no, the combat is declared a draw. If they say yes, proceed with the combat. At the end of any subsequent combat exchange where no combat action cards were played, the combat ends and is declared a draw. The warrior initiating the challenge may not quest or issue another challenge that turn.

Thanks to Stone Ring Games for its chivalrous assistance with this month's Stumpers. For answers to other *Quest for the Grail* Stumpers, call Stone Ring at (512) 478-1780, e-mail srgames@aol.com, check out the Web site at <http://www.ccsi.com/~graball/quest> or write 1416 East 37th St., Austin, TX 78722.



BEAM ME UP, SKYBOX!

HOLD ON TO YOUR PHASERS, Trekkers! The *Star Trek: The Original Series* collectible card game is on its way. SkyBox/Fleer has hired the Mag Force 7 design team to help bring the game to you by this fall, possibly even as soon as August.

"What we wanted to do," says Jeff Grubb, one of Mag Force 7's designers, "is capture the flavor of an episode of the original 'Star Trek.' The idea for any licensed property is to capture what the licensor feels is the property's flavor. We wanted people to come away from a game of *ST: TOS* with the feeling that they have experienced an episode."

A preview of the *Star Trek: The Original Series* CCG

The Premise

Though he has never played it, Grubb says he's using Decipher's *Star Trek: The Next Generation Customizable Card Game* as a guide to what not to do. So Mag Force 7 paid attention to the complaints about how tough it was to find rare cards of the principal "Star Trek: The Next Generation" characters.

"That's one thing that we looked at hard. Everyone wants to run Kirk. Everyone wants to run Spock. Everyone wants to run McCoy. They're the fun guys!

"Ensign Meers and Lieutenant Uhura are nice characters, but they're not the center. So we made the main three common characters," Kirk, Spock and McCoy, "and the *Enterprise* available in every deck, and the players share them. They have to decide, 'Do I want to do something to help everyone or just something to help myself?'

"This captures the flavor and the up-tempo feel of the original Star Trek Universe. Their stories always had a definite beginning, middle and end because of the nature of episodic TV in the '60s. We used that as a base and started seeing how we could play with it."

Grubb finds writing the card text for collectible card games challenging. "It's the gaming equivalent of writing haiku poetry. You're trying to distill the phrase, and every word is going to have a meaning. If it says one thing on one card, it may have a completely different effect on another card. It's been very educational."

The Game

First off, keep in mind that these rules are not yet final. "We're currently at version 2.7," offers Grubb, "and there are more to come. We've really got a solid core of the game down now. Now it's just a matter of sweating the details. Of course, there are a lot of details!"

Steve Domzalski of SkyBox/Fleer has worked closely with the Mag Forcers. As the developer of Fleer's *OverPower*, Domzalski is experienced with bringing games from concept to final product.

Domzalski claims you'll be able to play this game right out of a starter deck. This contrasts sharply with the *ST: TNG* CCG, which could so rarely be played with a single starter that Decipher felt compelled to release free "Warp Packs" of necessary cards to remedy the situation.

"We're not going to force you to buy lots of cards and still not be able to play," he says. "There's minimal setup. Games range anywhere from a half hour to an hour, depending on the intricacies of what happens and the number of players."

Four cards will come in every *ST: TOS* CCG starter pack: Captain Kirk, Spock, Dr. McCoy and the starship *Enterprise*. These are placed in the center of the table at the beginning of each

game. The game can be played by two or more players, all of whom

are permitted to use these cards. Any "victory counters" these cards earn are shared by all players.

When it's your turn, you start out an episode by playing a mission card. Later, you follow it with a number of plots and finally a discovery card, which finishes the episode. In addition to the core crew and the *Enterprise*, each starter deck will contain a default mission, plot and discovery card that are also placed on the table at the start of the game. If you don't have a card of a particular type in your hand when it's time to play it, you can use the default card instead. "When it's your turn, you can always make a move," says Steve Domzalski. "No waiting around to draw the right card."

Players are permitted to bring in other characters, of course—anyone from Sulu to Nurse Chapel. You can play one crew card each turn. These crew members (there are about 40 in the set) can accompany the core crew (Kirk, Spock and McCoy) on away teams (groups of crew sent to deal with plots you play), or you can send them down on their own.

"SPOCK!...MY COFFEE!!" All of the goodies from the original series will make it to the CCG, from troublesome tribbles and sexual tension in sickbay to paper-mache-headed dragons—it's in there.



When you complete each episode card, you earn the number of victory counters listed on the card, and you can allot them to the members of the away team as you like. One victory counter represents one point toward winning the game—if the counters are sitting on a character that only one player is using. However, if more than one player has the same character out, victory counters on that character are divided to get the number of victory points each player has earned.

For example, in a three-player game, you and another player have Sulu in addition to the core crew. If you complete a mission card worth six counters, you must decide where to put your victory counters. Should all six go on Kirk, McCoy or Spock, where they'll be worth two points for each player? Or on Sulu, where they'll be worth three points for you and three points for your rival? Or on another character that only you have, in which case you'll get six points toward winning? Often it depends on the stage of the game and how badly you're going to want to use the abilities of a certain card later on.

By playing and completing episode cards, you in effect create a "Star Trek" story of your own. You can mix and match elements from several different TV episodes—"You can make up whole new *Star Trek* episodes!" notes Domzalski—but if you manage to recreate an actual TV episode with your cards,

By Matt Forbeck

game. The game can be played by two or more players, all of whom



you earn yourself a bonus.

The first person to gather 25 victory points wins. If the *Enterprise* is destroyed, the person with the most points at that time wins.

The Kickers

Sounds simple, right? Wait, there's more. Whenever you play an episode card, your opponent can play a challenge card. Challenges can range from Klingon snipers to Tribbles and all points in between. This makes for a lot of player interaction and excitement, the designers claim.

To overcome these challenges, each crew has three abilities: combat, logic and humanity. Kirk, for instance, is great at combat, few can beat Spock at logic, and McCoy excels at humanity. Each ability is further subdivided into other types that can also affect play.

If a crew member is neutralized by a challenge, it can't receive any victory counters once the episode card is completed. Killed crew are discarded. "When an away team comes along, you want to take out the characters that only your opponent has. That way, you force him to put victory counters on crew that you share with him, so you can share in the victory," Domzalski points out.

Success can vary greatly. Say Kirk, who has a combat of seven, is attacked by someone with a five combat. Kirk's player draws seven cards from his draw pile, while the attacker's player draws five. Since it's a combat conflict, you're looking for a combat icon on any of these cards. The player with the most icons wins; ties go to the defender.

Most cards have result icons on them that are the opposite of their strongest abilities. This makes for a kind of built-in balance for deck building. If you put in a card strong in combat, it's going to have a logic icon on it, making it less useful for combat if you draw it for a result instead of into your hand.

If the attacker beats Kirk and it's a deadly combat, you draw the next card from your deck. If it has a combat icon, Kirk is dead. There are ways around even this, though, so don't worry yet.



McCoy, for instance, could spend a victory counter to keep Kirk alive. You can use your victory counters to activate other abilities as well. For instance, any of the three in the core crew can avoid death by spending three of that card's victory counters. Is keeping that character alive worth spending the points? That's up to you.

The Cards

The cards will feature photos taken from footage from the entire run of the original "Star Trek" television series. The "Star Trek" films and cartoon are not currently on the schedule, but "Paramount loves the game," claims Domzalski. "We're taking it one step at a time, but we're certainly talking to them about the films and even the cartoon."

There are four different types of cards in the game. Crew cards feature the characters from the *Star Trek* cast that can be helpful to you. Challenge cards can represent just about anything, but they're sure to cause you fits. Effect cards are used to help resolve challenges in your favor (the Phaser Blast card, for instance, help you in combat).

Wild cards toss in an unpredictable element. A Beam Me Up, Scotty! card allows you to rescue an away team member from a difficult challenge. Most wild cards are played and discarded, but some are "permanent." These represent things like starships and the like, which can hang around for as long as you're willing to pay victory counters for them.

Capturing the flavor of the series was important in card selection. "I've had to throw out cards with great mechanics," Grubb explains. "There just wasn't anything applicable in the Star Trek Universe that made them work."

"Shuttlecraft gave me hives for weeks. I'm still not sure we got them right. We're going to play-test them in this version and see how they come out."

The first set of the game concentrates on the show's first season. Some characters from later in the series will crop up though. For instance, a Tribbles card is a must, even though the furry critters showed up in the second season.

"Sarek will probably show up in an expansion set," says Grubb. "He was in the second season. Chekov also began in the second season, so he'll be in an expansion set."

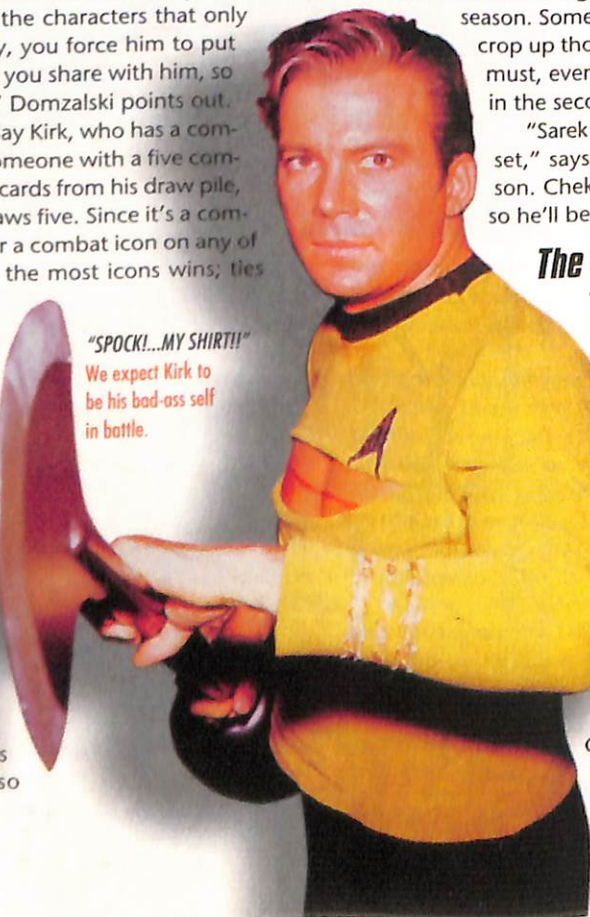
The Final Frontier

"We work really hard to make sure a game's balanced," Grubb says. "People are attracted to a new game through its appearance—the art—and name—'Star Trek.' People will be playing this game six months after its release if it's a good game."

"There are a lot of good-looking games that have come out and then quietly disappeared. People have simply found something else to be interested in."

If Mag Force 7 and Sky-Box/Fleer stick to their own Prime Directive—make a game that's fun—the *Star Trek: The Original Series* CCG should live long and prosper!

Matt Forbeck bets that he can take Kirk.



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Ringlore

If Tolkien's "Lord of the Rings" doesn't get your blood flowing you either (a) aren't a fantasy buff or (b) have the imagination of toothpick. You'd expect Iron Crown Enterprises' *Middle-earth: The Wizards* collectible card game, based on same, to have the same effect.

Guess what? It does.

That's why I've spent 182 hours playing this ridiculously fun game, devising new strategies, fine-tuning deck concepts and presenting all the cool tips you're about to read.

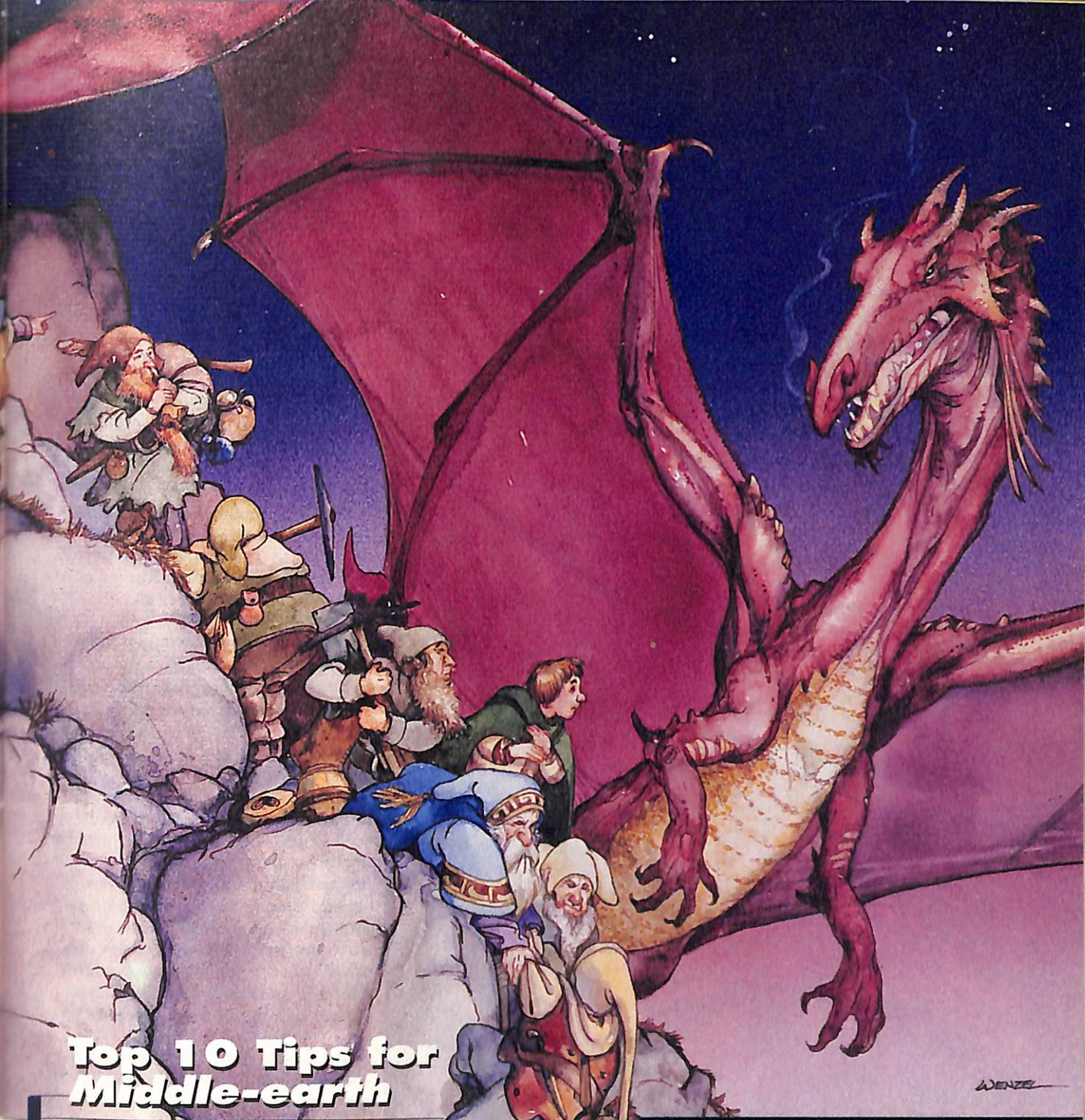
Helpful hints & deck-building strategies to make you a better Middle-earth player

By Michael Searle



One Ring to rule them all, One Ring to find them, One Ring to bring them all and in the darkness bind them

—J.R.R. Tolkien, "The Lord of the Rings"



Top 10 Tips for Middle-earth

Since *Middle-earth* is unique, there're an awful lot of rules to take in when you start to play. Here are some tips that'll put you on the road to becoming a *Middle-earth* master:

1. Don't waste time. You want to accumulate marshalling points every turn. Whether it's uncovering Durin's Axe in the heart of Moria or convincing the Hobbits of Bag End to join your cause, you should always be reaping the biggest reward possible. Sure, you'll have to retreat to a haven every now and then

to heal the wounded and bring in fresh characters, but keep it to a minimum.

2. Plan your trip. When choosing sites for your deck, try to match at least one site per item, faction and character. Just run through your finished deck and include a site per marshalling-point card. For instance, if you're playing with Théoden, throw in his home site of Edoras. If you plan to recruit Skinbark, Wellinghall is a must. Try to keep your sites in the same general location, centered around a haven like Rivendell or Lórien. That way, each turn you can visit a new, productive site.

3. Start with strategy. Always match your starting characters to your overall strategy. Plan on playing a lot of Minions Stir? Then make sure you have dwarves in play to combat those meaner orcs you're bound to come up against. Playing factions? Include characters that have direct influence bonuses for those factions, such as Damrod's +2 bonus against the Men of Lamedon. Also, unless your plan is to split into weenie parties, your best bet is to start with a tougher, combat-tested character like Beorn or Gloffindel to absorb those strikes.

4. Choose your minor items wisely. You start with two minor items in play; they should be tuned to your deck theme. Traveling through lots of wilderness? Wear an Elven Cloak. Searching out factions? Go with the Horn of Anor. Expecting combat? Grab a Black Arrow. Overall, the best minor item is probably the Star-glass with its ability to cancel undead attacks and give -2 prowess to any spider, animal or wolf attack.

5. Key creatures to common terrain. To be effective you've gotta play your

hazards on your opponent, not keep 'em in your hand. This means playing them in the two most common terrains, wilderness and borderlands. Wargs are particularly nasty for wilderness, and Ambushers ain't too shabby for borderlands. If you end up including the tougher shadow-land and dark-domain creatures, you're probably gonna need some environment-converting cards like Morgul Night to make 'em effective.

6. Remember uniqueness. All wizards and characters are unique, as are the more-powerful items. Once unique cards are played no one else is allowed to play them. Saruman essential to your palantir deck? Get him out first and you never have to worry about his evil clone showing up in someone else's hands. However, uniqueness is a double-edged sword. Powerful cards such as Torque of Hues are great in any deck, but odds are everyone else is thinking the same thing. Should your opponent manage to play the card first, it'll have to go to the discard pile. If you pull a good card that you suspect your opponent may be playing, rush to the nearest site and get it out on your side.

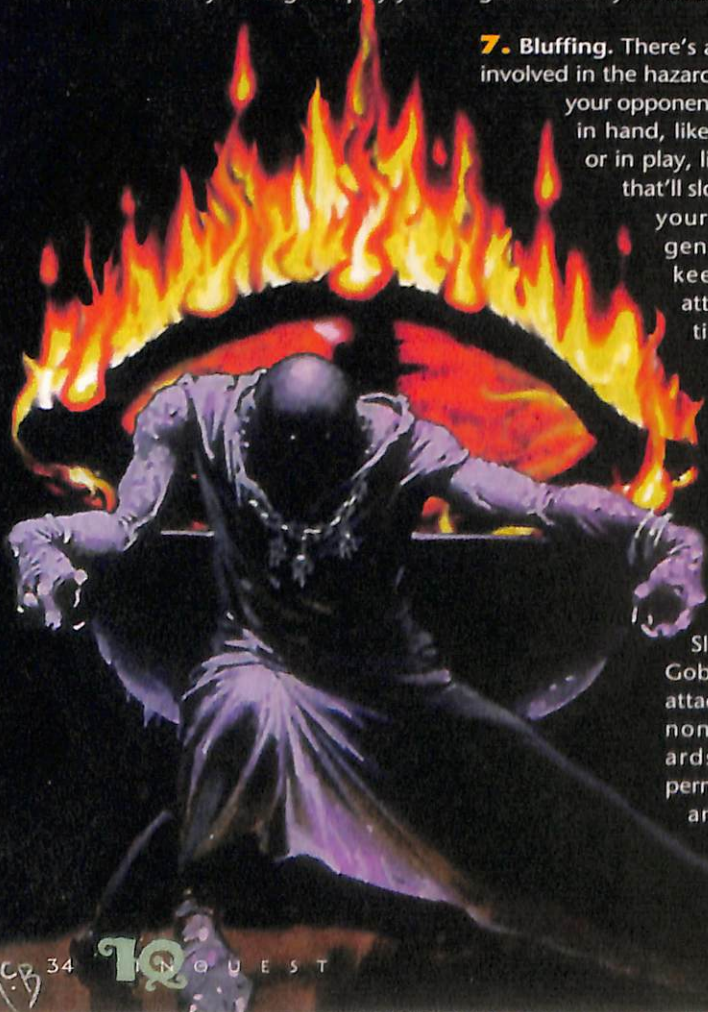
7. Bluffing. There's a lot of strategy involved in the hazard phase. Usually your opponent will have cards in hand, like Dark Quarrels, or in play, like Elven Cloak, that'll slow up or thwart your attack. You'll generally want to keep your best attack for last, letting your opponent use his resources on the weaker foes so you can hammer him with that last Nazgûl or Assassin. But sometimes this isn't true. Slip in The Great Goblin early in the attack or hold your noncreature hazards, like Nazgûl permanent-events and all-purpose short-events,

till the end to keep your opponent off-balance and afraid.

8. Deal with your weaknesses. Most of the time you'll want a well-balanced diet in your deck—a little bit of combat here, some factions there—but sometimes your theme will leave you with a hole somewhere. You're playing an all-out, treasure-gathering deck? Make sure you have some Muster Disperses to zap those factions in play so your opponent doesn't end up with double marshalling points come council time. You'll also have to be able to take down those honkin' characters stockpiling Swords of Gondolin, Mithril-coats and Magic Rings of Courage who obliterate everything in their path. What's the best way? Corruption, hands down. At the very least make sure you can force your opponent into corruption checks with creatures like Corpse-candle or Ren the Unclean.

9. Drawing and discarding. In *Middle-earth* you cycle through your deck quickly, using and replacing four or five cards a turn. The more cards you see, the better off you are. Use your creature hazards as soon as possible (don't worry, you'll get more) unless you're sure your opponent's party will dispatch them with ease; then just hold off until you can launch a barrage. As soon as you draw your stronger resources, bop off to the nearest sites to play them. If you end up with three rings in your hands, odds are you won't need them all, so get rid of one or two. It's almost always worth using the optional discard at the end of each turn to pull that extra card.

10. Combat clues. You won't win if your guys can't fight. Prepare yourself with an assortment of combat cards that can handle truckloads of monsters. Resources like Escape, Dodge and Dark Quarrels help tremendously against Sauron's vast horde. Your company may be tough enough to tackle any enemy, but you'll need one untapped character at battle's end to receive the card you want to play at that site. Combat modifiers can make it so.



Ringwraiths' Revenge

Hey, I'm not evil or anything, but the biggest charge I get out of this game is playing Nazgûl. It probably has something to do with throwing down humongous creatures that are difficult, if not flat-out impossible, to play. The goal of this deck is to convert the world to darkness and play Sauron's meanies.

• **Shadow-land conversion.** The key to this deck is changing wilderness to shadow-land with Morgul Night. All your monsters are based in shadow-lands, and cards like Morgul-horse

and Fell Beast allow you to play your Nazgûl on your opponent's company. Not to mention that if your opponent's relying on wilderness creatures (wolves, wargs and spiders), he'll be screwed.

• **Nazgûl killers.** Start play with characters that have Nazgûl bonuses: Éowyn, Peath, Vôteli, Galva. Why? Because your opponent won't be able to play them, nor will he be able to put them into play later in the game, thus protecting your bigger Nazgûl creatures from any Nazgûl hunters. Since you may run into steroid-driven orcs (via your Minions Stir long-events), also start play with one of your dwarves, like Dáin or Balin.

• **The Will of Sauron.** One card, The Will of Sauron, can become a nightmare for your opponent. Once it's out all hazard long-events remain in play indefinitely, which means events like Morgul Night and Minions Stir don't go away. Wilderness becomes shadow-land and orcs become gigantic...permanently. Yep, rough business.

• **Anti-orc and anti-troll cards.** There are a bunch of combat cards in the deck to aid

you in battle, though you'll probably want to save them for when the going gets rough. Since Minions Stir may be in effect for the long haul and there are always men lurking about, it's a good move to stockpile your three Dark Quarrels.

• **Fodder.** Orcs are your grunts; the Nazgûl are your heavy artillery. Try to save up two or three orcs to play with a Minions Stir; if possible, zonk your opponent with a

Nazgûl for the final blow. You'll usually hit your opponent in spurts: a turn or two without attacks, then one big one. Hang tough and you'll do a lot of damage.

• **Faction gathering.** What's your surest path to marshalling points? Factions. Early on in the game, it's probably a good idea to hit sites that will deliver major items to your company, but if you play your hazard cards right, you won't want to visit those sites. Instead, switch gears and start tackling factions. Faction sites don't have automatic attacks to combat and still provide *mucho* marshalling points.

• **The Nazgûl.** Of course, the Nazgûl are the focus of your deck. There's no better fun than hearing that yelp of panic as you lay down a 17/12 whopper of a creature. For the most part, you'll want to hold on to a single Nazgûl for combat purposes and, as you acquire them, lay down the rest as special-effect permanent-events. Mouth of Sauron has the best overall ability (bring any hazard back to your hand), while Nazgûl like Adûnaphel, Ren the Unclean and Indûr Dawndearth are all pretty effective secondary weapons.



Indûr Dawndearth: One of the many super creatures you'll be raining down on your opponent.

Starting Characters & Items

1 Bifur	1 Peath
1 Bofur	1 Vôteli
1 Dáin II	1 Black Arrow
1 Éowyn	1 Star-glass

Characters & Wizards

1 Alatar	1 Radagast
1 Balin	1 Thorin II
1 Bombur	1 Vôteli
1 Galva	
1 Nori	

Combat Resources & Enhancers

3 Blocks	2 Friend or Threes, A
3 Dark Quarrels	2 Risky Blows
3 Escapes	
1 Favor of the Valar	
1 Fellowship	

Marshalling-Point Resources

1 Arkenstone, The	1 Men of Lebennin
1 Dunlendings	1 Men of Northern Rhovanion
1 Durin's Axe	1 Orcrist
1 Glamdring	1 Rangers of Ithilien
1 Great-shield of Rohan	1 Riders of Rohan
1 Iron Crown, The	1 Sword of Gondolin
1 Lossoth	1 Woodmen
1 Men of Anórien	

Hazard Creatures

1 Adûnaphel	1 Orc-raiders
1 Indûr Dawndearth	1 Orc-warband
1 Khamûl the Easterling	2 Orc-watches
1 Mouth of Sauron	1 Ren the Unclean
1 Olog-hai	1 Uvatha the Horseman
2 Orc-guards	1 Witch-king of Angmar
1 Orc-lieutenant	

Hazard Events

3 Doors of Night	3 Morgul Nights
2 Fell Beasts	1 Nazgûl are Abroad, The
1 Lure of Nature	1 Twilight
2 Minions Stir	1 Will of Sauron, The
1 Morgul-horse	

Sites

1 Blue Mountain Dwarf-hold	1 Lossadan Cairn
1 Dead Marshes	1 Lossadan Camp
1 Dunnish Clan-hold	1 Minas Tirith
1 Edhellond	1 Moria
1 Edoras	1 Mount Gram
1 Henneth Annûn	1 Pelargir
1 Iron Hill Dwarf-hold	1 Rhosgobel
1 Lake-town	1 Rivendell
1 Lonely Mountain, The	1 Ruined Signal Tower
1 Lórien	1 Sarn Goriwing
	1 Shrel-kain
	1 Wind Throne, The
	1 Woodmen-town

The Company Deck

Tell me you didn't open those first few packs of *Middle-earth* and wish for Aragorn or Legolas or Frodo. You grew up lovin' these guys, so of course you'd want to play 'em. Start with all the members of Tolkien's famous fellowship, add a ring theme, toss in wolf and spider hazards, and the Company Deck soon becomes worthy of its namesake.

• The Fabled Fellowship.

One of each of our favorite characters, plus Glorfindel (you know, the elf who saved Frodo's hide just outside Rivendell). Your warriors start play for strength in battle (plus Glorfindel's sage ability), though you'll soon want a hobbit or two if you start collecting rings—those corruption points add up.

• **Good ol' Gandalf.** You have two wizards, both Gandalf. He's essential to your ring strategy; after all, he taps to test gold rings. Gandalf comes out as soon as humanly possible. If needed, have Glorfindel use Test of Form to transform those regular pieces of metal into something special.

• **Gollum and Shadowfax.** These two allies are great with small parties. Once you get

either out, break off a smaller party and see if you can collect some rings from Goblin-gate or the Dancing Spire before anyone notices.



The One Ring: The strongest of all Middle-earth items.

• **Rings, rings and more rings.** The only way you get marshalling points with this deck is through gold rings. First you head off to a ring site and play a powerless beautiful, fair or precious gold ring, then you test the thing and then—and only then—do you put a special ring into play from your hand if you

rolled luckily. It's a long and complicated process, but it's rewarding when you get a Ring of Nature on a ranger (tap to cancel an attack) or the Dwarven Ring of Durin's Tribe on Gimli (tap dwarven bearer to untap current site). At an information site, Ringlore will allow you to play a ring out of your hand without a roll.

• **Ring sites.** All the major sites are keyed to rings. Immediately move to Lórien and then spiral your way out from there, inching up toward the wealth of dragon-guarded ring sites in the Withered Heath region.

• **Wake of War.** Your hazard theme is wolf, spider and animal attacks, with some nasty men thrown in for good measure. Wake of War gets insane if you have two or more wolves or spiders attacking. Dwar of Waw is another complement that should be played as a permanent-event as soon as you draw it.

• **The One Ring.** Perhaps the greatest asset of this deck is its ability to get the One Ring into play. The Ring's immense: +5 prowess, +5 body, ability to cancel strikes...and you can win in one shot! Save your Cracks of Doom card for when the One Ring surfaces, battle your way to Mount Doom and toss the Ring into fires for an end to the age of Sauron! Just make sure a corruption-resistant hobbit does the tossing or you may find yourself decimated in the worst place on the planet!

Starting Characters & Items

1 Boromir II	1 Athelas
1 Glorfindel II	1 Elven Cloak
1 Legolas	

Characters & Wizards

1 Aragorn II	1 Merry
1 Frodo	1 Pippin
2 Gandalfs	1 Sam Gamgee
1 Gimli	

Combat Resources & Enhancers

1 Cracks of Doom	1 Lucky Strike
2 Dark Quarrels	2 Ringlores
1 Dodge	2 Risky Blows
1 Favor of the Valar	1 Test of Form
1 Fellowship	
1 Friend or Three, A	

Marshalling-Point Resources

2 Beautiful Gold Rings	1 Magic Ring of Nature
1 Dwarven Ring of Durin's Tribe	1 One Ring, The
2 Fair Gold Rings	3 Precious Gold Rings
1 Gollum	1 Scroll of Isildur
2 Lesser Rings	1 Shadowfax
1 Magic Ring of Courage	1 Tower Guard of Minas Tirith

Hazard Creatures

2 Ambushers	3 Wargs
1 Assassin	1 Watcher in the Water
1 Crebain	3 Wolves
1 Giant	
3 Giant Spiders	
2 Slayers	

Hazard Events

1 Clouds	1 Shelob
1 Dwar of Waw	1 Siege
2 Lures of Nature	2 Twilights
2 Muster Disperses	2 Wakes of War
1 River	

Sites

1 Amon Hen	Dwarf-hold
1 Bag End	1 Isengard
1 Bandit Lair	1 Lonely Mountain, The
1 Bree	1 Lórien
1 Caves of Ulund	1 Minas Tirith
1 Dancing Spire	1 Moria
1 Edhellond	1 Mount Doom
1 Edoras	1 Rivendell
1 Gladden Fields	1 Thranduil's Halls
1 Goblin-gate	1 Weathertop
1 Ilerock	
1 Iron Hill	

InQuest Editor Michael Searle really, really wants those Keebler folks to come out with Fudge Lembas. Mmm...Fudge Lembas.

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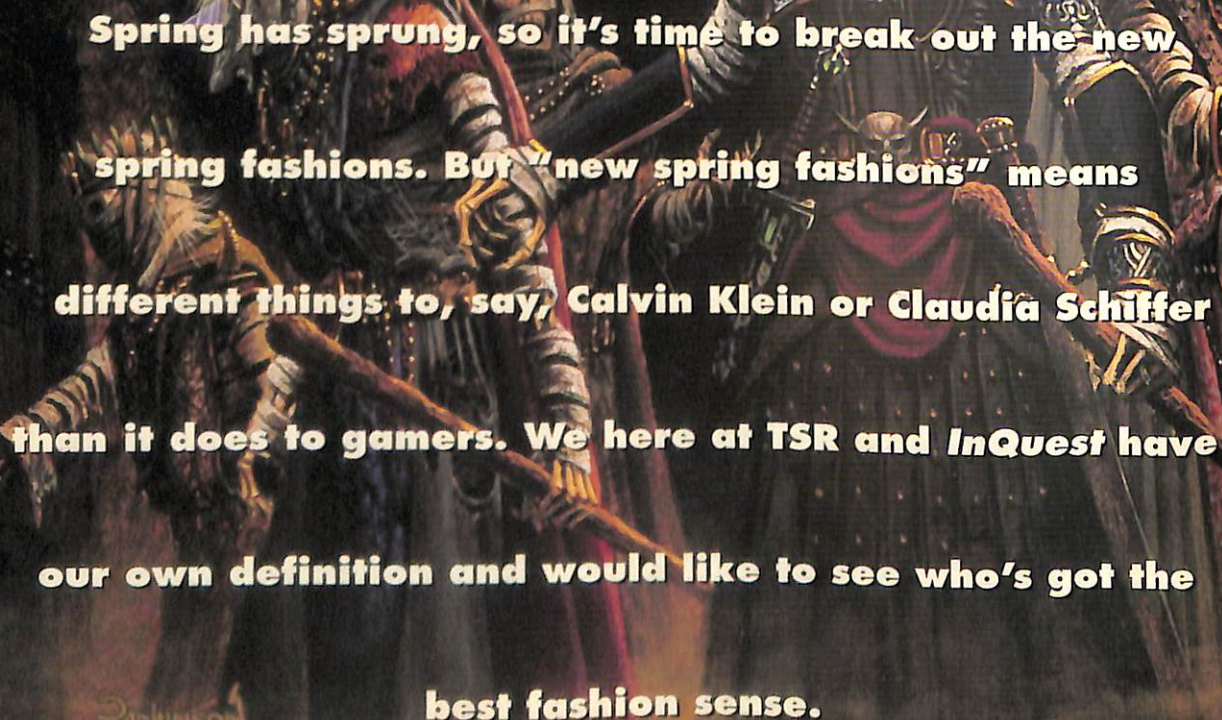
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spring fashions. But "new spring fashions" means
different things to, say, Calvin Klein or Claudia Schiffer
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our own definition and would like to see who's got the
best fashion sense.

Say What?

Hey, it's spring—come out of hibernation and put on your spiffy new duds. But you can keep the tuxedos, the evening gowns and the wingtips in the closet.

We want you to blow the cover girls and cover guys off the runway by dressing up as your favorite **Advanced Dungeons & Dragons**® character and sending us a picture of what you look like! Pick a character from the **Forgotten Realms**® world or the **Dragonlance**® world or even that 250th-level ranger you've built up after years of steady gaming. It's up to you! Do yourself up nice, because winners will be chosen based on quality and creativity. The *crème de la crème* can win big!

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(10 winners): Ten other sharp-dressed readers will each receive a copy of the brand-spankin'-new **Ravenloft**® adventure, the **Bleak House** boxed set!

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This month's contest is sponsored by TSR, the people who invented this whole roleplaying game thing.

THE LEGALESE

No purchase necessary. Contest is open to anyone except employees of Wizard Press, TSR Inc. and their immediate families or any airhead runway models. Print your name, date of birth, address, city, state, ZIP code and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach to your photo. One entry per person. Mail each entry separately to: Dress Your Best InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms will be accepted but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries become property of Wizard Press and none will be returned. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes will be offered. Prizes will be awarded in the names of contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. Double-breasted chain-mail suits are a big plus. All entries must be received at contest headquarters by May 31, 1996. Wizard Press is not responsible for illegible or legible, lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Grand and Second Prize winners will be selected by Wizard Press based on quality and creativity from among all properly completed and legible entries. Judging will take place on June 17, 1996. All decisions are final.

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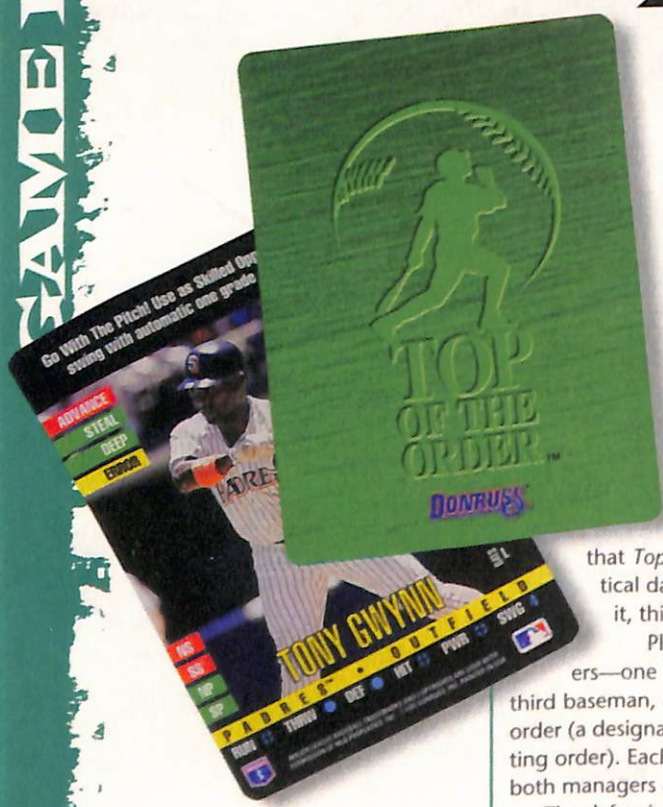
Official Dress Your Best InQuest



[on deck]

Reviewing the latest releases in collectible card games

Top of the Order



Can you feel those temperatures rising? That's right, spring is here, and that means one thing: baseball. And even if those April showers are keeping you indoors instead of out on the diamond, you can enjoy all the excitement of baseball, collectible card game-style. Donruss and NXT Games have released the first Major League Baseball-licensed collectible card game, *Top of the Order*. And while the game isn't exciting enough to make Tommy Lasorda quit as manager of the Los Angeles Dodgers, it does an adequate job of translating some baseball strategy into a collectible card game. *Top of the Order* requires basic baseball knowledge and rewards those with a deeper understanding of the game and the athletes who play it. Unfortunately, gamers who have participated in other baseball simulations like *Strat-O-Matic* and *Micro League Baseball* will find that *Top of the Order* falls short in utilizing the kind of comprehensive statistical database that excites strategic die-hard. Plus when you get down to it, this card game simply isn't that exciting.

Play begins after each "manager" has selected a lineup of nine players—one pitcher, one catcher, one first baseman, one second baseman, one third baseman, one shortstop and three outfielders—and placed them in a batting order (a designated hitter may be used and inserted in the pitcher's spot in the batting order). Each manager then draws six cards into his hand. For each new batter, both managers draw one card.

The defensive manager first chooses a pitch from his hand based on what's indicated in the cards' top left corners, and places the card face down on the table. The offensive manager then checks the top right corners of his cards to consult the various types of swings from which he may choose. The offensive manager has the option to steal before the play is executed and the defensive manager may opt to play his infield in before selecting his pitch.

Once a decision is made, both managers turn their cards face up to reveal their selections. To determine the result of the play, each manager flips the top card of his draw deck and consults the colors in the bottom left corner of the card. Green is favorable to the offense, yellow is neutral and red is favorable to the defense. The colors are then cross-checked on charts. After the result of the at-bat has been determined, there are a variety of factors that may have to be taken into consideration. Runners on base may or may not advance bases on hits, ground outs and flyouts, depending on the run ratings listed on their cards.

"Special Play" cards add another dimension to *Top of the Order*. One type of special play card is Lightning, which is used by fast players to gain extra bases or by a defensive manager to keep slow players from gaining extra bases. Robbed special play cards can be used by good defensive players to take away a hit or by an offensive manager to reach base when the ball is hit to a weak defensive player. C'Mon Blue and

[the box]

top of the order



Publisher: Donruss
Designers: Duncan Macdonell and NXT Games
Genre: Pro Baseball
Release: November 1995
Packaging: Deluxe double deck game set with two 80-card starter decks and a game wheel; 12-card booster packs
Suggested Retail: \$10 per starter deck; \$2.79 per booster pack

[ratings]



[breakdown]

top of the order card description

A. The Pitch: Signifies one of nine pitches from which the defensive manager can choose.

B. The Swing: Signifies one of 14 swings from which the offensive manager can choose.

C. Skill Checks: The results of runners advancing extra bases, stealing bases, "deep" hits and errors based on the color of the corresponding execution on the card from the draw pile.

D. Pitch vs. Swing: Reveals the result of an at-bat by cross-indexing the

type of pitch and its color with the type of swing and its color.

E. Team and Position: Uh, bet ya can figure this one out yourself.

F. Player Skills: Rates players in a variety of categories with a + (above average), 0 (average), or - (below average).

G. Bats: Indicates whether a player bats right-handed or left-handed.

H. Throws: For pitchers only. Indicates whether a player pitches right-handed or left-handed.



Manager Argues Call cards automatically negate any card or chart result just played during an at-bat. The manager who employs the soundest strategy in using these cards is the one who will most likely prevail.

If you think this might get tedious, you're right. Once lineups are set and play has begun, it's mainly flipping cards and cross-referencing colors. And while strategy helps, the game comes down to luck: Will the colors on the cards you flip up help or hurt you?

While it is understood that much of what goes into analyzing baseball talent is subjective, *Top of the Order* contains some questionable ratings. For example, Troy O'Leary, a part-timer for the Boston Red Sox who is a mediocre player, has better offensive ratings than Seattle Mariners slugger Jay Buhner, who perennially ranks among the league leaders in home runs and runs batted in. Buhner's throwing arm is also recognized as one of baseball's finest, yet Red Sox outfielder Mike Greenwell, who would have difficulty throwing out Roseanne Barr trying to go from first to third on a single, has much better defensive ratings in *Top of the Order*.

Similarly, Houston Astros second baseman Craig Biggio, considered one of the game's most productive middle infielders, has batting ratings identical to those of fellow second basemen Jason Bates of the Colorado Rockies and Carlos Garcia of the Pittsburgh Pirates, both average performers.

But on the other side of the coin, there are some accurate rankings. Atlanta Braves pitcher Greg Maddux, who is considered the league's best, is probably the best pitcher in *Top of the Order*. And San Francisco Giants superstar Barry Bonds, a perennial All-Star, is perhaps the best all-around player in *Top of the Order*. So the bottom line is that you can use players' real-life performances to gauge their prowess in *Top of the Order*, but you should look closely to find those diamonds in the rough who are not big-name players but can be solid contributors to your team.

By the by, you're best off looking closely for star athletes in the booster packs—starters tend to have few great players.

Top of the Order succeeds in capturing practically every aspect of a real-life baseball game, but lacks something in realism and keeping people's interest. Hopefully the promised twists in *Top of the Order '96*, due in June, will add a little drama.

—Scott Gramling

[the good]

- *Top of the Order* uses real Major League Baseball players.
- The player photos are sharp and impressively up-to-date upon release (*Top of the Order* featured the first card of Bobby Bonilla in a Baltimore Orioles uniform).
- The game is simple enough to learn quickly and teach to novices.
- It requires a knowledge of baseball and the major leagues, allowing for different strategies to be contemplated by gamers.
- The game has thoroughly covered all the bases (no pun intended) in terms of implementing practically every type of game situation that could possibly occur in a real baseball game.
- Melido Perez is as horrendous as he deserves to be.

[the bad]

- The game leaves way too much to chance and luck.
- The game tends to get boring rather quickly because once lineups are set and play has begun, it's mainly flipping cards and cross-referencing colors.
- Few quality players turn up in the starter decks; they must be acquired via booster packs.
- Many inconsistencies in player ratings: Certain superstar players are rated lower than bench-warming stiff.
- There is no index or table of contents in the rule book, which, as petty a complaint as that may seem, is definitely inconvenient when checking rules during a game.
- Bret Barberie isn't nearly as horrendous as he deserves to be.

[the ugly]

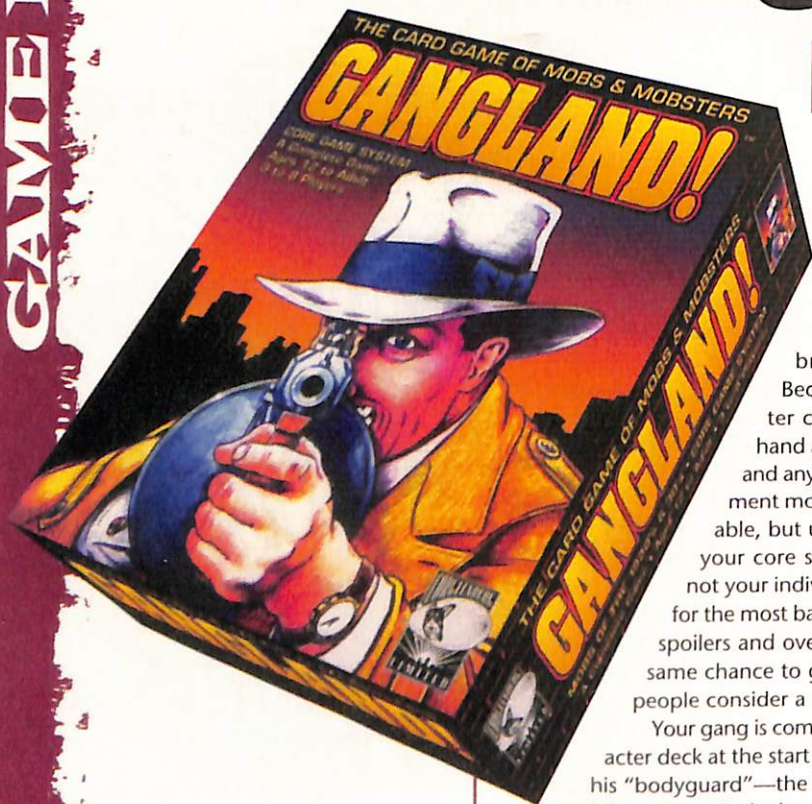
- With all the successful baseball games that have hit the market over the years, from the legendary *Strat-O-Matic* to today's comprehensive computer games, *Top of the Order* had many tough acts to follow. Most die-hard baseball fans eat and breathe statistics, and therefore demand that any game they play consider in-depth statistical analysis. *Top of the Order* just doesn't live up to the expectations set by the great baseball games that preceded it.



[on deck]

Reviewing
the latest
releases in
collectible
card games

Gangland!



Have you always wanted to be the bad guy? Is "The Public Enemy" with Jimmy Cagney your favorite movie of all time? Are you looking for a game with elements of action and strategy that doesn't take two weeks to learn or two hours to play? Or are you just tired of deciding to try a new game, then realizing that in order to start, you'd have to buy two starter decks per person before they'd even look at it? If any of these sound familiar, you need to play *Gangland!*

Gangland! is a collectible card game only in the broadest sense of the word "collectible." Why? Because everyone shares the same deck. The character cards that make up your gang and your starting hand are dealt to you randomly at the start of the game, and any further draws come from a common pile. Enhancement modules (booster packs) and expansions will be available, but using them means mixing them with the cards in your core system—enhancing the playing field as a whole, not your individual chance of success. On one hand, this makes for the most balanced play environment possible in card games—spoilers and overpowered cards may exist, but everyone has the same chance to get them. On the other, this removes what some people consider a vital part of card gaming—deck construction.

Your gang is composed of five characters, dealt to you from the character deck at the start of the game. Two of these will be your "boss" and his "bodyguard"—the boss cannot be killed unless his bodyguard is out of the picture. Each character is rated in three statistics: business savvy (the ability to run and manage a business), muscle (a combination of toughness and shooting skill) and loyalty (how likely the mobster is to switch sides...the dirty rat). Savvy is rated from 0 to 2; the others range from 1 to 5. There are also characters that possess special abilities: Scarface allows you to have a six-card hand instead of five, while Bullets Benechelli is a "machine-gun artist" who gets a +1 in combat. If this was a run-of-the-mill card game, these would be the rares; as it stands, they're the cards you most want to get in your initial deal.

If a character has a high enough business savvy, he can manage a business or two to launder money. Businesses come in three varieties: entertainment, food service and transportation, although the more valuable businesses combine categories. Once a business is put into play, you can assign business bucks to it, as long as the symbols on the buck match those on the business generating them. (If you have a hand full of entertainment bucks, but only transportation-based income businesses in play, you're still broke.) There's also pocket money which is assigned to a particular character and can only be used for actions involving him. Once the money is in play, you can use it to finance gang activities, like contract murders or springing jailed gang members.

The blood and guts part—and what would a gangster game be without blood and

[the box]

top of the order



Publisher: Corglenburg Limited

Genre: 1920s gangsters

Set Size: 177 cards

Release: February '95

Packaging: Core game system contains 50 character cards and 122 event cards, enough for eight players; 15-card enhancement modules will be released

Suggested Retail: \$19.95 for core system; \$2.95 for enhancement modules

[ratings]





[breakdown]

gangland! card description

A. Loyalty: Allegiance to your mob boss, from a 5 ("Yeah, I'd take a bullet for the guy") to a 1 ("I get his parking spot").
B. Muscle: A combination of toughness and shooting skill, this value determines the level of combat-related cards you can play with the character.

C. Business Savvy: Maximum number of businesses character can run.
D. Picture: Character's mug shot.
E. Name: He may look like your uncle, but he's not. This will clue you in on who the heck this guy is.

guts?—comes from assaults and assassinations. An assassination can be attempted by any character against another gang member and doesn't require a card. You need a special attack card (like a Massacre or a Drive-By) to try and knock off a Gang Boss. Attack cards can also provide better chances of killing a character or the ability to hit several at once. The "rarest" attack card is The Bomb, which can destroy a business as well as a character.

The influence of the outside world on the gangs is represented by "mandatories"—called so because they must be played when you draw them. Union Strikes can shut down some or all of your business dealings, the Police can arrest your gangsters and harass your "family," and the F.B.I. and the I.R.S. can get in your face and into your books. Because the cards themselves indicate whom they must be played upon, these cards can ruin attempts at diplomacy—all the non-aggression pacts in the world don't add up to much when the player to your right is forced to discard his gang boss. How do you get out of the hot seat when the coppers are breathing down your neck? Have a good lawyer on your side...or a judge in your pocket. They can counter police actions and even seize your opponents' businesses for you. (Of course, they can't do a thing about the F.B.I.—they don't call them the Untouchables for nothing.)

Finally, there are informants—snitches, squealers, turncoats, some of the more useful cards in the game. They can be used to foil an assassination attempt, extort money from an opponent's business (a good idea if you've got a lot of bruises in your gang but no money men: a greasgun in the belly beats an M.B.A.) or cause a member of an opponent's gang to defect, including his gang boss!

There are two ways to win the game. You can wipe everyone else off the map, establishing yourself as the King of the Hill. Or, you can be the one with the most business bucks on the table after two passes through the events deck. The latter is much harder to pull off, as a character with a significant amount of bucks may as well have a bull's-eye painted on his chest.

Gangland! is an innovative game that not only breaks new ground, but does so without the air of superiority that often comes along with a good idea. As such, there's very little available to which I can compare it. It's definitely a game to try. —Jason Schneiderman

[the good]

- The game takes about five minutes to learn and is only slightly more complicated than the average board game. It's an ideal choice as a first C.C.G.
- The artwork and game play reflect the setting well—the pictures look like mugshots and the action is wild without being confusing.
- Along those lines...the names. Babyface Halfnelson. Oscar Myron Whiner. Ernie the Eyes. Gotta love them.
- Having all the cards means you only have to buy it once.

[the bad]

- There is no deck construction. This can lead to a lack of commitment to the game. Why should you buy enhancements just so that the other guy can use your cards?
- There is no interference. If player A tries to arrest player B's mobster, player C can't cut in and bail him out. This streamlines game play, but also makes it much more simplistic.
- There is no hooch! What's a Prohibition-era game without speakeasies and moonshine. Fortunately, the guys at Corglenburg Limited say these will be added in the first expansion, *Murder, Incorporated*.

[the ugly]

- Causes ordinarily sane people to break out into impressions of Edward G. Robinson ("Nyeah! Nyeah, see!") and Al Pacino ("Say hello to my li'l friend...").
- Gang summits are an optional rule that allow you to trade cards back and forth between players. Call them whenever you can. It really adds to the strategy aspect, and it's a hell of a lot of fun.
- The Lucky Coin and the Rabbit's Foot: if you get them, keep 'em. The first can adjust any die roll by two in either direction; the second can force any die roll to be re-rolled.
- Combat is based on the roll of a die (included).





[the box]

netherworld



Publisher: Daedalus Entertainment
Designers: Jose Garcia, Rob Heinsoo and Robin D. Laws
Genre: Martial Arts
Set Size: 134 cards
Release: December '95
Packaging: 15-card booster packs
Suggested Retail: \$2.45 per pack



[the box]

dark sovereigns



Publisher: Wizards of the Coast and White Wolf
Designers: Matt Burke, Shawn Carnes and Paul Peterson
Genre: Horror
Set Size: 173 cards
Release: December '95
Packaging: 15-card booster packs
Suggested Retail: \$2.45 per pack

Netherworld

Well, the first *Shadowfist* expansion is here and it packs a powerful punch. *Netherworld* centers around the Triumvirate, an alliance between the Ascended, the Jammers and the Four Monarchs. The Triumvirate hopes to control the domain of the Netherworld through the use of an artifact known as the Molten Heart.

That's the story behind the set, but avid *Shadowfist* players will probably be more interested in how good the cards are. And the answer? If you liked the card mix in *Shadowfist*, then there's a lot of good stuff that makes this expansion worth picking up.

The core *Shadowfist* set gave us a small taste of the two factions of the Netherworld, the Four Monarchs and the Jammers. With 33 new Monarch cards and 17 Jammer additions, *Netherworld* makes creating a deck around these factions a viable option.

Although it doesn't introduce any new aspects to the game, *Netherworld* expands on a variety of existing rules, including ways to gain power. One of the problems with *Shadowfist* when it first came out was the unbalancing effect of one player getting off to a much better start. Many cards in *Netherworld* either penalize a player who is too far ahead or give you a power boost when you fall behind.

And theme deck players beware! Cards like *Discerning Fire* and *Necromantic Conspiracy* hose decks with strong themes.

One of the keen things about *Netherworld* is that, even though most of the best cards are rare, there are a lot of really nifty uncommons and commons. *Netherworld Return* is an event that has each player bring a random character from his smoked pile into play at no cost—and it's uncommon!

If you're not interested in making a brand-new deck based on *Netherworld*, no problem! Most of the cards can easily be integrated into existing decks, including 14 new *feng shui* sites.

Overall, *Netherworld* introduces a lot of cool new cards with an interesting theme that will satisfy both the strategist and the roleplayer.—Jeff Hannes

TM & © Daedalus Games

Dark Sovereigns

The setting is Europe in all its dark and gothic splendor. In the United States, the Camarilla may have domain, but overseas rule the gypsies of the Ravnos and the long-standing Giovanni family. These two new clans form the basis of *Dark Sovereigns*, the first expansion set for *Vampire: The Eternal Struggle* (né *Jyhad* in 1994).

The set also introduces two new disciplines, chimerstry and necromancy, and a powerful political sect of vampires known as the Inner Circle. Even more influential than the Justicars, these vampires have a rank of 11 and four votes each.

All of these form the makings of what could have been a great set. Unfortunately, *Dark Sovereigns* has its problems.

First off, there aren't enough chimerstry and necromancy cards. Even worse, there aren't enough vampires that use these disciplines. In fact, François Villon is the only non-Giovanni or non-Ravnos vampire with one of these disciplines, and his capacity is 10.

The Giovanni and Ravnos vampires are great, but most of the other vampires are too big! Each clan from the original set gets four new vampires, but very few have a capacity less than five. The big beasts may look cool, but you can only play with so many of them. I would rather have more new Camarilla vampires with smaller capacities.

If you only want a couple of packs, it's probably not worth it in terms of play value. If you want to give all the cards in the expansion a try, you'll have to build a lot of different decks. In defense of the set, there are a lot of good cards, and if you buy a bunch of packs or a whole box, you should get a lot of use out of this set.

Dark Sovereigns gets a mixed review. Thematically, the set is really cool, filled with powerful cards that are beautiful to look at. If you buy in quantity, it's a winner. But from a logistical standpoint, *Dark Sovereigns* just doesn't pair up that well with the core set. Hopefully the next expansion will have a better fit.—Jeff Hannes

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[ratings]



THE BEST



TOP NOTCH



VERY GOOD



OKAY



WEAK



POOR

UPCOMING EVENTS

Albuquerque, NM
Anchorage, AK
Atlanta, GA - April 21
Boston, MA
Chicago, IL - March 23
Dallas, TX - April 6
Denver, CO
Hudson, MA - March 16
Hyattsville, MD
Iowa City, IA
Las Vegas, NV
Lincoln, NE - April 6
Little Rock, AR
Los Angeles, CA - March 30, April 13, April 20
Lubbock, TX - April 14
Minneapolis, MN - April 13 & 14
New York, NY - March 9, March 30, April 20
Orlando, FL - March 31
Ottawa, Canada
Phoenix, AZ
Portland, OR
Reno, NV - April 6
Rochester, NY
Sacramento, CA
Salt Lake City, UT - April 27
San Francisco, CA
Seattle, WA - April 13, April 27
Springlake, NC - April 14
Syracuse, NY
Toronto, Canada
Antwerp, Belgium - April 21
Stockholm, Sweden - April 13
Paris, France - April 13
London, UK
Barcelona, Spain - March 24
Rome, Italy - March 24

Locations and dates subject to change

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The Dark





ONE

Get inside the head of fantasy's darkest artist, Brom.

By **Andrew Kardon**

Looking at his paintings, you'd have to think fantasy artist Brom leads a dark and twisted life. The pure eeriness that seeps through his work is evidence that something sinister is going on beyond those paintings.

Yet once you get to know the 30-year-old artist, you'll learn that nothing's further from the truth. His gentle and friendly voice quickly puts you at ease, and whether you just met the man or not, you feel like you've known him for years.

Taking real pride in his art, and art in general, Brom, born Gerald Brom, is no stranger to the gaming community. In four years with TSR, his paintings visually defined the dark and desolate world of Dark Sun. After countless other work, including book covers, card sets and calendars, Brom contributed to Friedlander Publishing Group's 1995 collectible card game Guardians. Once the CCG bug bit, Brom just couldn't shake it, and with a little help from his friends, he developed a brand new game called, what else, Dark Age.

It's...why, it's exactly what you'd expect from the man known as Brom. It's dark. It's twisted. It's eerie.

InQuest: Before we begin, I've got to ask you something. What's with the name?

Brom: Everybody asks me that first thing. [Laughs] I guess, from my point of view, that's always been my name, so it's not that strange. "Brom" is my last name. I grew up an army brat, and in the army, kids have a tendency to call each other by their last names. I still don't know exactly why; it just stuck. Everybody but my parents and my brother call me Brom. Gerald is my first name and I think I fit a "Brom" better than a "Gerald."

Has painting always been a part of your life?

Absolutely. It's one of those weird things. I don't know why, but as early as I can remember I've been drawing or painting. I spent the first three years of my life in Japan. That probably had something to do with me getting started, because they're so visual over there. And then it was on to dinosaurs and it just never stopped.

Do you remember the very first thing you ever painted?

I've actually got a handful of really early drawings I did before I started school. And believe it or not, it's the exact darn thing I'm painting today. It's always been monsters. I couldn't tell you why, but that's always been the infatuation: strange creatures and weird fighting beasts.

How did your family react to all of this? Painting monsters and bizarre beasts: that's not your typical wholesome entertainment.

Luckily, I never really thought about it as a kid, but looking back, I'm amazed at how tolerant they were. They never said a word. The first time I showed my wife some early drawings I did as a kid, she was like, "Oh man! I would've taken you to a psychiatrist." My dad really liked monster movies and my older brother was really into Edgar Rice Burroughs, so that kind of supported it.

So what kind of childhood did you have?

Growing up an army brat, I pretty much moved every three years. So my childhood was spent in places like Japan, Germany, Hawaii and several different states. And while that sounds like fun, and it was a lot of fun, it was also, I think, part of the reason I became so focused on art. Whenever you moved to a new school or new place you wanted to be accepted by people. And if you could draw a little bit better than those people they're like, "Wow, this guy can draw!" So it helped me make friends.

Okay, so you've always been drawing. But what about painting, when did that come about?

When I got into high school I was real into black-and-white stuff. I went to a commercial art school [about a year after graduating from high school] and got interested in airbrush and color work. It wasn't until about seven years ago that I really started painting with oils. That's something that I recommend to most artists—to be able to draw first. You have to be able to put an interesting image down, then you can learn to render it later.



Vital Stats

Name: Brom
Birth: March 9, 1965, in Albany, Ga.
Occupation: Illustrator
Base of Operations: Lake Geneva, Wis.
Vital Career Highlights: Helped create TSR's *Dark Sun* world; subject of an FPG art card set; helped illustrate FPG's *Guardians*; co-designed and helped illustrate FPG's *Dark Age*.

So you've had some formal art training. Where was this school?

A little two-year commercial art school in Atlanta, Ga., and we'll just leave it unnamed because I really feel so little credit towards it. It was mostly focusing on mechanical things, the commercial business end. They did have a couple of air-brush-type classes, but they didn't have any drawing or painting classes. It did sharpen me towards professionalism and help me put a portfolio together, though.

What were some of your first jobs?

When I was still in school at Atlanta I started a lot of commercial work—some work in night clubs. But mostly for the next three or four years, I did straight hardcore commercial artwork. And I mean photo-real, airbrushed, just the most treacherous product illustration. I did a couple of logos for CNN at one time, a bunch of stuff for Coca-Cola. I must say those three or four years almost put me off from illustration altogether because it was so creatively frustrating.

I painted a white Dixie cup once for an ad and they kept going back and forth on whether it should be cool gray or warm

gray. And I did a warm gray. And then they wanted a cool gray. Then it was cool gray. Then it was warm gray... If you look at the artwork that I do now, and how much fun that looks like—to sit there and go through that for a stinking white Dixie cup!

But eventually I did start doing some entry-level comic covers for my sanity. I did a couple for First Comics, a very little unknown thing called *Twilight Man*. They're not real memorable and I don't want anybody to go look them up, it's just some early stuff. It was such a breath of fresh air to do after doing the commercial art work.

Where did your career go from there?

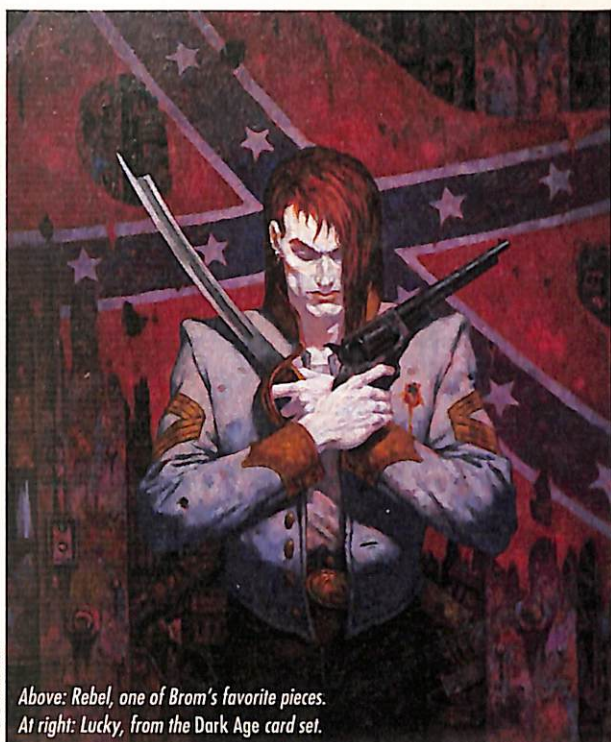
After doing that for about three years, I basically went through my old sketchbooks that I did for high school and it's all this fun monster type stuff that I like to do. I realized that somewhere I'd really gotten

off track. The commercial art does pay well, and when you first start out in the fantasy field it just doesn't pay well at all, so it's a hard jump to make.

But I finally said I have to do this, so I sat down and put together a painted portfolio of several different things—fantasy pieces, science fiction, horror. And I started to send the portfolio out and I got really lucky. I sent it to TSR and they just happened to need an artist. They really liked the stuff and they just hired me.

It's kind of interesting too, because I was at such a make-or-break point in my career living in Atlanta, which is pure commercial art. Me and my wife were gonna move to New York to try to break into book covers. We had the van loaded up and TSR had shown interest but they hadn't committed yet. And the day we were loading up the van, they called. We had already rented an apartment in Jersey and we were about to drive off when they called up and said, "You have the job!" So we took the van and just took another route to Wisconsin. [Laughs] It worked out well.

The first time I showed my wife some early drawings I did as a kid, she was like, "Oh man! I would've taken you to a psychiatrist."



Above: Rebel, one of Brom's favorite pieces.
At right: Lucky, from the Dark Age card set.

TSR was a wonderful place to work. So much freedom and I really got to develop myself as an artist. Working around the other artists there—Jeff Easley, Clyde Caldwell, Fred Fields [and later Robh Ruppel]—you learned a lot from each other. It was a very creative environment.

How long did you spend with TSR?

I was there for four years, from 1989 to 1993, and most of my efforts were focused on the *Dark Sun* world, which was really a fun situation. Once again, I feel like I really lucked into a situation by being the new artist and having a new look to my work. They were starting a new world and they didn't want it to look like their other world that the other artists were working on. So I got to focus on *Dark Sun*.

It was so early and they had done so little work that they said, "We really don't have anything to tell you except the basic outline of what the world is. Just start painting and we'll write them into this world." For the first year, with the roughest guidelines, I pretty much just started painting this world.

So TSR was really your first taste of fantasy. What were your earliest published fantasy paintings?

The first couple of pieces I did were for *Forgotten Realms* and those are pieces that I hope never surface again. The funny thing with TSR is once you do work for them, they own the copyrights, and they have a tendency to re-use artwork in different places. So usually when you do a bad cover five years ago, you never have to see it again. But with TSR, I'll go in and pick up a magazine and on the back cover they've used that painting for an ad. And then people'll see it and go, "Gee, Brom's kind of lost it a little bit." [Laughs]

Which of your works stand out in your mind as the best?

There's a painting I did for the Elric anthology [*Tales of the White Wolf*]. Growing up, I read all those Michael Moorcock books. That's one of my favorites.

I recently did a painting for Palladium, for a game cover called *Night Spawn*. It was this sort of scary-creature, vixen-type woman, a very haunting nightmarish piece. I tend to like the dark paintings a lot.

The other one I kind of like that I did for White Wolf was this undead Confederate soldier and he's got his arms crossed with a

gun in each hand and he's looking very mournful.

Sometimes with a painting, it's not how well it looks technically but it's the emotion that comes across. And that's what I'm always striving for.

There seems to be a pattern with your work as far as themes go.

I definitely tend towards dark nasty things. And it's not really a conscious thing. Whenever I draw something I find myself pushing them in that direction. Once again I couldn't exactly put into words why. It's just an emotional thing. If you can get that "There's something wrong here" feeling across, I enjoy that.

So what subjects would you say you hate drawing?

Well, the opposite. Happy smiley cartoony things are not for me. I did a lot of work on the *Guardians* project. Luckily, [co-designer and artist Keith] Parkinson realized pretty quickly that I did best with the undead and spooky stuff, so he gave me a lot of that. But that whole game was a little light-hearted.

How do you prepare yourself to paint? Do you use models, photos or other references?

I try to draw and design as much as I can out of my head. If I get in a bind with muscle connections or strange weapons I track down photography and occasionally I shoot models. I enjoy that very much, but often it's just a matter of locating the model and taking the time to shoot somebody. I think what I enjoy most of all is when I can draw and paint something from imagination because it doesn't exist anywhere. And when I can pull that off it's really what it's all about for me.

Guardians was not your first experience with collectible card games, though. You had some work in TSR's Spellfire game.

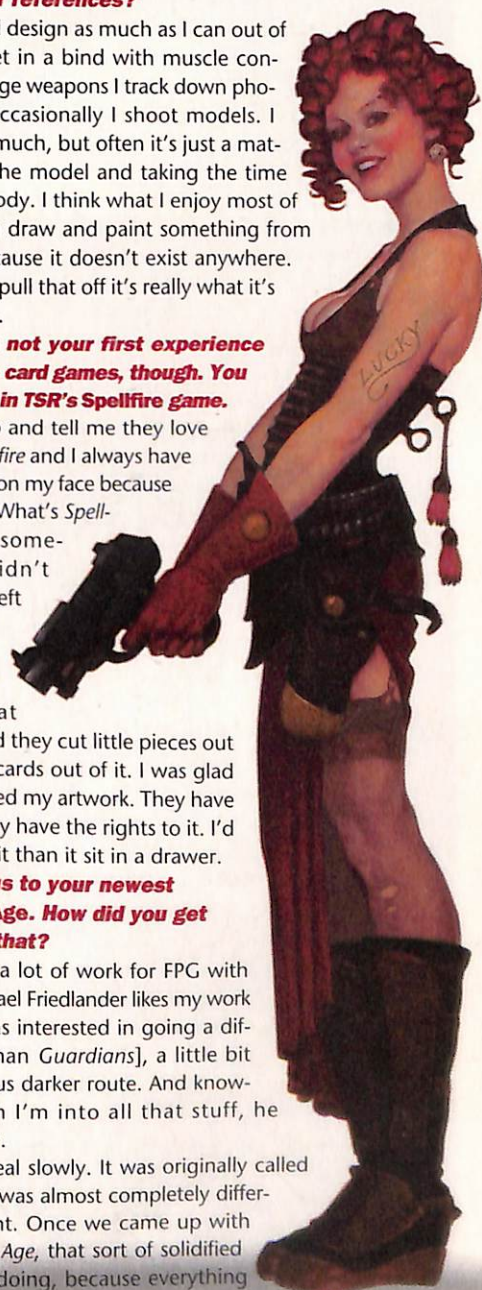
People come up and tell me they love my work in *Spellfire* and I always have a question mark on my face because at first I'm like, "What's *Spellfire*?" And it's something [TSR] didn't even do until I left there. It's one of those cases where they take everything that

you've done and they cut little pieces out of it and made cards out of it. I was glad that they included my artwork. They have the artwork, they have the rights to it. I'd rather they use it than it sit in a drawer.

Which brings us to your newest project, Dark Age. How did you get involved with that?

I'd been doing a lot of work for FPG with *Guardians*. Michael Friedlander likes my work a lot and he was interested in going a different route [than *Guardians*], a little bit more of a serious darker route. And knowing how much I'm into all that stuff, he approached me.

It evolved real slowly. It was originally called *Warlords* and it was almost completely different at that point. Once we came up with the name *Dark Age*, that sort of solidified what we were doing, because everything



started playing off the name. And that's how it went from being a dark future world to more of a theme of a castle-oriented feudal society in a dark future landscape. You still have a castle type of mentality and the fighting over the meager resources, but the unusual element is you have all this semiworking high technology around,



Living in the Dark Ages

"The strongest thing this game has going for it is the artists," boasts Brom of his newest effort, *Dark Age: Feudal Lords*. "Except for *Guardians*, I can't think of another card game that has such a list of top talent doing all of the artwork."

And if you think Brom's blowin' smoke, get a load of this lineup: John Bolton, Tim Bradstreet, Dave Dorman, John Berkey, Henry Higginbotham (whose gorgeously detailed sculptures will represent some 30-add equipment cards in the game) and a host of other talents including Brom himself. These high-profile artists will all be illustrating FPG's newest game world, *Dark Age*, which Brom and Luke Peterschmidt developed.

Dark Age is the fictional future Earth setting for a series of collectible card games. The first game, *Dark Age: Feudal Lords*, due in July, puts you in the role of a human leader trying to draft followers and overcome rivals. Many functions of the game are settled with dice.

"We actually developed this long storyline where it all fits together," says Brom. "The first game basically sets up the structure as to where humanity is at this point in history. The second game, *The Brood*, is gonna introduce the cesspools of breeding mutations that have developed from what was left over from all the genetic research."

"These [insectlike] guys have really spread and taken over the Earth and they fight for supremacy of the hive. There can only be one controller and when the controller dies the hive goes into chaos and new would-be controllers pop up and fight for control of the hive." *Dark Age: The Brood* is slated for a December release.

Although both games are played quite differently, the combat is identical, meaning one player can shuffle a deck of *The Brood* and play against an opponent with a deck of *Feudal Lords*. As Brom puts it, "What if these genetic creatures went over the mountains and found the humans? What would happen then? So you play the humans and build up your armies through the human system. In the genetic system you play that and build up your genetic army. You can then fight the two together. I'm hoping that's really going to add another dimension."

A third game, centered on a cyborg graveyard, that could be linked to the other two *Dark Age* games is also being considered.

But this is only the beginning of the *Dark Ages*. FPG has plans to release a number of books, graphic novels and even CD-ROMs on the *Dark Age* world. "We're really trying to create a whole property," says Brom, "and have it be interesting in the fact that we created societies and let's see what happens when these societies bump into each other." —Andrew Kardon

which makes the visuals a lot of fun. You can pretty much throw in any element you want—machine guns or bows and arrows.

My role in this was pretty much coordinating the look and feel—everything from the concept and creating the characters to myself and Friedlander figuring out what artists would be best for this world and coming up with the rough art suggestions for the overall look.

Did you give the artists a lot of freedom or were you pretty specific in what you wanted from each of them?

In this case, I called up the artists and gave them basically a rough visual outline just telling them what the world's about. I gave them as few limitations as possible. I left it up to their interpretation as to how they would view the character, not how I'd view it. This is a world where all the leftovers in the history of man are still laying around. So what we're hopefully gonna have is such an interesting variety. The few pieces that I have seen have been very pleasantly surprising. It's really neat to see how other artists interpret your ideas.

[For more on the *Dark Age* game world, see sidebar.]

Obviously you're real tied up with *Dark Age* right now, but do you have any other projects lined up in the future?

Oh, I do! What I'm doing after *Dark Age* is—finally—the Brom art book. It's going to be coming out next Christmas [from FPG]. It's gonna be chock full of all my favorite pieces. The first half of the book [tentatively called *Darkwerks*] will be all the big full-page paintings. And the second half will be a collection of my favorite cards.

I'm just thrilled that I'm going to get a chance to go through—I've probably done close to 300 cards in the last year and a half—all of that and pick out about my 100 favorite and put them up to about half-page size. Of course, every artist's work is leading up to the point where they can finally

put out an art book. I'm so excited to finally get this out and finally get out what I consider my best pieces in a nice printed format.

You seem to be pretty set for the immediate future. But what about the

long term? Is there anything besides painting that you hope to accomplish?

I've had a one-track mind my whole life. I love to paint. And I'm doing really just exactly what I want right now. The only way it can get better is that I would like to do a little bit of writing. So hopefully one day I'll be able to write and illustrate my own book. That would be great.

Why the interest in writing?

The obvious thing is it's in there and it wants to come out. Just like with painting, there's a desire to create. I spend so much time on the visual end trying to create all sorts of emotions with the visuals that when I do sit down trying to write, I get to focus on creating that emotion with another medium. Sometimes I can hit areas that I wouldn't have hit with just a painting.

Speaking of painting, one last question: Any advice for all those budding artists out there?

Draw all the time. Focus on drawing. Whenever people come up to tell me, "What can I do to be more successful?," I always try to advocate a focus on drawing. If you can learn to draw, the rest is easy to learn.

Andrew Kardon, "*Dukes of Hazzard*" fan and copy editor for InQuest's sister publication, *Wizard*, would love to pose for one of Brom's paintings. With just a little makeup, he'd be a great Bog Beast.

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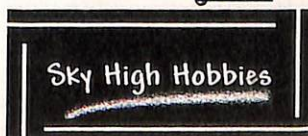
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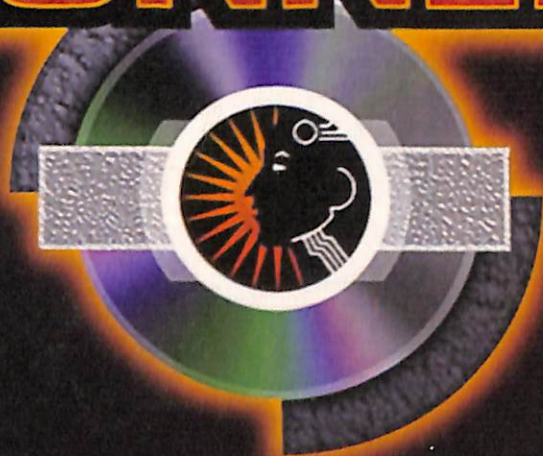
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NET RUNNER



"Netrunner is very different from *Magic: The Gathering*," says Richard Garfield. "Those who try it can expect a very different play experience."

And he should know. Having created *Magic*, the smash hit fantasy collectible card game, Garfield is adding *Netrunner*, a new science fiction CCG, to his credits. Due in April from Wizards of the Coast, *Netrunner* is cyberpunk warfare at its dirtiest: Virtual reality hackers meet megapowerful corporations in a dreary future similar to that of the film "Blade Runner."

"I was a cyberpunk fan before I began the project, which certainly made me enthusiastic about the game," Garfield states.

Though he says his personal perceptions of cyberpunk have been greatly influenced by novels, ranging from William Gibson's *Neuromancer* to Neal Stephenson's *Snow Crash*, *Netrunner* is based primarily on R. Talsorian Games' *Cyberpunk 2020* roleplaying game. *Cyberpunk 2020* provided Garfield with a foundation on which to build without restricting his exploration of the overall world of cyberpunk.

"One reason I wanted to work with R. Talsorian Games is that their world is very

flexible," Garfield explains. *Netrunner* is driven by the same general cyberpunk engine beneath the hood of *Cyberpunk 2020*, but is not bound by player preconceptions to the same extent as games based on rigidly predefined source material, like *Star Trek*, *Middle-earth* or *Star Wars*.

PLAYING THE GAME

Garfield designed his game around the interaction between Netrunners (what we primitive 20th century types call "computer hackers") and the huge, powerful Corporations that influence, if not control, nearly every aspect of life in the 21st century world of *Cyberpunk 2020*. While the conflict between Netrunners and Corporations is only a small part of the RPG, it gave Garfield exactly the experience he wanted for his CCG. "I really wanted a head-to-head game with conflict and mystery, which led to the current design," he comments.

As in *Magic*, each *Netrunner* player uses

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By Jack Skrip



Netrunner's Microtech 'Trode Set

his own deck of cards. However, the Corporation player's deck and the Netrunner's deck are constructed from different card sets. As well, the Corporation and the Netrunner play toward separate goals and use somewhat different rules.

Each player's turn is composed of four actions that can be spent in a variety of ways. A player can draw a card, play a card, draw a bit or spend a bit (in *Netrunner*, a bit is a unit of electronic "currency" similar to blood in *Vampire*). While the Netrunner has free choice of how his actions are spent, the Corporation player must always draw a card as his first action.

As play proceeds, the Corporation lays out cards in a face-down array. Some of these cards represent objectives on the Corporation's hidden agenda. Others represent various pieces of hardware or software used to prevent the Netrunner from accessing objectives during a netrun on the Corporation's data fortress.

Each agenda item has two numeric val-

ues. One represents the difficulty of the objective as measured by the number of bits the Corporation player must play on that card in order to consider it "advanced"; the other represents "victory points." The Corporation can win by advancing seven points' worth of objectives, while the Netrunner can win by revealing seven

other aspects of the game in a manner similar to enchantments in *Magic*. "A Corporate player might have kidnapping a genetics specialist on her agenda, which might give two victory points and have a difficulty of three bits," Garfield explains. "If this objective is advanced, it might also make the Corporate player's future scientific endeav-

"Imagine a world in which your girlfriend's gleaming silver cybernetic arm could make a fashion statement, provide a means to jack into her computer for a day at the virtual office or house a concealed missile launcher; quite likely, it does all three."

points' worth of objectives through successful 'runs.

In addition to scoring victory points, agenda items advanced or stolen can affect

ors easier." Of course, if the Netrunner reveals this objective before it is advanced, he gets the points and the bonus effect.

Other victory conditions are keyed to

the amount of cards that can be held in the players' hands and card-drawing conditions. As well, the Corporation can win by "flatlining," or killing, the Netrunner. "The game is not about knocking out the 'Runner," says Garfield. "But that specter hangs over the 'Runner throughout the game."

The Corporation can damage the Netrunner by sending a power surge through the Net or sending a squad of hitmen to the Netrunner's location. Before either can happen, though, the Corporation must "tag" the Netrunner through a series of traces, and any 'Runner worth his virtual salt won't let this happen easily.

Electric shocks and relentless assassins are not, however, the worst nastiness a Corporation can cause: Under the right conditions, he can even divert an asteroid from its path and send it hurtling toward the unsuspecting Netrunner, thanks to a card appropriately named I Got a Rock.

THE GROUNDWORK

Garfield began to conceptualize the game dynamics for *Netrunner* in late 1994. While the act of netrunning was central to the design of the game, his original translation of the experience into a CCG differed significantly from the final version.

"Originally, I wanted each player to be a 'Runner playing against a single, shared Corporate deck," Garfield recalls. 'Runners would have complete freedom to build their own personalized decks, whereas the Corporate deck would be fairly standard, constructed from a pre-established set of recommended cards. Instead of competing head to head, the players would have cooperated to an extent in their assault on the Corporation's data fortress.

This early conceptualization of the game stemmed not so much from Garfield's study of *Cyberpunk 2020* as it did from his familiarity with cyberpunk as a subgenre of science fiction. In many popular cybertales such as "Blade Runner" and the "TekWar" television series, powerful corporate entities are set up as the villains. 'Runner-type characters acted as techno-Davids confronting industrial Goliaths.

Although this dichotomy worked for mass entertainment, it didn't quite cut it as far as game play was concerned. "I didn't care for the direct interaction between the players," says Garfield. Since netrunning is essentially a solitary experience, giving the players the chance to communicate and make decisions based on each other's actions took away some

of the sense of a single individual rushing the electronic battlements of a huge corporate threat.

As well, while this original design contributed to the image of the Corporation as an emotionless anonymous entity, it seemed too lifeless. "A deck of cards is no substitute for a real opponent," notes Garfield.

What's more, Garfield found that much of the hardcore cyberpunk literature was not true to the simplistic black-and-white view of the conflict between Corporation and Netrunner. There is precious little obvious distinction between good and evil in the world of cyberpunk. Garfield is quick to point out that a corporation could be involved in environmentally beneficial projects such as marine ecology whereas a

turer's Association convention. Part of Williams' role was to suggest modifications to the design and correct inconsistencies with *Cyberpunk 2020*.

As it turned out, he didn't have to work up too much of a sweat. "The rules system overall was very smooth, with changes amounting mostly to wordings on cards," he explains. "For what the game simulates, it does it very well."

The successful simulation of the netrunning experience was very important to the folks at R. Talsorian because of the potential *Netrunner* has to add a new dimension to *Cyberpunk 2020*. As Business Manager Lisa Pondsmith points out, netrunning tends to stall the action of the RPG since it requires a lot of mathematical calculation. Moreover, the actual 'run



Corporate Detective Agency

'Runner might just be a plain old thief, out to steal whatever he can and sell it to the highest bidder.

The Corporation vs. Netrunner design emerged in March 1995 as a result of months of play-testing using cut-out blocks of computer-printer text stuck to 3-by-5 note cards. The *Netrunner* rules then went through three sets of revisions before being finalized in late August. While the lion's share of the design responsibility was Garfield's, WotC worked closely with R. Talsorian to ensure that the game remained true to the vision and atmosphere of *Cyberpunk 2020*.

R. Talsorian's Craig Williams assisted with the evaluation of the *Netrunner* design and participated in the play-testing, which took place at the 1995 Game Manufac-

only involves one person, leaving the rest of the gaming group to sit and watch.

"We've always envisioned *Netrunner* as a simplified version of the netrunning system that is in the game," says Williams. That could mean a level of symbiosis not previously achieved between RPGs and CCGs: When a *Cyberpunk 2020* 'run takes place, the 'Runner and the game ref could play it out using preconstructed *Netrunner* decks. "Our audience is really looking forward to it," says Pondsmith.

COMPUTER AGE ART

While Garfield was busy tinkering with the game design in the spring of 1995, personnel at WotC and R. Talsorian launched into producing the look of *Netrunner*. The role of art director at WotC



Dieter Esslin

was something of a hot potato and eventually fell into the hands of Craig Hooper.

"When I came into the project, it was kind of in a mix, though most of the art had already been assigned," Hooper explains. "I was the clean-up crew." Production of the *Netrunner* artwork continued through the summer of 1995, and the game was given its first play-test with color cards in August.

Wizards of the Coast contacted artists all over the world, many of whom had worked on other CCGs such as *Magic*, *Shadowfist* and *Vampire*. Artists were provided with names and brief descriptions of the cards but no rigid guidelines about the look of the cards.

However, there were some technical requirements: Any images representing the inner workings of the Net had to be rendered via computer, and the preferred medium for final artwork, regardless of original medium, was electronic. "What's unique about *Netrunner* is that much of the art was submitted as computer files," says Hooper.

For veteran CCG artist Doug Shuler, *Netrunner* posed an exciting opportunity and an intriguing challenge. As a cyberpunk fan as well as a *Cyberpunk 2020* player, he was thrilled to be part of the project. "I've always been intrigued by virtual reality," Shuler says, "and I'm really into computers."

When he received his original assignment of 10 *Netrunner* cards (he ended up doing more), Shuler plunged headlong into cybercreativity. "I went out and bought a bunch of books and new software and spent hours learning about computer graphics," Shuler says.

Of the 21 card illustrations Shuler eventually produced for *Netrunner*, 18

were fully rendered on computer. As his primary software, Shuler used Ray Dream Designer, with final touching up done in Adobe Photoshop.

The advice he received from WotC was fairly straightforward. "I was told to go see a couple of movies," he explains. "For exteriors, 'Blade Runner,' since it has the perfect mood of griminess and darkness. For Net scenes, 'Johnny Mnemonic' and 'Lawnmower Man.'"

Impressed by the visuals in the films, Shuler tried hard to capture the kinetic energy of cinematic cyberpunk. "The cards are just still photos of images that translate better in motion," he explains.



Microtech AI Interface

"Although I haven't seen the final versions of any of the cards, I'm hoping that, after they are in print, they retain the cyberpunk feel."

David Ackerman-Gray, R. Talsorian's art director for the *Netrunner* project, was

charged with ensuring that *Netrunner*'s look meshed with that of *Cyberpunk 2020* and other cyberpunk work. "We wanted visuals that were gritty and high-tech," he says, "but definitely futuristic, not contemporary."

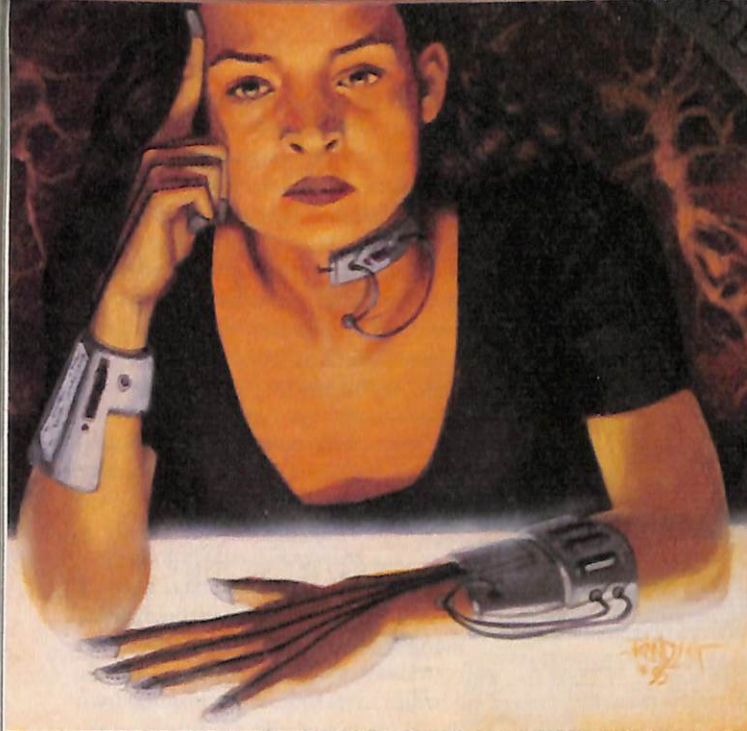
Ackerman-Gray reviewed art by Shuler and many others, including Mark Tedin, James Higgins, Pete Venters and Anson Maddocks. He enjoyed the process. "Working with the Wizards of the Coast art team was very pleasant. Given the amount of material and time constraints, they've been able to produce some beautiful work."

ORIGINS OF THE NET

Imagine a world in which your girlfriend's gleaming silver cybernetic arm could make a fashion statement, provide a means to jack into her computer for a day at the virtual office or house a concealed missile launcher; quite likely, it does all three. The world of *Cyberpunk 2020*, R. Talsorian's most popular RPG and the foundation on which Garfield built *Netrunner*, depicts just this: A setting in which the collision of high-tech computer electronics and low-life gutter scum means the law of the jungle—survival of the fittest—applies to rich and poor alike.

The game's roots are in one of the most recent and popular science fiction trends: cyberpunk, a violent supertechnical not-so-distant future first postulated by author William Gibson in *Neuromancer*.

That book and its sequels, *Count Zero* and *Mona Lisa Overdrive*, explore the Net, the dangerous yet seductive world created by the expansion and evolution of the Internet. This vision has been transferred to the big screen in films such as "The



Olivia Salazar

Lawnmower Man" and "Johnny Mnemonic," itself based loosely on a Gibson short story.

According to Lisa Pondsmith, *Netrunner* originated when a WotC representative approached R. Talsorian Games at the 1994 Origins convention in Fort Worth, Texas.

"By that time," says Pondsmith, "WotC had already talked to White Wolf and Iron Crown about developing other CCGs." The opportunity was intriguing, particularly since Mike Pondsmith, president and founder of R. Talsorian Games (and yes, Lisa's husband), had been toying with the idea of doing a noncollectible card game a few years previously.

Wizards of the Coast and R. Talsorian met again at the 1993 Gen Con Game Fair, and *Netrunner* development began soon after that. According to Pondsmith, "Garfield had wanted to do a Net-type game and felt *Cyberpunk 2020* would be the ideal venue since it was the first RPG in the genre."

GARFIELD'S GAME

With the game about to debut, both companies hope

that *Netrunner's* unique milieu and play style, as well as the high quality of its art and overall production, will excite players of CCGs as well as RPGs. "Our audience is looking forward to it, but there's a whole dedicated CCG audience out there," says Pondsmith.

Despite the current glut of CCGs on the market, with no signs of any slowing of the torrent of new releases, she is confident that *Netrunner* will not become lost in the flood. "*Cyberpunk 2020* succeeded because it found an unexploited niche, and we've done the same with *Netrunner*," Pondsmith adds.

Garfield has set the bar high for *Netrunner* and is also confident that it will successfully make the jump into the CCG marketplace. "I have very high standards for CCGs because they take so much effort for players to get into," he says.

This game meets his sterling standards. "I'm very pleased with it. Every time I play, I'm re-invigorated."

Jack Skrip, like William Gibson, lives in Canada. Hey, has anyone ever seen those two in the same room?

WEBRUNNER: The Hidden Agenda

As presses churn out *Netrunner* decks, Wizards of the Coast is providing an opportunity for us Netsurfers to get a taste of the 'running experience before the cards hit the market.

"Webrunner: The Hidden Agenda [is] an online contest in which you will actually assume the role of a 'Runner and hack your way through a series of puzzles that represent the defenses of a Corporation's data fortress," says Jean Flynn, marketing manager for Wizards of the Coast. "Every time you solve a puzzle, you get a clue which cracks a code gate that gives further access to the Hidden Agenda."

The Webrunner contest is not a complete simulation of the game but was designed to give the feel of what it's like to be a 'Runner. "We want to build excitement about cyberpunk and, in doing so, get people excited about *Netrunner*," Flynn says.

If you're the first person to hack your way through to the Hidden Agenda, you'll get a lot more than a big thrill. First prize is a high-grade laptop computer worth approximately \$4,000. If no one makes it all the way through, the person who advances furthest will be declared the winner; a random drawing will be held in the event of a tie. Five second-place winners will each receive 28,800-baud modems. Over 120 other prizes will be awarded.

Webrunner was programmed by Tim Thomas and the Wizards of the Coast cyberspace team, part of the company's customer service team. The puzzles used in the contest were created by a group of people including Mike Selinker, a puzzle designer whose work has appeared in publications such as *Games* magazine. "The simulation is very visually oriented and uses a lot of art from the game," adds Flynn. "It's going to be beautiful."

Webrunner: The Hidden Agenda can be experienced by anyone using a Netscape browser. The promotion will can be accessed through the Web pages of Wizards of the Coast (<http://www.wizards.com>).

So strap on your VR helmet, plug in your neural interface and get ready to 'run!

—Jack Skrip

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Basic training

Guardians is a spatial game, not unlike Chess. Your shields act as your pieces, moving your creatures around a three-by-four "board." When your shield meets an opponent's shield, combat occurs. The winner's shield and its surviving creatures stays on the space and the loser's shield with its surviving creatures retreats to a friendly space.

Guardians has some great card combos (try Embryonic Witch and the Djinn) but relying too heavily on them can be a big mistake. For the most part, one needs a theme to assure success. Don't be surprised if you end up putting undead creatures with your Angels or Schneebles with your Giants as you work backward to support your deck's theme.

The Basics

Guardians has three phases, each with its own deck-construction considerations.

The Draw and Organize Phase: During this phase, creatures and shields are placed into the playing area. Remember that a shield can only hold 30 vitality points, and low-vitality creatures allow you more secondary attacks and make your shields harder to kill. Also, more low-vitality creatures should result in greater card draw during the game. Powerful creatures are great in play, but if you can't get them out you could go down in defeat.

The Movement and Combat Phase: During this phase, players draw up-cards, move shields and fight combats. Since *Guardians* is a spatial game, if you can affect an opponent's movement, you can often seal the game in those last few turns of play. Lots of people overlook this aspect of play, concentrating on killing, but spells and items that affect movement can give

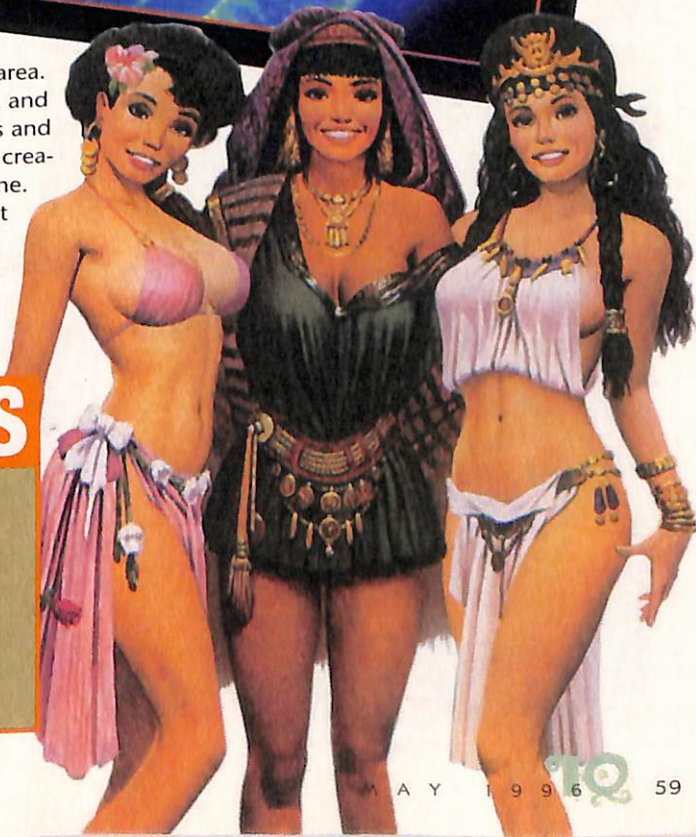
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SUGGESTED RETAIL: \$8.95 per starter; \$2.79 per booster



Basic training

you the edge.

Spells and items in the combat portion often take the place of a command creature. This is important, as with these spells you can free up more creatures for primary and secondary attacks. The drawback of using a spell for a command card instead of a creature is that the spell is discarded after being used, while a creature can live to fight another day.

Bribing creatures, using either gold, beer or babes, is one method of taking certain creatures out of combat without actually fighting them. The problem here is trying to match your bribes to your opponent's creatures. This strategy works well against specific "hose" cards that might upset the game.

My advice: Bribe if you're going for the quick win, hold back in a slower deck. Bribes work well in conjunction with small creatures, protecting them against annoying creatures with area-of-effect attacks.

The Terrain Phase: The type of terrain you want isn't always obvious. It's clear what terrain to choose if you're playing a Slag Beast deck, but in other circumstances your choice is tougher. If you use flyers, spires, which adversely affect flying creatures, are right out. If you use ranged attacks, woods are likewise not a good choice. However, if you want to limit the effects of creatures with those abilities, these are obvious terrain choices.

Multipurpose terrain/shield cards pose an interesting problem. By having dual-purpose cards, you will rarely find your-

"UHHH... I SHOULDN'T HAVE HAD THAT 14TH TACO. DO YOU THINK I COULD USE YOUR TOILET?"



GUARDIANS Card Dissection

- A. Name:** The name of the beastie you just summoned.
- B. Creature Size:** Lets you know how big your creature is - Small, Medium or Large.
- C. Flight Ability:** An "F" indicates flying ability.
- D. Vitality and Up-Card Number:** This number lets you know the power of your creature. It also tells you which creature goes first.
- E. Shield Cost:** Instead of the Vitality, this number is used for the 30-point shield limit.
- F. Off-Color bonus:** The number in this box is added to your creature's Vitality when it fights another creature with the same color border as in the box.
- G. Bribery Weakness:** What Bribery cards can send your creature bask to the Creature Pen. (Babes...Wa-hoooo!!!)
- H. Creature Class:** Lets you know what type of creature you just summoned.
- I. Send Channeling:** The number here indicates the amount of Vitality your creature can send to another creature.
- J. Receive Channeling:** A green bar indicates that your creature can receive channeling; red means it can't.



self wanting either a shield or terrain, but as they are easier to defeat, only advanced players can handle the strategy needed to protect them. In a long game, these vulnerable shields will fall to a shield-killing player.

In *Guardians*, any card may be used as a terrain card by burning one power stone. But not only do face-down terrain cost a power stone, they don't have any extra abilities. Normal terrain cards tend to give some bonus, either restricting a card (like spires or woods) or enhancing a card (such as Slag Beasts in Dry Heaps).

How Do You Want to Win?

There are three ways to win in *Guardians*: by killing enough shields, by controlling enough lands and by killing a Guardian. It's important before playing to consider what kind of victory you're going for.

Shield Kills: The object is to collect five of your opponent's shields. This can be slow to develop, as you must generate enough shields of your own of sufficient power to defeat five opposing shields. This most resembles classic combat. You want to concentrate on good combat cards in this deck. **Good cards:** Kasmir's Blitz, bribes and some movement spells. Try using Death, Super Model, Merchant, Rik Sook, Inferno, Swarm, Petrified Heart and of course Farmer Brown.



"MAN, DID YOU SEE THE RACKS ON THOSE CHICKS ON PAGE 59? IT'S TOO BAD I'VE BEEN SPAYED. TWICE."

the DECK



This deck doesn't have too many rares (although at this writing, the rarities for *Dagger Isle* weren't pinned down). This deck has proven powerful against some very experienced players and decks. Its losses came from a very fast shield/terrain deck and an equally fast swamp deck.

This deck has three main objectives:

1. Stop my opponents from channeling while allowing my creatures to receive channeling. This is why I included Power Lunches, Ogres, Smoke Spirits and Rik Sooks.

2. Stop flying. Thus the Khnumian Stronghold, Spires and the Spikey Crenelations.

3. Stop ranged attacks. This is why I included the Smoke Spirits and Schneebolts.

So what about all the other junk in the deck?

Force Barriers, Pepe's Slow Down: I always take a few movement-oriented spells. They're so useful.

Dispel Magic: Like little pieces of gold, each and every one.

Vitales Dark Cloud: This will help weed out some little guys before my medium-vitality Ogres hit the table.

Gold Bribery: This deck has some problems with some of the quirkier command cards and with little guys, which tend to be susceptible to gold.

Oppressed Slaves and Angel of Death: This'll get me some stones if the game drags on.

Ugly Wart Fiend: Ogres like babes, but not as much as these ugly dudes.

Cleric: Most of my creatures are mortal, but with the aid of a healer, they become nigh well invulnerable.

Razor Sliph: As long as I'm in the Spires anyway...

Caring Guy: Helpful to all the mortals in my deck.

Great Black Ri'shar: I need a few area-of-effect cards, and since this one is mortal, it fits. It also allows me a chance to surprise a Guardian and kill it with the flying Ri'shar and a Power Lunch.

Captain Hannibal Hawks: A good card, especially when used in conjunction with the spell War, i.e., move, retreat, attack with another

shield before your opponent can reinforce, kill shield.

Lancer: I was looking for a creature to take care of some of the bigger creatures in the game like Dragon Wing Lords. Since the Clerics can heal him, I wanted to stick a mortal with this job.

By the way, I've come really close to running out of cards in two games, so the size of the deck can be beefed up to accommodate. One might also want to include a Hammer of Doom or two to slow down some of those really fast decks.

—Luke Peterschmidt

Ingredients

Starting Cards

Guardian: Harkin

Stronghold: Khnumian

Essentials

Shields: 7 Normal Brom's Angelics

3 Brom's Angelic Shield/Lands

1 Brom's 13-point Angelic Standard Bearer

Terrain: 5 Spires

Spells

5 Dispel Magics

1 Force Barrier

2 Gold Bribes

1 Oppressed Slaves

1 Pepe's Slow Down

2 Power Lunches

1 Spikey Crenelations

2 Vitales Dark Clouds

1 War

Creatures

2 Ancient Ogres

1 Angel of Death

1 Captain Hannibal Hawks

1 Caring Guy

3 Clerics

2 Great Black Ri'shars

5 Ice Ogres

2 Lancers

3 Polar Ice Ogres

2 Razor Sliph

3 Rik Sooks

2 Schneebolts

3 Smoke Spirits

3 Warty Fiends

BASIC training



Disputed Land Victory: But you don't have to kill anyone to win. The most common beginner victory condition is controlling six undisputed lands.

This is achieved when a shield lands on a space without a land card under it. A good strategy here involves loading up on spells that protect lands, as well as terrain-enhanced creatures. **Good cards:** Force Barrier, Channelers, Pestilence, Hand of Chronos and Vitalize Dark Cloud. Good creatures include Mules, Lying Scum, Lawyers (along with Bruce the Goose—ouch!) Djinn and class bonus creatures (Knights, Slag Beasts and so on).

Guardian Kill: This is a fast, hard-hitting deck, with emphasis on an all-out kill. Channeling works well here; bribes too. You'll need all the firepower you can get your hands on in order to take out a Guardian! **Good cards:** Energy Eater, Force Barrier, Work Crew, Briberies, Amulets of Flying, Channeling Flux, Potions of Movement, Essence and Power Lunch. Your creatures should include Dragon Wing Lords, Greater Energy Elementals, Mist Veilers, Smoke Spirits, Rik Sooks, Ugly Wart Fiends (watch out for Babe Briberies) and Channelers.

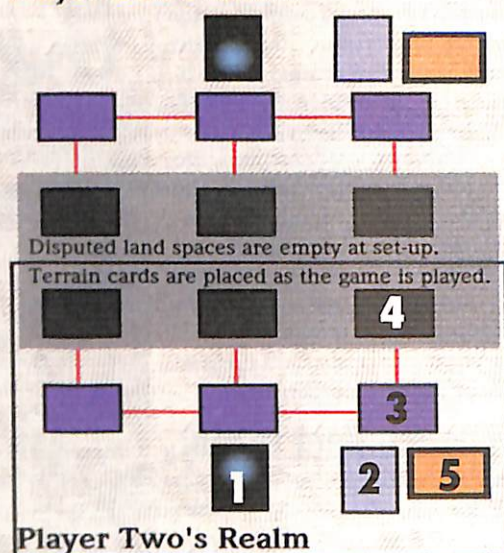
Various things to keep in mind as you create a deck:

The biggest thing to remember when designing a deck is balance. A lopsided deck may take a few wins from unsuspecting opponents, but more often than not it will lose. Try to include both high- and low-vitality creatures. Try to include both channeling receivers and nonchanneling receivers. Don't be too reliant upon spells or items, as one Specter's Ward can ruin your whole plan. Don't be too reliant on stones, but make sure that your deck has a use for the stones you have. And lastly, make sure that your Guardian is complementary to your deck.

Luke Peterschmidt is basically a game-guru wannabe who still can't believe he's taken seriously. He's also the director of gaming at FPG—so watch what you say!



Player One's Realm



Player Two's Realm

The Playing Field

- 1. Guardian:** Your Big Kahuna. Take care of this guy.
- 2. Draw Pile:** Oddly enough, the place where you draw your cards from.
- 3. Stronghold:** Protection for your creatures and Guardian. Also where you can bring in new creatures.
- 4. Disputed Land Space:** The "no man's land" spaces between the two strongholds.
- 5. Discard Pile:** Where you put cards that are, well, discarded.



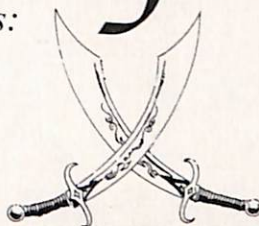
The Card to Get

Why is the Dragon Wing Lord so powerful?

The Dragon Wing Lord has the largest area of effect attack of the game at five points, squashing small creature decks. It also has the ability to fly and accept channeling, which allows a player the chance for a surprise Guardian kill if their opponent leaves a Stronghold space open and within reach. Unfortunately, it is bribable by both Babes and Beer.

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InQuest Contest



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Send us your faves, and if you're randomly selected, you could be sittin' in the front row with these...

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Grand Prize (One winner): One reader will receive a package of 12 tickets to a Major League game at the park nearest them, a **Frank Thomas** autographed bat (now that's a piece of lumber!) and a complete set (all 336 cards) of Donruss *Top of the Order* cards.

Second Prize (10 winners): Ten other readers will each receive a **Frank Thomas** autographed official American League baseball and a *Top of the Order* Deluxe Double Deck Game Set.

This month's contest is sponsored by Donruss Trading Cards, a company that always swings for the fences.

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AND YOU CAN
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Umpire's Rulings

No purchase necessary. Contest is open to anyone except employees of Wizard Press, Donruss Trading Cards and their immediate families or Bud "Kenesaw Molehill" Selig. Print your name, date of birth, address, city, state, ZIP code and telephone number with area code on the official entry form or a 3-by-5-inch index card and attach your *Top of the Order* all-star lineup. Enter as many times as you like. Mail each entry separately to: Take Me Out to the Ballgame 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. Personally, we'd rather hear the theme from "Shaft" than "Take Me Out to the Ballgame," but that's just us. All entries must be received at contest headquarters by May 31, 1996. Wizard Press is not responsible for lost, late, misdirected or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Prize winners will be selected by Wizard Press by random drawing from among all properly completed entries. Drawing will take place on June 17, 1996. All decisions are final.

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Official Take Me Out to the Ballgame InQuest

CONTEST

INQUEST WORLD RECORDS



The first annual look at the wild and the wacky in the world of collectible card games by Jeff Hannes and Rick Swan

What were they thinking?

Whenever you go through your card collections looking for the ingredients to your next killer deck, you invariably stumble across the cards that make that thought run through your mind. Incomprehensible art. Vertigo-inducing text. Convoluted rulings.

What the hell were these companies thinking?

Then you have the other extreme. Those cards that make this whole roleplaying shtick worth the effort it takes to translate the Dead Sea scrolls that some rulebooks resemble.

From the absurd to the awesome, we proudly present the 1996 *InQuest Book of World Records...*

Most Powerful Card



Time Vault *Magic: The Gathering*

Everyone knows what a powerful card Time Vault is, but would you believe us if we told you it used to be even more powerful? In the original play-test version the card read, "Opponent loses next turn." That's right: All you had to do was play the card...and you won the game on your opponent's next turn. Then someone said, "Wait a minute—that's not the way it's supposed to work!" and this card's text was rewritten extremely fast.

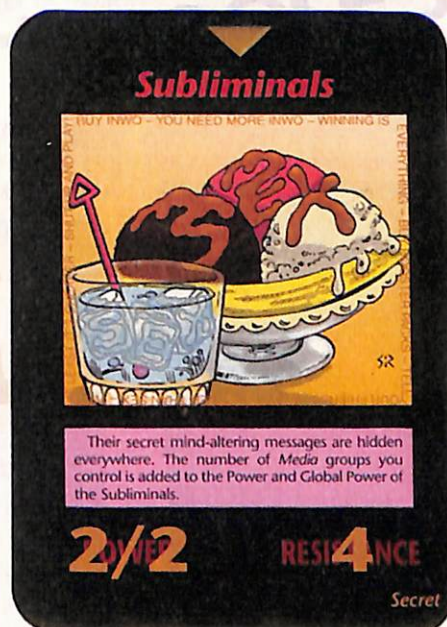
Longest Card Name



Malkavian Derangement: Alternate Personality Vampire: The Eternal Struggle

Whew! Forty characters in the card title. It may be a pain to mention this card by its full name, but at least the artwork is cool.

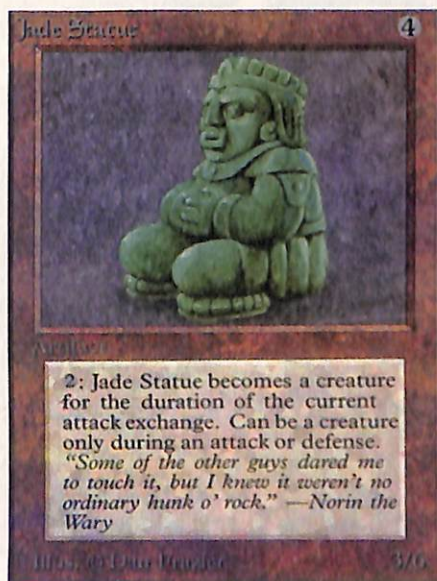
Most Doubly Subliminal



Subliminals Illuminati: New World Order

Can you find the hidden print? No, not the two hidden Sex's, the other hidden message...

Best Two-Part Flavor Text



Jade Statue & Goblin Shrine Magic: The Gathering

The out-of-print Jade Statue has the quip, "Some of the other guys dared me to touch it, but I knew it weren't no ordinary hunk o' rock." —Norin the Wary." Its follow-up came a year later in *The Dark* expansion set: "I knew it weren't no ordinary pile of—you know." —Norin the Wary."

INQUEST WORLD RECORDS



HEY, KIDS! THERE'S
MORE BOOGIEING!

Cooliest Thematic Card



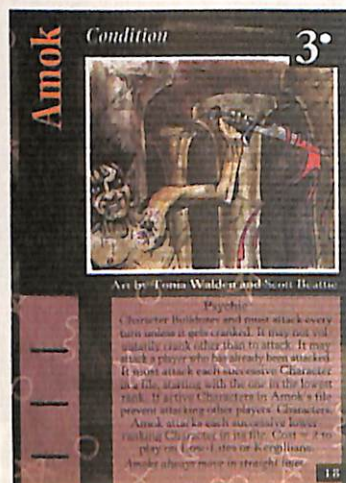
The One Ring
Middle-earth: The Wizards
Getting out the Starship Enterprise is neat and all, but for the true fantasy fan, nothing beats bringing The One Ring into play. Featuring the defining symbol of the most influential fantasy work of all time, this card is just plain cool.

Scariest Monster Named After a Cosmetic



Rouge Specter
Guardians
And don't forget his buddies: Lip-stick Specter, Mascara Specter and Talcum Powder Specter.

Most Incomprehensible Rules



Amok
On The Edge
But if an active Kergillian prevents a Bulldoze in the Amok's lowest rank, can it voluntarily crank to attack a Low-Life?

Deepest Shag Carpet



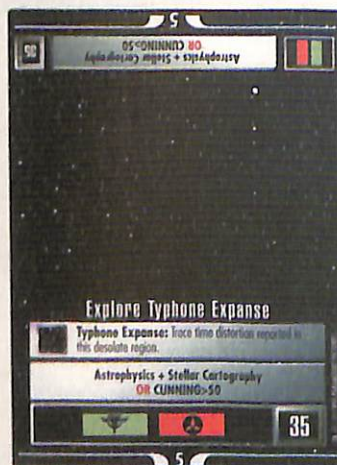
Gaps in Normal Space
Star Trek: The Next Generation CCG
I think I stepped on a Ferengi.

Biggest Scrub



Halbarad
Middle-earth: The Wizards
With a whopping body of five and a mighty prowess of zero, Halbarad's best use is to throw him in front of some raging Nazgul. Oh, but let's not forget his ever-useful bonus ability to influence the most worthless faction in the game. Let's face it—Halbarad sucks.

Best Depiction of Nothing

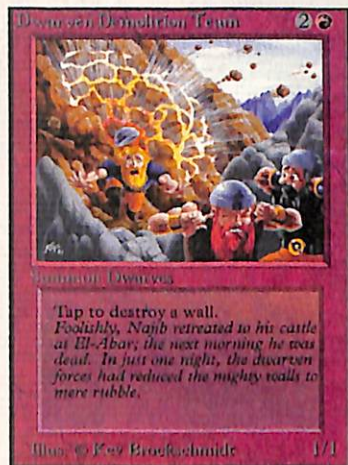


Explore Typhone Expanse
Star Trek: The Next Generation CCG
Note the impressive lack of detail, the subtle absence of color, the lively interplay between nada and zilch.



— WHAT ARE YA WAITIN'
FER? THERE'S MORE
STUFF ON THE NEXT PAGE!

Best Acronym in a Card Name



Dwarven Demolition Team *Magic: The Gathering*

They blow things up; figure it out for yourself.

Most Erotic Card



Voice of Pain *Kult*

No comment.

Most Susceptible to Chest Colds



Super Model *Guardians*

Her depressed immune system, aggravated by seasonal allergies, results in a more receptive environment for opportunistic infections. (What'd you think we meant?)

Most 'It's Not Worth It' Card



Army of the Dead *Middle-earth: The Wizards*

In order to play this slightly-better-than-average faction, you also need Aragorn II, Paths of the Dead, Dunharrow, and Vale of Erech. That's a five-card combo with four rare cards for something that won't make a heck of a lot of difference on the outcome of the game.

Most Confusing Card



Ice Cauldron *Magic: The Gathering*

The number of rules questions about this card that have appeared in this magazine speaks for itself. Combine that with the fact that you need a magnifying glass to figure out what this card does and voilà! Mucho headaches.

Most Disturbing Card



Sensory Deprivation *Vampire: The Eternal Struggle*

You have a problem with our choice? Try imagining yourself in this guy's shoes and see how comfortable it makes you feel...



AWW...END OF THE LINE,
KIDDIES!

Most Redundant (Tie)



Shadowfist's Shadowfist & Wyvern's Wyvern

Let's see if we can get this through without the *InQuest* editors thinking it's a typo and editing it out: What could be cooler than playing a *Shadowfist* Shadowfist or a *Wyvern* Wyvern?

Biggest Abuse of a Mysterious Power



Alter Star Wars

Nothing worse than an ex-Jedi and second banana of the entire evil Empire abusing the Force by playing "I'm crushing your head! I'm crushing your head!" Bad, bad Dark Lord of the Sith.

Best Dressed Card



Gilbert Duane Vampire: The Eternal Struggle

Now here's a bloodsucker with class! The Beavis & Butt-Head T-shirt and polka-dot pants serve as a nice complement to a very menacing water gun.

Jeff Hannes and Rick Swan are both regular contributors to *InQuest*. They both believe that cheese does indeed make all the difference.

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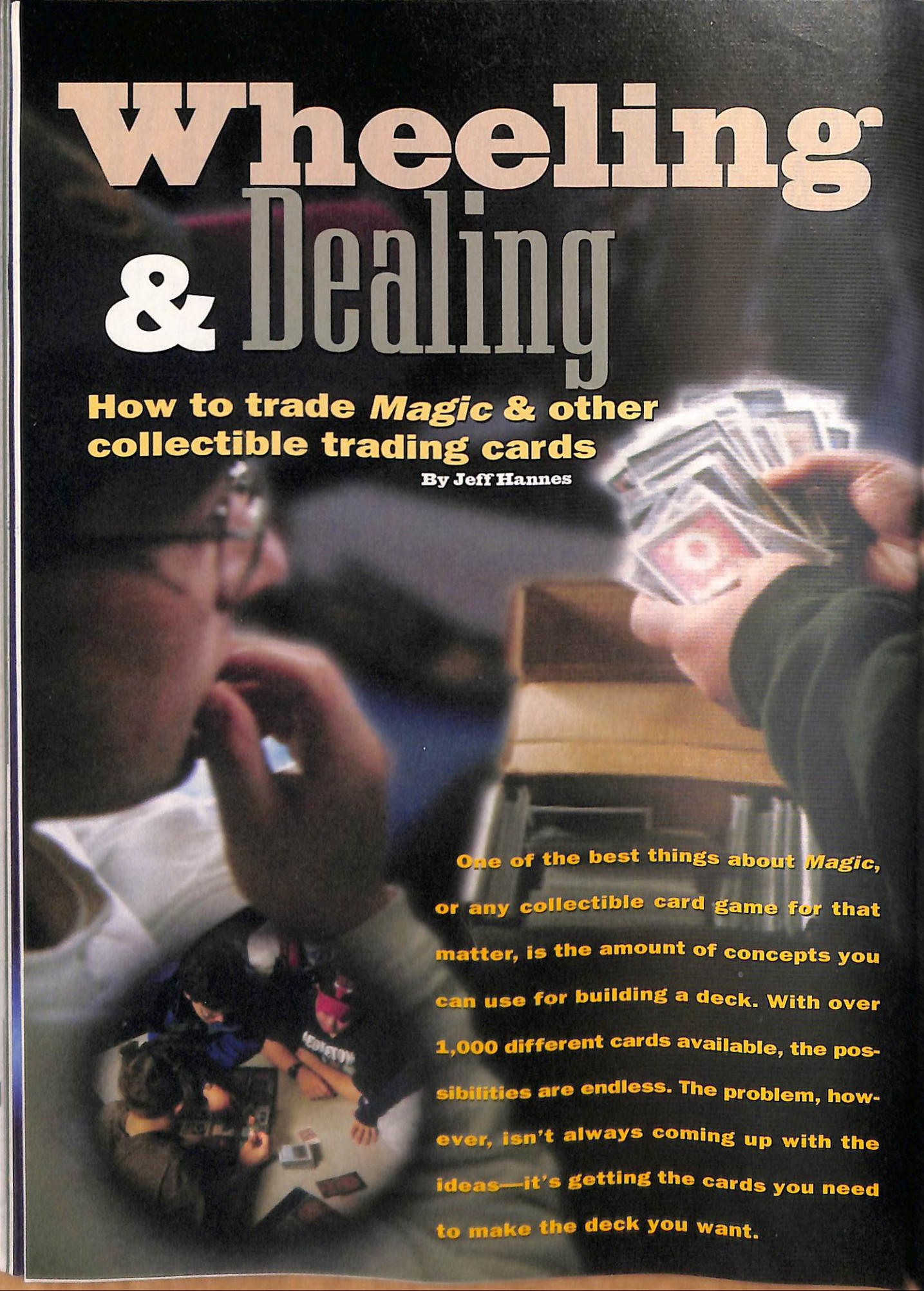
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ON SALE IN MAY!

Wheeling & Dealing

How to trade *Magic* & other collectible trading cards

By Jeff Hannes



One of the best things about *Magic*, or any collectible card game for that matter, is the amount of concepts you can use for building a deck. With over 1,000 different cards available, the possibilities are endless. The problem, however, isn't always coming up with the ideas—it's getting the cards you need to make the deck you want.

The easiest way to get specific cards is to buy them, but shelling out cash for every single card you want can really add up in a hurry. Most people don't have the budget to build their collection that way. But there's always the alternative: trading.

Trading is an integral part of the game. It not only lets players interact with each other outside of the game itself, but it helps improve your collection. But trading *Magic* cards isn't like swapping a dollar bill for four quarters. There are a lot of factors to consider.

If you're hoping to learn how to rip off little kids and take advantage of your friends, you can stop reading right now. *Magic* is a game and, although it's easy to lose track of sometimes, games are supposed to be fun. So now let's take a look at just how to wheel and deal your cardboard currency.

Stocking Up

Before you go hunting for people to trade with, you should set aside all the cards that you're willing to part with. If you're not willing to give up any of your cards, don't expect to get anything back. Sounds obvious enough, but a lot of people don't take the time to figure out what they'll trade and what they want to hold on to.

Let's say you've got a Shivan Dragon and it's your favorite card. There's nothing you'd trade it for short of a Mox or something, so it's essentially not tradable. Do you want every person you try to trade with asking you for your Shivan Dragon? Of course not. The simplest solution is to not show it to them. That's why you should be prepared with a set trade stock—cards that you are willing to give up to get cards that you want even more.

The next obvious question is what do you put in your trade stock? Before you do anything, you need to figure out what's worth trading and what isn't. Rule number one: commons aren't worth jack.

A lot of people try to pawn off their commons on other people because they have lots of extras. The problem with this is that *everyone* has extra commons. Most in-print commons are available for under 10 cents, and anybody who has the budget to play the game can afford to buy his own.

Putting common cards in your trade stock is not only ridiculous, it's insulting to the person you're trying to trade

with. Of course, the obvious exception to this rule is out-of-print commons like *Arabian Nights'* Rukh Eggs and *Legends'* Psychic Purges. Cards that are no longer in print are usually more difficult to get a hold of, and therefore have more trade value.

However, don't think anyone is going to want your Basal Thrull because they're not making them anymore. *Fallen Empires* commons will never be hard to get a hold of, and even *The Dark* commons aren't terribly sought after. Just what do you expect someone to give up for your Goblin Caves?

Okay, so you've eliminated commons. You should also know that most in-print uncommons, even good ones like Dragon Whelp and Hypnotic Specter, aren't terribly sought after. Most people are primarily interested in trading for rare and out-of-print cards.

Still, if you've got room in your binder or trade box, it doesn't hurt to throw in your excess uncommons. You never know when someone is going to need another Hurricane, and popular

“Trading is an integral part of the game. It not only lets players interact with each other outside of the game itself, but it helps improve your collection.”

tournament cards like Spirit Links and Strip Mines are always good trade bait.

Now the real question is what rare cards are you willing to give up? If you have a ton of cards, you may simply have extras. Having five Armageddons will probably never do you any good, since by most people's rules you can only use four in a deck. However, odds are that you won't have more than four of many rares, so you need to decide what can go and what should stay.

If you don't have too many cards, you might want to pick a few specific colors you want to play. For example, you might decide to start off by only playing green and red. That way you can concentrate on making one good deck. If you decide to go with only two or three colors, all the rare cards you pick up in the other colors make for easily tradable items.

Image is Everything

Well, not really, but it certainly doesn't hurt. Once you've set aside the cards you're willing to trade, it helps to organize them so that they're easier for people to go through. Sorting by set and/or color works, and you can further sort the cards by rarity if you want.

Next, you should put your cards in PVC sheets in a binder. It's a cheap and effective way of keeping your cards safe while people check out what you've got. If your cards are just in a stack, it's too easy for someone to slip one out when you're not looking. All in all, putting your cards in a binder is a better bet for everyone involved.

Balancing the Scales

Okay, so now you're set to start trading. You've found someone to trade with—you've got something he wants and he's got something you want. But how do you know if it's a fair trade? A good general rule is cards of equal rar-

ity have about equal value. An *Ice Age* rare like Karplusan Forest is worth about as much as any other *Ice Age* rare, like an Oath of Lim-Dûl, for example. Same goes for uncommons, but this usually only goes for cards that are still in print. Clearly an *Antiquities* rare like the Argvian Archaeologist is *not* worth the same as a Fourth Edition Animate Wall.

And just because two cards are from the same set doesn't mean they're worth the same in trade value. A Jester's Cap is worth significantly more than a Necropotence, just like a Mox is more desirable than a Natural Selection.

In these cases, it's often helpful to use the price guide in the back of this magazine. You may not agree with the card prices, but they're usually a good gauge of the comparable value of two cards. In the above example, the Archaeologist is listed at \$30 while the Animate Wall is only \$3. So does that mean

10 Animate Walls are worth about the same as an Archaeologist? Not quite.

Just because the values add up the same on both sides doesn't mean the trade is fair. The Archaeologist is a tough card to find, so the person trading it might want a card that's equally tough to get in exchange for it.

In the end, card values and rarity always take a back seat to how much you want the card. If you're really interested in getting a hold of a good card like a Royal Assassin, don't worry if you have to give up a little more than it's worth. If you've got a lot of extra good cards, it might be worth giving up a few to get a card you've been looking for. More than anything, a trade is good if both people are happy after the trade's been made.



"If you don't trade me your Shivan, I'll hold your neck like this and **KRACK!**, I'll get your cards anyway, see?"

Pairing Down

Sometimes you'll end up going through someone's stuff and seeing a lot of cards you're interested in. If you're even luckier, he'll be interested in lots of

"Magic is a card game, not a stock market."

your stuff. So what's the best way to make a deal involving lots of cards?

One way to do it—if both people agree—is to use the price guide values for the trade. Just add up all the cards on both sides, and then cut cards out until the values even out.

Another good way is to have each person lay down all the cards he wants in front of him in the order he wants them. Then try and pair up cards or small sets of cards on each side that are worth about the same to both people. Each time you make a pair both people agree on, set those cards aside in a separate pile.

Keep doing this until there are no cards left on one side or you can't come up with any more pairs that both people

agree on. Then give the person back the cards you didn't pair up, and take your unpaired cards back as well. The final trade is the two stacks you and the other person set aside. It may not always work out so great, but it's a good way to deal with trading lots of cards at once.

That Whole Morality Thing Again

Despite what other people might try to tell you, good trading is all about etiquette and consideration. No one is forcing you to trade with someone if you don't like him, and vice versa. If you're obnoxious to someone you're trying to trade with, he can just get up and walk away. But if you're nice and make fair offers, you'll find it much easier to engineer a successful trade.

Some people would suggest taking advantage of people who don't know what their cards are worth. They'll say, "If they don't know what their cards are worth, they deserve to be ripped off." If you buy that, then you're as naive as the person who thinks a Mox is worth five bucks. Getting a good deal at someone else's expense is *never* worth it.

Magic is a card game, not a stock market.

Does this mean you shouldn't make a deal if it's in your favor? Of course not. But if someone's willing to give you a Juzam Djinn for your Baron Sengir,

you should tell them what their card is actually worth.

Some final words: If you're about to make a trade and you don't feel good about it, don't make the trade! Just because you try and trade with someone doesn't mean you *must* make a deal. Turning people down is a part of the process. All in all, a trade is worth it if you're happy with what your getting. If you don't go into it with a cut-throat, dog-eat-dog attitude, trading can be as much fun as playing. So stack up your extra cards, hunt down some other players, and start wheeling and dealing.

Jeff Hannes would trade his right arm to be ambidextrous.

Collecting Through Cyberspace

One of the best places to get good deals today is on the Internet. Hundreds of transactions go by every day on the network newsgroups: [rec.games.trading.cards.marketplace.misc](#) and [rec.games.trading.cards.marketplace.magic.trades](#). The best thing about trading on the Internet is that you can almost always find someone willing to make a deal.

There are two ways to go about trading over the Net. The first is to respond to someone else's message. They've told you the cards they want and what they want from you. All you have to do is e-mail them with an offer and take it from there.

The other way to do it is to put up your own message saying what you have and what you want, then just wait for people to come to you. Either way, you're likely to make a deal that everyone's happy with.

When trades are made over the Net, people usually mail their cards to each other in hard-plastic card holders. The cards are mailed out simultaneously, so there's a certain amount of trust involved. Fortunately, very few people rip other people off, and first-class mail is reliable.

If you're not sure whether or not to trust someone, a lot of people keep references of other people they've traded with. Just ask for a reference, and most people will be happy to give you one. If someone asks you for a reference, just explain that it's your first time trading. Most people will be happy enough with that.

Unfortunately, if you do get ripped off, there's not much you can do about it. Federal law protects you if you send a check through the mail and don't receive the goods you paid for, but it's not that simple when you're trading. About all you can do is warn others.

One way to insure you don't get ripped off is to insist in your initial post that you receive cards before you send them out. Many people are willing to trade this way, and if they know beforehand that that's how you want to deal, it shouldn't be a problem.

Overall, if you're willing to take the time and you have access to the Net, it's well worth it.

—JH

shows & conventions

DEAR SHOW & CONVENTION ADVERTISERS,

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

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

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

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We're looking forward to seeing you here soon.



CALIFORNIA

EVERY WEDNESDAY, FRIDAY & WEEKENDS IN APRIL, CORONA
Main Event Collector's Show, the Inland Empire's longest running show, Southern California's newest and best location, 2180 Nevada Street, Suite 190, take the 91 Freeway exit south on McKinley, turn right on Sampson, turn right on Dupont, and it's on the corner of Dupont and Nevada, facing the freeway, 100 eight-foot tables @ \$30 each, free admission and parking, Wed & Fri: 5-10pm, Sat & Sun: 10am-5pm. Air conditioning, 12 satellite TVs, comics, Magic, toys, figurines, Hot Wheels, Starting Lineup, sports cards, non-sports cards and many more attractions. **MAGIC: THE GATHERING TOURNAMENT HELD EVERY SUNDAY.** Contact: Main Event for dealer information @ 909-371-4451 and ask about our discounted monthly rates, signings and other special show events tournament info.

APRIL 21, CORONA

SANCTIONED SEMI-PRO MAGIC TOURNAMENT, TYPE II ONLY. Main Event, 2180 Nevada Street, Suite 190, approximately 45 minutes' drive from Los Angeles, 80 dealer tables available, \$25 tournament entry fee, entry by pre-registration only. Must be received on or before April 15, 1996, \$3 entry fee at the door for a shopper/spectator pass. First prize: \$3,500 cash; second prize: \$500 cash; many non-cash prizes also given. For entry form or dealer info call All Fun and Games @ 909-781-2771 or 909-781-2772.

JUNE 21-23, SAN FRANCISCO

Khalsa Brain Games Productions presents Manafest '96, Cathedral Hill Hotel (for room bookings and directions call 800-622-0855), pre-register for Manafest before 5/15 to get the special \$20 three day pass. Send your name, address & phone # with a check or money order to: Khalsa Brain Games, P.O. Box 170436, San Francisco, CA 94117. Parents who attend with their paid child get 1/2 off the special rate. After 5/15, the four-day pass is \$30. A single day pass is \$15 and is available at the door only on the day of the festival, call for show times. Manafest, North America's largest trading card convention, is three days of nonstop card gaming fun and excitement. Featuring over 25 different **MAGIC TOURNAMENTS**, over 20 other **NON-MAGIC TOURNAMENTS**, 24 hour open gaming, free demos with free cards, a 4,000 sq. ft. exhibitors hall, special seminars and special guests! Over 20 different card manufacturers will demo their latest additions to the growing world of trading card games. Attendees can speak with the manufacturers directly with comments and questions about their games. Special guests include: game designers and artists of trading card games. Other special events include the Quest for the Gems of Daanten, which is a weekend-long "Bead"-style tournament. The "Ante-Room," an ongoing sealed-deck tourney where you must play for ante, was the surprise hit of ManaFest '95 and will be back. Introducing this year the "Tournament X" room, where a different rules variant tournament will be conducted every few hours. Come with your suitcase of cards—be prepared to create "unusual" decks of all sorts. There will also be a pairs tournament, an "under 15 year old" tourney and a 100-card or larger size deck tournament. For hotel accommodations, stay at the beautiful Cathedral Hill Hotel and pay a special Manafest price of only \$82 a

night plus tax. Pay this special rate up to 3 days before or 3 days after Manafest. For more information about Manafest call the Hotline @ 415-985-5223 or check out our World Wide Web site @ <http://www.ibar.com/manafest>. E-mail can be addressed to magic@sirius.com.

ILLINOIS

APRIL 14, BRIDGEVIEW

Comic Show, Oremus Center, 79th & Oketo, one block west of Harlem, 8-foot dealers' tables available for \$25 (set-up time 8am-10am), \$1 admission, 10am-4pm. Special feature includes: toys, *Star Wars*, Role Playing, **MAGIC**, **OVERPOWER**, **RED ZONE** & MORE, open games from 5pm-9pm, admission \$2 (includes open play & raffle). Contact: Mike or Barry @ 708-788-7276 & 708-233-0037.

NEW YORK

APRIL 20, NEW YORK

Wizards of the Coast® & Neutral Ground present a Qualifier Tournament for the 2nd *Magic: The Gathering*® Professional Tournament. The event will be held at the New Yorker Hotel, 34th Street & 8th Avenue. Four (4) winners will receive air fare and a "slot" into PT2 being held on the Queen Mary in Long Beach, CA, on May 3-5 to compete for \$130,000 in cash and scholarships. Over 20 tournaments will be run throughout the day. Huge dealer's room, \$25 in advance/\$30 at the door. Mail pre-registration until April 12th to: Neutral Ground, 291 7th Avenue, 9th Floor, New York, NY 10001-6009. For more info, call (212) 633-1288. E-mail: info@nground.com

MAY 11-12, NEW YORK

NY Magic presents the *Magic: The Gathering*® Northeast Regional Championships at the New Yorker Hotel, 34th Street & 8th Avenue. \$5,000 in CASH prizes will be awarded as well as 11 "slots" into the *Magic: The Gathering*® Nationals. Over 50 tournaments will be run throughout the weekend. Huge dealer's room. \$25 in advance/\$30 at the door. Mail pre-registration until April 12th to: Neutral Ground, 291 7th Avenue, 9th Floor, New York, NY 10001-6009. For more info, call (212) 633-1288. E-mail: nymagic@expressways.com

NORTH CAROLINA

MAY 10-12, CHARLOTTE

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

PENNSYLVANIA

APRIL 19-21, PITTSBURGH

The 1996 Pittsburgh Comicon, Monroeville Expomart, One Monroeville Mall, off Rt. 22, dealer booths available for \$350 per booth until March 15th, \$8.50 admission per day or \$20 admission for three day pass, call for times of shows. Guests include: STAN LEE, KEVIN CONRAD and TONY DANIELS (Spawn: Blood Feud), GIL KANE (Silver Age Great), AL SIMMONS and the SPAWNMOBILE, RICKY CARRARLERO (High Impact), FLEER (Overpower), WIZARDS OF THE COAST (A Magic Tournament each day), McFARLANE TOYS, TOP COY PRODUCTIONS, AND MANY MORE. FREE autographs and FREE parking. Contact: Michael George @ 814-467-4116/FAX: 814-467-4416 or write: 1002 Graham Avenue, Windber, PA 15963.

TEXAS

MAY 5, HOUSTON

Houston Comic Book and Science Fiction Show, Holiday Inn Select, 2712 Southwest Freeway at Kirby, 75 tables @ \$50 each, \$4 admission, \$1 off this admission with this ad or a photocopy, children under 12 are free with paid adult, 11am-4pm. **MAGIC** and **STAR WARS TOURNAMENTS** (fee extra)—HUNDREDS of DOLLARS IN PRIZES AND RARE CARDS! Great door prizes—win one of four \$50 shopping sprees at the show! Five free comics to first 150 paid admissions. Comic guests to be announced. Call for more information and our FREE monthly newsletter @ 713-667-8697. We can also be found on the INTERNET @ <http://www.flex.net/utopia>. Thanks to WIZARD—over 1,000 people attended our January show!!!

INQUEST

profile

PETE VENTERS

BY JACK STRIP

Once you get to know Pete Venters, it's difficult to talk about him without bringing up Sylvester Stallone. Venters and Sly, you see, have something in common. Stallone is a studly action hero who goes through babes like a hot knife through butter, and Venters...

Oops. Wrong set of notes. Here it is: Both Stallone and Venters have very distinctive voices. But while Sly's mumbling suggests that some of those head shots he took in "Rocky" might not have been stunts, Venters' polished British accent speaks of the 29 years he lived in England before moving to Seattle in July 1995.

The Portsmouth-born Venters began drawing at the age of 3 and was soon creating comics with characters he copied from television shows. By the time he was 8, Venters was developing original characters, as well as a plan for his future. "When I realized it was possible to do this as a career," he says, "I knew what I wanted to be. Many of my

friends throughout the years have commented on my single-minded sense of direction."

Venters' first professional work was a pairing with artist Mike Collins on a Judge Dredd project for the popular British anthology *2000 A.D.*—another link to the mighty Italian Stallion, who starred in the 1995 "Judge Dredd" film.

Venters did some inking for Marvel UK, followed by an adult horror comic for Atomeka/Heavy Metal called *Sweetmeats*, which can be seen in the *Bad Blood* collection from Kitchen Sink Press. "Then I had a couple of other Judge Dredd episodes," he adds, "one of which was used to re-launch the Dredd magazine in time for the British opening of the movie."

In the midst of his comic book work, Venters entered the gaming world through illustrations for West End Games. As an artist, he has contributed to *Magic: The Gathering*, *Vampire: The Eternal Struggle* and *Netrunner*.

Illustration, however, is not Venters' only contribution to the collectible card game industry.

"I have a job at Wizards of the Coast as part of the continuity team," he explains. Together with Scott Hungerford, he builds the back stories for the *Magic* sets and helps Acclaim with its comic book slices of the *Magic* universe. Venters and Hungerford are currently building the timeline for Dominia and the map of the whole planet, Dominaria. The map, Venters notes, "features all the really important



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sites like Hurloon, Benalia, Shanodin, Llanowar, Oneah, Urborg, Bogardan, and the continents of Terisiare, Corondor, and Sarpadia, the Domains, and lots of stuff you've never seen before."

Although he is more than pleased with the opportunities he has been given through Wizards of the Coast and the CCG industry in general, Venters hopes to someday get back to what brought him to illustration in the first place. "I'd like to return to comics to do some graphic novels," he says, "either full-color or just penciling. I'd like to produce a sequel to *Sweetmeats* and a science-fiction trilogy I've had planned for 10 years. Of course, I'd like to be painting trading cards for many years to come too."

Well, here's hoping you keep your day job, Pete, since a *Magic* expansion without your art would be like Rocky without Adrian.

Favorite work of your own...

From *Homelands*, Baron or Grandmother Sengir. From *Alliances*, Wandering Mage or Omen of Fire [seen on the cover this month].

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

I wish I'd been a fly on the wall when PJ Harvey, Björk and Tori Amos met.

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

As a kid, G.I. Joe, called Action Man in Britain. As an adult, Nerf weapons.

Things you collect...

Comics, cards, junk and occasionally dust.

Favorite television show...

"Babylon 5," definitely the best sci-fi program around.

Last good book you read...

War for the Oaks by Emma Bull [Berkley Pub. Group, 1987]. My girlfriend told me it was a great tale of pixies.

Last good movie you saw...

"City of Lost Children" [a 1995 French film also known as "La Cité des Enfants Perdus"], the most astonishing and visionary picture I've seen in ages.

Favorite fantasy characters...

The Endless, from DC Comics' *Sandman*.

Favorite cartoon...

Reboot [on ABC]. It rocks! I'm amazed at how much drama they can pack into a 30-minute cartoon.

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

Comic artist Frank Miller. And my girlfriend does know *Sandman* creator Neil Gaiman...

Favorite musical performer...

Trent Reznor [of Nine Inch Nails], this week.

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

I'd give everyone the ability to find anything they've lost.

VITAL STATS: PETE VENTERS



Photo courtesy of Wizards of the Coast

Name: Pete Venters

Birth: March 22, 1966, in Portsmouth, England

Occupation: Illustrator and Continuity Coordinator

Base of Operations: Seattle, Wash.

Career Highlights:

"Releasing a comic of my own work with a new John Bolton cover. Attending numerous conventions where people know and appreciate my work."

Cyber

INQUEST™



Wizard World™ is *InQuest's* new **America Online™** area. Designed with gamers in mind, it has tons of great stuff, including contests, price guides, forums, and chat areas. There's even a place to trade *Magic: The Gathering™* cards. Want to check it out? Sign on to **America Online** and use the keyword "**Wizard**". For free software and 10 free hours call **800-754-4400**.

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Card Stock

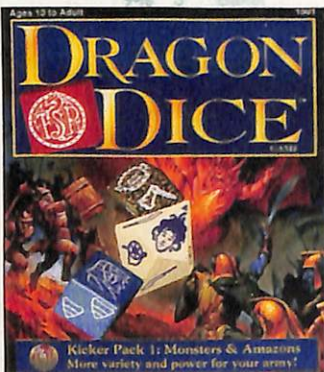
Tracking trends in the card game market

THE MAGIC MARKET SOFTENS

By Dan Albaugh



Are your *Magic* cards worth anything any more?



Dragon Dice: The most popular game on the planet?

Those of you who peruse the *Magic* portion of the *InQuest* Price Guide on a regular basis are sure to have noticed that in recent months, the blue price-going-down bars have outnumbered the pink price-going-up bars. That trend continues with this issue of *InQuest*.

Retailers across the country are acknowledging that the market for single *Magic* cards has softened. Rare cards selling for \$5 to \$6 six months ago now have asking prices of \$3 to \$4. Prices for many uncommons have been slashed in half. Rory Malone of Hansen's Hobbies in Wilmette, Ill., admits, "We've lowered the prices on many of the rares. As for commons and uncommons, there is not a lot of interest."

According to Malone, certain *Magic* cards are holding their price guide values. "I sold three Beta Black Lotus cards recently, each in excess of \$200. I easily sell cards like Deflection, Jester's Cap and Jester's Mask at price guide prices."

Malone happily adds, "Despite the fact that we've cut prices on most *Magic* cards, the dollar volume for single card sales in our store has not decreased. It's merely a situation where gamers are becoming more selective in what they buy. Last summer a gamer might [have bought] three \$4 cards, but he's now saving up to buy a \$10 to \$15 card."

So it appears that many retailers are dealing with customers who have become more selective and more interested in getting quality than quantity out of their purchase.

Scott Micheel is the store manager of one of the two shops operated by Comic Warehouse in Albuquerque, N.M. He agrees that the softening of the *Magic* market is for real. Micheel says, "Yes, we've lowered prices, plus two of our competitors in the area recently held month-long half-price sales."

How much further will the market soften? "I see lots of room for further softening, especially cards in the Revised and Fourth Editions. There seems to be a grow-

ing lack of buyer interest in cards that have been reprinted several times—we call them the common rares. I don't think *Magic* prices are ready to stabilize just yet."

Star Wars Still Streaking

Has the *Star Wars* CCG cooled off? Not yet, as most retailers indicate that sales of *Star Wars* starters and boosters matched or exceeded that of *Magic* during the month of February. Jeremy George, who oversees CCG sales at several of the seven Heroes & Fantasies stores in the San Antonio, Texas area, reports, "*Star Wars* is easily outselling *Magic*. Actually, *Star Wars* sales for the month of February were greater than in January."

Retailer reports indicate that the key *Star Wars* character cards continue to sell in the \$20 to \$40 range. Says Scott Micheel, "It's the collectors, not the gamers, who drove the prices up on cards like Vader. I don't expect the prices on the biggies to decrease any time soon."

While the Vader, Skywalker and Solo have hit a pricing ceiling, there has been upward movement with related cards such as Devastator, Han's Heavy Metal Blaster, Millennium Falcon and Vader's Lightsaber.

Enter the Dragon Dice

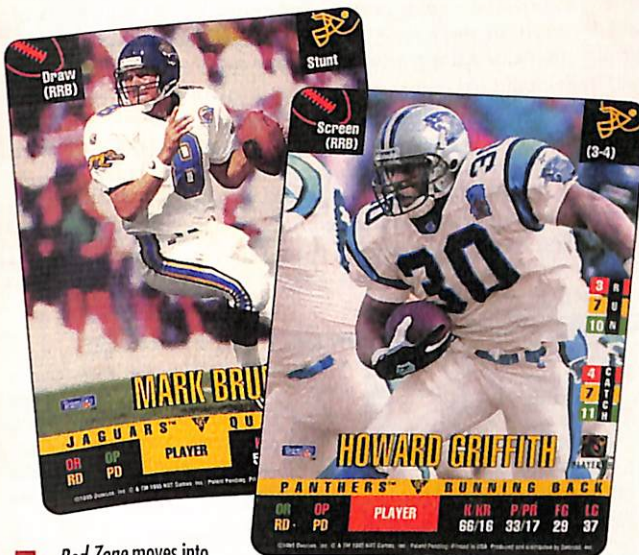
It's not exactly a collectible card game, but reader demand has been large enough that values for the *Dragon Dice* collectible dice game can now be found in the *InQuest* Price Guide.

If you've never checked out TSR's collectible dice game, here's a brief synopsis: Players build a customized army of 18 dice and then battle for supremacy. As the dice are rolled, spells are cast, armies attack, troops retreat and counterattacks are launched. An average game takes about 20 minutes to play.

How popular is *Dragon Dice*? "Except for *Magic*, it has outsold all of the CCGs I've carried," indicates Tim Martin of Comic Town in Reynoldsburg, Ohio. "I can't even

count how many times I've reordered and sold out." Martin adds, "Every Sunday, we hold a *Dragon Dice* tournament in our store. All of the available table space is quickly taken."

On the horizon for *Dragon Dice* are two expansions. According to company spokesperson Tom McLaughlin, *Firewalkers* is due out in April, to be followed by *Undead* in June. *Firewalkers* has been advertised as "the only collectible game with over 150 different icon dice."



Red Zone moves into

fifth place on this month's Top 5 Hottest CCGs, while *One on One*

hockey rares are hitting triple digits.

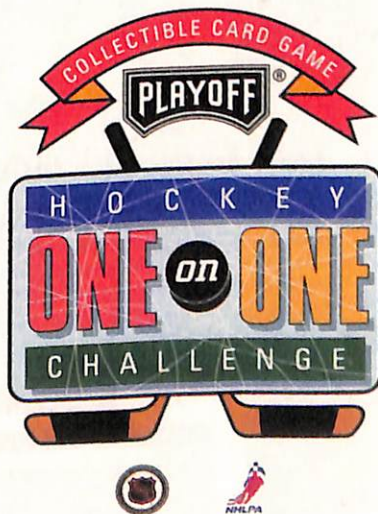
In the Zone Again

Donruss recently released *Expansion Teams* as a follow-up to its *Red Zone* football card game. The set consists of 98 cards, of which 21 are rares. Reports indicate that a complete set can be easily made from one 36-count box of 12-card packs.

Red Zone: Expansion Teams contains 13 cards each for the newly formed Carolina Panthers and Jacksonville Jaguars. Also featured are three highly popular players who were not part of the initial release: Brett Favre, Deion Sanders and Emmitt Smith. You'll also find cards of rookies Ki-Jana Carter, Joey Galloway, Rashaan Salaam and Kordell Stewart.

According to Wil Chase of Wizard World in Nanuet, N.Y., the cards of Eric Metcalf, Deion Sanders and Kordell Stewart are like no others found in the original *Red Zone*. "The Sanders card is powerful because it can be used on offense or defense," notes Chase. "Metcalf can be used as a running back or a receiver. Stewart is a three-way player: quarterback, receiver and running back."

Chase also contends that the Bryce Paup card found in *Expansion Teams* is every bit as playable as Greg Lloyd and that Brett Favre matches the Jeff George and Steve Young cards. Prices for *Expansion Teams* singles can be found in the *InQuest* Price Guide.



Top 5 Hottest CCGs

1. Star Wars

For the second consecutive month, *Star Wars* displaces *Magic*. Many retailers report February sales surpassed those of January.

2. Magic: The Gathering

Retailers indicate that the market for single *Magic* cards has softened, especially commons and uncommons. Interest in popular rares remains high.

3. Star Trek: Alternate Universe

Imagine Scotty saying, "Captain, I can't muster any more power. Third place is the highest I can get this CCG to go!"

4. Middle-earth: The Wizards

Gamers enjoy the roleplaying aspects of this neat CCG.

5. Red Zone

Between shops that deal exclusively in CCGs and those that sell sports cards, this issue has done extremely well. Look for *Red Zone* to remain popular well into the baseball season.

Who's Buying This Product?

Over the past two months, the *InQuest* Price Guide has reflected a sizable increase in the values of the ultrarare cards found in *Playoff's One-on-One Hockey Challenge*. Many of the smaller retail shops in the U.S. are not carrying the game, a situation resulting from a marketing strategy by *Playoff* to promote the product in Canada and the major retail outlets in the U.S.

Wayne Arnott of Bluenose Cards in Pointe-Claire, Quebec, is doing a brisk business with the *Playoff* CCG. "We're selling the Gretzky, Lindros and Mario Lemieux ultrarare cards in the \$100 to \$200 range. That's in Canadian dollars, of course. The ultrarares are very tough to find, but when we have them, they move fast. We've been able to get \$25 for the ultrarares picturing non-star players."

In London, Ontario, John Noble of Nobleman Sports Cards is experiencing similar success with *One-on-One Hockey Challenge*. "I recently sold a Gretzky ultrarare for \$250. In my estimation, you'll need to buy, on the average, 80 boxes to find that card. So I feel \$250 is a fair price." Noble is also selling the non-star ultrarares for \$25 each.

So how does *One-on-One Hockey Challenge* play? "I can't really answer that," says Arnott. "Nearly all of our customers for that product are collectors, not gamers. I'm only aware of two or three individuals who have tried to learn the game."

With the key ultrarare cards selling for \$100 to \$250, it's no wonder the game is attracting more collectors and investors than gamers. (By the way, the current Canadian monetary exchange rate is 35 percent. Translated, that means the Canadian dollar is worth 65 cents in U.S. funds.)

Don Albaugh enjoys countless hours playing the computer game *Digger*. He will not rest until he gets all the gold.

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 gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint (Nr-Mint): Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30 percent bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent-Mint (EX-MT): This card is still a great-looking card and at first glance may appear to be Near Mint; however, at closer range some minor flaws come to light. The gloss may be slightly dulled, more than one corner may be slightly worn, and the centering is no worse than 70/30. EX-MT cards sell for 75 to 90 percent of price guide listings.

Excellent (EX): Excellent cards may have four slightly worn corners, 75/25 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration, or a slight loss of gloss. ("Loss of gloss." That's catchy.) Only a small surface crease is allowed on a card in Excellent condition and cards may be slightly out of focus. Excellent cards sell for 50 to 70 percent of price guide listings.

Very Good (VG): A card that grades Very Good may have at least one very worn corner, two to three worn corners and 85/15 centering. A few small surface creases are allowed on a VG card, as well as a loss of color or even a picture that is out of focus. A VG card sells for 20 to 40 percent of price guide listings.

Good (GD), Fair (F), Poor (P): A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. The card may have three to four well-worn corners, it may be way off-center and it might even have a crease or two. Cards in this condition are not tournament legal, because they are considered "marked" cards. Fair cards are even worse because they look like they went through the wash in your jeans. Poor cards are about as much fun to look at as that cow at Rutgers University with the window in his belly. Good cards sell for 10 to 15 percent of price guide listings. Fair cards sell for five to 15 percent and Poor cards sell for one to five percent.

Price Guide Contributors

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; Augusta Comics & Cards in Carmel, IN; B&B Baseball Cards in Sullivan, NY; Barry's Collectibles Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books, Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntsville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Comics & Collectibles in Monroe, LA; Cards & Comics, Inc. in Tumbler, OH; Castle Comics in Portsmouth, OH; Chameleon Cards & Comics in Land Du Lac, WI; Claude's Comics in Hattiesburg, MS; Louisiana Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Dreams in Monroe, LA; Comic Emporium in Riverside, CA; The Comic Shop in Fairbanks, AK; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Raynoldsburg, OH; 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; DB Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; 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 Statesboro, GA; Game-A-Rama in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Westfield, MA; Game Country Cards & Comics in Gainesville, FL; Golden Comics in Arden, MA; The Great Game in Louisville, KY; Gridiron Comics & Games in Manchester, NH; Hobbies in Wilmette, IL; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hot Springs, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Comics & Hobbies in Malone, IL; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Major League in Lansing, MI; Major League Cards & Comics in Pineville, LA; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission, British Columbia, Canada; NinjaLink in Jackson, MI; Oak Leaf Comics in Cedarville, IA; Odin's Corner Bookshelf in Lubbock, TX; and Stone Mountain, GA; Outer Limits in Clinton, NJ; Paul & Judy's in Arthur, IL; Fun With Comics in Canoga Park, CA; R & B Newsstand Co. in Bowling Green, OH; Sean's Luckies Books in Somerset, PA; Shazbaz Comics in Lexington, KY; Shindler's in Minneapolis, MN; Sidelines in Dayton, TN; Slam Dunk in Ocean Springs, MS; S-N-S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabbler Games & Hobby in Lenexa, KS; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Comics & Comics III in Smyrna, GA; T's in Middletown, NY; Troll and Tread in Kew-Forest, NY; WarGames & Fantasy in Melrose, LA; Who's on First in Westhaven, CT; Wizard World in Hauppauge, 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	
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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	2.00	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
● Basilisk	2.50	4.00
★ Bayou	20.00	30.00
□ Benalish Hero	5.00	1.25
● Berserk	30.00	50.00
★ Birds of Paradise	12.00	15.00
● Black Knight	2.50	4.00
★ Black Lotus	225.00	325.00
● Black Vise	2.50	4.00
○ Black Ward	1.25	2.00
★ Blaze of Glory	40.00	60.00
★ Blessing	8.00	10.00
● Blue Elemental Blast	5.00	1.25
○ Blue Ward	1.25	2.00
● Bog Wraith	2.00	3.50
★ Braingeyser	18.00	25.00
● Burrowing	1.25	2.00
● Camouflage	12.00	20.00
○ Castle	2.50	4.00
● Celestial Prism	1.25	2.00
● Channel	1.25	2.00
★ Chaos Orb	90.00	125.00
★ Chaosloss	4.00	7.00
□ Circle of Protection: Blue	5.00	1.25
□ Circle of Protection: Green	5.00	1.25
□ Circle of Protection: Red	5.00	1.25
□ Circle of Protection: White	5.00	1.25
★ Clockwork Beast	7.00	10.00
● Clone	12.00	20.00
★ Cockatrice	12.00	18.00
○ Consecrate Land	15.00	20.00
● Conservator	1.25	2.00
★ Contract from Below	7.00	10.00
○ Control Magic	3.00	5.00
○ Conversion	2.50	4.00
● Copper Tablet	10.00	15.00
★ Copy Artifact	12.00	18.00
★ Counterspell	4.00	6.00
● Crow Worm	5.00	1.25
● Creature Bond	5.00	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	5.00	1.25
★ Darkport	6.00	10.00
□ Death Ward	5.00	1.25
● Deathgrip	1.25	2.00
★ Deathlace	4.00	6.00
★ Demoniac Attorney	8.00	12.00
★ Demoniac Hordes	20.00	30.00
● Demoniac Tutor	10.00	15.00
★ Dingus Egg	8.00	15.00
□ Disenchant	5.00	1.25
□ Disintegrate	5.00	1.25
★ Disrupting Scepter	6.00	10.00
★ Dragon Whelp	3.00	5.00
★ Drain Life	5.00	1.25
★ Drain Power	8.00	12.00
★ Dredge Skeletons	5.00	1.25
★ Dwarven Demolition Team	15.00	20.00
★ Dwarven Warriors	5.00	1.25
● Earth Elemental	2.50	4.00

● Earthbind	1.50	2.50
★ Earthquake	8.00	12.00
● Elvish Archers	6.00	10.00
● Evil Presence	1.25	2.00
★ False Orders	6.00	8.00
★ Farmstead	10.00	15.00
★ Fastbond	12.00	15.00
● Fear	5.00	1.25
● Feedback	1.50	2.50
★ Fire Elemental	2.50	4.00
● Fireball	5.00	1.25
★ Firebreathing	5.00	1.25
● Flashfires	1.25	2.00
● Flight	5.00	1.25
● Fog	5.00	1.25
★ Force of Nature	18.00	25.00



TOP TEN HOTTEST CARDS

10) Mind Warp

See what happens when a really powerful card like Mind Twist gets banned? The closest thing to it usually begins disappearing outta stock. With a casting cost three colorless mana higher than the Twist, it's a little less powerful but a lot more fair.

★ Forcefield	100.00	150.00
● Forest	35	75
★ Fork	35.00	45.00
★ Frozen Shade	5.00	1.25
★ Fungusaur	8.00	12.00
★ Gaea's Liege	15.00	20.00
★ Gauntlet of Might	100.00	150.00
● Giant Growth	5.00	1.25
● Giant Spider	5.00	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	5.00	1.25
○ Green Ward	1.25	2.00
□ Guardian Angel	1.50	2.50
● Grizzly Bears	5.00	1.25
□ Healing Salve	5.00	1.25
★ Helm of Chatzuk	6.00	10.00
● Hill Giant	5.00	1.25
★ Hive	8.00	12.00
□ Holy Armor	5.00	1.25
□ Holy Strength	5.00	1.25
★ Howl from Beyond	5.00	1.25
★ Howling Mine	10.00	15.00
★ Hurlstone Minotaur	5.00	1.25
● Hurricane	1.25	2.00
● Hypnotic Specter	3.50	5.00
● 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 Treefolk	5.00	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	4.00	6.00
● Jade Statue	18.00	25.00
● Joramee Tome	6.00	10.00
● Juggernaut	10.00	15.00
● Jump	5.00	1.25
○ Karma	1.25	2.00
● Kaldon Warlord	3.50	5.00
★ Karnus Bell	4.00	7.00
● Kudzu	10.00	15.00
○ Lance	2.50	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
★ Lifeforce	4.00	6.00
● Lifetap	1.25	2.00
● Lightning Bolt	5.00	1.25
★ Living Artifact	7.00	10.00
★ Living Lands	6.00	10.00
★ Living Wall	3.00	5.00
● Llanowar Elves	5.00	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
★ Manabars	6.00	10.00
★ Meekstone	7.00	10.00
● Merfolk of the Pearl Trident	5.00	1.25
□ Mesa Pegasus	5.00	1.25
★ Mind Twist	10.00	15.00
★ Mons's Goblin Raiders	5.00	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	6.00	10.00
★ Nevinyrral's Disk	8.00	15.00
★ Nightmare	20.00	30.00
★ Northern Paladin	15.00	20.00
● Obsidian Golem	1.25	2.00
● Orichalcum	2.50	4.00
● Orichalcum	10.00	20.00
● Paralyze	5.00	1.25
□ Pearled Unicorn	5.00	1.25
★ Personal Incarnation	10.00	15.00
● Pestilence	5.00	1.25
● Phantasmal Forces	1.25	2.00
● Phantasmal Terrain	5.00	1.25
● Phantom Monster	1.25	2.00
● Pirate Ship	7.00	12.00
● Plague Rats	5.00	1.25
● Plains	35	75
● Plateau	20.00	30.00
● Power Leak	5.00	1.25
● Power Sink	5.00	1.25
★ Power Surge	7.00	10.00
● Pradigal Sorcerer	5.00	1.25
● Psionic Blast	18.00	25.00
● Psychic Venom	5.00	1.25
● Purgolace	4.00	6.00
★ Raging River	50.00	70.00
● Raise Dead	5.00	1.25
● Red Elemental Blast	5.00	1.25
○ Red Ward	1.25	2.00
● Regeneration	5.00	1.25
● Regrowth	7.00	12.00
○ Resurrection	3.50	5.00
★ Reverse Damage	10.00	15.00
★ Righteousness	10.00	15.00
★ Roc 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	2.50	4.00
□ Samite Healer	5.00	1.25
★ Savannah	20.00	30.00
★ Savannah Lions	7.00	10.00
● Scathe Zombies	5.00	1.25
● Scavenging Ghoul	1.25	2.00
★ Scrubland	20.00	30.00
● Scryb Sprites	5.00	1.25
● Sea Serpent	5.00	1.25

★ Sedge Troll	15.00	20.00
● Sengir Vampire	7.00	10.00
○ Serra Angel	10.00	15.00
● Shanodin Dryads	5.00	1.25
● Shatter	5.00	1.25
★ Shivan Dragon	30.00	40.00
● Simulacrum	1.25	2.00
● Sinkhole	10.00	18.00
● Siren's Call	2.00	3.50
★ Slight of Mind	7.00	10.00
★ Smoke	6.00	10.00
● Soul Ring	10.00	15.00
● Soul Net	1.25	2.00
● Spell Blast	5.00	1.25
● Stasis	6.00	10.00
● Steel Artifact	1.25	2.00
● Stone Giant	1.25	2.00
● Stone Rain	5.00	1.25
● Stream of Life	5.00	1.25
● Sunglasses of Urza	8.00	12.00
● Swamp	35	75
○ Swords to Plowshares	2.00	3.50
★ Taiga	20.00	30.00
● Terror	5.00	1.25
● Thicket Basilisk	3.00	5.00
★ 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
★ Timewalker	90.00	120.00
● Tranquility	5.00	1.25
★ Tropical Island	20.00	30.00
● Tsunami	1.25	2.00
★ Tundra	20.00	30.00
● Tunnel	1.25	2.00
● Twiddle	3.50	5.00
★ Two-Headed Giant of Foriys	60.00	80.00
★ Underground Sea	20.00	30.00
● Unholy Strength	5.00	1.25
● Unsummon	5.00	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	2.50	4.00
● Wall of Water	1.25	2.00
● Wall of Wood	5.00	1.25
● Wanderlust	1.25	2.00
● War Mammoth	5.00	1.25
★ Warp Artifact	6.00	10.00
● Water Elemental	2.50	4.00
● Weakness	5.00	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	5.00	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	1.50	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



price guide

● Basalt Monolith	2.00	3.50
★ Bayou	15.00	25.00
□ Benalish Hero	50	1.00
● Berserk	25.00	40.00
★ Birds of Paradise	10.00	15.00
● Black Knight	2.00	3.50
★ Black Lotus	175.00	225.00
● Black Vise	2.00	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	1.50	3.00
★ Brangeyser	15.00	20.00
● Burrowing	1.00	1.75
● Camouflage	10.00	18.00
○ Castle	2.00	3.50
● Celestial Prism	1.00	1.75
● Channel	1.00	1.75
★ Chaos Orb	80.00	100.00
★ Chaosclash	3.00	5.00
□ 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	10.00	15.00
● Conservator	1.00	1.75
★ Contract from Below	6.00	10.00
● Control Magic	2.50	4.00
○ Conversion	2.00	3.50
● Copper Tablet	8.00	12.00
● Copy Artifact	10.00	15.00
● Counterspell	3.00	5.00
● 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
● Deathrtp	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	2.00	3.50
■ Drain Life	50	1.00
★ Drain Power	6.00	10.00
■ Drudge Skeletons	50	1.00
● Dwarven Demolition Team	12.00	18.00
● Dwarven Warriors	50	1.00
● Earth Elemental	2.00	3.50
● Earthbind	1.25	2.00
★ Earthquake	6.00	8.00
★ Elvish Archers	4.00	6.00
● Evil Presence	1.00	1.75
■ False Orders	4.00	6.00
☆ Farmstead	8.00	12.00
★ Fastbond	10.00	15.00
■ Fear	50	1.00
● Feedback	1.00	1.75
● Fire Elemental	2.00	3.50
■ 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
★ Gauntlet 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	1.25	2.00
□ Healing Solve	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
■ Hurlaan Minotaur	50	1.00
● Hurricane	1.00	1.75
● Hypnotic Specter	2.00	3.50
● Ice Storm	15.00	20.00
● Icy Manipulator	25.00	45.00
★ Illusionary Mask	50.00	65.00
● Instill Energy	1.00	1.75
■ Invulnerability	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 Manolith	3.00	5.00
● 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	2.50	4.00
★ Kormus Wall	3.00	5.00
● 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
★ Lifeforce	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	4.00
■ 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
★ Mahamoti Djinn	10.00	15.00
★ Manabats	4.00	6.00
★ Mana Flore	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
★ Moon's 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
● Nothing Imp	4.00	7.00
● Nevinyr's Disk	7.00	12.00
★ Nightmare	18.00	25.00
★ Northern Paladin	12.00	18.00
● Obsidian Golem	1.00	1.75
● Orich Artillery	2.00	3.00
● Orich Drifflame	3.00	4.00
■ Paralyze	50	1.00
□ Pearled 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
■ Phantom Monster	1.00	1.75
★ Pirate Ship	5.00	8.00
■ Plague Rats	50	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
■ Pradigal Sorcerer	50	1.00
● Psionic Blast	15.00	20.00
■ Psychic Venom	50	1.00
☆ Purlace	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



TOP TEN HOTTEST CARDS

9) Mahamoti Djinn

Where'd this stunt double from "Aladdin" come from? Jumping to the number nine position is the awesomely powerful (5/6 flyer!) Mahamoti, proving that while blue might have Homarids, it's also got some worthwhile creatures.

■ Regeneration	50	1.00
● Resgrowth	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	2.00	3.50
□ Sanite 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
■ Scryb 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
■ Shandor 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	1.50	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	1.50	3.00
★ Taiga	15.00	25.00
■ Terror	50	1.00
● Thicket Basilisk	2.50	4.00
★ Thoughtlance	3.00	4.00
● Throne of Bone	1.00	1.75
★ Timber Wolves	5.00	8.00
★ Time Vault	55.00	65.00
★ Time Walk	100.00	160.00
★ Timewalker	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	2.50	4.00
★ Two-Headed Giant of Foriys	45.00	60.00
★ Underground Sea	15.00	25.00
■ Unholy Strength	50	1.00
■ Unsummon	50	1.00
● Uthden 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	2.00	3.50
● 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	3.50
■ Weakness	50	1.00
★ Weave	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	1.25	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	1.50	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	2.00	3.00
★ Black Lotus	160.00	180.00
● Black Vise	1.50	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	1.25	2.50
★ Brangeyser	12.00	18.00
● Burrowing	1.00	1.75
● Camouflage	9.00	15.00
○ Castle	2.00	3.00
● Celestial Prism	1.00	1.75
● Channel	50	1.00
★ Chaos Orb	50.00	75.00
★ Chaosclash	2.50	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	4.00	6.00
● Clone	9.00	15.00
● Cockatrice	8.00	12.00
○ Consecrate Land	9.00	15.00
● Conservator	1.00	1.75



★ Contract from Below	5.00	8.00
★ Control Magic	2.00	3.00
○ Conversion	2.50	3.50
★ Copper Tablet	7.00	10.00
★ Copy Artifact	8.00	12.00
★ Counterspell	2.00	4.00
★ Crow Wurm	.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	1.50	3.00
★ Drain Life	.50	1.00
★ Drain Power	5.00	8.00
★ Dudge Skeletons	.50	1.00
★ Dwarf Demolition Team	10.00	15.00
★ Dwarfen Warriors	.50	1.00
★ Earth Elemental	1.50	3.00
★ Earthbind	1.00	1.75
★ Earthquake	4.00	6.00
★ Elvish Archers	3.50	5.00
★ Evil Presence	1.00	1.75
★ False Orders	3.00	5.00
★ Farmstead	6.00	10.00
★ Fastbond	8.00	12.00
★ Fear	.50	1.00
★ Feedback	1.00	1.75
★ Fire Elemental	1.50	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	10.00	15.00
★ Forcefield	50.00	80.00
★ Forest	.10	.25
★ Fork	25.00	30.00
★ Frozen Shade	.50	1.00
★ Fungusaur	5.00	8.00
★ Gaea's Liege	10.00	15.00
★ Gauntlet of Might	50.00	80.00
★ Giant Growth	.50	1.00
★ Giant Spider	1.00	1.75
★ Glasses of Urza	1.00	1.75
★ Gloom	1.00	1.75
★ Goblin Balloon Brigade	10.00	15.00
★ Goblin King	10.00	15.00
★ Granite Gargoyle	.50	1.00
★ Gray Ogre	1.00	1.75
★ Green Ward	.50	1.00
★ Grizzly Bears	1.00	1.75
□ Guardian Angel	.50	1.00
★ Healing Salve	4.00	6.00
★ Helm of Chatzuk	.50	1.00
★ Hill Giant	5.00	8.00
★ Hive, The	.50	1.00
□ 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	2.00	3.00
★ Ice Storm	12.00	18.00
★ Ice 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
★ Ironclad Orcs	1.00	1.75
★ Ironroot Treefolk	.50	1.00
★ Island (Dark Blue Sky)	.15	.30
★ Island	5.00	8.00
★ Island Sanctuary	1.00	1.75
★ Ivory Cup	2.50	4.00
★ Jade Monolith	10.00	15.00
★ Jade Statue	4.00	6.00
★ Jayemdae Tome	6.00	10.00
★ Juggernaut	.50	1.00
★ Jump	1.00	1.75
★ Karma		

★ Keldon Warlord	2.00	3.00
★ Kormus Bell	2.50	4.00
★ 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
★ Lifetop	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
★ Llanowar Elves	.50	1.00
★ Lord of Atlantis	8.00	12.00
★ Lord of the Pit	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's Goblin Raiders	.50	1.00
★ Mountain	.10	.25
★ Max Emerald	95.00	125.00
★ Max Jet	95.00	125.00
★ Max Pearl	95.00	125.00
★ Max Ruby	95.00	125.00
★ Max Sapphire	95.00	125.00
★ Natural Selection	20.00	30.00
★ Nether Shadow	4.00	6.00
★ Netting Imp	3.00	5.00
★ Nevinyrals'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	1.25	2.50
★ Orcish Drifflame	2.50	3.50
★ Paralyze	.50	1.00
★ Pearled Unicorn	.50	1.00
★ Personal Incarnation	6.00	10.00
★ Pestilence	.50	1.00
★ Phantasmal Forces	1.00	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
★ Prigdal 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	1.50	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
★ Scryb 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
★ Shandori 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	1.25	2.50
★ 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
★ Steel 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	1.25	2.50
★ Taiga	12.00	20.00
★ Terror	.50	1.00
★ Thicket Basilisk	2.00	3.00
★ Thoughtloss	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
★ Timewalker	45.00	70.00
★ Tranquility	.50	1.00
★ Tropical Island	12.00	20.00
★ Tsunami	1.00	1.75
★ Tundra	18.00	30.00
★ Tunnel	1.25	2.00
★ Twiddle	2.00	3.00
★ Two-Headed Giant of Foriys	30.00	45.00
★ Underground Sea	12.00	20.00
★ Unholy Strength	.50	1.00
★ Unsummon	.50	1.00
★ Uthden Troll	2.00	3.00
★ Verduran Enchantress	5.00	8.00
★ Vesuvan Doppelganger	20.00	30.00
★ Veteran Bodyguard	10.00	18.00
★ Volcanic Eruption	5.00	8.00
★ Volcanic Island	12.00	20.00
★ Wall of Air	1.00	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	1.50	3.00
★ Weakness	.50	1.00
★ Web	4.00	6.00
★ Wheel of Fortune	8.00	15.00
★ White Knight	2.50	3.50
★ White Ward	1.00	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

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	1.00	2.00
★ Aladdin's Lamp	3.00	4.00
★ Aladdin's Ring	3.50	5.00
★ Animate Artifact	.75	1.50
★ Animate Dead	.75	1.50
★ Animate Wall	2.50	3.50
★ Ankh of Mishra	3.00	4.00
★ Armageddon	4.00	6.00
★ Armageddon Clock	2.50	3.50
★ Aspect of Wolf	4.00	6.00
★ Atog	1.00	2.00
★ Bad Moon	4.00	6.00
★ Badlands	10.00	18.00
★ Balance	3.50	5.00
★ Basilisk Monolith	1.25	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	2.50
★ Black Ward	.75	1.50
★ Blessing	3.50	5.00
★ Blue Elemental Blast	.15	.50
★ Blue Ward	.75	1.50
★ Bog Wraith	1.00	2.00
★ Bottle of Suleiman	3.00	4.00
★ Brineguyser	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
★ Chaosplace	2.00	3.00
★ 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	1.50	2.50
★ Conversion	1.50	2.50
★ Copy Artifact	6.00	10.00
★ Counterspell	1.50	3.00
★ Crow Wurm	.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



TOP TEN HOTTEST CARDS

8) Shivan Dragon

Moving up a couple of notches is the almost too-powerful-for-his-own-good Shivan Dragon. A rough-and-tumble 5/5 flyer pumpable in offense with red, the Shivan proves that with great power comes, well, just great power and a \$15 price tag.

★ Demonic Attorney	4.00	6.00
★ Demonic Hordes	10.00	15.00
★ Demonic Tutor	6.00	8.00
★ Desert Twister	1.50	2.50
★ Dingus Egg	4.00	6.00
□ Disenchant	.15	.50
★ Disintegrate	.15	.50
★ Disrupting Scepter	3.00	4.00
★ Dragon Engine	1.25	2.00
★ Dragon Whelp	1.25	2.50
★ Drain Life	.15	.50
★ Drain Power	4.00	6.00
★ Dudge Skeletons	.15	.50
★ Dwarfen Warriors	.15	.50
★ Dwarfen Weaponsmith	1.50	2.50
★ Earth Elemental	1.25	2.50
★ Earthbind	.75	1.50
★ Earthquake	3.50	5.00
★ Ebony Horse	2.50	3.50
★ El-Hajaj	4.00	6.00
★ Elvish Archers	.75	1.50
★ Energy Flux	.15	.50
★ Erg Raiders	.75	1.50
★ Evil Presence		

WENT UP

WENT DOWN

HEAVILY TRADED



☆ Eye for an Eye	3.50	5.00
☆ Farmstead	5.00	8.00
★ Fastbond	6.00	10.00
★ Fear	1.50	5.00
★ Feedback	7.50	15.00
★ Fire Elemental	1.25	2.50
★ Fireball	1.50	5.00
★ Firebreathing	1.50	5.00
★ Flashfires	7.50	15.00
★ Flight	1.50	5.00
★ Flying Carpet	3.50	5.00
★ Fog	1.50	5.00
★ Force of Nature	8.00	12.00
★ Forest	0.50	1.00
★ Fark	15.00	25.00
★ Frozen Shade	1.50	5.00
★ Fungusaur	4.00	6.00
★ Gaea's Liege	8.00	12.00
★ Giant Growth	1.50	5.00
★ Giant Spider	1.50	5.00
★ Glasses of Urza	7.50	15.00
★ Gloom	7.50	15.00
★ Goblin Balloon Brigade	7.50	15.00
★ Goblin King	8.00	10.00
★ Granite Gargoyle	6.00	10.00
★ Gray Ogre	1.50	5.00
★ Green Ward	7.50	15.00
★ Grizzly Bears	1.50	5.00
★ Guardian Angel	7.50	15.00
★ Healing Salve	1.50	5.00
★ Helm of Chutzuk	3.00	4.00
★ Hill Giant	1.50	5.00
★ Hive, The	4.00	6.00
★ Holy Armor	1.50	5.00
★ Holy Strength	1.50	5.00
★ Hunt from Beyond	1.50	5.00
★ Howling Mine	6.00	10.00
★ Hurkyl's Recall	3.50	5.00
★ Hurloon Minotaur	1.50	5.00
★ Hurricane	7.50	15.00
★ Hypnotic Specter	1.50	2.50
★ Instill Energy	7.50	15.00
★ Iron Star	7.50	15.00
★ Ironroot Treefolk	1.50	5.00
★ Island	0.50	1.00
★ Island Fish Jascnius	3.50	5.00
★ Island Sanctuary	3.50	5.00
★ Ivory Cup	7.50	15.00
★ Ivory Tower	4.00	6.00
★ Jade Monolith	1.50	3.00
★ Jandor's Ring	5.00	8.00
★ Jandor's Saddlebags	2.50	3.50
★ Jaymede Tome	3.00	4.00
★ Juggernaut	5.00	8.00
★ Jump	1.50	5.00
★ Karma	7.50	15.00
★ Keldon Warlord	1.50	2.50
★ Kird Ape	1.00	2.00
★ Kormus Bell	1.50	3.00
★ Kudzu	4.00	6.00
★ Lance	1.25	2.00
★ Ley Druid	7.50	15.00
★ Library of Leng	7.50	15.00
★ Lifeforce	7.50	15.00
★ Lifeforce	2.00	3.00
★ Lifetop	7.50	15.00
★ Lightning Bolt	1.50	5.00
★ Living Artifact	3.25	5.00
★ Living Lands	3.50	4.00
★ Living Wall	1.50	2.50
★ Llanowar Elves	1.50	5.00
★ Lord of Atlantis	6.00	10.00
★ Lord of the Pit	8.00	12.00
★ Lure	7.50	15.00
★ 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
★ Manabats	3.00	4.00
★ Meekstone	3.50	5.00
★ Merfolk of the Pearl Trident	1.50	5.00
★ Mesa Pegasus	1.50	5.00

★ 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's Goblin Raiders	1.50	5.00
★ Mountain	0.50	1.00
★ Nether Shadow	3.50	5.00
★ Netting 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	7.50	15.00
★ Onulet	1.25	2.00
★ Orich Artillery	1.00	2.00
★ Orich Flame	2.00	3.00
★ Ornithopter	7.50	15.00
★ Paralyze	1.50	5.00
★ Pearled Unicorn	1.50	5.00
★ Personal Incarnation	5.00	8.00
★ Pestilence	1.50	5.00
★ Phantasmal Forces	7.50	15.00
★ Phantasmal Terrain	1.50	5.00
★ Phantom Monster	7.50	15.00
★ Pirate Ship	3.50	5.00
★ Plague Rats	1.50	5.00



TOP TEN HOTTEST CARDS

7) Primal Order

One of the more powerful equalizer cards on the planet, Primal Order backhands the owner of any non-basic lands for a point of damage for every fancy-pants card he owns. That'll teach some rich kid to have his mommy buy him cards.

★ Plains	0.50	1.00
★ Plateau	10.00	18.00
★ Power Leak	1.50	5.00
★ Power Sink	1.50	5.00
★ Power Surge	3.50	5.00
★ Primal Clay	2.50	3.50
★ Prodigal Sorcerer	1.50	5.00
★ Psychic Venom	1.50	5.00
★ Purelore	2.00	3.00
★ Rack, The	1.25	2.00
★ Raise Dead	1.50	5.00
★ Reconstruction	7.50	15.00
★ Red Elemental Blast	1.50	5.00
★ Red Ward	7.50	15.00
★ Regeneration	1.50	5.00
★ Regrowth	3.50	5.00
★ Resurrection	2.00	3.00
★ Reverse Damage	5.00	8.00
★ Reverse Polarity	7.50	15.00
★ Righteousness	5.00	8.00
★ Ror of Kher Ridges	6.00	10.00
★ Rock Hydra	12.00	18.00
★ Rocket Launcher	4.00	6.00
★ Rock of Ruin	7.50	15.00
★ Royal Assassin	12.00	18.00
★ Sacrifice	1.25	2.50
★ Samite Healer	1.50	5.00
★ Savannah	10.00	18.00
★ Savannah Lions	3.50	5.00
★ Scathe Zombies	1.50	5.00
★ Scavenging Ghoul	7.50	15.00
★ Scrubland	10.00	18.00
★ Scryb Sprites	1.50	5.00
★ Sea Serpent	1.50	5.00
★ Sedge Troll	8.00	12.00
★ Sengir Vampire	3.50	5.00
★ Serenid Efreit	10.00	15.00
★ Serra Angel	5.00	8.00
★ Shandor Dryads	1.50	5.00

★ Shatter	1.50	5.00
★ Shatterstorm	4.00	6.00
★ Shivan Dragon	15.00	20.00
★ Simulacrum	7.50	15.00
★ Siren's Call	1.00	2.00
★ Sleight of Mind	3.50	5.00
★ Smoke	3.00	4.00
★ Sol Ring	6.00	8.00
★ Sorcerer Queen	5.00	8.00
★ Soul Net	7.50	15.00
★ Spell Blast	1.50	5.00
★ Stasis	3.00	4.00
★ Steel Artifact	7.50	15.00
★ Stone Giant	7.50	15.00
★ Stone Rain	1.50	5.00
★ Stream of Life	1.50	5.00
★ Sunglasses of Urza	3.00	4.00
★ Swamp	0.50	1.00
★ Swords to Plowshares	1.00	2.00
★ Taiga	10.00	18.00
★ Terror	1.50	5.00
★ Thicket Basilisk	1.50	2.50
★ Thoughtknot	2.00	3.00
★ Throne of Bone	7.50	15.00
★ Timber Wolves	3.00	4.00
★ Titania's Song	2.50	3.50
★ Tranquility	1.50	5.00
★ Tropical Island	10.00	18.00
★ Tsunami	7.50	15.00
★ Tundra	10.00	18.00
★ Tunnel	7.50	15.00
★ Underground Sea	10.00	18.00
★ Unholy Strength	1.50	5.00
★ Unstable Mutation	1.50	5.00
★ Unsummon	1.50	5.00
★ Uthden Troll	1.50	2.50
★ Verduran Doppelganger	4.00	6.00
★ Veteran Bodyguard	7.00	12.00
★ Volcanic Eruption	4.00	6.00
★ Volcanic Island	10.00	18.00
★ Wall of Air	7.50	15.00
★ Wall of Bone	7.50	15.00
★ Wall of Brambles	7.50	15.00
★ Wall of Fire	7.50	15.00
★ Wall of Ice	7.50	15.00
★ Wall of Stone	7.50	15.00
★ Wall of Swords	1.50	2.50
★ Wall of Water	7.50	15.00
★ Wall of Wood	1.50	5.00
★ Wanderlust	7.50	15.00
★ War Mammoth	1.50	5.00
★ Warp Artifact	3.00	4.00
★ Water Elemental	1.25	2.50
★ Weakness	1.50	5.00
★ Web	3.00	4.00
★ Wheel of Fortune	7.00	12.00
★ White Knight	1.50	2.50
★ White Ward	7.50	15.00
★ Wild Growth	1.50	5.00
★ Will-O'-The-Wisp	5.00	8.00
★ Winter Orb	3.00	4.00
★ Wooden Sphere	7.50	15.00
★ 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	7.50	15.00
★ Alabaster Potion	1.00	4.00
★ Aladdin's Lamp	2.50	3.50
★ Aladdin's Ring	3.00	4.00
★ Ali Baba	3.00	4.00
★ Amrou Katihon	1.00	4.00
★ Amulet of Kirog	1.00	4.00
★ Angry Mob	1.50	2.50
★ Animate Artifact	3.50	7.50
★ Animate Dead	3.50	7.50
★ Animate Wall	2.00	3.00
★ Ankh of Mishra	2.50	3.50
★ Apprentice Wizard	1.00	4.00
★ Armageddon	3.50	5.00
★ Armageddon Clock	2.50	3.50
★ Ashes to Ashes	3.50	7.50

★ Ashnod's Battle Gear	1.50	2.50
★ Aspect of Wolf	3.50	5.00
★ Backfire	1.50	2.50
★ Bad Moon	3.50	5.00
★ Balance	3.00	4.00
★ Ball Lightning	5.00	8.00
★ Battering Ram	1.00	4.00
★ Benalish Hero	1.00	4.00
★ Bird Maiden	1.00	4.00
★ Birds of Paradise	5.00	7.00
★ Black Knight	1.25	2.00
★ Black Mana Battery	3.50	5.00
★ Black Vice	7.50	15.00
★ Black Ward	3.50	7.50
★ Blessing	2.50	3.50
★ Blight	1.50	2.50
★ Blood Lust	1.00	4.00
★ Blue Elemental Blast	1.00	4.00
★ Blue Mana Battery	3.50	5.00
★ Blue Ward	1.00	4.00
★ Bog Imp	1.00	4.00
★ Bog Wraith	7.50	15.00
★ Bottle of Suleiman	2.50	3.50
★ Brainwash	1.00	4.00
★ Brass Man	6.00	1.00
★ Bronze Tablet	2.50	3.50
★ Brothers of Fire	1.00	4.00
★ Brute, The	1.00	4.00
★ Burrowing	6.00	1.00
★ Carnivorous Plant	1.00	4.00
★ Carrion Ants	5.00	7.00
★ Castle	1.25	2.00
★ Cave People	1.25	2.00
★ Celestial Prism	6.00	1.00
★ Channel	1.00	4.00
★ Chaosclash	1.50	2.50
★ Circle of Protection: Artifact	3.00	4.00
★ Circle of Protection: Black	1.00	4.00
★ Circle of Protection: Blue	1.00	4.00
★ Circle of Protection: Green	1.00	4.00
★ Circle of Protection: Red	1.00	4.00
★ Circle of Protection: White	1.00	4.00
★ Clay Statue	1.00	4.00
★ Clockwork Avian	4.00	6.00
★ Clockwork Beast	2.50	3.50
★ Cockatrice	4.00	6.00
★ Colossus of Sardia	4.00	6.00
★ Conservator	6.00	1.00
★ Control Magic	1.25	2.00
★ Conversion	1.25	2.00
★ Coral Helm	2.50	3.50
★ Cosmic Horror	3.50	5.00
★ Counterspell	1.25	2.00
★ Crow Wurm	1.00	4.00
★ Creature Bond	1.00	4.00
★ Crimson Mantle	3.00	4.00
★ Crumble	3.50	7.50
★ Crusade	3.50	5.00
★ Crystal Rod	6.00	1.00
★ Cursed Land	3.50	7.50
★ Cursed Rock	1.50	2.50
★ Cyclopean Mummy	1.00	4.00
★ Dancing Scimitar	2.50	3.50
★ Dark Ritual	1.00	4.00
★ Death Ward	1.00	4.00
★ Deathgrip	6.00	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	1.00	4.00
★ Disintegrate	1.00	4.00
★ Disrupting Scepter	2.50	3.50
★ Divine Transformation	3.00	4.00
★ Dragon Engine	7.50	15.00
★ Dragon Whelp	7.50	15.00
★ Drain Life	1.00	4.00
★ Drain Power	3.50	5.00
★ Dredge Skeletons	1.00	4.00
★ Duskwood Bears	1.00	4.00
★ Dwarven Warriors	1.00	4.00
★ Earth Elemental	7.50	15.00
★ Earthquake	3.00	4.00
★ Ebony Horse	2.00	3.00
★ El-Hajjaj	3.50	5.00
★ Elder Land Wurm	4.00	6.00
★ Elven Riders	3.50	5.00
★ Elvish Archers	3.00	4.00
★ Energy Flux	6.00	1.00
★ Energy Tap	1.00	4.00
★ Erg Raiders	1.00	4.00
★ Erosion	1.00	4.00
★ Eternal Warrior	1.00	4.00



● Evil Presence	.60	1.00
★ Eye for an Eye	3.00	4.00
★ Fear	.10	.40
● Feedback	.35	.75
● Fellwar Stone	2.00	3.00
● Fire Elemental	.75	1.50
● Fireball	.10	.40
● Firebreathing	.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	.10	.40
● Frozen Shade	.10	.40
★ Fungusour	3.50	5.00
★ Geo's Liege	6.00	9.00
● Gaseous Form	.10	.40
● Ghost Ship	.35	.75
● Giant Growth	.10	.40
● Giant Spider	.10	.40
● Giant Strength	.10	.40
● Giant Tortoise	.10	.40
★ Glasses of Urza	.60	1.00
● Gloom	.60	1.00
● Goblin Balloon Brigade	.60	1.00
★ Goblin King	6.00	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
★ Hurly's Recall	3.00	4.00
● Hurlion Minotaur	.10	.40
★ Hurr Jackal	2.00	3.00
● Hurricane	.60	1.00
● Hypnotic Specter	1.25	2.00



TOP TEN HOTTEST CARDS

6 Icy Manipulator

One of the more powerful, versatile and all-around coolest cards on the planet, the dreaded Icy made its triumphant return in the Ice Age expansion and has since been tapping lands, creatures, artifacts and...uh, stuff. Good card.

● Immolation	.10	.40
★ Inferno	3.50	5.00
● Instill Energy	.60	1.00
● Iron Star	.60	1.00
● Ironclaw Orcs	.10	.40
● Ironroot Treefolk	.10	.40
★ Island	.05	.10
★ Island Fish Jascianius	3.00	4.00
★ Island Sanctuary	2.50	3.50
● Ivory Cup	.60	1.00
★ Ivory Tower	3.50	5.00
★ Jade Monolith	1.25	2.50
★ Jandar's Saddlebags	2.00	3.00
★ Joyride Tame	2.50	3.50

● Jump	.10	.40
● Junun Efreit	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	1.25	2.00
● 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
● Life Force	.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
● Living 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 Flare	3.50	5.00
★ Mana Short	3.00	4.00
★ Mana Vault	2.50	3.50
★ Manabarb	2.50	3.50
● Marsh Gas	.10	.40
● Marsh Viper	.10	.40
● Meekstona	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's Goblin Raiders	.10	.40
□ Morale	.10	.40
● Mountain	.05	.10
● Muck Dwellers	.10	.40
● Naf's Asp	.10	.40
★ Nether Shadow	3.00	4.00
★ Nevynrill'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
● Orcaish Artillery	.75	1.50
● Orcaish Oriflame	1.50	2.50
● Omithopter	.35	.75
○ Osai Vultures	.35	.75
● Paralyze	.10	.40
□ Pearl 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
★ Purelace	1.50	2.50
● Pyrotechnics	1.25	2.00
● Rock, The	.75	1.50
★ Rogian Spirit	2.00	3.00
★ Rog Man	2.50	3.50
● Roise 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
● Scarthe Zombies	.10	.40
● Scavenging Ghoul	.60	1.00
● Scryb Sprites	.10	.40
● Sea Serpent	.10	.40
□ Seeker	.10	.40
● Segovian Leviathan	1.25	2.00
● Sengir Vampire	3.00	4.00
● Serra Angel	4.00	6.00
● Shandor Dryads	.10	.40
● Shapeshifter	3.50	5.00
● Shatter	.10	.40
★ Shivan Dragon	10.00	18.00
● Simulacrum	.10	.40
● Sindbad	2.50	3.50
● Siren's Call	.75	1.50
● Sisters of the Flame	.10	.40
★ Slight of Mind	3.00	4.00
★ Smoke	2.50	3.50
★ Sorceress Queen	4.00	6.00
● Soul Net	.35	.75
● Spell Blast	.10	.40
○ Spirit Link	3.50	5.00
● Spirit Shackles	.75	1.50
★ Stasis	2.50	3.50
● Steel Artifact	.60	1.00
● Stone Giant	.60	1.00
● Stone Rain	.10	.40
● Stream of Life	.10	.40
● Strip Mine	3.00	4.00
★ Sunlasses 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
● Tawmos's Wand	1.25	2.00
● Tawmos's Weaponry	1.25	2.00
★ Tempest Efreit	3.00	4.00
★ Terror	.10	.40
● Tetraevus	4.00	6.00
● Thick Basilisk	1.25	2.00
★ Thoughtlace	1.50	2.50
● Throne of Bone	.60	1.00
★ Timber Wolves	2.50	3.50
★ Time Elemental	6.00	10.00
★ Titania's Song	2.00	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	.10	.40
● Wall of Stone	.60	1.00
○ Wall of Swords	1.25	2.00
● Wall of Water	.60	1.00
● Wall of Wood	.60	1.00
● 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
● Wooden 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)	2,900.00	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	10.00	15.00
● 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
● Cuombaji Witchies	.75	1.50
● Cyclone	5.00	8.00
★ Dancing Scimitar	5.00	8.00
● Dandon	.75	1.50
● Desert	4.00	6.00
● Desert Nomads	2.50	3.50
● Desert Twister	2.50	3.50
★ Diamond Valley	30.00	40.00
★ Drop of Honey	20.00	30.00
★ Ebony Horse	5.00	8.00
★ El-Hajjaj	6.00	10.00
★ Elephant Graveyard	20.00	35.00
● Eng Raiders	.75	1.50
★ Ernam Djinn	5.00	8.00
● Eye for an Eye	6.00	10.00
● Fishriver Oil	.50	1.00
● Flying Carpet	5.00	8.00
● Flying Man	3.00	4.00
● Ghazban Ogre	.50	1.00
● Giant Tortoise	.75	1.50
★ Guardian Beast	40.00	70.00
★ Hasran Ogress	.75	1.50
★ Hurr Jackal	1.00	2.00
★ Ifth-Biff Efreit	15.00	25.00
★ Island Fish Jascianius	6.00	10.00
★ Island of Wok-Wok	25.00	35.00
★ Jandar's King	5.00	8.00
★ Jandar's Saddlebags	6.00	10.00
● Jeweled Bird	4.00	6.00
★ Jihad	25.00	40.00
★ Junun Efreit	10.00	15.00
★ Juzam Djinn	40.00	70.00
★ Khabal Ghoul	20.00	30.00
★ King Suleiman	12.00	18.00
★ Kind Ape	3.00	4.00
● Library of Alexandria	25.00	35.00
● Magnetic Mountain	4.00	6.00
● Merchant Ship	7.00	10.00
● Metamorphosis	.50	1.00
★ Mjao 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'nuf	20.00	30.00
★ Rukh Egg	6.00	10.00
● Sandals of Abdallah	8.00	12.00
● Sandstorm	.50	1.00
★ Serendib Djinn	12.00	20.00
★ Serendib Efreit	12.00	18.00
★ Shahrazad	12.00	20.00
● Sindbad	.50	1.00
★ 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
● Wykuli Wolf	3.50	5.00
★ Ydwen Efreit	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



price guide

Booster Box (60 packs) 700.00 900.00

Name	Low	High
Amulet of Kroog	15	50
Argivian Archaeologist	20.00	30.00
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	8.00
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
Damping 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
Feldons' Cane	2.25	3.00
Gaea's Avenger	12.00	20.00
Gate to Phyrexia	2.50	3.50
Goblin Artisans	1.00	2.00
Golgathian Sylex	7.00	10.00
Grapeshot Catapult	15	50
Hounding Wind	2.50	3.50
Hurkyl's Recall	6.00	8.00
Ivory Tower	7.00	10.00
Jolam Tome	4.00	6.00
Martyrs of Korlis	4.00	6.00
Mightstone	2.50	3.50
Millstone	3.50	5.00
Mishra's Factory	4.00	6.00
Mishra's Fac. (Summer Pic.)	6.00	10.00
Mishra's War Machine	4.00	6.00
Mishra's Workshop	10.00	18.00
Obelisk of Undoing	8.00	10.00
Onulet	2.25	3.00
Orchid Mechanics	40	1.00
Ornithopter	40	1.00
Phyrexian Gremlins	1.00	2.00
Power Artifact	3.50	5.00
Powerleech	3.50	5.00
Priest ofYawgmooth	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 Ephyra	15	50
Tawnos's Coffin	12.00	20.00
Tawnos's Wand	2.00	3.00
Tawnos's Weaponry	2.00	3.00
Tetravus	8.00	12.00
Titania's Song	4.00	6.00
Transmute Artifact	3.50	5.00
Triskelion	8.00	12.00
Urza's Avenger	8.00	12.00
Urza's Choice	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
Weekstone	2.50	3.50
Xenic Poltergeist	2.50	3.50
Yawgmooth Demon	8.00	12.00
Yotian Soldier	75	1.50

LEGENDS

WIZARDS OF THE COAST: 1994

Full Set (310 cards) \$1,100.00 1,400.00

Booster Pack (15 cards) 25.00 30.00

Booster Box (36 packs) 850.00 1,000.00

Name	Low	High
Abomination	3.50	5.00
Abyss, The	20.00	30.00
Acid Rain	12.00	18.00
Active Volcano	40	1.00
Adun Oakenshield	10.00	15.00
Adventurers' Guildhouse	2.50	3.50
Aerathi Berserker	4.00	6.00
Aiding Leprechaun	40	1.00
Akron Legionnaire	5.00	8.00
All Hallow's Eve	25.00	35.00
Alabara's Carpet	10.00	15.00
Alabaster Potion	40	1.00
Alchor's Tomb	10.00	15.00
Amrau Kathkin	15	50
Angelic 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	40	1.00
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
Canion Ants	12.00	18.00
Cat Warriors	40	1.00
Cathedral of Serra	2.50	3.50
Caverns of Despair	8.00	12.00
Chain Lightning	1.25	2.00
Chains of Mephistopheles	10.00	15.00
Chromium	12.00	18.00
Cleareise	12.00	18.00
Clergy of the Holy Nimbus	15	50
Cocoon	3.00	5.00
Concordant Crossroads	6.00	10.00
Cosmic Horror	7.00	10.00
Crow Giant	5.00	8.00
Crevasse	3.50	5.00
Crimson Kobolds	40	1.00
Crimson Manticores	6.00	8.00
Crookshank Kobolds	40	1.00
Cyclopean Mummy	15	50
Dakkon Blackblade	10.00	15.00
D'Avenant Archer	1.00	2.00
Darkness	40	1.00
Deadfall	3.00	4.00
Demonic Torment	4.00	6.00
Devouring Deep	40	1.00
Disharmony	8.00	12.00
Divine Intervention	8.00	12.00
Divine Offering	40	1.00
Divine Transformation	7.00	10.00
Dream Coat	4.00	6.00
Darkwood Bears	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	40	1.00
Enchantment Alteration	40	1.00
Energy Tap	15	50
Equinox	1.50	2.50
Eternal Warrior	2.00	4.00

Eureka	15.00	25.00
Evil Eye Oms-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	40	1.00
Firestorm Phoenix	18.00	30.00
Flash Counter	75	1.50
Flash Flood	40	1.00
Flash Spuzzem	4.00	6.00
Force Spike	40	1.00
Fortthought Amulet	10.00	15.00
Fortified Area	75	1.50



TOP TEN HOTTEST CARDS

5) Deflection

What a great card. Slightly restrictive with its casting cost and its inability to reroute a split-target spell but, golly, how much fun is it to reroute a Channel/Fireball back on the asshole who shot you with it?

Frost Giant	4.00	6.00
Gabriel Angelfire	5.00	8.00
Gaseous Form	15	50
Gravestones of Chaos	6.00	8.00
Ghosts of the Damned	40	1.00
Giant Slug	40	1.00
Giant Strength	40	1.00
Giant Turtle	40	1.00
Glyph of Doom	40	1.00
Glyph of Delusion	40	1.00
Glyph of Destruction	40	1.00
Glyph of Life	15	50
Glyph of Reincarnation	40	1.00
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
Gwendolyn Di Corei	12.00	15.00
Halldane	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	40	1.00
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	40	1.00
Horror of Horrors	4.00	6.00
Hunding Gnomes	3.50	5.00
Hyperion Blacksmith	3.50	5.00
Ichneumon Druid	4.00	6.00
Immolation	75	1.50
Imprison	8.00	12.00
In the Eye of Chaos	10.00	15.00
Indestructible Aura	40	1.00
Infernal Medusa	5.00	8.00
Infinite Authority	10.00	15.00
Invoke Prejudice	12.00	18.00
Ivory Guardians	2.00	3.00
Jacques le Vert	10.00	15.00
Jasmine Borel	4.00	6.00
Jedr Ojanen	4.00	6.00
Jenard of the Closed Fist	4.00	6.00
Johan	6.00	8.00
Jovial Evil	10.00	15.00
Juxtaposa	5.00	8.00

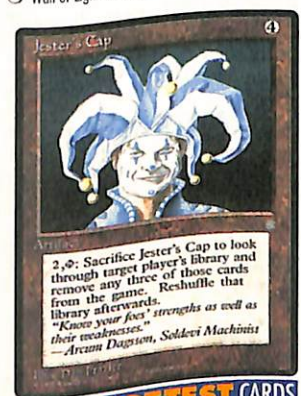
Karakos	3.50	5.00
Kasimir the Lone Wolf	4.00	6.00
Keepers of the Faith	40	1.00
Kei Takahashi	4.00	6.00
Killer Bees	10.00	15.00
Kismet	6.00	8.00
Knowledge Vault	8.00	10.00
Kobold Drill Sergeant	6.00	8.00
Kobold Overlord	10.00	15.00
Kobold Taskmaster	5.00	8.00
Kobolds of Kher Keep	40	1.00
Kry Shield	3.50	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
Lifeblood	12.00	18.00
Living Plane	12.00	18.00
Livanya Silone	10.00	15.00
Lord Magnus	4.00	6.00
Lost Soul	15	50
Mana Drain	18.00	25.00
Mana Matrix	10.00	15.00
Marble Priest	3.50	5.00
Marshall Elsdragon	2.50	3.50
Master of the Hunt	18.00	25.00
Mirror Universe	45.00	65.00
Moat	20.00	30.00
Mold Demon	8.00	12.00
Moss Monster	40	1.00
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 Malki	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	1.50	2.50
Presence of the Master	4.00	6.00
Primordial Ooze	2.50	3.50
Princess Lucrezia	4.00	6.00
Psionic Entity	7.00	10.00
Psychic Purge	75	1.50
Puppet Master	2.50	3.50
Pyrotechnics	40	1.00
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
Rohgghh of Kher Keep	12.00	18.00
Rubinia Soulsinger	8.00	10.00
Rust	40	1.00
Sea King's Blessing	3.50	5.00
Seafarer's Quoy	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	40	1.00



ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

● Shield Wall	2.00	3.00
○ Shimmer 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
● Sol'kanar Swamp King	8.00	10.00
● Spectral Cloak	7.00	10.00
● Spinal Villain	12.00	18.00
● Spirit Link	7.00	10.00
● Spirit Shackles	4.00	1.00
☆ Spiritual Sanctuary	8.00	12.00
● Stong	5.00	8.00
● Storm Seeker	5.00	7.00
★ Storm World	8.00	12.00
● Subdue	7.50	1.50
● Sunastion Falconer	4.00	6.00
★ Sward 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
● Taklemoggot	3.00	5.00
● Telekinesis	10.00	18.00
● Teleport	4.00	6.00
★ Tempest Eftreet	5.00	8.00
● Tetsuo Umezawa	12.00	18.00
☆ Thunder Spirit	15.00	25.00
● Time Elemental	10.00	15.00
● Tobias Andrian	3.00	5.00
● Tolaria	3.50	5.00
● Tor Wauki	3.00	5.00
● Torsten Von Ursus	4.00	6.00
● Touch of Darkness	3.50	5.00
● Transmutation	4.00	1.00
★ Triassic Egg	5.00	8.00
● Tukir Deathlock	8.00	12.00
● Tundra Wolves	4.00	1.00
● 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
● Vaevoctis Asmadi	10.00	15.00
● Vampire Bats	1.50	4.00
● Venarian Gold	4.00	1.00
● Visions	3.00	4.00
● Voodoo Doll	6.00	10.00
● Walking Dead	4.00	1.00
● Wall of Catapults	4.00	1.00
● Wall of Dust	3.00	4.00
● Wall of Earth	4.00	1.00
● Wall of Heat	4.00	1.00
● Wall of Light	3.50	5.00



TOP TEN HOTTEST CARDS

4) Jester's Cap	3.00	4.00
Yeeeeee!!! This stupid card has slipped to the number four slot! With the oh-so-fun ability of removing three cards from your library (from the game!) before you even get a chance to use 'em, this card, unless used on some annoying killer deck, is just evil.		
★ Wall of Opposition	3.50	5.00
● Wall of Putrid Flesh	4.00	1.00
● Wall of Shadows	3.00	4.00
● Wall of Tombstones	4.00	1.00
● Wall of Vapor	2.00	3.00
● Wall of Wonder	5.00	8.00
● Whirling Derwish	2.50	3.50
● White Mana Battery	10.00	15.00
★ Willow Satyr		

● Winds of Change	4.00	6.00
★ Winter Blast	7.00	10.00
● Wolverine Pack	7.50	1.50
★ Wood Elemental	8.00	12.00
● Wretched, The	10.00	15.00
● Xira Arien	8.00	12.00
● Zephyr Falcon	4.00	1.00

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
● Banshee	1.50	2.50
● Bar'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
○ Fastening	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
● Gaia'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 Flarg	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 Thom	6.00	8.00
● 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	8.00
● 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
★ Niall Silvain	4.00	6.00

● Orc General	2.50	3.50
● People of the Woods	3.00	4.00
□ Pikemen	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
● Riptide	1.50	4.00
● Runesword	1.50	2.50
★ Safe Haven	3.00	4.00
● Savaen Elves	1.50	4.00
● Scorecrow	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 Orm	4.00	6.00
★ Sorrow's Path	3.00	4.00
● Spitting Slug	1.50	2.50
□ Squire	1.50	4.00
● Standing Stones	2.50	3.50
★ Stone Calendar	5.00	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
● Whippoorwill	2.50	3.50
☆ Witch Hunter	5.00	8.00
● Worms of Binding	1.50	4.00
★ Worms of the Earth	4.00	7.00
★ Wormwood Treetalk	4.00	7.00

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
● Basil Thrull	1.00	4.00
★ Bottomless Vault	2.50	4.00
● Brassclaw Orcs	1.00	4.00
★ Breeding Pit	1.00	2.00
□ 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
★ Derelor	1.00	2.00
● Draconian Cylind	2.00	3.00
★ Dwarf Armorer	2.00	3.00
● Dwarf Catapult	5.00	1.25
● Dwarf Hold	2.50	3.50
● Dwarf Lieutenant	5.00	1.25
● Dwarf Soldier	5.00	1.25
● Dwarf Soldier	1.00	4.00
● Ebon Praetor	3.00	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 Thrallid	7.50	1.50
★ Fungal Bloom	3.00	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	2.50	4.00
● Homarid	1.00	4.00
★ Homarid Shaman	1.50	2.50
● Homarid Spawning Bed	5.00	1.25

● Homarid Warrior	1.00	4.00
● Hymn to Touroch	1.00	4.00
□ Icatation Infantry	1.00	4.00
□ Icatation Javelineers	1.00	4.00
☆ Icatation Lieutenant	2.00	3.00
☆ Icatation Moneychanger	1.00	4.00
○ Icatation Phoenix	5.00	1.25
○ Icatation Priest	5.00	1.25
□ Icatation Scout	1.00	4.00
☆ Icatation Skirmishers	2.50	4.00
★ Icatation Store	2.50	4.00
★ Icatation Town	3.00	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
● Orcish Captain	5.00	1.25
● Orcish Spy	1.00	4.00
● Orcish Veteran	1.00	4.00
□ Order of Leithur	1.00	4.00
□ Order of the Ebon Hand	1.00	4.00
★ Orgg	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	1.50	2.50
● Seasinger	1.25	2.00
● Soul Exchange	7.50	1.50
★ Spirit Shield	2.00	3.00
● Spore Cloud	1.00	4.00
● Spore Flower	5.00	1.25
● Syvelunite Priest	5.00	1.25
● Syvelunite Temple	5.00	1.25
● Thallid	1.00	4.00
● Thallid Devourer	5.00	1.25
● Thelon's Chant	5.00	1.25
★ Thelon's Curse	2.00	3.00
● Thelonite Druid	5.00	1.25
★ Thelonite Monk	2.00	3.00
● Thram Thallid	1.00	4.00
★ Thrull Champion	3.00	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
● Touroch's Chant	1.00	4.00
★ Touroch's Gate	2.00	3.00
★ Vodalion Knights	3.00	5.00
● Vodalion Mage	1.00	4.00
● Vodalion Soldier	1.00	4.00
★ Vodalion 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	2.00	3.00
□ Adarkar Unicorn	1.50	4.00
★ Adarkar Wastes	4.00	6.00
★ Aegis of the Maek	4.00	6.00
● Aggression	2.00	3.00
● Altar of Bone	4.00	6.00
★ Amulet of Quoz	4.00	6.00
● Anarchy	2.00	3.00
● Arctic Foxes	1.50	4.00
● Arcum's Sleigh	1.50	2.50
● Arcum's Weatherwane	1.50	2.50
● Arcum's Whistle	1.50	2.50
□ Arenson's Aura	1.50	4.00
□ Armor of Faith	1.50	4.00
● Armitaj's Ascent	1.50	4.00
● Ashen Ghoul	1.50	2.50
● Aurochs	1.50	4.00
● Avalanche	2.00	3.00
● Balduvian Barbarians	1.50	4.00
● Balduvian Bears	1.50	4.00
● Balduvian Conjurer	1.50	2.50
★ Balduvian Hydra	6.00	8.00
● Balduvian Shaman	1.50	4.00
● Barbarian Guides	1.50	4.00
● Barbed Sextant	1.50	4.00
● Baton of Morale	2.00	3.00
○ Battle Cry	1.50	2.50



price guide

● Battle Frenzy	15	40
● Binding Grasp	2.00	3.00
○ Black Scarab	1.50	2.50
□ Blessed Wine	15	40
☆ Blinking Spirit	5.00	7.00
○ Blizzard	4.00	6.00
○ Blue Scarab	1.50	2.50
■ Bone Shaman	15	40
■ Brainstorm	15	40
★ Brand of Ill Omen	5.00	7.00
● 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	5.00	7.00
☆ Canbou Range	5.00	7.00
★ Celestial Sword	4.00	6.00
★ Centaur Archer	1.50	2.50
★ Chaos Lord	5.00	7.00
★ Chaos Moon	5.00	7.00
★ Chromatic Armor	5.00	7.00
■ Chub Toad	15	40
□ Circle of Protection: Black	15	40
□ Circle of Protection: Blue	15	40
□ Circle of Protection: Green	15	40
□ Circle of Protection: Red	15	40
□ Circle of Protection: White	15	40
■ Clairvoyance	15	40
■ Cloak of Confusion	15	40
○ Cold Snap	2.00	3.00
● Conquer	2.00	3.00
□ Cooperation	15	40
□ Counterspell	15	40
★ Crown of the Ages	5.00	7.00
★ Curse of Marit Lage	5.00	7.00
● 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	4.00	6.00
● Dreams of the Dead	1.50	2.50
● Drift of the Dead	2.00	3.00
○ Drought	2.00	3.00
★ Dwarven Armory	5.00	7.00
★ Earthlink	5.00	7.00
★ Earthlore	15	40
★ Elder Druid	4.00	6.00
★ Elemental Augury	5.00	7.00
★ Elkin Bottle	4.00	6.00
□ Elvish Healer	15	40
★ Enduring Renewal	6.00	8.00
☆ Energy Storm	5.00	7.00
■ Enervate	15	40
■ Errant Minion	15	40
■ Errantry	15	40
■ Essence Filter	15	40
■ Essence Flare	15	40
● Essence Vortex	1.50	2.50
★ Fanatical Fever	2.00	3.00
■ Fear	15	40
★ Fiery Justice	4.00	6.00
★ Fire Covenant	2.00	3.00
★ Flame Spirit	2.00	3.00
■ Flare	15	40
★ Flooded Woodlands	4.00	6.00
★ Flow of Maggots	5.00	7.00
■ Folk of the Pines	15	40
★ Forbidden Lore	4.00	6.00
■ Force Void	1.50	2.50
■ Forest	05	10
■ Forgotten Lore	1.50	2.50
★ Formation	5.00	7.00
■ Foul Familiar	15	40
■ Foxfire	15	40
● Freyalise Supplacant	1.50	2.50
● Freyalise's Chorn	1.50	2.50
★ Freyalise's Winds	4.00	6.00

● Fumarole	2.00	3.00
□ Fylgia	15	40
★ Fyndhorn Bow	1.50	2.50
★ Fyndhorn Bowtie	15	40
★ Fyndhorn Elder	2.00	3.00
★ Fyndhorn Elves	15	40
★ Fyndhorn Pollen	4.00	6.00



TOP TEN HOTTEST CARDS

3) Baron Sengir

Somebody booted the Baron outta pole position! Now he's gonna have to find work hacking chocolate breakfast cereals alongside Boo Berry and Franken Berry. Ah well. With his 5/5 flying/tap to regenerate a vampire/permanent +2/+2 when he off's something, he's still cool.

★ Game of Chaos	5.00	7.00
■ Gangrenous Zombies	15	40
■ Gaze of Pain	15	40
☆ General Jarkeld	5.00	7.00
■ Ghostly Flame	6.00	8.00
■ Giant Growth	15	40
■ Giant Trap Door Spider	2.50	3.50
■ Glacial Chasm	2.00	3.00
★ Glacial Crevasses	4.00	6.00
■ Glacial Wall	1.50	2.50
■ Glaciers	4.00	6.00
★ Goblin Lyre	4.00	6.00
★ Goblin Mutant	2.00	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	1.50	2.50
★ Halls of Mist	4.00	6.00
□ Heal	15	40
★ Hecatomb	6.00	8.00
■ Hematite Talisman	1.50	2.50
○ Hippopotamus	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	2.00	3.00
■ Ice Berg	2.00	3.00
■ Ice Cauldron	5.00	7.00
■ Ice Floe	2.50	4.00
■ Icequake	2.50	4.00
★ Icy Manipulator	8.00	15.00
★ Icy Prison	5.00	7.00
★ Illusionary Forces	15	40
★ Illusionary Presence	3.00	5.00
★ Illusionary Terrain	1.50	2.50
■ Illusionary Wall	15	40
★ Illusions of Grandeur	5.00	7.00
■ Imposing Visage	15	40
■ Incinerate	15	40
★ Infernal Darkness	5.00	7.00
★ Infernal Denizen	5.00	7.00
★ 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	2.00	3.00
■ Jotull Wurm	2.00	3.00
★ Jukultuups	6.00	8.00

■ Juniper Order Druid	15	40
○ Justice	2.00	3.00
★ Karplusan Forest	4.00	6.00
★ Karplusan Giant	2.00	3.00
★ Karplusan Yeti	5.00	7.00
★ Kelsinko Ranger	15	40
■ Keldoran Dead	15	40



TOP TEN HOTTEST CARDS

2) Autumn Willow

Man, this card is so damn powerful. She can't be targeted by spells, lands, creature fast-effects, pick-up lines, nada. Combine her with the kinda impressive 4/4 power/toughness and green's ability to crank out creatures double quick and, boom, the second hottest card.

○ Keldoran Elite Guard	2.00	3.00
■ Keldoran Frostbeast	2.00	3.00
■ Keldoran Guard	15	40
★ Keldoran Knight	5.00	7.00
★ Keldoran Phoenix	5.00	7.00
★ Keldoran Royal Guard	5.00	7.00
★ Keldoran Skycaptain	2.00	3.00
○ Keldoran Skyknight	15	40
○ Keldoran Warrior	15	40
■ Knights of Stromgald	1.50	2.50
■ Krovikan Elementalist	2.00	3.00
■ Krovikan Fetish	15	40
■ Krovikan Sorcerer	15	40
■ Krovikan Vampire	3.00	5.00
★ Land Cap	4.00	6.00
■ Lapis Lazuli Talisman	1.50	2.50
■ Lava Burst	15	40
★ Lava Tubes	4.00	6.00
■ Legions of Lim-Dal	15	40
■ Leshrac's Rite	1.50	2.50
■ Leshrac's Sigil	1.50	2.50
★ Lurghyff	6.00	10.00
■ Lim-Dal's Cohort	15	40
★ Lim-Dal's Hex	1.50	2.50
■ Lightning Bolt	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	5.00	8.00
■ Malachite Talisman	1.50	2.50
★ Marlon Stromgald	8.00	12.00
■ Melee	1.50	2.50
■ Melting	1.50	2.50
★ Mercenaries	3.00	5.00
★ Merike Ri Barit	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	3.00	5.00
★ Minion of Leshrac	6.00	8.00
★ Minion of Tesh Szat	5.00	7.00
■ Mistfolk	15	40
■ Mole Worms	1.50	2.50
■ Moonson	4.00	6.00
■ Moor Fiend	15	40
■ Mountain	05	10
■ Mountain Goat	15	40
■ Mountain Titan	4.00	6.00
■ Mudslide	4.00	6.00
■ Musician	5.00	7.00
★ Mystic Might	4.00	6.00
■ Mystic Remora	15	40
■ Noble Talisman	1.50	2.50
★ Naked Singularity	5.00	7.00
■ Nature's Lore	1.50	2.50
★ Necroptence	5.00	7.00

■ Norrith	15	40
★ Oath of Lim-Dal	4.00	6.00
★ Onyx Talisman	1.50	2.50
■ Orkish Cannoneers	1.50	2.50
■ Orkish Conscripts	15	40
■ Orkish Farmer	15	40
■ Orkish Healer	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	5.00	7.00
○ Order of the White Shield	2.00	3.00
★ Pale Bears	3.00	5.00
■ Panic	15	40
★ Pentagram of the Ages	6.00	8.00
■ Pestilence Rats	15	40
■ Phantasmal Mount	2.00	3.00
■ Pit Trap	1.50	2.50
■ Plains	05	10
■ Polar Kraken	7.00	10.00
■ Portent	15	40
■ Power Sink	15	40
★ Pox	5.00	7.00
■ Prismatic Ward	15	40
■ Pygmy Allosaurus	4.00	6.00
■ Pyknight	15	40
■ Pyroblast	15	40
■ Pyroclasm	2.00	3.00
□ Rally	15	40
■ Ray of Command	15	40
■ Ray of Erasure	15	40
★ Reality Twist	5.00	8.00
★ Reclamation	4.00	6.00
○ Red Scarab	1.50	2.50
■ Regeneration	15	40
■ Rime Dryad	15	40
■ Ritual of Subduel	5.00	7.00
★ River Delta	4.00	6.00
★ Runed Arch	5.00	7.00
★ Sabretooth Tiger	15	40
○ Sacred Boon	1.50	2.50
■ Scaled Wurm	15	40
■ Sea Spirit	2.00	3.00
■ Seizures	15	40
■ Seraph	9.00	12.00
■ Shambling Strider	15	40
■ Shatter	15	40
■ Shield Bearer	15	40
■ Shield of the Ages	1.50	2.50
■ Shyft	5.00	7.00
■ Sibilant Spirit	5.00	7.00
■ Silver Erne	2.00	3.00
■ Skeleton Ship	5.00	7.00
■ Skull Catapult	2.00	3.00
★ Sleight of Mind	2.50	3.50
■ 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	7.00
○ Snow Hound	1.50	2.50
■ Snowblind	4.00	6.00
■ Snowfall	15	40
■ Soldevi Golem	4.00	6.00
■ Soldevi Machinist	1.50	2.50
■ Soldevi Simulacrum	1.50	2.50
■ Songs of the Damned	15	40
■ Soul Barrier	1.50	2.50
■ 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	7.00
■ Stench of Evil	2.00	3.00
■ Stone Rain	15	40
■ Stone Spirit	1.50	2.50
■ Stonehands	15	40
■ Storm Spirit	5.00	7.00
■ Stormbind	5.00	7.00
★ Stormgold 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
■ Tarpion	15	40
■ Thermokast	1.50	2.50
■ Thoughtleech	1.50	2.50
■ Thunder Wall	2.00	3.00
■ Timberline Ridge	4.00	6.00

★ Time Bomb	5.00	7.00
★ Tinder Wall	15	40
★ Tor Giant	15	40
★ Total War	4.00	6.00
★ Touch of Death	15	40
★ Touch of Vitae	1.50	2.50
★ Trailblazer	4.00	6.00
★ Underground River	4.00	6.00
★ Updraft	1.50	2.50
★ Urza's Bauble	1.50	2.50
★ Veldt	4.00	6.00
★ Venomous Breath	1.50	2.50
★ Verigo	1.50	2.50
★ Vexing Arcanix	5.00	7.00
★ Vibrating Sphere	4.00	6.00
★ Walking Wall	2.50	3.50
★ 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
★ Whalebone Glider	1.50	2.50
★ White Scarab	1.50	2.50
★ Whiteout	2.00	3.00
★ Witigo	5.00	7.00
★ Wild Growth	15	40
★ Wind Spirit	2.00	3.00
★ Wings of Aethir	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	1.50	2.50
★ Word of Undoing	15	40
★ Wrath of Marit Lage	4.00	6.00
★ Yavimaya Gnats	2.00	3.00
★ Zur's Weilding	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	1.00	2.00
★ Active Volcano	15	40
★ Akron Legionnaire	2.50	3.50
★ Aladdin	4.00	6.00
★ Angelic Voices	3.00	5.00
★ Arcades Sabbath	5.00	8.00
★ Arena of the Ancients	3.00	5.00
★ Argothian Pixies	15	40
★ Ashnod's Altar	25	75
★ Ashnod's Transmogrator	25	75
★ Axelrad Gunnarson	3.00	5.00
★ Ayesha Tanaka	2.00	3.00
★ Azure Drake	75	150
★ Banshee	25	75
★ Bar's Cage	1.50	2.50
★ Beasts of Baganard	75	150
○ Blood of the Martyr	25	75
★ Blood Moon	15	40
★ 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	3.00
★ Cuombijit Witch	15	40
★ Cyclone	25	75
★ D'Avenant Archer	5.00	8.00
★ Dakkan Blackblade	2.00	3.00
★ Dance of Many	15	40
★ Dandon	15	40
★ Divine Offering	15	40
★ Emerald Dragonfly	25	75
★ Enchantment Alteration	3.00	5.00
★ Ertanum Djinn	75	150
★ Fallen, The	2.00	3.00
★ Fallen Angel	25	75
★ Feldon's Cane	75	150
★ Fire Drake	15	40
★ Fishliver Oil	15	40
★ Flash Flood	25	75
★ Fountain of Youth	4.00	6.00
★ Gabriel Angelfire	4.00	6.00



TOP TEN HOTTEST CARDS

1) Dual Lands

Yeah! Back in the driver's seat are arguably the best cards in the game. The cornerstone of Magic is mana; without it you do squat. Who could ask for anything better than a land capable of producing two colors of mana with no penalties? Awesome cards!

★ Gauntlets of Chaos	4.00	6.00
★ Ghazban Ogre	15	40
★ Giant Slug	15	40
★ Goblin Artisans	25	75
★ Goblin Digging Team	15	40
★ Goblin Shrine	15	40
★ Goblins of the Flarg	15	40
★ Hassan Ogress	15	40
★ Hell's Caretaker	5.00	8.00
★ Horn of Deafening	2.50	4.00
★ Indestructible Aura	15	40
★ Ivory Guardians	75	150
★ Jalam Tome	1.00	2.00
★ Jeweled Bird	1.00	2.00
★ Johan	5.00	7.00
★ Juxtapose	2.50	3.50
★ Keepers of the Faith	15	40
★ Kei Takahashi	50	100
★ Land's Edge	4.00	6.00
★ Living Armor	75	150
★ Marhaunt Elsdragon	75	150
★ Metamorphosis	15	40
★ Mountain Yeti	15	40
★ Nebuchadnezzar	4.00	6.00
★ Nicol Bolos	5.00	7.00
★ Obelisk of Undoing	3.00	5.00
★ Palladia-Mors	5.00	7.00
★ Peta Sphinx	2.50	4.00
★ Primordial Ooze	75	150
★ Puppet Master	75	150
★ Rabid Wombat	1.50	2.50
★ Rakalite	1.50	2.50
★ Recall	3.00	5.00
★ Remove Soul	15	40
★ Repentant Blacksmith	15	40
★ Revelation	2.50	4.00
★ Rubinia Soulsinger	4.00	6.00
★ Runesword	25	75
★ Safe Haven	1.50	2.50
★ Scavenger Folk	15	40
★ Sentinel	2.50	4.00
★ Serpent Generator	4.00	6.00
★ Shield Wall	75	150
★ Shimion Night Striker	75	150
★ Siviri Scarzam	50	100
★ Sol'kanar the Swamp King	5.00	7.00
★ Stang	3.00	5.00
★ Storm Seeker	1.50	2.50
★ Taklemaggot	1.50	2.50
★ Teleport	2.00	4.00
★ Tobias Andron	50	100
★ Tor Wauki	50	100
★ Tormod'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
★ Vaeictis Asmadi	5.00	7.00
★ Voodoo Doll	2.50	4.00
★ Wall of Heat	15	40
★ Wall of Opposition	75	150
★ Wall of Shadows	15	40
★ Wall of Vapor	15	40

★ Wall of Wonder	75	150
★ War Elephant	15	40
★ Witch Hunter	1.50	3.00
★ Wretched, The	5.00	7.00
★ Xira Arien	2.50	4.00
★ Yawgmoth Demon	3.00	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	1.00	2.00
○ Abbey Matron (ver. 1)	15	50
○ Abbey Matron (ver. 2)	15	50
★ Aether Storm	2.00	3.00
★ 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-Hawa Constable	2.00	4.00
★ An-Hawa Inn	1.00	2.00
★ An-Hawa Township	2.00	4.00
★ An-Zerin Ruins	3.00	5.00
★ 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	2.00	4.00
★ Apocalypse Chime	4.00	6.00
★ Autumn Willow	6.00	10.00
★ Aysen Abbey	2.00	4.00
★ Aysen Bureaucrats (ver. 1)	15	50
★ Aysen Bureaucrats (ver. 2)	15	50
★ Aysen Crusader	3.00	5.00
★ Aysen Highway	3.00	5.00
★ Bak's Curse	2.00	4.00
★ Baron Sengir	7.00	10.00
★ Beast Walkers	3.00	5.00
★ Black Carriage	3.00	5.00
★ Broken Visage	3.00	5.00
★ Carapace (ver. 1)	15	50
★ Carapace (ver. 2)	15	50
★ Castle Sengir	3.00	5.00
★ Cemetery Gate (ver. 1)	15	50
★ Cemetery Gate (ver. 2)	15	50
★ Chain Slasis	3.00	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	3.00	5.00
★ Death Spoken	2.00	3.00
★ Didergido	3.00	5.00
★ Drudge Spell	1.00	2.00
★ Dry Spell (ver. 1)	15	50
★ Dry Spell (ver. 2)	15	50
★ Dwarven Pony	2.00	4.00
★ Dwarven Sea Clan	3.00	5.00
★ Dwarven Trader (ver. 1)	15	50
★ Dwarven Trader (ver. 2)	15	50
★ Ebony Rhino	15	50
★ Eron the Relentless	4.00	6.00
★ Evaporate	1.00	2.00
★ Foerie Noble	3.00	5.00
★ Feast of the Unicorn (ver. 1)	15	50
★ Feast of the Unicorn (ver. 2)	15	50
★ Feroz's Ban	3.00	5.00
★ Folk of An-Hawa (ver. 1)	15	50
★ Folk of An-Hawa (ver. 2)	15	50
★ Forget	2.00	4.00
★ Funeral March	15	50
★ Ghost Hounds	2.00	3.00
★ 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	3.00	5.00
★ Headstone	15	50
★ Heart Wolf	3.00	5.00
★ Hungry Mist (ver. 1)	15	50
★ Hungry Mist (ver. 2)	15	50
★ Ihsan's Shade	2.00	3.00
★ Imini Sengir	2.00	3.00
★ Ironclaw Curse	2.00	4.00

★ Jinx	15	50
★ Joven	15	50
★ Joven's Fetters	15	50
★ Joven's Tools	3.00	5.00
★ Koskun Falls	2.00	4.00
★ Koskun Keep	3.00	5.00
★ Labyrinth Minotaur (ver. 1)	15	50
★ Labyrinth Minotaur (ver. 2)	15	50
★ Leaping Lizard	15	50
★ Leeches	3.00	5.00
★ Mammoth Harness	2.00	4.00
★ Marjhan	4.00	6.00
★ Memory Lapse (ver. 1)	15	50
★ Memory Lapse (ver. 2)	15	50
★ Merchant Scroll	15	50
★ Mesa Falcon (ver. 1)	15	50
★ Mesa Falcon (ver. 2)	15	50
★ Mystic Decree	4.00	6.00
★ Norwhal	3.00	5.00
★ Orich Mine	2.00	3.00
★ Primal Storm	6.00	10.00
★ Prophecy	15	50
★ Rashko the Slayer	1.50	2.50
★ Reef Pirates (ver. 1)	15	50
★ Reef Pirates (ver. 2)	15	50
★ Renewal	15	50
★ Retribution	1.50	2.50
★ Reyako, Wizard Savant	3.00	5.00
★ Root Spider	2.00	3.00
★ Roots	2.00	3.00
★ Rotterthopter	15	50
★ Rysorian Badger	3.00	5.00
★ Samite Alchemist (ver. 1)	15	50
★ Samite Alchemist (ver. 2)	15	50
★ Sea Sprite	1.00	2.00
★ Sea Troll	1.00	2.00
★ Sengir Autocrat	5.00	7.00
★ Sengir Bats (ver. 1)	15	50
★ Sengir Bats (ver. 2)	15	50
★ Serra Aviary	5.00	7.00
★ Serra Bestiary	15	50
★ Serra Inquisitors	1.00	2.00
★ Serra Paladin	15	50
★ Serrated Arrows	15	50
★ Shrink (ver. 1)	15	50
★ Shrink (ver. 2)	15	50
★ Soraya the Falconer	3.00	5.00
★ Spectral Bears	2.00	3.00
★ Timmerian Fiends	3.00	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	3.00	5.00
★ Valdrane of Sengir	3.00	5.00
★ Wall of Kelp	3.00	5.00
★ Willow Faerie (ver. 1)	15	50
★ Willow Faerie (ver. 2)	15	50
★ Willow Priestess	3.00	5.00
★ Winter Sky	3.00	5.00
★ Wizards' School	2.00	4.00

SPECIAL OFFERS

★ Arena	6.00	10.00
★ Giant Badger	6.00	10.00
★ Mana Crypt	7.00	10.00
★ Nalathni Dragon	6.00	10.00
★ Sewars of Estark	6.00	10.00
★ Windseeker Centaur	6.00	10.00

FACTORY SETS

MTG Beta Factory Set (363 cards)	\$200.00	250.00
This set is known as the "Domestic Edition," this set 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.		
MTG 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.		
MTG Revised Boxed Set	\$20.00	25.00
This set contains two 60-card Revised starter decks, 30 counters and a Revised checklist.		
MTG 4th Edition Boxed Set	\$18.00	25.00
This set contains two 60-card Fourth Edition starter decks, 30 counters and a Fourth Edition checklist.		

INQUEST

price guide

BLOOD WARS

TSR-1995		
Full Set (334 cards)	\$275.00	350.00
Starter Deck (50 cards)	8.00	10.00
Starter Box (10 dual decks)	75.00	100.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Assassination Plot	5.00	8.00
Chaos Beast	4.00	6.00
Lady of Pain	25.00	35.00
Shield Maidens of Odin	4.00	6.00
Tiamat	5.00	8.00

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

Alakhail the Cunning	7.00	10.00
Cardinal Dominic	7.00	10.00
Grishnow 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 (36 packs)	95.00	130.00

DRAGON DICE

TSR, INC.-1995		
Full Set (86 dice)	\$100.00	150.00
Starter Game (18 dice)	10.00	13.00
Starter Box (12 games)	115.00	140.00
Dragon Shield (50 spell cards)	10.00	13.00
Battle Ground (1 mat)	10.00	13.00
Unlisted common dice	20	40
Unlisted uncommon dice	75	150
Unlisted rare dice	150	250

Assassin	R. 2.00	4.00
Black Dragon: Drake	R. 2.00	4.00
Black Dragon: Wym	R. 2.00	4.00
Blue Dragon: Drake	R. 2.00	4.00
Blue Dragon: Wym	R. 2.00	4.00
Champion	R. 2.00	4.00
Conjuror	U. 1.50	3.00
Conqueror	R. 2.00	4.00
Cock-Shot	R. 2.00	4.00
Deadeye	R. 2.00	4.00

Death Mage	R. 3.00	5.00
Eagle Knight	R. 2.00	4.00
Enchanter	R. 3.00	5.00
Filcher	R. 2.00	4.00
Hedge Wizard	U. 1.50	2.50
Harold	R. 2.00	4.00
Infliator	R. 2.00	4.00
Leopard Rider	R. 2.00	4.00
Mammoth Rider	R. 2.00	4.00
Marauder	R. 2.00	4.00
Necromancer	R. 3.00	5.00
Red Dragon: Drake	R. 2.00	4.00
Red Dragon: Wym	R. 2.00	4.00
Sharpshooter	R. 2.00	4.00
Sklamisher	R. 2.00	4.00
Thaumaturgist	U. 1.50	2.50
Warlord	R. 2.00	4.00
Wizard	R. 3.00	5.00
Wyvern Rider	R. 2.00	4.00

Promo Dice

Dragonlord	R. 10.00	15.00
Dragonmaster	R. 15.00	20.00
Kings Die	R. 10.00	15.00

MONSTERS & AMAZONS EXPANSION

TSR, INC.-1996		
Full Set (35 dice)	\$100.00	150.00
Kicker Pack (8 dice)	6.00	7.00
Kicker Box (12 packs)	70.00	80.00
Unlisted Common Dice	25	50
Unlisted Uncommon Dice	150	250
Unlisted Rare Dice	300	500

Beholder	R. 4.00	6.00
Centaur	R. 4.00	6.00
Chimera	R. 4.00	6.00
Hydra	R. 4.00	6.00
Medusa	R. 4.00	6.00
Oracle	R. 4.00	6.00
Visionary	U. 2.00	3.00

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

Dragon Hatching	R. 4.00	6.00
Dragon Lair	R. 4.00	6.00
Moon Dragoness	R. 5.00	8.00
Monster Overstrike	R. 3.00	5.00
Scintillating Dragoness	R. 3.00	5.00

NEW EMPIRES EXPANSION

COMPANION GAMES-1995		
Full Set (209 cards)	\$75.00	125.00

Booster Pack (12 cards)	2.00	2.25
Booster Box (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 Pack (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)	8.00	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)	175.00	300.00
Starter Deck (60 cards)	9.00	11.00
Starter Box (12 decks)	85.00	100.00
Booster Pack (15 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00



HIGHLANDER-HEAD SHOT

HIGHLANDER

THUNDER CASTLE GAMES-1995		
Full Set (165 cards)	\$150.00	250.00
Starter Deck (52 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

Amanda	R. 4.00	6.00
Connor McLeod	R. 7.00	10.00
Duncan McLeod	R. 7.00	10.00
Nefariti	R. 4.00	6.00
Richie Ryan	R. 6.00	8.00

HIGHLANDER: THE MOVIE EXPANSION

COMPANION GAMES-1995		
Full Set (300 cards)	200.00	300.00
Booster Pack (15 cards)	2.25	2.75
Booster Box (36 packs)	70.00	90.00

HYBORIAN GATES

CARG-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
Angst Storm	20.00	30.00
Winning	20.00	30.00

ILLUMINATI: NEW WORLD ORDER LIMITED EDITION

STEVE JACKSON GAMES-1994		
Card names are printed in gold		
Full Set (412 cards)	\$400.00	500.00
Factory Set (450 cards)	65.00	75.00
Starter Deck Dual Pack (110)	18.00	20.00
Starter Box (5 dual decks)	90.00	100.00
Booster Pack (15 cards)	3.00	4.00
Booster Box (36 packs)	100.00	140.00
Unlisted Common cards	20	40
Unlisted Uncommon cards	75	150

Unlisted Rare cards	2.50	3.50
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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		
Card names are printed in various colors.		
Full Set (412 cards)	\$250.00	350.00
Starter Deck Dual (110 cards)	8.00	10.00
Starter Box (5 dual decks)	30.00	50.00
Booster Pack (15 cards)	2.00	2.25
Booster Box (36 packs)	70.00	80.00
Single Cards are 50 to 100% of limited equivalents		

ASSASSINS EXPANSION

STEVE JACKSON GAMES-1995		
Full Set (100 cards)	\$75.00	125.00
Booster Pack (8 cards)	1.30	1.50
Booster Box (60 packs)	70.00	85.00

JAMES BOND 007

HEARTBREAKER HOBBIES-1995		
Full Set (231 cards)	\$125.00	200.00
(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

Destroy Cocaine Factory	R. 6.00	8.00
Hidden Agenda	R. 6.00	8.00
Jaws	R. 4.00	6.00
Octopussy	R. 4.00	6.00
Stop Heroin Flow	R. 6.00	8.00

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)	2.50	3.00
Booster Box (36 packs)	80.00	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 Pack (12 cards)	1.75	2.50
Booster Box (36 packs)	65.00	80.00

LEGEND OF THE FIVE RINGS

ALDERAC ENTERTAINMENT GROUP-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
(Includes 42 Mission cards)		
Starter Deck (62 cards)	58.00	10.00</

Some names are abbreviated

Apocalypse Hero Card	R	3.00	5.00
Apoc Mega Morph	R	3.00	5.00
Bishop Spectrum Blast	R	3.00	4.00
Cable Hero Card	R	3.00	4.00
Captain America Hero Card	R	4.00	6.00
Carnage Hero Card	R	3.00	4.00
Carnage Ruthless	R	3.00	4.00
Carnage Symbiotic Web	R	3.00	4.00
Confusion (Exclusive)	R	3.00	4.00
Cyclops Ground Blast	R	3.00	4.00
Deadpool Assassin	R	3.00	4.00
Deadpool High Threshold/Pain	R	3.00	4.00
Dr. Dm Super Genius	R	3.00	4.00
Dr. Dm Villainous Plot	R	3.00	4.00
Dr. Oc Grasping Tentacles	R	3.00	4.00
Elektra Hero Card	R	3.00	4.00
Elektra Martial Artist	R	3.00	4.00
Gambit Charm	R	3.00	4.00
Hobgoblin Hero Card	R	3.00	4.00
Hobgoblin Stun Gas	R	3.00	4.00
Hulk Enraged	R	3.00	4.00
Hulk Intimidate	R	3.00	4.00
Human Torch Hero Card	R	3.00	4.00
HT Nova Burst	R	3.00	4.00
Invisible Woman Hero Card	R	3.00	4.00
In. Woman Invisible Ram	R	3.00	4.00
Iron Man Hero Card	R	4.00	6.00
IM Heat Seeking Missile	R	3.00	4.00
IM Tactical Computer	R	4.00	6.00
Jean Grey Tele. Unity	R	3.00	4.00
Jubilee Plasmoid Flash	R	3.00	4.00
Magneto Hero Card	R	5.00	8.00
Magneto Paralyze Opp.	R	5.00	8.00
Mr. Fantastic Hero Card	R	3.00	4.00



OVERPOWER—PYTHON HOLD

Mr. Fan Python Hold	R	3.00	4.00
Mystique Hero Card	R	4.00	6.00
Mystique Surprise Attack	R	4.00	6.00
Omega Red Hero Card	R	3.00	4.00
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 Mental Hold	R	3.00	4.00
Psylocke Psychic Knife	R	3.00	4.00
Punisher Hero Card	R	3.00	4.00
Punisher Secret Weapon	R	3.00	4.00
Punisher Vendetta	R	3.00	4.00
Rhino Rhino Hide	U	3.00	4.00
Rogue Mutagenic Drain	R	3.00	4.00
Rogue Super Strength	U	3.00	4.00
Sabretooth Blood Hunt	R	4.00	6.00
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	8.00	15.00
S-M Arachnid Agility	U	3.00	5.00
S-M Spider Sense	U	3.00	5.00
S-M Wall Crawl	C	1.00	2.50
S-M Web	R	5.00	8.00
S-M Web Shield	U	3.00	5.00
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 Summon...Power	R	3.00	4.00
Thing Clobberin' Time	R	3.00	4.00
Thing Revolin' 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	5.00	8.00
Venom Alien Webbing	U	3.00	4.00
Venom Creepy Crawler	U	3.00	4.00
Venom Panic Attack	R	5.00	8.00
Venom Symbiotic Snare	R	5.00	8.00
War Machine Battle Com.	R	3.00	4.00
WM Hidden Weapon	U	3.00	4.00
WM Unlimited Arsenal	U	3.00	4.00
Web-Headed Wizard (Excl.)	R	3.00	4.00
Wolverine Hero Card	R	8.00	15.00
Wolverine Berserk Attack	C	1.00	2.50
Wolverine Fighting Instinct	C	1.00	2.50
Wolverine Heal	C	1.00	2.50
Wolverine Snikt!	C	1.00	2.50
Wolverine Wounded Animal	R	8.00	15.00

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	
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	6.00	10.00
Scarlet Spider New Warrior	C	1.00	2.00
Scarlet Spider	U	4.00	6.00
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	50	1.00
Wolverine Fighting 5	C	1.00	2.00
Wolverine Rage	U	2.00	4.00

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	

Adunaphel	R	7.00	10.00
Agburan	R	3.00	5.00
Akhärah	R	7.00	10.00
Allygn Palantir	U	1.50	3.00
Anborn	U	1.50	3.00
Anduril, Flame of the West	R	2.00	4.00
Arnimir	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-dûr	R	2.50	4.00
Barliman Butterbur	U	75	1.00
Barrow-wright	U	1.50	3.00
Beretur	U	1.50	3.00
Bergil	U	1.50	3.00
Bert (Bûrat)	U	1.50	3.00
Bilbo	R	2.50	5.00
Bill the Pony	U	75	1.00
Black Arrow (Exclusive)	R	2.50	4.00
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
Call of the Sea	U	3.00	5.00
Cam Dûm	R	2.50	4.00
Caves of Olund	U	1.50	2.50
Cirdan	R	2.50	5.00
Cirth 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
Cracks 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 Guldûr	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 Barin's Tribe	R	3.00	6.00
Dw. Ring of Bavor's Tribe	R	3.00	6.00
Dw. Ring of Drizin's Tribe	R	3.00	6.00
Dw. Ring of Durin's Tribe	R	3.00	6.00
Dw. Ring of Dwalin's Tribe	R	3.00	6.00
Dw. Ring of Thelrod's Tribe	U	2.00	4.00
Dw. Ring of Thrêr'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
Elf-song	R	3.00	6.00
Elrand	R	3.00	5.00
Elves of London	R	1.50	3.00
Ent-draughts	U	1.50	2.50
Eomer	U	1.50	3.00
Eowyn	U	1.50	3.00
Everstar, 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
Gamling the Old	U	1.50	3.00
Ghân-bûr-Ghân	U	1.50	3.00
Glomdring	U	1.50	2.50
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-shield of Rohan	U	1.50	3.00
Great Ship	R	3.50	5.00
Gwaihir	R	2.00	4.00
Halbarad	U	1.50	3.00
Haldad	R	2.50	5.00
Haldor	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
Hoamurath of D'r	R	7.00	10.00
Hobbits	R	1.50	3.00
Huorn	U	1.50	3.00
Imrahil	U	1.50	3.00
Indur Dawndearth	R	7.00	10.00
Iretrac	U	1.50	2.50
The Iron Crown (Excl.)	R	2.50	4.00
Isles of the Dead that Live	R	2.50	4.00
Khamûl the Easterling	R	7.00	10.00
Knights of Dol 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
Leucuruth	R	3.00	5.00
Lossoth	U	75	1.00
Lost at 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-horse	R	3.00	6.00
Morgul-knife	R	3.00	6.00
Morgul Night	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
Mumak (Oliphaunt)	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
Öin	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
Orc-lieutenant	U	1.50	2.50
Orcrist	U	2.00	4.00
Ost-in-Edhil	U	1.50	2.50
Öwatha the Horseman	R	7.00	10.00
Palantir of Amn 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 Sward, 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
Pûkel-men	R	2.00	4.00
Quickbeam	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
Ren 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
Ringlore	U	2.00	4.00
Runic the Raven	R	2.00	4.00
Rogrog	R	2.00	4.00
Sacrifice of Form	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



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Wacho	U	1.50	3.00
Wake of War	U	2.00	4.00
Watcher in the Water	U	1.50	3.00
White Towers, The	U	1.50	2.50
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 Pikeland	R	1.50	3.00
Woses of the Drúadan Forest	U	75	1.00

MORTAL KOMBAT

BRADY GAMES—1995

Full Set (300 cards)	200.00	300.00
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—SPACKLE

ON THE EDGE

ATLAS GAMES—1994

Full Set (269 cards)	\$125.00	200.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (10 decks)	70.00	90.00
Booster Pack (10 cards)	1.75	2.25
Booster Box (60 packs)	90.00	120.00

Asha Ryder	R	3.00	5.00
Constance D'Auboinne	R	2.00	3.00
Cyril Doros	R	3.00	5.00
Deborah Grierson	R	3.00	4.00
Haveni Shogaseemi	R	2.00	4.00

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.

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 Krygier	URS	3.00	6.00
226	Roy 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	URS	3.00	5.00
263	Rob Niedermayer	URS	3.00	6.00
266	Geoff Sanderson	URS	3.00	6.00
269	Wayne Gretzky	URB	40.00	75.00
274	Patrick Roy	URB	20.00	30.00
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	Rod Brind'Amour	URS	3.00	6.00
294	Eric Lindros	URB	40.00	70.00
297	Jaromir Jagr	URS	25.00	35.00
298	Mario Lemieux	URB	30.00	50.00
302	Arturs Irbe	URS	5.00	8.00
305	Geoff Courtnall	URS	3.00	6.00
307	Brett Hull	URB	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 Zhornitskiy	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 Commons	20	40
Unlisted Uncommons	1.00	2.00

Alaskan Wolf Hunt	R	2.50	3.50
Alexandru ThunderRage	UR	25.00	35.00
Alas	R	2.50	3.50
Allamande Ratkin	R	2.50	3.50
Allison Kachina	U	3.00	5.00
Anna Kliminski	R	3.00	5.00
Anno-Eyes of the Sun-Palfrey	U	2.50	3.50
Antoinette Teardrop	U	2.50	3.50
Auriga Gurohl	R	3.00	5.00
Balar's Gaze	R	2.50	3.50
Blood-on-the-Wind	R	2.50	3.50
Body Wrack	R	2.50	3.50
Bones of Shakir Hind	R	2.50	3.50
Botchleg of Shakey Mac	R	3.00	5.00
Broken Limb	C	2.50	3.50
Bron Mac Fionn	R	3.00	5.00
Buggerhead	U	2.50	3.50
Careful Strike	U	2.50	3.50
Carla Gimmison	U	2.50	3.50
Cemonous	U	2.50	3.50
Charging Bull	U	3.00	5.00
Circular Attack	R	2.50	3.50
Close the Bawn	R	2.50	3.50
Coup de Grace	R	3.00	5.00
Deranged Makole	R	2.50	3.50
Disembowelment	R	2.50	3.50
Drunken Revelry	R	2.50	3.50
Elder Stone	U	2.50	3.50
Elder Vampire	R	3.00	5.00
Entrail Rend	R	2.50	3.50
Eye of the Cobra	U	2.50	3.50
Foerke Kin	R	2.50	3.50
Feng Dogger	R	5.00	7.00
Fast Strike	R	2.50	3.50
Feather of the Phoenix	R	2.50	3.50
Fenn's Bite	R	2.50	3.50
Flower of Aphrodite	R	2.50	3.50
Frenzy	U	2.50	3.50
Goia's Vengeance	R	4.00	6.00
Gongrol Ally	R	3.00	5.00
Geas	U	2.50	3.50
Geas-Hunts-the-Hunters	U	2.50	3.50
Get Medieval	UR	5.00	7.00
Glib Tongue	R	2.50	3.50
Golgol Fangs-First	R	3.00	5.00
Goll Mac Nauma	U	2.50	3.50
Grand Klavie	R	3.00	5.00
Greater Banishment	R	3.00	5.00
Greek Twice-Tongue	U	2.50	3.50
Greyfist	U	2.50	3.50
Grimfang	R	3.00	5.00
Growth-of-Moon	U	2.50	3.50
Guides-to-Truth	P	2.50	3.50
Gunnar Draughtbone	UR	25.00	35.00
Horano Gloom	R	3.00	5.00
Head Wound	U	2.50	3.50
Impergium	R	2.50	3.50
Incarna Sigil	R	2.50	3.50
Jack Debilitongue	UR	25.00	35.00
Jacky Gecko	C	2.50	3.50
Julisha of the Thousand Masks	R	3.00	5.00
Kelly Still Waters	UR	25.00	35.00
Kinfolk - Environmental Activist	R	2.50	3.50
Kinfolk - Small Town Cop	R	2.50	3.50
Kinfolk - Soldier of Fortune	R	3.00	5.00
Kinfolk - TV Reporter	R	2.50	3.50
Kinfolk - Veterinarian	R	3.00	5.00
Klathal Stargazer	UR	25.00	35.00
Klavie	R	2.50	3.50
Knife Wind	R	3.00	5.00
Lamunus	U	3.00	5.00
Leukippes	UR	25.00	35.00
Lone Wolf Lupo	UR	25.00	35.00
Lord Albrecht	U	2.50	3.50
Lucky Blow	R	2.50	3.50
Luna's Links	R	2.50	3.50
Lunar Eclipse	R	3.00	5.00
Marmu	R	3.00	5.00

Mangle	R	2.50	3.50
Mari Cabrah	U	2.50	3.50
Master of the Pack	R	3.00	5.00
Matriarch Mourning	R	3.00	5.00
Makole Hide	R	2.50	3.50
Moon Sign	R	2.50	3.50
Monihei High-Mountain	R	3.00	5.00
Mother Lassa	R	3.00	5.00
Nephthys Mu'at	U	2.50	3.50
Oisin Mac Gaelach	UR	25.00	35.00
Old Red Eagle	UR	25.00	35.00
Old Storm-Chaser	U	3.00	5.00
Old Wolf of the Woods	UR	25.00	35.00
Peace of Nature	R	3.00	5.00
Pearl River	R	3.00	5.00
Pentex Refinery	R	4.00	6.00
Piper, The	R	2.50	3.50
Portable Computer	R	3.00	5.00
Progenitor Mage	R	3.00	5.00
Quoting the Litany	U	2.50	3.50
Remove Gai's Blessing	U	2.50	3.50
Rite of Investiture	R	3.00	5.00
Roar of Storms	U	2.50	3.50
Roger Daly	R	3.00	5.00
Samuel Haight	R	2.50	3.50
Sands of Sleep	R	2.50	3.50
Scratches-at-Fleas	U	2.50	3.50
Shogake Hunter Moon	UR	25.00	35.00
Shotgun	R	4.00	6.00
Shu Hanus	UR	25.00	35.00
Silhouette	R	2.50	3.50
Silver Ammo	R	2.50	3.50
Sister Judith Pows-of-Light	U	2.50	3.50
Skindancer	R	4.00	6.00
Sneak Attack	U	2.50	3.50
Song Chiang	U	2.50	3.50
Song of the Great Beast	R	3.00	5.00
Son of Moonlight	U	2.50	3.50
Spear of Deceit	R	2.50	3.50
Spine Crushed	R	2.50	3.50
Spirit Drain	R	2.50	3.50
Stands-Like-Mountain	C	2.50	3.50
Surprise Ally	R	2.50	3.50
Survivor	R	2.50	3.50
Susan Anthony	C	2.50	3.50
Taking the Death Blow	R	2.50	3.50
Teeth-of-Titanium	U	2.50	3.50
Thomas Kachina	C	2.50	3.50
Thunder Tiger	U	2.50	3.50
Tribal War	R	3.00	5.00
True Silverheels	C	2.50	3.50
Uktena Wyrmlife	R	4.00	6.00
Umbra Escape	R	2.50	3.50
Walks-with-Might	R	3.00	5.00
War Paint of Wahay Ohni	R	2.50	3.50
Whelp Body	U	2.50	3.50
Wisdom of the Seer	R	3.00	5.00
Worm Skin	R	2.50	3.50
Worm Slayer, Ronin Garou	R	3.00	5.00
Worm Taint	R	2.50	3.50
Yuri Tvarivich	UR	25.00	35.00

Pangea	UR 10.00	15.00
Petrov Tzarovitch	R 1.50	2.50
Phantasmii	C 1.00	2.00
Rite of Realm Binding	R 1.50	2.50
Runs-without-Pack	R 1.50	2.50
Sees-through-Stars	R 1.00	2.00
Step Sideways	U 1.50	2.50
Shakey Mac	R 2.00	3.00
Stuck Sideways	R 1.00	2.00
Summer Country	UR 10.00	15.00
Umbra Wave	R 2.00	3.00
Wahya-Ohni	R 1.50	2.50
Wyldestorm	R 2.50	3.50

WYRM EXPANSION

WHITE WOLF-1995

Full Set (186)	\$150.00	175.00
(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	1.50
Unlisted rare cards	2.00	3.00

Alonso Montoya	R 4.00	6.00
Amelia	R 2.00	4.00
Beast-of-War	U 1.25	2.00
Breath of the Defiled	R 3.00	5.00
Caern of Rhythmu	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
Count Vladimir Rustovich	UR 18.00	25.00
Cult Leader	R 2.00	4.00
Defiler	U 1.25	2.00
Eater-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
Glad 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 Wym	R 3.00	5.00
Latoria the Temptress	U 1.25	2.00
Longtooth Soullkiller	R 4.00	6.00
Lord of the Realm	R 2.00	4.00
Mage's Talisman	R 5.00	7.00
Malless	UR 12.00	20.00
Moakmaw	UR 12.00	20.00
Morgen	R 2.00	4.00
Mr. Iguauna	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
Rent Assunder	R 3.00	5.00
Roar of the Wym	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
Taannik	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 Caern	UR 12.00	20.00
Vampire Blood	R 3.00	5.00
Zhyznok	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

DONRUSS-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

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	1.50
Brown, Chad	R 2.00	3.00
Brown, Dave	C 50	1.00
Brown, Gary	U 1.50	2.50
Brown, Lomas	R 2.00	3.00
Brown, Tim	R 3.00	5.00
Bruce, Isaac	C 75	1.50
Buchanan, Ray	R 2.00	3.00
Burnett, Rob	R 2.00	3.00
Coates, Ben	R 3.00	5.00
Conway, Curtis	C 75	1.50
Cunningham, Randall	U 2.00	3.00
Del Rio, Jack	R 2.00	3.00
Differ, Trent	U 2.00	3.00
Dishman, Ciss	R 2.00	4.00
Ellard, Henry	R 2.00	4.00
Elway, John	R 6.00	8.00
Esiason, Boomer	C 50	1.00
Everett, Jim	U 1.50	2.50
Faulk, Marshall	R 12.00	18.00
Fina, 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	1.50
Hanks, Merton	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
Hostetter, Jeff	C 50	1.00
Hurst, Maurice	R 3.00	5.00
Ivin, 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
Jones, 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
Martin, 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, Natrone	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
Moon, 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	1.50
O'Neal, Leslie	R 2.00	3.00
Parmalee, Bernie	C 75	1.50
Perimann, 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, Erric	C 1.50	2.50
Rice, Jerry	R 8.00	12.00
Roaf, Willie	R 2.00	3.00
Sanders, Barry	R 7.00	10.00
Scott, Damay	R 4.00	6.00
Searcy, Leon	R 2.00	3.00
Seay, 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	1.00
Wolford, Wil	R 2.00	3.00
Wooden, Terry	R 2.00	3.00
Woodson, Rod	R 4.00	6.00
Wolford, Donnell	R 2.00	3.00
Young, Steve	R 8.00	12.00
Zordich, Michael	R 2.00	3.00

RED ZONE EXPANSION

DONRUSS-1996

Full Set (98 cards)	\$50.00	75.00
Booster Pack (12 cards)	2.25	2.75
Booster Box (36 packs)	80.00	95.00

Allen, Terry	R 2.00	3.50
Battis, Jerome	U 1.00	2.00
Blake, Jeff	U 2.00	3.00
Carrier, Mark	R 1.50	2.50
Carter, K-Jana	R 3.00	5.00
Clark, Minnie	R 1.50	2.50
Collins, Kerry	U 2.50	3.50
Davis, Terrell	U 1.50	2.50
Faire, Brett	R 7.00	12.00
Galloway, Joey	R 4.00	6.00
Green, Eric	R 2.00	3.00
Harper, Alvin	R 2.50	3.50
Howard, Desmond	R 1.50	2.50
Kaufman, Napoleon	U 75	1.50
Joyner, Seth	R 2.00	3.00
Martin, Curtis	C 1.00	2.50
Metcalfe, Eric	U 1.50	3.00
Morris, Bam	U 1.50	2.50
Paup, Bryce	R 3.00	5.00
Potts, Roosevelt	R 1.50	2.50
Rison, Andre	R 2.00	3.00
Salaam, Rashawn	R 4.00	6.00
Sanders, Deion	R 7.00	12.00
Sanders, Frank	R 2.00	3.00
Sargent, Kevin	R 2.50	3.50
Smith, Emmitt	R 8.00	15.00
Stewart, Kordell	R 5.00	7.00
Thomas, Henry	R 1.50	2.50
Walters, Ricky	R 2.50	3.50
Westbrook, Michael	U 2.00	3.00
Wheatley, Tyronne	U 1.00	2.00

SHADOWFIST

DAEDALUS GAMES-1995

Full Set (325 cards)	\$200.00	275.00
Starter Deck (60 cards)	8.00	10.00
Starter Box (12 decks)	90.00	110.00
Booster Pack (12 cards)	2.50	3.00
Booster Box (36 packs)	85.00	110.00

Draco	R 12.00	18.00
Homo Omega	R 12.00	20.00
Kinoshita House	R 10.00	15.00
Soul Maze	R 10.00	15.00
Zheng Yi Quan	R 12.00	18.00

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 Dual (110 cards)	8.00	10.00
1st Ed. Starter Box (6 dual decks)	450.00	60.00
1st Ed. Booster Pack (15 cards)	1.25	1.50
1st Ed. Booster Box (36 packs)	40.00	50.00
Full No Ed. Set (400-Cons Only)		
No Ed. Starter Deck (55 cards)		

No Ed. Starter Box (10 decks)		
Full 2nd Edition Set (420 cards)	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	2.50
Midnight Goddess of Magic	1.50	2.50
Potion of Firebreathing	1.50	2.50
Siege!	1.50	2.50
Seut	1.50	2.50

ARTIFACTS EXPANSION

TSR-1995

Full Set (100 cards)	\$60.00	80.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	90.00



RAVENLOFT-HARKON LUKAS

RAVENLOFT EXPANSION

TSR-1994

Full Set (100 cards)	\$80.00	110.00
Booster Pack (15 cards)	1.50	1.75
Booster Box (36 packs)	50.00	60.00

DRAGONLANCE EXPANSION

TSR-1994

Full Set (125 cards)	\$75.00	100.00
(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
(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 (14 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.



Alien Groupie	R	3.50	5.00
Alien Parasites	U	1.50	2.50
Alien Probe	U	1.50	2.50
Alyanna Nechayev	R	4.00	6.00
Alyssa Ogawa	U	1.25	2.00
Amanda Rogers	U	1.50	2.50
Amorie	U	1.25	2.00
Ancient Computer	R	8.00	12.00
Anti-Time Anomaly	R	6.00	10.00
Armus-Skin of Evil	R	8.00	12.00
Auto-Destruct Sequence	C	1.50	2.50
Avert Disaster	R	4.00	6.00
Ba'el	U	2.25	3.00
B'Etor	R	10.00	15.00
Barclay's Protoplasmic Disease	R	6.00	10.00
Betazoid Gift Box	R	8.00	12.00
Beverly Crusher	R	18.00	25.00
Boghra	U	2.25	3.00
Bok	U	1.25	2.00
Borg Ship	R	12.00	20.00
Bynars Weapon Enhancement	R	7.00	10.00
Cloaked Mission	U	1.50	2.50
Cosmic String Fragment	U	1.25	2.00
Crosis	R	8.00	12.00
Crystalline Entity	R	6.00	8.00
Cultural Observation	R	3.50	5.00
Cytherians	R	4.00	6.00
Data	R	30.00	40.00
Deanna Troi	R	20.00	30.00
Devil, The	R	7.00	10.00
Devonari Ral	U	1.50	2.50
Devorax	R	8.00	12.00
Distortion Field	U	1.50	2.50
Distortion of Continuum	U	2.25	3.00
Divok	C	1.50	2.50
Dr. La Forge	R	5.00	7.00
Dr. Leah Brahms	R	5.00	7.00
Dr. Selar	U	1.50	2.50
Dukath	C	1.50	2.50
Duras	R	8.00	12.00
E-Adral Creature	U	1.50	2.50
Engineering Kit	C	1.50	2.50
Etrian Jol	U	1.50	2.50
Evacuation	U	1.50	2.50
Evaluate Terraforming	R	4.00	6.00
Exocomp	U	1.25	2.00
Explore Black Cluster	R	2.50	3.50
Explore Dyson Sphere	R	3.50	5.00
Explore Typhoon Expanse	R	3.25	4.00
Expose Covert Supply	U	1.50	2.50
Extraction	R	5.00	8.00
Federation Outpost	C	1.25	2.00
Fek'Ihr	U	1.50	2.50
First Contact	U	1.50	2.50
Fleet Admiral Shanthi	U	1.50	2.50
Full Planet Scan	U	2.25	3.00
Gaps in Normal Space	U	1.25	2.00
Genetronic Replicator	U	2.25	3.00
Geordi La Forge	R	18.00	25.00
Goddess of Empathy	R	5.00	8.00
Gowron	R	12.00	18.00
Gravitic Mine	U	1.50	2.50
Haakona	R	8.00	12.00
Hannah Bates	U	1.25	2.00
Holo-Projectors	U	1.25	2.00
Hologram Ruse	U	1.50	2.50
Honor Challenge	R	5.00	8.00
Horg'a'n	R	12.00	18.00
Hugh	R	12.00	18.00
Hunt for DNA Program	R	3.50	5.00
Husnock Ship	U	2.25	3.00
Hyper-Aging	U	1.50	2.50
I.K.C. Bortas	R	8.00	10.00
I.K.C. Buruk	R	7.00	10.00
I.K.C. Haght'a	R	7.00	10.00
I.K.C. K'Vort	C	1.50	2.50
I.K.C. Pagh	R	7.00	10.00
I.K.C. Q'u'Var	R	7.00	10.00
Iciana Investigation	R	3.50	5.00
Incoming Message-Federation	U	3.25	4.00
Incoming Message-Klingon	U	2.25	3.00
Incoming Message-Romulan	U	2.25	3.00
Incoming Generator	R	8.00	12.00
Interphase Generator	R	4.00	6.00
Investigate Alien Probe	R	4.00	6.00
Investigate Disappearance	R	4.00	6.00

Investigate Disturbance	R	4.00	6.00
Investigate Massacre	R	4.00	6.00
Investigate Raid	R	3.50	5.00
Investigate Rogue Comet	R	3.25	4.00
Investigate "Shattered Space"	R	3.50	5.00
Investigate Sighting	R	2.50	3.50
Investigate Time Continuum	R	3.50	5.00
Ishara Yar	U	2.25	3.00
Jaglon Shrek-Info Broker	R	5.00	8.00
Jean-Luc Picard	R	40.00	60.00
Jenna D'Sora	U	1.50	2.50
Jo'Bril	U	1.25	2.00
K'Ehlayr	R	7.00	10.00
K'Vada	U	1.25	2.00
Kahless	U	6.00	10.00
Kargan	R	5.00	8.00
Kell	U	1.50	2.50
Kevin Uxbridge	U	1.50	2.50
Khazara	R	8.00	12.00
Khitomer Research	R	3.50	5.00
Kivas Fajo-Collector	U	2.25	3.00
Klingon Death Yell	R	6.00	10.00
Koroth	U	1.50	2.50
Korris	U	1.50	2.50
Kravian Game	R	4.00	6.00
Kurak	R	5.00	8.00
Kurlon Naikos	R	8.00	12.00
Kurn	R	7.00	10.00
L'Kor	U	1.25	2.00
Leah Brahms	R	5.00	8.00
Life-Form Scan	U	1.50	2.50
Lore Returns	R	8.00	12.00
Lore's Fingernail	R	7.00	10.00
Lursa	R	10.00	15.00
Lwaxana Troi	R	8.00	12.00
McKnight	C	1.50	2.50
Medical Relief	R	3.50	5.00
Medical Tricorder	C	1.25	2.00
Mendok	R	6.00	10.00
Mercenary Ship	C	2.25	3.00
Mirok	U	1.50	2.50
Morgan Bateson	R	5.00	8.00
Mot the Barber	U	1.50	2.50
Movar	U	1.50	2.50
N'Vek	U	1.25	2.00
Nagilum	R	6.00	8.00
Narik	C	2.25	3.00
Near-Warp Transport	U	1.25	2.00
Neela Daren	R	8.00	12.00
Neural Servo Device	U	1.50	2.50
New Contact	R	3.50	5.00
Nikolai Rozhenko	U	1.50	2.50
Nitrium Metal Parasites	U	2.25	3.00
Norah Satie	U	1.50	2.50
Nu'Daq	U	1.50	2.50
Null Space	U	1.50	2.50
Nutritional Shields	U	1.25	2.00
Ocett	U	2.25	3.00



STAR TREK: T.N.G. - PARDEK

Pardek	U	2.25	3.00
Parom	U	1.50	2.50
Pegasus Search	R	3.50	5.00
Pi	R	5.00	8.00
Plunder Site	U	1.50	2.50
Portal Guard	U	1.25	2.00
Q	R	10.00	15.00
Q2	U	3.50	5.00
Radioactive Garbage Scow	U	1.50	2.50
Raise the Stakes	U	1.25	2.00
Rebel Encounter	U	1.50	2.50
Reginald Barclay	R	8.00	12.00
Relief Mission	C	1.25	2.00
REM Fatigue Hallucinations	U	2.25	3.00

Restore Errant Moon	U	2.25	3.00
Richard Galen	R	5.00	8.00
Riva	U	1.50	2.50
Ro Laren	R	8.00	12.00
Roga Danar	R	10.00	15.00
Sarek	R	10.00	15.00
Sarjenka	R	4.00	6.00
Sarthong Plunder	R	3.25	4.00
Satek	R	7.00	10.00
Secret Salvage	U	1.50	2.50
Seek Life-Form	R	3.50	5.00
Sela	R	10.00	15.00
Shaka, When the Walls Fell	U	1.50	2.50
Shelley	R	7.00	10.00
Sir Isaac Newton	R	8.00	12.00
Sima Kolami	U	1.50	2.50
Soren	U	1.50	2.50
Strategic Diversion	U	1.25	2.00
Study "Hole in Space"	R	3.25	4.00
Study Lonka Pulsar	R	3.50	5.00
Study Nebula	R	3.50	5.00
Supernova	R	7.00	10.00
Survey Mission	R	4.00	6.00
T'Pan	U	1.50	2.50
Talbak	U	1.25	2.00
Tam Elbrun	R	6.00	10.00
Tarellian Plague Ship	U	1.50	2.50
Tasha Yar	R	10.00	15.00
Tebok	U	1.25	2.00
Telepathic Alien Kidnappers	U	2.25	3.00
Temporal Causality Loop	R	4.00	6.00
Temporal Rift	U	1.50	2.50
Test Mission	C	1.25	2.00
Thomas Riker	R	12.00	18.00
Thought Maker	R	10.00	15.00
Time Travel Pod	R	5.00	8.00
Tokath	U	1.50	2.50
Tomalak	R	7.00	10.00
Toq	U	1.25	2.00
Torak	U	1.50	2.50
Toral	U	1.25	2.00
Toreth	R	6.00	10.00
Tox Uthat	R	8.00	12.00
Transwarp Conduit	U	1.25	2.00
Traveler, The Transcendence	U	2.25	3.00
Tsolkovsky Infection	R	4.00	6.00
Two-Dimensional Creatures	U	2.25	3.00
U.S.S. Brittain	R	8.00	12.00
U.S.S. Enterprise	R	30.00	50.00
U.S.S. Excelsior	C	1.50	2.50
U.S.S. Galaxy	C	1.50	2.50
U.S.S. Hood	R	8.00	12.00
U.S.S. Phoenix	R	8.00	12.00
U.S.S. Sutherland	U	2.50	3.50
U.S.S. Yamato	R	8.00	12.00
Vogh	U	1.50	2.50
Voran-T Disruption	R	8.00	12.00
Vash	R	8.00	10.00
Vulcan Mindmeld	U	1.25	2.00
Vulcan Stone of Gal	R	12.00	18.00
Warp Core Breach	R	3.50	5.00
Wesley Crusher	R	18.00	25.00
William T. Riker	R	20.00	30.00
Wind Dancer	R	4.00	6.00
Wolf	R	20.00	30.00
Wormhole Negotiations	R	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 worth 25 to 35% of limited equivalents

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
Cryosatellite	R	7.00	10.00
Deviant Door	R	10.00	15.00
Future Enterprise	UR	25.00	50.00
Governor Warf	R	10.00	18.00
U.S.S. Enterprise C	R	6.00	10.00

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

A Disturbance in the Force	U	1.50	2.50
A Tremor in the Force	U	1.50	2.50
Admiral Motti	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
Black 2	R	4.00	6.00
Black 3	U	1.50	2.50
Blast Door Controls	U	1.00	2.00
Blastar Rack	U	1.50	2.50
Blastar 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
Celler	U	1.00	2.00
Contina 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 Praji	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
Death Vader	R	25.00	40.00
Dathcha	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 Plans	R	4.00	6.00
Death Star Sentry	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 Igegon	R	2.00	4.00
Disarmed	R	4.00	6.00
Disarmed	R	4.00	6.00
Dips Pahr	R	2.00	4.00
Don't Get Cocky	R	4.00	6.00
Dr. Evazan	R	2.00	4.00
DS-61-2	U	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
Elis 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
Feltpem Trevagg	U	1.50	2.50
Fignin D'an	U	1.00	2.00
5D6-RA-7	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
Garinadan	R	2.00	4.00
General Dodonna	U	1.50	2.50
General Togge	R	3.00	5.00
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	3.00	5.00
Han Solo	R	20.00	35.00
Han's Back	U	1.00	2.00
Han's Heavy Blaster Pistol	R	4.00	7.00
Help Me Obi-Wan Kenobi	R	4.00	7.00
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 Atton!	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 Sista	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
Juni Juice	R	2.00	4.00
K'lor'slug	R	4.00	6.00
Kabe	U	1.50	2.50
Kal'Fall'n Endros	R	4.00	6.00
Kessel Run	R	2.00	4.00
Kessel	U	1.00	2.00
Kessel	U	1.00	2.00
Kirk 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 Sirin	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	7.00
LUKE! LUUUKE!	U	1.50	2.50
Luke Seeker	R	3.00	5.00
Luke's Back	U	1.00	2.00
Luke Skywalker	R	20.00	35.00
Luke's X-34 Landspeeder	U	1.50	2.50
M'nyoom Onith	U	1.00	2.00
Mantellian Savip	R	2.00	4.00
Millennium Falcon	R	12.00	20.00
Molator	R	4.00	6.00
Momaw Nadon	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	R	2.00	4.00
Nabrun Leids	U	1.00	2.00
Nevar Yalnal	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	7.00
Obi-Wan's Lightsaber	R	4.00	7.00
Observation Holocam	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



STAR WARS—PANIC

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	R	4.00	6.00
Presence of the Force	U	1.50	2.50
Prophets	U	1.50	2.50
Quad Laser Cannon	U	1.00	2.00
Reactor Terminal	R	2.00	4.00
Rebel Planners	U	1.50	2.50
Red 1	R	2.00	4.00
Red 3	R	4.00	6.00
Red Leader	U	1.50	2.50
Restricted Deployment	U	1.50	2.50

Return of a Jedi	U	1.00	2.00
Revolution	R	4.00	6.00
Rygar Ryjard	U	1.50	2.50
Sandcrawler	R	3.00	5.00
Sandcrawler	R	3.00	5.00
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	7.00
Solo Han	R	3.00	5.00
Spaceport Speeders	U	1.00	2.00
Special Modifications	U	1.50	2.50
Sundown	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 Duoba	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
2X-3KPP	U	1.50	2.50
Uthini!	R	4.00	6.00
Uthini!	R	4.00	6.00
Vader's Custom TIE	R	4.00	7.00
Vader's Eye	R	4.00	7.00
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
WED15-1662 Treadwell Droid	R	2.00	4.00
Wieslea	U	1.50	2.50
Wrong Turn	U	1.50	2.50
Wuher	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 (165 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)	40.00	60.00
Booster Pack (18 cards)	2.75	3.25
Booster Box (36 packs)	90.00	110.00

TOP OF THE ORDER

DONRUSS—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	25	75
Unlisted uncommon cards	1.00	2.00

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
Baerg, 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
Brantley, 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
Di Sarina, Gary	R	2.00	3.00
Dunston, Shawn	R	2.00	3.00
Eckersley, Dennis	C	.75	1.50
Edmonds, Jim	R	3.00	5.00
Fielder, 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	C	.75	1.50
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
Laffan, 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
Mattingsold, Don	R	7.00	10.00
McGriff, Fred	R	3.00	5.00
McGwire, Mark	R	3.00	4.00
McLemore, Mark	R	2.00	3.00
McRae, 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
Noahring, Tim	R	2.00	3.00
Nomo, Hideo	R	10.00	15.00
Palmeiro, Rafael	R	2.00	4.00
Palmer, Dean	R	2.00	4.00
Percival, 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
Sabershagen, 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
Stottlemire, 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
Wohlers, 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
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VAMPIRE: THE ETERNAL STRUGGLE

WIZARDS OF THE COAST—1995

Full Set (436 cards)	225.00	300.00
Starter Deck (76 cards)	8.00	10.00
Starter Deck Box (10 decks)	80.00	100.00
Booster Pack (19 cards)	2.50	3.00
Booster Box (36 packs)	75.00	90.00

DARK SOVEREIGNS EXPANSION

WIZARDS OF THE COAST—1995

Full Set (100)	60.00	90.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

WILDSTORMS

WILDSTORM PRODUCTIONS—1995

Full Set (315 cards)	\$200.00	275.00
Starter Deck (60 cards)	7.00	9.00
Starter Box (12 decks)	75.00	95.00
Booster Pack (15 cards)	2.00	2.50
Booster Box (36 packs)	70.00	85.00

Lynch	R	6.00	10.00
Mysterious Disappearance	R	8.00	12.00
Old Rivalry Resurfaces	R	6.00	10.00
Pitt	R	10.00	15.00
Second Wind	R	4.00	8.00

WING COMMANDER

MAG FORCE 7—1995

Full Set (310 cards)	\$180.00	250.00
Starter Deck (65 cards)	7.00	9.00
Starter Deck Box (12 decks)	80.00	100.00
Booster Pack (15 cards)	2.00	3.00
Booster Box (36 packs)	70.00	100.00



WYVERN—ARMOR

U.S. GAMES SYSTEMS—1994

Full Premiere Set (135 cards)	\$300.00	400.00
Full Limited Set (239 cards)	350.00	450.00
Starter Deck (60 cards)	7.00	10.00
Starter Deck Box (12 decks)	75.00	125.

INQUEST

checklists



DRAGON DICE

TSR-1995

Full Set (86 Dice + 50 spell cards + 1 mat)

Name	Type	Rarity
□ Adept	Lava Elf	C
□ Ambusher	Goblin	U
□ Archer	Coral Elf	U
□ Assassin	Lava Elf	R
□ Black Dragon	Drake	R
□ Black Dragon	Wyrm	R
□ Bladesman	Lava Elf	C
□ Blue Dragon	Drake	R
□ Blue Dragon	Wyrm	R
□ Bowman	Coral Elf	C
□ Champion	Coral Elf	R
□ Coastland: City	Coral Elf	U
□ Coastland: Standing Stones	Coral Elf	U
□ Coastland: Temple	Coral Elf	U
□ Coastland: Tower	Coral Elf	U
□ Conjuror	Coral Elf	U
□ Conqueror	Lava Elf	R
□ Courier	Coral Elf	U
□ Crack-Shot	Dwarf	R
□ Crossbowman	Dwarf	C
□ Cutthroat	Goblin	U
□ Deadeye	Goblin	R
□ Dead-Shot	Lava Elf	U
□ Death Mage	Goblin	R
□ Duelist	Lava Elf	U
□ Eagle Knight	Coral Elf	R
□ Enchanter	Coral Elf	R
□ Evoker	Coral Elf	C
□ Filcher	Goblin	R
□ Flatland: City	Dwarf	U
□ Flatland: Standing Stones	Dwarf	U
□ Flatland: Temple	Dwarf	U
□ Flatland: Tower	Dwarf	U
□ Footman	Dwarf	C
□ Fusilier	Lava Elf	C
□ Green Dragon: Drake	Drake	R
□ Green Dragon: Wyrm	Wyrm	R
□ Hedge Wizard	Goblin	U
□ Herald	Coral Elf	R
□ Hero	Coral Elf	U
□ Highland: City	Goblin	U
□ Highland: Standing Stones	Goblin	U
□ Highland: Temple	Goblin	U
□ Highland: Tower	Goblin	U
□ Horseman	Coral Elf	C
□ Infiltrator	Lava Elf	R
□ Knight	Coral Elf	U
□ Leopard Rider	Goblin	R
□ Lizard Rider	Dwarf	U
□ Mammoth Rider	Dwarf	R
□ Marauder	Goblin	R
□ Marksman	Dwarf	U
□ Mugger	Goblin	C
□ Necromancer	Lava Elf	R
□ Patroller	Dwarf	U
□ Pelter	Goblin	U
□ Pony Rider	Dwarf	C
□ Red Dragon: Drake	Drake	R
□ Red Dragon: Wyrm	Wyrm	R
□ Scorpion Knight	Lava Elf	C
□ Scout	Lava Elf	C
□ Sentinel	Coral Elf	C
□ Sentry	Dwarf	C
□ Sergeant	Dwarf	U
□ Sharpshooter	Coral Elf	R
□ Skirmisher	Dwarf	R
□ Slingman	Goblin	U
□ Spider Rider	Lava Elf	C
□ Spy	Lava Elf	U
□ Swampland: City	Lava Elf	U
□ Swampland: Standing Stones	Lava Elf	U

Name	Type	Rarity
□ Swampland: Temple	Lava Elf	U
□ Swampland: Tower	Lava Elf	U
□ Thaumaturgist	Dwarf	U
□ Theurgist	Dwarf	C
□ Thug	Goblin	C
□ Trickster	Goblin	C
□ Trooper	Coral Elf	C
□ Wardog Rider	Goblin	C
□ Warlock	Lava Elf	U
□ Warlord	Dwarf	R
□ Wizard	Dwarf	R
□ Wolf Rider	Goblin	U
□ Wyvern Rider	Lava Elf	R
□ Yellow Dragon: Drake	Drake	R
□ Yellow Dragon: Wyrm	Wyrm	R

DRAGON DICE MONSTERS & AMAZONS EXPANSION DICE

TSR-1996

Full Set (35 dice)

Name	Type	Rarity
□ Androsphinx	Dwarf	R
□ Battle Rider	Amazon	U
□ Beholder	Lava Elf	U
□ Centaur	Amazon	R
□ Charioteer	Amazon	C
□ Chimera	Amazon	R
□ Coral Giant	Coral Elf	R
□ Darter	Amazon	C
□ Death Naga	Goblin	R
□ Drider	Lava Elf	R
□ Envoy	Amazon	U
□ Gargoyles	Dwarf	R
□ Gryphon	Coral Elf	R
□ Harbinger	Amazon	R
□ Harpy	Goblin	R
□ Hellhound	Lava Elf	R
□ Hydra	Amazon	R
□ Javelineer	Amazon	U
□ Medusa	Amazon	R
□ Oracle	Amazon	R
□ Rakshasa	Lava Elf	R
□ Roc	Dwarf	R
□ Runner	Amazon	C
□ Seer	Amazon	C
□ Shambler	Goblin	R
□ Soldier	Amazon	C
□ Spearer	Amazon	R
□ Sprite Swarm	Coral Elf	R
□ Taka	Coral Elf	R
□ Troll	Goblin	R
□ Umber Hulk	Dwarf	R
□ Visionary	Amazon	U
□ War Chief	Amazon	R
□ War Driver	Amazon	R
□ Warrior	Amazon	U



HERESY

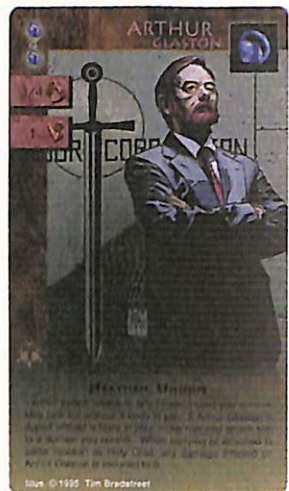
LAST UNICORN GAMES-1996

Full Set (374 cards)

The VC rarity denotes very common.

Name	Type	Rarity
□ Abbadona	Host, Infernal	U
□ Abdiel	Host, Celestial	U
□ Access Denied	Miracle, Software	C
□ Adestum	Miracle	C
□ Affirmation	Miracle	C
□ Albertus Magnus	Heaven	R
□ Alchemic Citadel	Alph	U
□ Anokim	Host, Group	C
□ Anathema	Miracle	C
□ Ankh of the Necropolis	Alph	U
□ Apollyon	Host, Infernal	R
□ Arakab	Host, Infernal	U
□ Archon	Enhancement, Title	U
□ Arcic Razor I	Location, Array	U
□ Arena	Location, Array	R
□ Ariadne	Enhancement	C

Name	Type	Rarity
□ Arioch	Host, Infernal	U
□ Arizona Expanse	Location, Domain	R
□ Ark of the Covenant	Alph	R



HERESY-ARTHUR GLASTON

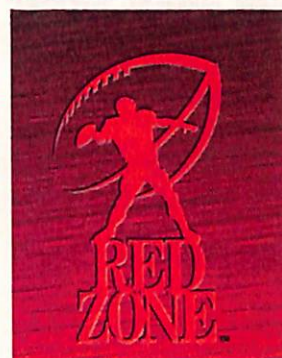
Name	Type	Rarity
□ Arthur Glaston	Heaven	R
□ Ashmedai	Host, Infernal	R
□ Asser Criel	Alph	U
□ Astarothe	Host, Infernal	R
□ Atrophy	Enhancement	U
□ Aureum Vellus	Alph	R
□ Avareia	Enhancement, Sin	C
□ Awakened	Heaven	R
□ Azrael	Host, Celestial	C
□ Bael	Host, Infernal	R
□ Balance of the Qaddisin	Alph	R
□ Balberith	Host, Infernal	C
□ Banish	Enhancement	C
□ Basilica Philosophica	Alph	R
□ Beelzebub	Host, Infernal	R
□ Beleth	Host, Infernal	U
□ Belial	Host, Infernal	C
□ Belphegor	Host, Infernal	C
□ Betrayal	Miracle	R
□ Black Angel, The	Host, Celestial	C
□ Blind Faith	Enhancement	U
□ Body Thief	Celestial Power	U
□ Book of the Angel Raziel	Alph	R
□ Bookworm v.1	Celestial Power	C
□ Boomerang	Miracle	C
□ Boon of Vassago	Miracle	C
□ Bordeaux-Barcelona Sprawl	Location, Domain	R
□ Breach	Enhancement	U
□ Byblus	Location, Array	U
□ C.U.R.E.	Miracle, Software	R
□ Cacophonites	Heaven	C
□ Cain	Host, Infernal	U
□ Caliel	Host, Celestial	U
□ Carmiel, Chief of Aeons	Host, Celestial	U
□ Carnivaeon	Host, Infernal	U
□ Cartephilus	Heaven	R
□ Cassiel	Host, Celestial	U
□ Castum	Miracle	C
□ Charity	Enhancement, Virtue	C
□ Charon	Heaven	R
□ Chief of the Apostates	Enhancement, Title	R
□ Chief of the Destroyers	Enhancement, Title	R
□ Chief of the Planets	Enhancement, Title	R
□ Chief of the Punishers	Enhancement, Title	R
□ Chosen One	Enhancement	C
□ Chromepaths	Heaven	C
□ City of Metal	Location, Array	R
□ Clavicle, The	Alph	U
□ Cloak	Miracle	C
□ Congo Depth Preserve	Location, Array	VC
□ Conventicle of the Chalice	Heaven	U
□ Corporate AI	Heaven	R
□ Corporate Arcology	Location, Domain	VC
□ Corpsermen	Heaven	C
□ Cosmic Furnace	Alph	U
□ Crown of Solomon	Alph	U
□ Cup of Oblivion	Alph	U
□ Cyberdeck	Enhancement	C
□ Cyberzealot	Heaven	C
□ Damnation	Location, Domain	R
□ Demagogue	Heaven	U
□ Denounce	Enhancement	R
□ Derdekoa	Host, Celestial	U
□ Desert Perimeter	Location, Domain	U

Name	Type	Rarity
□ Diadem of Anu	Alph	R
□ Dies Irae (Day of Wrath)	Apocalypse	R
□ Divinapolis	Location, Array	R
□ Doppelganger	Heaven	R
□ Drain	Miracle	C
□ Dubiel	Host, Infernal	U
□ Emerald Tablet	Alph	R
□ Encrypt	Miracle, Software	U
□ Enlightenment	Enhancement	R
□ Envy	Enhancement, Sin	C
□ Ephemeræ	Host, Group	C
□ Epiphany	Miracle	C
□ Ethnarch	Enhancement	U
□ EuroReach	Location, Array	VC
□ Exael	Host, Celestial	U
□ Excalibur Corporation	Heaven	R
□ Excalibur MegaTrust	Location, Array	R
□ Exodus	Apocalypse	R
□ Eye and the Wind	Miracle, Software	C
□ Faith	Enhancement, Virtue	C
□ False Messiah	Heaven	U
□ False Prophet	Heaven	U
□ Fanatics	Heaven	U
□ Federal Core	Location, Domain	R
□ Fellowship of Cyber-Mystic Consciousness	Heaven	C
□ Ferryman	Heaven	U
□ Firestorm	Celestial Power	C
□ First Church of Eugenics	Ascendant	C
□ Fixer	Heaven	C
□ Flatline	Miracle, Software	U
□ Focalor	Host, Infernal	U
□ Followers of the New Kingdom	Heaven	C
□ Force Majeure	Enhancement, IC	C
□ Fortitude	Enhancement, Virtue	C
□ Fractal Heresy	Heaven	R
□ Free City	Location, Domain	VC
□ Gabriel, Chief of Angels	Host, Celestial	R
□ Gabrielites	Heaven	C
□ Gaians	Heaven	C
□ Gamaliel	Host, Celestial	C
□ Geaso	Miracle	C
□ Ghost in the Machine	Enhancement	C
□ Gluttony	Enhancement, Sin	C
□ Golob	Host, Infernal	R
□ Golem	Miracle	C
□ Government Geodesic	Location, Domain	U
□ Governor of the Four Seasons	Enhancement, Title	R
□ Governor of the Zodiac	Enhancement, Title	R
□ Great Crusade	Apocalypse	R
□ Great Pack	Alph	R
□ Gift	Miracle	R
□ Grigori	Host, Group	C
□ Hadraniel	Host, Celestial	U
□ Haniel, Chief of Principalities	Host, Celestial	U
□ Harbinger	Enhancement	C
□ Harboraah	Host, Celestial	C
□ Hard Corps	Heaven	C
□ Harlequin	Enhancement	U
□ Hate	Enhancement, Sin	C
□ Haven	Enhancement	R
□ Headhunter	Enhancement, IC	C
□ Heliopolis	Location, Array	U
□ Helix	Miracle	C
□ Hemah	Host, Celestial	U
□ Hermeticum	Heaven	U
□ Hermit	Heaven	R
□ Holy Grail	Alph	R
□ Hope	Enhancement, Virtue	C
□ Horn of Reckoning	Alph	U
□ Houri	Host, Group	C
□ Iblis	Host, Infernal	C
□ Imprisonment	Enhancement	U
□ Imram	Enhancement	R
□ Incubi	Host, Group	C
□ Industrial Underground	Location, Domain	U
□ Infernus	Heaven	R
□ Intercept	Miracle	U
□ Interdict	Miracle	U
□ Invocation	Miracle	C
□ Invulnerability	Enhancement	U
□ Ionian Column	Heaven	U
□ Iron Maiden, The	Heaven	R
□ Israel	Host, Celestial	U
□ Ithuriel	Host, Celestial	C
□ Jihad	Enhancement	R
□ Judgment	Apocalypse	R
□ Juggler	Heaven	C
□ Jurors	Heaven	U
□ Justice	Enhancement, Virtue	C
□ Kabool	Host, Infernal	U
□ Karoz	Host, Group	C
□ Kiev Grid	Location, Array	VC
□ Kushiell	Host, Celestial	U

Name	Type	Rarity
□ Lauviah	Host, Celestial	C
□ Lawless Mercantile Center		
□ Lazarus Project	Celestial Power	U
□ Leahiah	Host, Infernal	U
□ Leonardo DaVinci	Heathen	C
□ Lilith	Host, Infernal	R
□ Living Breach	Enhancement	R
□ London Dome	Location, Domain	R
□ Looking Glass	Miracle, Software	R
□ Los	Host, Infernal	C
□ Lurk	Miracle	U
□ Lust	Enhancement, Sin	C
□ Mage	Heathen	R
□ Malik	Host, Celestial	C
□ Mammon	Host, Infernal	U
□ Manichaeans	Heathen	C
□ Mansemet	Host, Infernal	C
□ Marchosias	Host, Infernal	U
□ Martial Law	Enhancement	U
□ Martyr	Heathen	C
□ Maskweavers	Heathen	U
□ Megacity Core	Location, Domain	U
□ Melchisedic	Host, Celestial	C
□ Memory Cache	Enhancement	C
□ Mernunim	Host, Group	C
□ Mephistophil	Host, Infernal	U
□ Michael, Chief of Archangels		
□ Michaelines	Host, Celestial	R
□ Minion	Enhancement	U
□ Male	Enhancement, IC	U
□ Moloch	Host, Infernal	U
□ Mulciber	Host, Celestial	C
□ Murmur	Host, Infernal	C
□ Namahol	Host, Infernal	C
□ Nanael	Host, Celestial	C
□ Nathanael	Host, Celestial	R
□ Nergal	Host, Infernal	C
□ Netlink	Enhancement	C
□ Netwalking	Enhancement	U
□ Neuroplugs	Enhancement	C
□ New Templars	Heathen	U
□ Nile Shard	Location, Array	VC
□ Ocean Military Sphere	Location, Domain	U
□ Old World City	Location, Domain	VC
□ One of the Lost	Enhancement	R
□ Ophaniel, Chief of Cherubim		
□ Optical Server Hub	Host, Celestial	R
□ Oracle	Enhancement	R
□ Orbital Strike Platform	Heathen	R
□ Orphic Egg	Enhancement	C
□ Osaka Expanse	Heathen	U
□ Outland Tunnels	Location, Array	VC
□ Outmodes	Location, Domain	VC
□ Paimon	Heathen	C
□ Parashim	Host, Celestial	U
□ Patron	Host, Group	C
□ Pax Sanctum	Enhancement	C
□ Pestilence	Enhancement	R
□ Phantom Box	Celestial Power	U
□ Phaniel	Heathen	R
□ Phorokh	Host, Celestial	C
□ Pillar of Fire	Host, Celestial	U
□ Populeum	Enhancement, IC	U
□ Possibility Rakers	Heathen	U
□ Pride	Enhancement, Sin	C
□ Prince of the Four Altitudes		
□ Prometheus Project	Enhancement, Title	R
□ Prophecy	Celestial Power	U
□ Proxy	Miracle	R
□ Prudence	Enhancement	R
□ Puffer	Enhancement, Virtue	C
□ Purgatory V	Heathen	C
□ Pursan	Location, Array	U
□ Pythagorean	Host, Infernal	C
□ Rabdos	Host, Infernal	R
□ Raquel	Host, Celestial	C
□ Raphael, Chief of Authorities		
□ Raphaelites	Host, Celestial	C
□ Rapture	Heathen	U
□ Rashiel	Enhancement	C
□ Rasmel	Host, Celestial	C
□ Raum	Host, Infernal	U
□ Razel	Host, Celestial	U
□ Reaper	Enhancement, IC	U
□ Recompile	Celestial Power	U
□ Redemption	Apocalypse	R
□ Remiel	Host, Celestial	C
□ Remote Biodome	Location, Domain	VC
□ Renegade	Miracle	R
□ Renunciation	Enhancement	U
□ Repair	Celestial Power	U
□ Replication	Celestial Power	U
□ Research Arcology	Location, Domain	U
□ Resounding	Apocalypse	R

Name	Type	Rarity
□ Resurrection	Celestial Power	U
□ Revelation	Apocalypse	R
□ Revoke	Miracle	U
□ Rhasis	Heathen	R
□ Rim	Location, Domain	R
□ Rimmon	Host, Infernal	R
□ Rimspace	Location, Array	VC
□ Rio Net	Location, Array	VC
□ Rodolphine	Heathen	C
□ Rodolphine Tables	Heathen	C
□ Rogue	Heathen	U
□ Rogue Maelstrom	Celestial Power	R
□ Ruler of the 28 Mansions of the Moon		
□ Sabrael	Enhancement, Title	R
□ Salvation	Host, Celestial	C
□ Sammael	Apocalypse	R
□ Sandalphon, Chief of Seraphim		
□ Sarim	Host, Celestial	R
□ Scylla	Enhancement, Title	C
□ Scythe of Saturn	Miracle, Software	R
□ Seafloor Metroplex	Location, Domain	VC
□ Seal of Solomon	Heathen	R
□ Sentinel	Heathen	R
□ Shift	Enhancement, IC	C
□ Silat	Enhancement	U
□ Simulacrum	Host, Infernal	C
□ Sisters of the Road	Heathen	U
□ Sithriel	Heathen	R
□ Skinner Box	Host, Celestial	C
□ Sloth	Enhancement	C
□ Soldiers of Gaia	Enhancement, Sin	C
□ Solomon	Heathen	U
□ Souless	Heathen	R
□ Sovereign	Heathen	R
□ St. Crispin's Day	Enhancement, Title	C
□ Stim Puppets	Enhancement	C
□ Striving Oration	Heathen	C
□ Subterfuge	Miracle	U
□ Suture	Enhancement	U
□ Sword of Abdiel	Heathen	U
□ Sybil	Heathen	U
□ Tacouin	Heathen	U
□ Taliesin	Host, Group	C
□ Tartaruchi	Heathen	R
□ Temperance	Host, Celestial	C
□ Tempest	Apocalypse	R
□ Terethel	Host, Celestial	U
□ Terror	Celestial Power	U
□ Thausael	Host, Infernal	R
□ Theft	Host, Infernal	C
□ Theurgium	Celestial Power	U
□ Thread	Heathen	U
□ Tir of Thinn, Land under the Waves		
□ Titania Perimeter	Location, Array	R
□ Towers of Ur	Location, Array	U
□ Travelling	Location, Array	U
□ True Messiah, The Lamb	Enhancement	R
□ True Messiah, The Lion	Heathen	R
□ True Name	Heathen	R
□ True Prophet	Enhancement	R
□ True Word	Heathen	U
□ Tsunami	Miracle	R
□ Turmoil	Celestial Power	R
□ Tutankhamen	Miracle	C
□ Unchallengeable	Enhancement, IC	R
□ Uncle Jack	Enhancement	R
□ Unseen Aid	Enhancement	R
□ Uplink	Enhancement	C
□ Urban Defense Grid	Enhancement	C
□ Urban Sprawl	Location, Domain	VC
□ Uriel	Host, Celestial	U
□ Uziel	Host, Infernal	U
□ Vatican Arcology	Location, Domain	R
□ Vault	Enhancement	R
□ Vedic Datacache	Location, Array	U
□ Veil	Miracle	U
□ Verchiel	Host, Celestial	U
□ Vessel of Hours	Heathen	U
□ Vevaliah	Host, Celestial	C
□ Virtual Cross	Enhancement	R
□ Virtual Dead	Heathen	R
□ Virtual Messiah	Heathen	R
□ Vivisection	Heathen	U
□ Vuol	Miracle	C
□ Walling One	Host, Infernal	U
□ Wall	Heathen	R
□ Warden of the Elements	Host, Infernal	U
□ Warden of the Seven Celestial Halls		
□ Weaver	Enhancement, Title	R
□ Web	Heathen	R
□ Wild Hunt	Enhancement	C
□ Wipe	Heathen	R
□ Word of the Irim	Celestial Power	C
□ World Tree	Heathen	U
□ World Tree	Heathen	R

Name	Type	Rarity
□ Wotani's Hall	Location, Array	R
□ Wraith v. 6.6	Enhancement	R
□ Wrap-Around	Enhancement	C
□ Wrath	Enhancement	U
□ Xaphan	Host, Infernal	U
□ Zadkiel, Chief of Dominions		
□ Zaphkiel, Chief of Thrones	Host, Celestial	U
□ Zoners	Host, Celestial	C
□ Zophiel	Heathen	C
□ Zurich Metabank	Location, Array	U



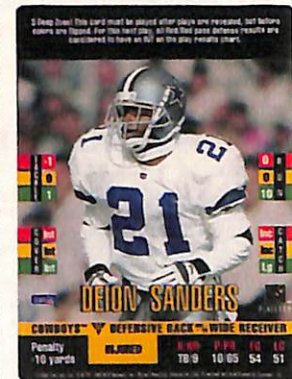
RED ZONE EXPANSION SET

DONRUSS-1996
Full Set (98 cards)

Position Abbreviations:	
DB	Defensive Back
DL	Defensive Lineman
LB	Linebacker
OL	Offensive Lineman
QB	Quarterback
RB	Running Back
TE	Tight End
WR	Wide Receiver

Name	Position	Rarity
□ Allen, Terry	RB	R
□ Bates, Mario	RB	C
□ Bettis, Jerome	RB	U
□ Bienenmy, Eric	RB	U
□ Birden, J.J.	WR	C
□ Blake, Jeff	QB	U
□ Boselli, Tony	OL	C
□ Brockmeyer, Blake	OL	C
□ Brooks, Bill	WR	C
□ Brooks, Robert	WR	C
□ Brunell, Mark	QB	C
□ Carrier, Mark	WR	R
□ Carter, Ki-Jana	RB	R
□ Cash, Keith	TE	C
□ Chandler, Chris	QB	C
□ Chmura, Mark	TE	C
□ Chrebet, Wayne	WR	C
□ Clark, Vinnie	DB	R
□ Collins, Kerry	QB	U
□ Davey, Don	DL	C
□ Davis, Terrell	DL	U
□ Dunbar, Vaughn	RB	C
□ Ellison, Jerry	RB	C
□ Favre, Brett	QB	R
□ Fox, Mike	DL	C
□ Francis, James	LB	U
□ Fretette, Gus	QB	C
□ Galloway, Joey	WR	R
□ Gardner, Moa	DL	C
□ Gibson, Dennis	LB	C
□ Goganius, Keith	LB	C
□ Graham, Derrick	OL	U
□ Green, Eric	TE	R
□ Griffith, Howard	RB	C
□ Hansen, Phil	DL	C
□ Harmon, Andy	DL	U
□ Harper, Alvin	WR	R
□ Holmes, Danick	RB	C
□ Howard, Desmond	WR	C
□ Jackson, Willie	WR	C
□ Jenkins, Carlos	LB	C
□ Joyner, Seth	LB	R
□ Kaufman, Napoleon	RB	U
□ Kazerski, Bruce	OL	C
□ Krieg, Dave	QB	C
□ Lageman, Jeff	DL	U
□ Lathon, Lamar	LB	U
□ Levens, Dorsey	RB	C
□ Loville, Derek	RB	U
□ Marmula, Mike	DL	C
□ Martin, Curtis	RB	C
□ McDowell, Bubba	DB	C
□ Meggett, Dave	RB	R

Name	Position	Rarity
□ Metcalf, Eric	WR/RB	U
□ Metzlaors, Pete	TE	C
□ Mills, Sam	LB	C
□ Mincy, Charles	DB	C
□ Moore, Derrick	RB	C
□ Moore, Rob	WR	C
□ Morris, Bam	RB	U
□ Moss, Winston	LB	C
□ Patton, Marcus	LB	C
□ Paup, Bryce	LB	R
□ Pegram, Eric	RB	C
□ Perry, Michael Dean	DL	U
□ Porter, Rufus	LB	C
□ Potts, Roosevelt	RB	R
□ Rison, Andre	WR	R
□ Rivers, Ron	RB	C
□ Roberts, Tim	DL	C
□ Solomon, Kashaan	RB	R
□ Sanders, Chris	WR	U



Name	Position	Rarity
□ Sanders, Deion	DB/WR	R
□ Sanders, Frank	WR	R
□ Sapola, Jesse	DL	U
□ Sapp, Warren	DL	C
□ Sargent, Kevin	OL	R
□ Scott, Todd	DB	C
□ Simmons, Ed	OL	C
□ Smith, Emmitt	RB	R
□ Smith, Rod	DB	C
□ Smith, Steve	RB	U
□ Steed, Joel	DL	C
□ Stewart, James	WR	C



Name	Position	Rarity
□ Stewart, Kordell	QB/WR/RB	R
□ Swilling, Pat	DL	U
□ Thomas, Henry	DL	R
□ Thomas, Rodney	RB	C
□ Tovar, Steve	LB	C
□ Washington, Marvin	DL	C
□ Washington, Mickey	DB	C
□ Watters, Ricky	RB	C
□ Westbrook, Michael	WR	U
□ Wheatley, Tyrone	RB	U
□ Widall, Dave	OL	C
□ Williams, Gerald	DL	C
□ Williams, James	LB	C
□ Zurich, Chris	DL	C

HAND BOO

What you need to know about the InQuest Magic Players Guide

The InQuest Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions 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 Raz 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 ♦ TWb 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 ♦♦♦ AWb 3 A,B,U,R,4TH
 2, T: Provides 1 mana of any color (play as an interrupt).

• Chaos Orb ART R ♦♦♦ MTb 2 A,B,U
 1: Flip card from height of one foot. If it rotates 360 degrees, any

whenever anyone loses a land each lost land.

Disrupting Scepter ART
 3, T: Opponent must discard during turn of controller.

Dragonian Cylind ART
 2, T: Randomly discard a target creature.

Dragon Engine AC
 2: +1/+0 until end of turn.

Ebony Horse A
 2: Untap one of your attacked, except that deal another creature.

Elven Lyre AK
 1, T: Sacrifice Elven Lyre of turn.

• Feldon's Cane ART
 0: Rashuffle your grove from game when it is m

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 those 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 Myrfors. Its casting cost is four mana; it's available in *Arabian Nights* and *Revised*. Flip a coin and, if the coin ends up in your favor, you get a 5/5 flying artifact creature; otherwise, you take five damage. How do we know all that? Because our Lord 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
Foglio, Kaja	KFo
Foglio, Phil	PFo
Frazier, Dan	DFr
Gallegos, Randy	RGa
Gelon, Daniel	DGe
Hampton, Justin	JHa
Hoover, Quinton	QHo
Hudson, Heather	HHu
Jones, Fay	FJo
Kaman, Kerstin	KKa
Kane-Ferguson, Richard	RKF
Kimble, Mike	MKi
Kirschner, Scott	SKi
Leonard, Nicola	NLe
Maddocks, Anson	AMa
Masness, Phillip	PMa
McNeill, Harold	HMc
Menges, Jeff A.	JMe
Meyer, Ken Jr.	KMe
Morrissey, Pat	PMo
Myrfor, Jesper	JMy
Organ-Kean, Margaret	MOK
Poole, Mark	MPo
Raabe, Mike	MRa
Rush, Christopher	CRu
Rusu, Andi	ARu
Shuler, Douglas	DSH
Snoddy, Brian	BSn
Spencer, Ron	RSp
Tedin, Mark	MTe
Thomas, Nè Nè	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, Dameron	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

PLAYERS GUIDE

SPOTLIGHT:



VAMPIRE: THE ETERNAL STRUGGLE UNLIMITED EDITION CARD DESCRIPTION:

RAKE

- A. Name:** The name of the card. No kidding.
- B. Clan Symbol:** An icon showing the vampire clan to which the vampire belongs. The inverted anarchy symbol shows that Rake is a member of the Brujah clan.
- C. Disciplines:** The collection of symbols in the lower right-hand corner represents the variety of vampiric disciplines (or powers) the vampire can access. A discipline symbol tipped on its side like a diamond shows that the vampire has a superior command of this discipline and can accomplish more advanced effects.
- D. Blood Capacity:** The number in the red circle represents the relative age and power of the vampire. The capacity determines how much of your pool you must spend to control the vampire, and then how much strength the vampire has to heal wounds and perform other actions.
- E. Card Text:** Not all vampires have additional information, but those that do, have it in the silver box. Rake is a Prince, which means that he gets two votes in political actions, and he does an extra point of damage when punching out a snobby Ventrue.
- F. Artist:** The guy responsible for that ugly mug of his. It's a good thing vampires don't cast a reflection.

CAULDRON OF BLOOD

- A. Card Type:** Cards from your library (as opposed to your crypt full of vampires) come in different varieties. This card is a combat card.
- B. Requirements:** If a card possesses a discipline symbol or a clan symbol along the left-hand edge, it must be used by a minion who possesses that discipline or belongs to that clan. Cauldron of Blood has a li'l pentagram which indicates that it can only be used by a minion with a basic or greater knowledge of the discipline of Thaumaturgy.
- C. Blood Cost:** How many blood points it takes to use the card. If the drop is black, the points are spent from your blood pool. This drop, however, is white, which means the blood comes from the vampire itself.
- D. Basic Text:** The card text written in light type shows the effect of the card when used by a character with the basic form of the discipline required.
- E. Superior Text:** The card text written in boldface type shows the effect of the card when used by a character with the superior form of the discipline required. This effect is almost always more powerful than the effect of the basic text.
- F. Gothic Flavor Text:** A dark little quote to add some joy to your otherwise unbearably miserable life.

BACKWAYS

- A. Border:** The gray border of this card indicates that it is a Master card. Each of the different cards has a distinctive border so that you can identify them at a glance.
- B. Clan Requirement:** If a card possesses a clan symbol along the left-hand edge, it must be used by a minion who belongs to that clan. Backways has a wolf's head to indicate that it can only be used on a minion from Clan Gangrel.
- C. Blood Cost:** Again, how many blood points it takes to use the card. In this case, the drop is black, the points are spent from your blood pool.
- NOTE:** All expansion cards have Requirement symbol in upper right hand corner of card.

When the sun sets, the immortal *iyhad* rages in *Vampire: The Eternal Struggle*, Wizards of the Coast's trading card game of gothic horror based on White Wolf's groundbreaking roleplaying game, *Vampire: The Masquerade*. As one of the ancient vampire lords known as Methuselahs, you invest your power and influence in vampiric minions to accomplish your goals. You may choose to fight with words in the halls of Elysium or sawed-off shotguns in the alleys of the city, but the end is the same — destroy your prey's power while avoiding the machinations of your predator. From dusk till dawn, only the strongest and the craftiest will rule the night.

NOTE: Some tips in the players guide feature *Iyhad* cards, the original *Vampire* game.



INQUEST

players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						

ARTIFACTS

Adarkar Sentinel	AC	U	•••	MBe	5	IA
1: +0/+1 until end of turn. 3/3.						
Aegis of the Meek	ART	R	•••	LWi	3	IA
1, T: Give a 1/1 creature +1/+2 until end of turn.						
Aeolipile	ART	R	••	HHu	1	FE
1, T: Sacrifice Aeolipile to deal 2 damage to any target.						
Al-abara's Carpet	ART	R	•••	KFo	5	LG
5, T: Prevent all damage done to you by attacking non-flying creatures.						
Aladdin's Lamp	ART	U	•••	MTe	10	AN,R,4TH
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	•••	DFr	8	AN,R,4TH
8, T: Do 4 damage to any target.						
Alchor's Tomb	ART	R	•••	HMc	4	LG
2, T: Change the color of target permanent you control.						
Amulet of Kroog	ART	C	•	MOK	2	AQ,4TH
2, T: Prevent 1 damage to any target.						
Amulet of Quoz	ART	R	••	DFr	6	IA
1, T: Sacrifice Amulet of Quoz and flip a coin. If flip ends up in your favor, target opponent loses the game. Otherwise, you lose the game. You may only use this ability during upkeep. Opponent may ante an additional card to counter this effect.						
Ankh of Mishra	ART	R	••	AWe	2	A,B,U,R,4TH
Do 2 damage to any player who puts a new land into play.						

Ashnod's Battle Gear	ART	U	••	MPo	2	AQ,4TH
2: Make one of your creatures +2/+2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.						
Ashnod's 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	••••	TWu	4	DK,CH
3: Target creature does not untap as usual in its controller's next untap phase.						
Basalt Monolith	ART	U	•••	JMy	3	A,B,U,R
T: Add 3 to your mana pool. Spend 3 to untap at any time.						
Baton of Morale	ART	U	•••	DSh	2	IA
2: Give target creature banding until end of turn.						
Battering Ram	AC	C	••	JMe	2	AQ,4TH
Bands when attacking. Battering Ram destroys any wall blocking it, but walks 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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Bronze Tablet	ART	R	•	TWu	6	AQ,4TH
4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.						
Candelabra of Tawnos	ART	R	•••••	DSh	1	AQ
X: Untap X separate lands.						
Celestial Prism	ART	U	••••	AWe	3	A,B,U,R,4TH
2, T: Provides 1 mana of any color (play as an interrupt).						
Celestial Sword	ART	R	••	AWe	6	IA
3, T: Give a creature you control +3/+3. Bury that creature at end of turn.						
Chaos Orb	ART	R	••••	MTe	2	A,B,U
1: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.						
City in a Bottle	ART	R	••	DTu	2	AN
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Clay Statue	AC	C	•••	JMy	4	AQ,4TH
2: Regenerate. 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.						



KORMUS BELL



ALCHOR'S TOMB



BAD MOON

Kormus Bell, Alchor's Tomb and Bad Moon

The Fourth Edition Kormus Bell mistakenly says that it turns all Swamps into black creatures. Truth is, WatC screwed up—they're supposed to be colorless. However, it's not a problem if you've got Alchor's Tomb. Just make those 1/1 swamp things black and they'll get the bonus they deserve from Bad Moon.

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	•••	TWu	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	••	TWu	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	•	TWu	3	LG,CH
Tap all Legends when casting Arena. Legends do not untap normally during untap phase.						
Armageddon Clock	ART	U	•••	AWe	6	AQ,R,4TH
Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.						
Ashnod's Altar	ART	C	••	AMa	3	AQ,CH
0: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).						

Black Mana Battery	ART	R	•••	AMa	4	LG,4TH
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt).						
Black Vise	ART	U	••••	RTh	1	A,B,U,R,4TH
Do 1 damage for each card over four opponent has in hand during upkeep.						
Blue Mana Battery	ART	R	•••	AWe	4	LG,4TH
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt).						
Bone Flute	ART	U	••	Cru	2	DK
T: Give all creatures -1/-0 until end of turn.						
Book of Rass	ART	R	••	Sev	6	DK,CH
2: Sacrifice 2 life to draw 1 card.						
Bottle of Suleiman	ART	R	•••	JMy	4	AN,R,4TH
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	•••	Cru	1	AN,R,4TH
Pay 1 during upkeep to untap. 1/3.						
Bronze Horse	AC	R	••	MPo	7	LG,CH
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature. 4/4.						

Cool Golem	AC	U	•	Cru	5	DK
3: Sacrifice Golem to add RRR to your mana pool. 3/3.						
Colossus of Sardia	AC	R	••••	JMy	9	AQ,4TH
Trample. Colossus does not untap as normal in your untap phase; you may spend 9 in your upkeep to untap Colossus. 9/9.						
Conch Horn	ART	R	•••	Pfo	2	FE
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Conservator	ART	U	••	AWe	4	A,B,U,R,4TH
3, T: Negate the loss of up to 2 life.						
Copper Tablet	ART	U	••	AWe	2	A,B,U
All players take 1 damage during their upkeep as long as Copper Tablet is in play.						
Coral Helm	ART	R	••	AWe	3	AQ,4TH
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.						
Crown of the Ages	ART	R	••••	DFr	2	IA
4, T: Switch target enchantment from one creature to another. The enchantment's controller does not change.						
Crystal Rod	ART	U	•••	AWe	1	A,B,U,R,4TH
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.						
Cursed Rack	ART	U	••	RTh	4	AQ,4TH
Opponent must discard to 4 cards during discard phase.						

Name	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							
Cyclopean Tomb 2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.	ART	R	•••	AMa	4	A,B,U		Forethought Amulet Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.	ART	R	•••	MBE	5	LG		Iron Star 1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.	ART	U	••	Dfr	1	A,B,U,R,4TH	
Dancing Scimitar Flying, 1/5.	AC	R	•••	AMa	4	AN,R,4TH		Fountain of Youth 2, T: Gain 1 life.	ART	C	••••	DGe	0	DK, CH		Ivory Cup 1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.	ART	U	••	AMa	1	A,B,U,R,4TH	
Dark Sphere 1: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.	ART	U	••••	MTe	0	DK		Fyndhorn Bow 3, T: Give target creature first strike until end of turn.	ART	U	•••	RAI	2	IA		Ivory Tower Take 1 life for each card over four you have in hand during upkeep.	ART	U	••••	MOK	1	AQ,R,4TH	
								Gauntlet of Might All mountains produce an extra mana. Give all red creatures +1/+1.	ART	R	••••	CRu	4	A,B,U		Jade Monolith 1: Take all damage done to any creature on yourself instead.	ART	R	••	AMa	4	A,B,U,R,4TH	



HELL'S CARETAKER



ENDURING RENEWAL

Hell's Caretaker and Enduring Renewal: This combo fits together so well it's almost not fair. Any creature you sacrifice to the Caretaker will jump right back to your hand. And those creatures you have to discard while Enduring Renewal is out? Just sacrifice your creatures in play to get them back. Then see how long your opponent can endure this potent combo.

Delif's Cone 1: Sacrifice Delif's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.	ART	U	••	MTe	0	FE	
Delif's Cube 2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delif's Cube. Pay 2 and remove a cube counter to regenerate a target creature.	ART	R	••••	MTe	1	FE	
Despotic Scepter 1: Bury target permanent you own.	ART	R	•••	Rth	1	IA	
Diabolic Machine 3: Regenerates 4/4.	AC	U	••	AMa	7	DK,4TH	
Didgeridoo 3: Take Moutour from your hand and put it directly into play. Treat it as if it were just summoned.	ART	R	••	MBE	1	HL	
Dingus Egg Whenever anyone loses a land, do 2 damage to that player for each lost land.	ART	R	••	Dfr	4	A,B,U,R,4TH	
Disrupting Scepter 3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.	ART	R	••••	Dfr	3	A,B,U,R,4TH	
Draconian Cylx 2, T: Randomly discard a card from your hand to regenerate target creature.	ART	R	••	EBe	2	FE	
Dragon Engine 2: +1/+0 until end of turn. 1/3.	AC	C	••	AMa	3	AN,R,4TH	
Ebony Horse 2: Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.	ART	R	••	DWi	3	AN,R,4TH	
Ebony Rhino Trample, 4/5.	AC	C	••	AWe	7	HL	
Elven Lyre 1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn.	ART	R	••	KFo	2	FE	
Elkin Bottle 3, T: Place the top card of your library face up in front of you. You may play that card as though it were in your hand. If you do not play it by your next upkeep, remove it from the game.	ART	R	••	QHo	3	IA	
Feldon's Cane 0: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.	ART	C	••••	MTe	1	AQ, CH	
Fellow Stone 1: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).	ART	U	••••	QHo	2	DK,4TH	
Feroz's Ban Summon Spells cost and additional 2 to cast.	ART	R	••	HHu	6	HL	
Flying Carpet 2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.	ART	R	••••	MTe	4	AN,R,4TH	
Forcefield 1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures.	ART	R	••••	Dfr	3	A,B,U	

Gauntlets of Chaos Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.	ART	R	••••	Dfr	5	LG, CH	
Glasses of Urza T: Look at opponent's hand. No, his cards!	ART	U	•••	DSh	1	A,B,U,R,4TH	
Goblin Lyre 0: Sacrifice Goblin Lyre and flip a coin. If you win, target opponent takes * damage, where * equals the number of creatures you control. Otherwise, you take * damage, where * is the number of creatures your opponent controls.	ART	R	•••	MKi	3	IA	
Golgathian Sylex 1: Discard all Antiquities cards, including Golgathian Sylex, from play.	ART	R	•	KKa	4	AQ	
Grapeshot Catapult T: Do 1 damage to a target flying creature. 2/3	AC	C	•••	Dfr	4	AQ,4TH	
Green Mana Battery 2, T: Add a counter to Green Mana Battery. 1: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).	ART	R	•••	CRu	4	LG,4TH	
Helm of Chatzruk 1, T: Give one creature banding ability until end of turn.	ART	R	•••	MTe	1	A,B,U,R,4TH	
Hematite Talisman 3: Untap a permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.	ART	U	••	LWi	2	IA	
Hive, The 5, T: Create a Giant Wasp token, a 1/1 flying artifact creature.	ART	R	•••	SEv	5	A,B,U,R,4TH	
Horn of Deafening 2, T: Target creature deals no damage in combat this turn.	ART	R	••••	MPo	2	A,B,U,R,4TH	
Howling Mine Everyone must draw an extra card during his or her draw phase.	ART	R	••••	Dfr	4	IA	
Ice Cauldron X, T: Put a spell on Ice Cauldron if there are no charge counters on it. Put charge counters on the Cauldron in the amount of mana spent on the spell you wish to play. You may cast that spell card as though it were in your hand. T: Remove the charge counter to add mana of the type used to put the counter on Ice Cauldron to your mana pool. This mana can only be used to cast the spell on top of Ice Cauldron.	ART	R	••••	Dfr	4	A,B,U,IA	
Icy Manipulator 1, T: Tap any land, creature, or artifact.	ART	U	••••	AWe	4	A,B,U	
Icy Manipulator 1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.	ART	U	••••	DSh	4	A,B,U	
Illusionary Mask X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.	ART	R	•••	AWe	2	A,B,U	
Implements of Sacrifice 1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool.	ART	R	•••	MOK	2	FE	
Infinite Hourglass Put a time counter on Infinite Hourglass during your upkeep. Any player may pay 3 during upkeep to remove a time counter. All players gain +1/+0 for each time counter on Infinite Hourglass.	ART	R	•••	HMc	4	IA	

Jewel Doe 2, T: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	•••	Twā	3	AQ, CH	
Jandar's Ring 2, T: Discard a card you just drew, and draw another to replace it.	ART	R	••	Dfr	6	AN,R	
Jandar's Saddlebags 3, T: Untap a creature.	ART	R	••••	DWi	2	AN,R,4TH	
Jayemdoe Tome 4, T: Draw 1 extra card.	ART	R	••••	MTe	4	A,B,U,R,4TH	
Jester's Cap 2, T: Sacrifice to look through target player's library and remove any three cards from the game. Reshuffle that library afterward.	ART	R	••••	Dfr	4	IA	
Jester's Mask Comes into play tapped. 1, T: Sacrifice to switch opponent's hand with the same number of cards of your choice from his or her library. Reshuffle the library and old hand afterwards.	ART	R	••••	Dfr	5	IA	
Jeweled Amulet 1, T: Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. T: Remove the charge counter to add 1 mana of the type last used to your mana pool.	ART	U	••••	Dfr	0	IA	
Jeweled Bird T: Exchange Bird for your ante, then draw a new card.	ART	R	•	AWe	1	AN, CH	
Joven's Tools 4, T: Target creature cannot be blocked except by walls until end of turn.	ART	R	••••	NLo	6	HL	
Juggernaut Must attack each turn if possible. Can't be blocked by walls. 5/3.	AC	U	••••	Dfr	4	A,B,U,R	
Knowledge Vault 2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.	ART	R	•••	AWe	4	LG	
Kormus Bell Treat all swamps in play as 1/1 creatures that can be tapped for B.	ART	R	•••	CRu	4	A,B,U,R,4TH	
Kry Shield 2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.	ART	U	••	Rth	2	LG	
Lapis Lazuli Talisman 3: Untap a permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.	ART	U	••	AWe	2	IA	
Library of Leng Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.	ART	U	•••	DGe	1	A,B,U,R,4TH	
Life Chisel During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.	ART	U	•••	AWa	4	LG	
Life Matrix 4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.	ART	R	••••	AWe	4	LG	
Living Armor Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.	ART	C	•••	AMa	4	DK, CH	
Living Wall Counts as a wall. 1: Regenerates, 0/6.	AC	U	•••	AMa	4	A,B,U,R	
Malachite Talisman 3: Untap a permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.	ART	U	•••	CRu	2	IA	
Mana Crypt 2: Colorless mana. Every upkeep flip a coin, opponent calls it. If he calls it correctly, you lose 3 life.	ART	R	•••	MTe	0	BOOK	
Mana Matrix Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.	ART	R	••	MTe	6	LG	
Mana Vault T: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.	ART	R	••••	MTe	1	A,B,U,R,4TH	
Marble Priest All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3.	AC	U	••	MBE	5	LG	
Meekstone Any creature with power greater than 2 may not be untapped as normal during the untap phase.	ART	R	•••	QHo	1	A,B,U,R,4TH	
Mightstone All attacking creatures gain +1/+0.	ART	U	••	PVe	4	AQ	

•/• 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
Millstone	ART	U	•••	KFo	2	AQ, R, 4TH
2, T: Take the top 2 cards from target player's library and place them in target player's graveyard.						
• Mirror Universe	ART	R	••••	PfO	6	LG
T: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
Mishra's War Machine	AC	R	•	AWe	7	A, B, U, R, 4TH
Bands. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.						
• Mox Emerald	ART	R	•••••	Dfr	0	A, B, U
T: Add G to your mana pool.						
• Mox Jet	ART	R	•••••	Dfr	0	A, B, U
T: Add B to your mana pool.						
• Mox Pearl	ART	R	•••••	Dfr	0	A, B, U
T: Add W to your mana pool.						
• Mox Ruby	ART	R	•••••	Dfr	0	A, B, U
T: Add R to your mana pool.						
• Mox Sapphire	ART	R	•••••	Dfr	0	A, B, U
T: Add U to your mana pool.						
Nacre Talisman	ART	U	••	MTe	2	
3: Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.						
Naked Singularity	ART	R	••	MTe	5	IA
CU: 3. Instead of their normal mana, plains produce R, islands produce G, swamps produce W, mountains produce U, and forests produce B.						
Necropolis	AC	U	••	Nth	5	DK
Counts as a wall. O: Choose a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Nevinyrral's Disk	ART	R	••••	MTe	4	A, B, U, R, 4TH
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrral's Disk. Nevinyrral's Disk enters play tapped.						
North Star	ART	R	•••	KFo	4	LG
4, T: You may cast one spell this turn using mana of any color.						
Nova Pentacle	ART	R	••••	Rth	4	LG
3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
Obelisk of Undoing	ART	R	••	Twā	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	••	Amā	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	•••	Amā	2	IA
2, T: Sacrifice to bury target non-flying creature that is attacking you.						
Planar Gate	ART	R	•••	MBē	6	LG
Pay 2 colorless mana less when casting a summon spell.						
Primal Clay	AC	U	••	KFo	6	AQ, R, 4TH
When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.						
Pyramids	ART	R	••	AWe	6	AN
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Rack, The	ART	U	•••	Rth	1	AQ, R, 4TH
Do 1 damage for each card under three opponent has in hand during upkeep.						
Rakalite	ART	R	••	CRu	6	AQ, CH
2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.						
Red Mana Battery	ART	R	•••	MTe	4	LG, 4TH
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt).						
Reflecting Mirror	ART	U	••	MPo	4	DK
X, T: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Relic Barrier	ART	U	••	HMc	2	LG
T: Tap target artifact.						
Ring of Immortals	ART	R	•	MBē	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'ru	ART	R	••••	Dfr	5	AN
5: Sacrifice Ring of Ma'ru 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 enters 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.						
Roterohopter	AC	C	••	AWe	1	HL
Flying. 2: +1/+0 until 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	•	MPo	4	AQ
3: Make target creature -2/0 until end of turn. Creatures with power less than 1 deal no damage.						
Standing Stones	ART	U	•	Sev	3	DK
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.						
Stone Calendar	ART	R	••	AWe	5	DK
Your spells cost 1 less to cast; casting cost cannot go below 0.						
Su-Chi	AC	U	•	CRu	4	AQ
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.						
Sunglasses of Urza	ART	R	••••	Dfr	3	A, B, U, R, 4TH
Your plains may generate either a white or red mana.						
Staff of the Ages	ART	R	••	DGe	3	IA
Creatures with landwalk ability may be blocked as if they did not have that ability.						
Sunstone	ART	U	••	PfO	3	IA
2: Sacrifice a snow-covered land to make all creatures deal no damage in combat this turn.						



ELKIN BOTTLE



ZUR'S WEIRDING

Elkin Bottle and Zur's Weirding: A lot of people disagree with our choice of Elkin Bottle as the worst card in Ice Age. Well, fooy on them! But even we can't deny that it does have at least one use. Cards gained from the Elkin Bottle are never actually drawn, so they let you get around cards like Zur's Weirding, Underworld Dreams and Necropotence. Whoopee!

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	•••	Amā	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	••••	Amā	2	IA
2: Prevent 1 damage to you.						
Skull Catapult	ART	U	•••	BWā	4	IA
1, T: Sacrifice a creature to do 2 damage to any target.						
Skull of Orm	ART	U	•••	Twā	3	DK
5, T: Bring an enchantment card from your graveyard into your hand.						
Snow Fortress	AC	R	••••	JMā	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	•••	Amā	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	••	DWī	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	••	Amā	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	U	••••	CRu	0	DK, CH
T: Sacrifice Tormod's Crypt to remove all cards without 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
Description							Description						
Urza's Avenger	AC	R	****	AWe	6	AQ,4TH	Zelyon Sword	ART	R	***	SKJ	3	FE
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.							3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase.						
Urza's Bauble	ART	U	*	CRu	0	IA	Zuran Orb	ART	U	*****	Sev	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.							0: Sacrifice a land to gain 2 life.						
Urza's Chalice	ART	C	**	JMe	1	AQ	BLACK						
1: Take 1 life for any artifact cost. Can only give 1 life for each time an artifact is cast.							Abomination	SC	U	***	MTe	BB3	LG,4TH
Urza's Miter	ART	R	**	RAF	3	AQ	Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
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
Vexing Arcanix	ART	R	****	RGa	4	IA	Each player must bury a target non-artifact creature he or she controls during upkeep.						
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
Vibrating Sphere	ART	R	**	RTh	4	IA	Flying. Opponent damaged by Abyssal Specter must discard a card of his or her choice. 2/3.						
During your turn, all your creatures gain +2/+0. During all other turns, all your creatures get -0/-2.							All Hallow's Eve	EN	R	***	CRu	BB2	LG
Voodoo Doll	ART	R	**	Sev	6	LG,CH	Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.						
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,4TH
Walking Wall	AC	U	****	AWa	4	IA	Bring a creature from any graveyard into play on your side with -1 power.						
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	****	MuH	B2	FE
Wall of Shields	AC	U	**	RGa	3	IA	T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: SKJ, JMe, RSp, PVe. 1/3.						
Counts as wall. Banding. 0/4.							Artifact Possession	EA	C	**	CRu	B2	AQ
Wall of Spears	AC	C	**	Sev	3	AQ,4TH	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.						
First strike, counts as a wall. 2/3.							Ashen Ghoul	SC	U	***	RSp	B3	IA
Wand of Ith	ART	U	****	QHs	4	DK	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.						
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 costing 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
War Barge	ART	U	****	TW4	4	DK	Remove two non-artifact creatures from the game and lose 5 life.						
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
War Chariot	ART	U	****	DWi	3	IA	All black creatures in play get +1/+1.						
3, T: Give target creature trample until end of turn.							Banshee	SC	U	***	JMy	BB2	DK,CH
Weakstone	ART	U	**	JHo	4	AQ	X, T: Banshee does X damage, half to you (round up) and half to any one target (round down). 0/1.						
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage.							Baron Sengir	SL	R	****	PVe	BBB5	HL
Whalebone Glider	ART	U	***	AWe	2	IA	Flying. Gets +2/+2 for each creature sent to graveyard on turn where Baron damaged it. T: Regenerate target vampire.						
2, T: Give one of your creatures with power no greater than 3 flying until end of turn.							Basal Thrull	SC	C	*	MuH	BB	FE
White Mana Battery	ART	R	***	AWa	4	LG,4TH	T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: KFo, Pfo, RKF, CRu. 1/2.						
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.						
							Black Knight	SC	U	****	JMe	BB	A,B,U,R,4TH
							Protection from white, first strike. 2/2.						
							Blight	EL	U	**	PVe	BB	LG,4TH
							If target land is tapped, destroy it at end of turn.						



MANABARBS



GLACIAL CHASM

Manabarbs and Glacial Chasm: Manabarbs can be a very effective way to cause damage to your opponent—especially if you can find a way to protect yourself from the damage. COP: Red doesn't work too well, but that's what Glacial Chasm is for. For even more style points, cast a Drain Power and an Earthquake. Lots of damage for your opponent, none for you!

Winter Orb Each player may only untap up to 1 land during untap phase.	ART	R	***	MTe	2	A,B,U,R,4TH
Wooden Sphere 1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.	ART	U	**	MTe	1	A,B,U,R,4TH
Yotian Soldier Yotian Soldier does not tap when attacking. 1/4.	AC	C	***	CRu	3	AQ,4TH

Bag Imp Flying. 1/1.	SC	C	**	RSp	B1	DK,4TH
Bag Rats Cannot be blocked by walls. 1/1.	SC	C	***	RSp	B	DK,CH
Bag Wraith Swampwalk. 3/3.	SC	U	***	JMe	B3	A,B,U,R,4TH

Drift of the Dead Counts as wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. */*.	SC	U	***	BSn	B3	IA
Drudge Skeletons B: Regenerates. 1/1.	SC	C	***	Sev	B1	A,B,U,R,4TH

Restricted/Banned	Artifact	Cumulative Upkeep	Enchant Creature	Enchant Land	Enchant World	Interrupt	Summon Creature
AC	Artifact Creature	EA	EE	EN	INS	INT	SOR



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 token Skeleton into play. Skeleton is a black 1/1 creature; B: regenerates. All skeletons are discarded if Drudge Spell leaves play.						
Dry Spell	SOR	C	•••	Bsn	B1	HL
Dry Spell deals 1 damage to each creature and player. (Two versions)						
Eater of the Dead	SC	U	•••	JMy	B4	DK
Choose a creature in any graveyard and remove it from the game. Untap Eater of the Dead. 3/4.						
Ebon Praetor	SC	R	•••	RAF	B4	FE
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.						
El-Hajjaj	SC	R	•••	DWi	BB1	AN, R, 4TH
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	••	DWi	B1	AN, R, 4TH
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Evil Eye Orbs-By-Gore	SC	U	•••	JMy	B4	LG
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.						
Evil Presence	EL	U	•••	SEv	B	A, B, U, R, 4TH
Target land is now a basic swamp.						
Fallen, The	SC	U	•••	JMy	BBB1	DK, CH
During controller's upkeep, does 1 damage to every opponent it has previously damaged. 2/3.						
Fallen Angel	SC	U	••••	AMa	BB3	LG, CH
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.						
Fear	EC	C	••••	Multi	BB	A, B, U, R, 4th, IA
Only black or artifact creatures may block target creature. Artists: MPo, Rem						
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	Kind	CR	Rating	Artist	Cost	Sets Found
Grave Robbers	SC	R	•••	QHo	BB1	DK
B, T: Choose an artifact in any graveyard and remove it from the game. Take 2 life. 1/1.						
Greater Werewolf	SC	C	•••	DDer	B4	HL
After combat, put a -0/-1 counter on all creatures that blocked werewolf. 2/4.						
Greed	EN	R	•••	Pfo	B3	LG, 4TH
B: Draw an extra card and sacrifice 2 life.						
Guardian Beast	SC	R	••••	KMe	B3	AN
If untapped, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasran Ogress	SC	C	•	Dfr	BB	AN, CH
Pay 2 when Hasran Ogress attacks or lose 2 life. 3/2.						
Haunting Wind	EN	U	••	JMe	B3	AQ
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Inquisition	SOR	C	•	AMa	B2	DK
Examine target player's hand. Do 1 damage to for each white card in hand.						
Irin Sengir	SC	U	•	PVe	BB2	HL
All white and green enchantments cost an extra 2 to cast. 2/2.						
Jovial Evil	SOR	R	••	CRu	B2	LG
Do 2 damage to opponent for each white creature opponent controls.						
Junun Efreit	SC	U	•••	CRu	BB1	AN, 4TH
Flying. Pay BB during upkeep or Junun Efreit is destroyed. 3/3.						
Juzam Djinn	SC	R	••••	MTe	BB2	AN
Lose 1 life during upkeep. 5/5.						
Khabal Ghoul	SC	R	••••	DSh	B2	AN
Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						



TOTAL WAR



ANIMATE WALL

Total War and Animate Wall: This combo is a neat concept for an all-wall deck. Since Total War doesn't affect walls, you'll be able to decide whether or not you want to attack with your animated walls. Meanwhile, all your opponent's attacking critters will come crashing into your hefty defenders.

Headless Horseman	SC	C	••	QHo	B2	LG
2/2.						
Headstone	INS	C	•••	DCh	B1	HL
Remove target card in any graveyard from game. Draw a card during next turn's upkeep.						
Hecatomb	EN	R	••••	Nth	BB1	IA
Sacrifice four creatures when Hecatomb comes into play. 0: Tap a swamp you control to have Hecatomb deal 1 damage to any target.						
Hell Swarm	INS	C	•	CRu	B	LG
Make all creatures -1/-0 until end of turn.						
Hell's Caretaker	SC	R	••••	SEv	B3	LG, CH
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.						
Hellfire	SOR	R	••••	PVe	BBB2	LG
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.						
Hoar Shade	SC	C	•••	Rth	B3	IA
B: +1/+1 until end of turn. 1/2.						
Horror of Horrors	EN	U	•••	MTe	BB3	LG
Sacrifice a swamp to regenerate a black creature.						
Howl from Beyond	INS	C	••••	MPo	BX	A, B, U, R, 4th, IA
Target creature gains +X/+0 until end of turn.						
Hyalopterous Lemure	SC	U	•••	Rth	B4	IA
0: Gains flying and -1/-0 until end of turn. 4/3.						
Hymn to Touroch	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.						
Internal Darkness	EN	R	••	Pfo	BB2	IA
CU: B and 1 life. All mana-producing lands produce B instead of their normal mana.						
Internal Denizen	SC	R	•••	Dtu	B7	IA
During your upkeep, you must sacrifice two swamps or Internal 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.						
Internal 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.						
Koshkun Falls	EW	R	••	RAI	BB2	HL
During your upkeep, tap target creature you control or bury Koshkun Falls. No creature can attack you unless its controller pays an additional 2 whenever the creature attacks.						
Krovikan Elementalist	SC	U	•••	DSh	BB	IA
2R: Give a creature +1/+0 until end of turn. UU: Give a creature you control flying until end of turn. Bury that creature at the end of the turn. 1/1.						
Krovikan Fetish	EC	C	••	HHu	B2	IA
Target creature gets +1/+1. Draw a card at the beginning of the next turn.						
Krovikan Vampire	SC	U	•••	QHo	BB3	IA
If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.						
Legions of Lim-Dul	SC	C	••	AMa	BB1	IA
Snow-covered swampwalk. 2/3.						
Leshrac's Rite	EC	U	•••	Rth	B	IA
Give target creature swampwalk.						
Leshrac's Sigil	EN	U	••••	Dtu	BB	IA
BB: Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. BB: Return Leshrac's Sigil to owner's hand.						
Lesser Werewolf	SC	U	•••	QHo	B3	LG
B: Give Werewolf -1/-0 until end of turn. Put a -0/-1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.						
Lich	EN	R	••	DGe	BBBB	A, B, U
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.						
Lim-Dul's Cohort	SC	C	••	DSh	BB1	IA
Creatures blocking or blocked by Lim-Dul's Cohort cannot regenerate this turn. 2/3.						
Lim-Dul's Hex	EN	U	•••	LDa	B1	IA
During your upkeep, Hex does 1 damage to all players. Each player may pay B or 3 to prevent the damage to himself or herself.						
Lord of the Pit	SC	R	••••	MTe	BBB4	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	DK, 4TH
Make all creatures -2/-0 until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Mind Ravel Target player must discard a card from his or her hand. Draw a card at the beginning of the next turn.	SOR	C	•	MTe	B2	IA	Pox Each player sacrifices 1/3 of their life; then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	••••	CBr	BBB	IA	Sorceress Queen T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.	SC	R	•••••	KFo	BB1	AN,R,4TH
Mindstab Thrull If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: HHu, RKF, MTe. 2/2.	SC	C	••	MuH	BB1	FE	Priest of Yavgmoth T: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.	SC	C	•	MTe	B1	AQ	Soul Burn Do 1 damage to any target for each B or R spent above the casting cost. Gain 1 life for each B spent in this way. You cannot gain more life from a creature than its current toughness and you cannot gain more life from a player than his or her total life.	SOR	C	•••	RAI	B2	IA
Mind Twist Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.	SOR	R	•••••	JBa	BX	A,B,U,R,4TH	Quagmire Creatures with swampwalk may be blocked.	EN	U	••	Dfr	B2	LG	Soul Exchange Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.	SOR	U	••••	AWa	BB	FE
Mind Warp Look at a player's hand and discard X cards of your choice from that hand.	SOR	U	•••	LdA	B3X	IA							Soul Kiss B: Sacrifice 1 life to give creature +2/+2 until end of turn. You may spend no more than BBB in this way each turn.	EC	C	••••	NLe	B2	IA	
Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player if he or she does not pay 3. That creature is tapped if Mind Whip deals damage in this way.	EC	R	•••	Dtu	BB2	IA	Amnesia Now that Mind Twist has been banned, there's a new discarding bad boy in town. This card is especially ruthless in a permission deck. As long as you keep two blue mana untapped, your opponent will hear his better spells. When you've got enough mana, nail him with the Amnesia to flush out all those good cards.						Spirit Shackles Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.	EC	U	••	EBe	BB	LG,4TH	
Minion of Leshrac Protection from black. During your upkeep, sacrifice a creature or Minion of Leshrac does 5 damage to you and becomes tapped. T: Destroy target creature or land. 5/5.	SC	R	••••	LWi	BBB4	IA						Spoils of Evil Add one colorless mana to your mana pool and gain 1 life for each artifact or creature in target opponent's graveyard.	INT	R	•••	QHo	B2	IA		
Minion of Tevesh Szat Pay BB during upkeep or take 2 damage. T: Give target creature +3/2 until end of turn. 4/4.	SC	R	•••••	JBa	BBB4	IA						Spoils of War Put X +1/+1 counter on any number of creatures, distributed any way you choose. X is equal to the number of creatures and artifacts in target opponent's graveyard.	SOR	R	••••	PVe	BX	IA		
Mold Demon Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.	SC	R	•	JMy	BB5	LG						Stench of Evil Destroy all plains. Each player takes 1 damage for each plains he or she loses this way. Each player may pay 2 for each 1 damage he or she wishes to prevent.	SOR	U	••••	MTe	BB2	IA		
Mole Worms T: Tap a land. As long as Mole Worms remain tapped, that land does not untap normally during its controller's untap phase. You may choose not to untap Mole Worms. 1/1.	SC	U	••••	DGe	B2	IA						Stone-Throwing Devils First strike. 1/1.	SC	C	•••	KMe	B	AN		
Moor Fiend Swampwalk. 3/3.	SC	C	•••	AMa	B3	IA						Stromgald Cabal T: Sacrifice 1 life to counter a white spell. 2/2.	SC	R	•••••	AMa	BB1	IA		
Murk Dwellers If Murk Dwellers attack and are not blocked, they gain +2/+0. 2/2.	SC	C	•••	Dtu	B3	DK,4TH						Syphon Soul Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.	SOR	C	•••	MBE	B2	LG		
Nameless Race Trample. Sacrifice * life when casting Nameless Race, where * is at most the total number of white cards all your opponents have in play and in their graveyards. */*.	SC	R	•••	QHo	B3	DK						Taklemoggot Put a 0/-1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Taklemoggot. If no new targets exist, Taklemoggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Taklemoggot enchanted.	EC	U	••	DGe	BB2	LG,CH		
Necrite If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: CRu, RSp, Dtu. 2/2.	SC	C	••	MuH	BB1	FE						Terror Bury target creature. Cannot target black or artifact creatures.	INS	C	•••	RSP	B1	A,B,U,R,4TH		
Necropotence Skip your draw phase. O: Sacrifice 1 life to set aside the top card of your library. Add that card to your hand at the beginning of your next discard phase.	EN	R	•	MTe	BBB	IA						Timmerian Fiends 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.	SC	R	•••	MGK	BB1	HL		
Nether Shadow If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1.	SC	R	•••	CRu	BB	A,B,U,R,4TH						Thrull Champion All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.	SC	R	••••	DGe	B4	FE		
Nether Void Counter all spells unless their casters pay an extra 3.	EW	R	•••	HMc	B3	LG						Thrull Retainer Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.	EC	U	••••	RSp	B	FE		
Nettling Imp T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	U	•••	QHo	B2	A,B,U,R						Thrull Wizard B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.	SC	U	••	AMa	B2	FE		
Nightmare Flying. Power and toughness equal number of swamps controller has in play. */*.	SC	R	••••	MBE	B5	A,B,U,R,4TH						Torture B1: Place -1/-1 token on creature Torture enchants. (Two versions)	EC	C	•••	MTe	B	HL		
Norrit T: Untap a blue creature. T: Opponent's target non-wall creature must attack or be destroyed at end of turn. Play during opponent's turn before his or her attack. 1/1.	SC	C	••••	MRa	B3	IA						Touch of Darkness Change the color of one or more target creatures to black until end of turn. Choose which and how many creatures are targeted.	INS	U	•••	PVe	B0	LG		
Oath of Lim-Dul For each point of damage you take or life you lose, sacrifice one of your permanents or discard a card from your hand. BB: Draw a card.	EN	R	•••	DSh	B3	IA						Touch of Death Touch of Death does 1 damage to any player and gives you 1 life. Draw a card at the beginning of the next turn.	SOR	C	••	MBE	B2	IA		
Order of the Ebon Hand Protection from white. BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: MBe, CRu, RSp. 2/1.	SC	C	••••	MuH	BB	FE						Tourach's Chant Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.	EN	U	•••	RKF	BB1	FE		
Oubliette Place target creature out of play.	EN	C	••••	DSh	BB1	AN						Tourach's Gate You may only cast Tourach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Tourach's Gate when there are no time counters on it. O: Tap the land Tourach's Gate enchants to give all your attacking creatures +2/-1 until end of turn.	EL	R	••	SeV	BB1	FE		
Paralyze Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.	EC	C	•••	AMa	B	A,B,U,R,4TH						Transmutation Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.	INS	C	•••	SVC	B1	LG,CH		
Pestilence B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.	EN	C	•••••	JMy	B2	A,B,U,R,4TH						Uncle Istvan Creatures cannot damage Uncle Istvan. 1/3.	SC	U	•••	DGe	BBB1	DK,4TH		
Pestilence Rats * equals the number of other Rats in play. */3.	SC	C	••	JMe	B2	IA						Underworld Dreams Do 1 damage to opponent for each card drawn.	EN	U	••••	JBa	BBB	LG		
Phyrexian Gremlins T: Tap an artifact. As long as Gremlins remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremlins. 1/1.	SC	C	••••	AWe	B2	AQ						Unholy Strength Target creature gains +2/+1.	EC	C	•••	DSh	B	A,B,U,R,4TH		
Pit Scorpion If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.	SC	C	••	Ski	B2	LG,4TH						Vampire Bats Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.	SC	C	••	AMa	B	LG,4TH		
Plague Rats Power and toughness equal number of Plague Rats in play. */*.	SC	C	••	AMa	B2	A,B,U,R,4TH						Veldrene of Sengir BB1: Forestwalk and -3/-0. 5/5.	SC	R	•••	SVC	BB5	HL		



Amnesia: Now that Mind Twist has been banned, there's a new discarding bad boy in town. This card is especially ruthless in a permission deck. As long as you keep two blue mana untapped, your opponent will hoard his better spells. When you've got enough mana, nail him with the Amnesia to flush out all those good cards.

Rag Man SC R ••• DGe BB2 DK,4TH
BBB, T: Examine opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.

Raise Dead SOR C ••• JMe B A,B,U,R,4TH
Bring a creature from your graveyard into your hand.

Royal Assassin SC R •••• TWa BB1 A,B,U,R,4TH
T: Destroy any tapped creature. Hey, TW's the subject of an IQ #1 feature! 1/1.

Sacrifice INT U •• Dfr B A,B,U,R
Sacrifice creature to add to your mana pool black mana equal to that creature's casting cost.

Scathe Zombies SC C •• JMy B2 A,B,U,R,4TH 2/2.

Scavenging Ghoul SC U ••• JMe B3 A,B,U,R,4TH
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.

Season of the Witch EN R •• JMy BBB DK
At the end of each player's turn, destroy all untapped creatures that could have attacked but did not. Sacrifice 2 life during your upkeep or Season of the Witch is destroyed.

Seizures EC C ••• JBa B1 IA
When target creature becomes tapped, that creature's controller must pay 3 or Seizures does 3 damage to him or her.

Sengir Autocrat SC R ••• DCh B3 HL
When Sengir Autocrat comes into play, put three self tokens into play. Treat these tokens as 0/1 black creatures. If Sengir Autocrat leaves play, bury all self tokens. 2/2.

Sengir Bats SC C ••• Dfr BB1 HL
Flying. For each creature put into the graveyard in the same turn that it was damaged by the Bats, Sengir Bats Receive +1/+1. 1/2. (Two versions)

Sengir Vampire SC U •••• AMa BB3 A,B,U,R,4TH
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4.

Sewars of Estark INS R •••• MBe BB2 BOOK
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.

Shimian Night Stalker SC U ••• JMy BB3 LG,CH
Redirect all damage done to you from a creature to Shimian Night Stalker instead. 4/4.

Simulacrum INS U •••• MPo B1 A,B,U,R,4TH
Retrospectively divert all damage done to you this turn to one of your creatures.

Sinkhole SOR C ••• SeV BB A,B,U
Destroy a land.

Songs of the Damned INT C ••• PVe B IA
Add B to your mana pool for every creature in your graveyard.

•/• Restricted/Banned
AC Artifact Creature

ART Artifact
CR Current Rarity

CU Cumulative Upkeep
EA Enchant Artifact

EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant

INT Interrupt
LAN Land

SC Summon Creature
SOR Sorcery



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Walking Dead	B: Regenerates. 1/1.	SC	C	****	Dfr	B1	LG
Wall of Bone	B: Regenerates. 1/4.	SC	U	**	AMa	B2	A,B,U,R,4TH
Wall of Putrid Flesh	Protection from white, damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4.	SC	U	**	Rth	B2	LG
Wall of Shadows	damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.	SC	C	***	PVe	BB	LG, CH
Wall of Tombstones	*=the number of creatures in your graveyard. 0/1+*.	SC	U	*	Dfr	B1	LG
Warp Artifact	Do 1 damage to target artifact's controller during upkeep.	EA	R	***	AWe	BB	A,B,U,R,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Air Elemental	Flying. 4/4.	SC	U	****	Rth	UU3	A,B,U,R,4TH
Amnesia	Examine target player's hand. Target discards all non-land cards in hand.	SOR	U	***	MPo	UUU3	DK
Ancestral Recall	Target player must draw 3 cards.	INS	R	*****	MPo	U	A,B,U
Animate Artifact	Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.	EA	U	***	DSh	U3	A,B,U,R,4TH
Anti-Magic Aura	Destroy all enchantments on target creature, which cannot be targeted by any other instants, sorceries, or enchantments.	EC	C	****	DSh	U2	LG
Apprentice Wizard	U, T: Add 3 to your mana pool (play as an interrupt). 0/1.	SC	C	***	Dfr	UU1	DK,4TH
Arjillo's Ascent	CU: U. 1: Target creature gains flying until end of turn.	EN	C	***	DTu	UU1	IA
Azure Drake	Flying. 2/4.	SC	U	***	Dfr	U3	LG, CH
Baki's Curse	Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.	SOR	R	**	NLe	UU2	HL
Backfire	For each point of damage done you take from target creature, Backfire does a point of damage to creature's controller.	EC	U	**	BSn	U	LG,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Coral Reef	Put four polyop counters on Coral Reef. O: sacrifice on Island for 2 polyops. U: top and place +0/+1 counter on target blue creature you control. Remove 1 polyop counter.	EN	Cn	**	AWe	UU	HL
Counterspell	Counter target spell as it is being cast.	INT	U	*****	MPo	UU	A,B,U,R,4TH,IA
Creature Bond	If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	**	AMa	U1	A,B,U,R,4TH
Dance of Many	When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	***	SEv	UU	DK, CH
Dandan	Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	*	DTu	UU	AN, CH
Dark Maze	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)	SC	C	**	RAJ	U4	HL
Deep Spawn	Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	***	MTe	UUU5	FE
Deep Water	U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	**	JMe	UU	DK
Deflection	Target spell with one target now targets a legal target of your choice.	INT	R	*****	MRa	U3	IA
Devouring Deep	Islandwalk. 1/2.	SC	C	**	Lba	U2	LG
Drafn's Restoration	Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	**	AWe	U	AQ
Drain Power	Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	****	DSh	UU	A,B,U,R,4TH
Dream Coat	Change target creature's color to another color (play as an interrupt).	EC	U	***	AWe	U	LG
Dreams of the Dead	U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	***	HHu	U3	IA
Drowned	B: Regenerates. 1/1.	SC	C	*	QHo	U1	DK
Elder Spawn	Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	**	JMy	UUU4	LG
Electric Eel	RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	**	AMa	U	DK
Enchantment Alteration	Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	U	****	BSn	U	LG, CH
Energy Flux	Each artifact requires 2 during upkeep or it must be destroyed.	EN	U	***	KFo	U2	AQ,R,4TH
Energy Tap	Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	**	DGe	U	LG,4TH
Enervate	Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	*	LWi	U1	IA
Erosion	Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	**	PVe	UUU	DK,4TH
Errant Minion	During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.	EC	C	*	HMc	U2	IA
Essence Flare	Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeep.	EC	C	***	RKF	U	IA
Feedback	Do 1 damage to controller of target enchantment during upkeep.	EE	U	**	QHo	U2	A,B,U,R,4TH
Field of Dreams	The top card in every library plays face up.	EW	R	***	KFo	U	LG
Fishliver Oil	Give target creature islandwalk.	EC	C	***	AMa	U1	AN, CH
Flash Counter	Counter target interrupt or instant spell.	INT	C	***	HMc	U1	LG
Flash Flood	Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	*	TWu	U	LG, CH
Flight	Target creature now has flying.	EC	C	****	AMa	U	A,B,U,R,4TH
Flood	UU: Top target non-flying creature.	EN	C	***	DDe	U	DK,4TH
Flying Men	Flying. 1/1.	SC	C	****	CRu	U	AN



POWER SURGE



MISHRA'S FACTORY

Power Surge and Mishra's Factory: Power Surge is another very effective damage dealer, but not if it kills you in the process. Fortunately, there are lots of ways to use up extra mana. One of the best methods is to pile unspent mana into a Mishra's Factory. Just keep paying the activation cost to make it a creature and you're all clear.

Weakness	Target creature loses -2/-1.	EC	C	****	DSh	BO	A,B,U,R,4TH
Will-O'-The-Wisp	Flying. B: Regenerates. 0/1.	SC	R	*****	JMy	B	A,B,U,R,4TH
Withering Wisps	B: Do 1 damage to each creature and all players. You may not spend more B than the number of snow-covered swamps you control. Destroy Withering Wisps if there are no creatures in play at end.	EN	U	****	Nth	BB1	IA
Word of Binding	Top X creatures.	SOR	C	***	RSp	BBX	DK,4TH
Word of Command	Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.	INS	R	*	JMy	BB	A,B,U
Worms of the Earth	No new land may be put into play. During any upkeep, any player may destroy Worms by sacrificing 2 lands or 5 life.	EN	R	**	AMa	BBB2	DK
Wretched, The	After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.	SC	R	***	CRu	BB3	LG, CH
Xenic Poltergeist	T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.	SC	R	***	Dfr	BB1	AQ, 4TH
Yawgmoth Demon	Flying, first strike. During your upkeep, sacrifice one of your artifacts Yawgmoth Demon taps to do 2 damage to you. 6/6.	SC	R	**	SEv	BB4	AQ, CH
Zombie Master	All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.	SC	R	**	JMe	BB1	A,B,U,R,4TH

BLUE

Acid Rain	Destroy all forests in play.	SOR	R	***	Nth	U3	LG
Aether Storm	No summon spell may be cast. Any player may pay 4 life to bury Aether Storm. Effects that prevent or redirect damage may not be used to counter this loss of life.	EN	U	***	MTe	3U	HL

Balduvian Conjurer	T: Turn a snow-covered land into a 2/2 creature until end of turn. 0/2.	SC	U	***	MTe	U1	IA
Balduvian Shaman	T: Change the text of a white enchantment you control that doesn't have a cumulative upkeep by switching one color word with another. That enchantment now has CU: 1. 1/1.	SC	C	**	QHo	U	IA
Binding Grasp	Pay 1U during upkeep or bury Binding Grasp. Gain control of target creature, which gains +0/+1.	EC	U	****	Rtp	U3	IA
Blue Elemental Blast	Counter a red spell being cast or destroys a red card in play.	INT	C	***	Rth	U	A,B,U,R,4TH
Boomerang	Return target permanent to owner's hand.	INS	C	****	BSn	UU	LG, CH
Brainstorm	Draw three cards, then put any two cards from your hand on top of your library in any order.	SOR	R	***	MTe	UUU	A,B,U,R
Breath of Dreams	CU: U. Green creatures require an additional CU: 1.	INS	C	****	CRu	U	IA
Brine Hag	If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2. 2/2.	INS	R	***	PWo	U	HL
Chain Stasis	Tap or untap target creature. Controller of target creature may pay U2 to have Chain Stasis tap or untap another target creature.	INS	C	***	KMe	U	IA
Claivoyance	Look at target player's hand. Draw a card at the beginning of the next turn.	SC	U	****	JBa	-U3	A,B,U,R
Clone	Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*	EC	U	****	DWu	UU2	A,B,U,R,4TH
Control Magic	Control target creature until enchantment is discarded or game ends.	EN	R	****	AWe	U1	A,B,U,R
Copy Artifact	Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.	EN	R	****	AWe	U1	A,B,U,R

Power Surge	Put four polyop counters on Power Surge. O: sacrifice on Island for 2 polyops. U: top and place +0/+1 counter on target blue creature you control. Remove 1 polyop counter.	EN	Cn	**	AWe	UU	HL
Counterspell	Counter target spell as it is being cast.	INT	U	*****	MPo	UU	A,B,U,R,4TH,IA
Creature Bond	If target creature goes to the graveyard, do damage equaling creature's toughness to creature's controller.	EC	C	**	AMa	U1	A,B,U,R,4TH
Dance of Many	When casting Dance of Many, choose a creature card in play. Put a token creature in play and treat it as if you have just summoned a duplicate of the target creature. If either the token or Dance of Many leaves play, both must be destroyed. Pay UU during upkeep or destroy Dance of Many.	EN	R	***	SEv	UU	DK, CH
Dandan	Cannot attack if opponent has no islands. Destroyed if you have no islands. 4/1.	SC	C	*	DTu	UU	AN, CH
Dark Maze	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)	SC	C	**	RAJ	U4	HL
Deep Spawn	Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.	SC	U	***	MTe	UUU5	FE
Deep Water	U: All mana-producing lands under your control produce U until end of turn instead of their usual mana.	EN	C	**	JMe	UU	DK
Deflection	Target spell with one target now targets a legal target of your choice.	INT	R	*****	MRa	U3	IA
Devouring Deep	Islandwalk. 1/2.	SC	C	**	Lba	U2	LG
Drafn's Restoration	Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.	SOR	C	**	AWe	U	AQ
Drain Power	Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.	SOR	R	****	DSh	UU	A,B,U,R,4TH
Dream Coat	Change target creature's color to another color (play as an interrupt).	EC	U	***	AWe	U	LG
Dreams of the Dead	U1: Put a white or black creature from your graveyard into play as though it were just summoned. That creature now has an additional CU: 2. If the creature leaves play, remove it from the game.	EN	U	***	HHu	U3	IA
Drowned	B: Regenerates. 1/1.	SC	C	*	QHo	U1	DK
Elder Spawn	Cannot be blocked by red creatures. Sacrifice an island during upkeep or bury Elder Spawn and lose 6 life. 6/6.	SC	R	**	JMy	UUU4	LG
Electric Eel	RR: Give Eel +2/+0 and Electric Eel does 1 damage to you. Lose 1 life when summoning Electric Eel. 1/1.	SC	U	**	AMa	U	DK
Enchantment Alteration	Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change. Enchantment Alteration has no effect if new target is not valid.	INS	U	****	BSn	U	LG, CH
Energy Flux	Each artifact requires 2 during upkeep or it must be destroyed.	EN	U	***	KFo	U2	AQ,R,4TH
Energy Tap	Tap target untapped creature you control. Add colorless mana equal to target creature's casting cost to your mana pool.	SOR	C	**	DGe	U	LG,4TH
Enervate	Tap target creature, land, or artifact. Draw a card at the beginning of the next turn.	INS	C	*	LWi	U1	IA
Erosion	Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.	EL	C	**	PVe	UUU	DK,4TH
Errant Minion	During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay 1 for each damage he or she wishes to prevent from Errant Minion.	EC	C	*	HMc	U2	IA
Essence Flare	Target creature gets +2/+0. Put a -0/-1 counter on the creature during each of its controller's upkeep.	EC	C	***	RKF	U	IA
Feedback	Do 1 damage to controller of target enchantment during upkeep.	EE	U	**	QHo	U2	A,B,U,R,4TH
Field of Dreams	The top card in every library plays face up.	EW	R	***	KFo	U	LG
Fishliver Oil	Give target creature islandwalk.	EC	C	***	AMa	U1	AN, CH
Flash Counter	Counter target interrupt or instant spell.	INT	C	***	HMc	U1	LG
Flash Flood	Destroy red permanent or return mountain to owner's hand. Destroy enchantments on target land.	INS	C	*	TWu	U	LG, CH
Flight	Target creature now has flying.	EC	C	****	AMa	U	A,B,U,R,4TH
Flood	UU: Top target non-flying creature.	EN	C	***	DDe	U	DK,4TH
Flying Men	Flying. 1/1.	SC	C	****	CRu	U	AN

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Force Spike	Counter target spell unless its caster spends 1 extra colorless mana.	INT	C	••	BWa	U	LG	Invoke Prejudice	Counter an opponent's spell summoning a creature of a color different from one of the creatures you control unless caster pays an extra X, where X is the cost of the spell being cast.	EN	R	••	HMc	UUUU	LG
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 Jasonius	Pay UUUU 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	AVR,4TH
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 upkeep.	INS	C	••	MKi	U1	HL
Gaseous Form	Target creature deals nor 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
Ghost Ship	Flying. UUUU: Regenerates. 2/4.	SC	U	••••	TWb	UU2	DK,4TH	Juxtapose	Caster and target player each choose their highest-costing-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	SOR	R	•••	JHa	U3	LG, CH
Giant Albatross	Flying. U1: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Albatross is put into the graveyard from play. (Two versions)	SC	C	••	DCh	U1	HL	Krovikan Sorcerer	T: Discard a card from your hand and draw a card. If you discarded a black card, draw two cards instead, keeping one and discarding the other. 1/1.	SC	C	•••	PMo	U2	IA
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	••	AMa	U3	HL
Giant Shark	When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.	SC	C	••	TWb	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
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	UUU5	DK,4TH
Glacial Wall	0/7.	SC	U	•••	DWi	U2	IA	Lifetap	Gain 1 life whenever opponent taps a forest.	EN	U	••••	AMa	UU	A,B,U,R,4TH
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	•••	MBc	UU	A,B,U,R,4TH
High Tide	All islands produce an additional U until end of turn. Artists: AMa, DTu, AWe.	INS	C	••••	MuH	U	FE								
Homarid	Put a tide counter on Homarid when bringing it into play and during upkeep. Homarid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove all counters when there are four tide counters on Homarid. Artists: QHo, HHu, MTe, BWa. 2/2.	SC	C	•	MuH	U2	FE								
Homarid Shaman	U: Tap target green creature. 2/1.	SC	R	•••	AWe	UU2	FE								
Homarid Spawning Bed	UU1: Sacrifice a blue creature to put X Camarids, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.	EN	U	••••	DSh	UU	FE								
Homarid Warrior	U: Homarid Warrior may not be the target of spells or effects until end of turn. If Homarid Warrior is untapped, tap it. Do not untap Homarid Warrior as normal during your next untap phase. Artists: RAF, DGe, DSh. 3/3.	SC	C	••	MuH	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	UUU	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	•	RGo	U2	IA								
Invisibility	Target creature may only be blocked by walls.	EC	C	••••	AMa	UU	A,B,U								



LIFETAP MAGICAL HACK

Magical Hack
Change the text of a card being played or in play by switching one basic land type with another.

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.

Mahamoti Djinn
Flying. 5/6.

Mana Drain
Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.

Mana Short
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.

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.

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.

Memory Lapse
Counter target spell. Put that spell on top of its owner's library. (Two versions)

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.

Part Water
Give X target creatures islandwalk until end of turn.

Phantasmal Forces
Flying. Pay U during upkeep or card is destroyed. 4/1.

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.

Phantasmal Terrain
Target land switches to any basic land type chosen by caster.

Phantom Monster
Flying. 3/3.

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.

Polar Kraken
Trample. CU: Sacrifice a land. Comes into play tapped. 11/11.

Portent
You may look at the top three cards of one player's library. Either shuffle that library or put the three cards back on top of the library in any order. Draw a card at the beginning of the next turn.



players guide

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						

Power Artifact EA U •• DSh UU AQ
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.

Power Leak EE C •• DTu U1 A,B,U,R,4TH
Target enchantments requires 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.

Power Sink INT C •••• RTh UX A,B,U,R,4TH,IA
Counter target spell unless its caster spends X more mana. Target spell's caster must spend all available mana from lands and mana pool until X is met.

Prodigal Sorcerer SC C •••• DSh U2 A,B,U,R,4TH
T: Do 1 damage to any target. 1/1

Psionic Blast INS U •••• DSh U2 A,B,U
Do 4 damage to any target and 2 damage to you.

Psionic Entity SC R •• JHo U4 LG,4TH
T: Do 2 damage to any target and 3 damage to itself. 2/2.

Psychic Allergy EN R •••• MTe UU3 DK
Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep.

Sacrifice two islands during your upkeep or destroy Psychic Allergy.

Psychic Purge SOR C ••• SVC U LG
Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.

Psychic Venom EL C •• BSn U1 A,B,U,R,4TH
Do 2 damage to target land's controller whenever target land is tapped.

Puppet Master EC U ••• SEv UUU LG,CH
If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.

Ray of Command INS C ••••• HMc U3 IA
Untap target creature controlled by opponent and take control of it until end of turn. You can use that creature to attack or use abilities that require tapping.

Ray of Erasure INS C •• MRa U IA
Target player must take the top card of his or her library and place it in his or her graveyard. Draw a card at the beginning of the next turn.

Reality Twist EN R •• JEr UUU IA
CU: 1UU. Instead of your normal mana, plains produce R, swamps produce G, mountains produce W, and forests produce B.

Recall SOR U ••••• BSn UXX LG,CH
Sacrifice X cards in hand to bring X cards from your graveyard into your hand, then remove Recall from game.

Reconstruction SOR C ••••• AMa U AQ,R
Bring an artifact from your graveyard into your hand.

Reef Pirates SC C ••••• TWa U1 HL
If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2. (Two versions) blocked a blue creature or a blue creature blocked Sea Troll. 2/1.

Relic Bind EA R •• CRu U2 LG,4TH
When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.

Remove Soul INT C ••• BSn U1 LG,CH
Counter target summon spell.

Reset INT U •• NLe UU LG
Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.

Reverberation INS R ••••• JHo UU2 LG
Redirect damage from a sorcery to its caster.

Reyeko, Wizard Savant SL R ••••• SVC UU2 HL
Reveko does 2 damage to creature or player and does not untap during your next untap phase. 0/1.

Riptide INS C ••••• RAF U DK
Tap all blue creatures.

River Merfolk SC R ••••• DSh UU FE
U: Give River Merfolk mountainwalk until end of turn. 2/1.

Sage of Ut-Nam SC C •• PVe U1 AQ
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the graveyard. 1/1

Sea King's Blessing INS U ••• RAF U LG
Change the color of any number of target creatures to blue until end of turn.

Sea Serpent SC C •• JMe U5 A,B,U,R,4TH
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.

Seasinger SC U ••••• AWe U1 FE
T: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Sea Spirit SC U ••••• RAI U4 IA U: +1/+0 until end of turn. 2/3.						
Sea Sprite SC U ••••• SVC U1 HL Flying. Protection from red. 1/1						
Sea Troll SC U ••••• DGe U2 HL U: Regenerate. Use this ability only during a turn in which Sea Troll was blocked or in which Sea Troll blocked a Creature. 2/1						
Segovian Leviathan SC U ••••• MBe U4 LG,4TH Islandwalk. 3/3.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Tangle Kelp EC U ••••• RAI U DK Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast.						
Telekinesis INS R ••••• DGe UU LG Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.						
Teleport INS R ••••• DSh UUU LG,CH Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.						



FLOODED WOODLANDS



ARMAGEDDON

Flooded Woodlands and Armageddon: Here's one sure way to keep those irritating Juzam Djinn and Ihsan's Shades off your back. With Flooded Woodlands out, your opponent needs to sacrifice a land to attack. Play an Armageddon and, gee, your opponent has no lands. Simple enough for you?

Serendib Djinn SC R ••••• AMa UU2 AN
Flying. Destroy one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.

Serendib Efreot SC R ••••• AMa U2 AN,R
Flying. Does 1 damage to you during upkeep. 3/4.

Shyft SC R ••••• RTh U4 IA
During your upkeep, you may change the color of Shyft to any color or combination of colors. 4/2.

Sibillant Spirit SC R ••••• RSp U5 IA
Flying. When Sibillant Spirit attacks, defending player may draw a card. 5/6.

Silhouette INS U ••••• KFo U4 LG
Prevent all damage done until end of turn to target creature by spells or effects targeting it.

Silver Erne SC U ••••• MBe U3 IA
Flying, trample. 2/2.

Sinbad SC U ••••• JBa U1 AN,4TH
T: Draw new card, you may only keep it if it's a land. 1/1.

Siren's Call INS U ••••• AMa U A,B,U,R,4TH
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.

Sleight of Mind INT U ••••• NLe U A,B,U,R,4TH,IA
Change the text of a card being played or in play by switching one color word with another.

Snow Devil EC C ••••• KMe U1 IA
Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Snowfall EN C ••••• Pfo U2 IA
(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.

Soldevi Machinist SC U ••••• JMe U1 IA
T: Add 2 colorless mana to your mana pool. Use this mana for artifact activation costs only. 1/1.

Soul Barrier EN U ••••• HMc U2 IA
Target opponent takes 2 damage whenever he or she casts a summon spell. That player may pay 2 to prevent this damage.

Spectral Cloak EC U ••••• RAI UU LG
Target creature may not be targeted by spells or fast effects unless it is tapped.

Spell Blast INT C ••••• BSn UX A,B,U,R,4TH
Counter target spell; X is casting cost of target spell.

Stasis EN R ••••• FJo U1 A,B,U,R,4TH
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.

Steal Artifact EN U ••••• AWe UU2 A,B,U,R,4TH
Take control of target artifact.

Sunken City EN C ••••• JMy UU DK,4TH
All Blue creatures gain +1/+1. Pay UU during your upkeep or destroy Sunken City.

Svyelunite Priest SC U ••••• RSp U1 FE
U: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.

Thoughtlace INT R ••••• MPo U A,B,U,R,4TH
Change the color of a card being played or already in play to blue.

Thunder Wall SC U ••••• RTh U1 IA
Flying. U: +1/+1 until end of turn. 0/2.

Tidal Flats EN C ••••• Mui U FE
UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creature to prevent Tidal Flats from imparting first strike to that creature's blocker. Artists: RAI (two versions), SEv.

Tidal Influence EN U ••••• TWa U2 FE
Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal 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.

Time Elemental SC R ••••• AWe U2 LG,4TH
Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents. Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.

Timetwister SOR R ••••• MTe U2 A,B,U
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.

Time Walk SOR R ••••• AWe U1 A,B,U
Take an extra turn immediately after the end of the one in which you cast Time Walk.

Transmute Artifact SOR U ••••• AMa UU AQ
Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.

Twiddle INS C ••••• RAI U A,B,U,4TH
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.

Undertow EN U ••••• RAF U2 LG
Creatures with islandwalk may be blocked.

Unstable Mutation EC C ••••• DSh U AN,R,4TH
Target creature gains +3/+3. Put -1/-1 counter on card during upkeep. These counters remain until creature dies or game ends, even if Unstable Mutation is removed.

Unsummon INS C ••••• DSh U A,B,U,R,4TH
Return target creature to the hand of its owner. Discard enchantments on creature.

Updraft INS U ••••• LWi U1 IA
Give target creature flying until end of turn. Draw a card at the beginning of the next turn.

Venarian Gold EC C ••••• DGe UUX LG
Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.

Vesuvan Doppelganger SC R ••••• QHo U3 A,B,U,R
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*

Vodalian Knights SC R ••••• SVC U1 FE
First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. Knights can not attack if your opponent controls no islands 2/2.

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Vodalian Mage U, T: Counter a target spell unless caster pays an additional 1. QHo, SVC, MPo 1/1.	SC	C	●●●	Multi	U2	FE	Arcades Sabbath Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.	SL	R	●●●	EBe	UUGWW2	LG, CH	Giant Trap Door Spider GR1, T: Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	●●●	HHu	GR1	IA
Vodalian Soldiers Artists: MBe, RKF, JMe, SVC, 1/2.	SC	C	●	Multi	U1	FE	Axelrod Gunnarson Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.	SL	R	●●●	SKi	BRR4	LG, CH	Glaciers All mountains become plains.	EN	R	●●●	MTe	UW2	IA
Vodalian War Machine Tap Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.	SC	R	●●●	AWe	UU1	FE	Ayesha Tanaka T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.	SL	R	●●●	BWo	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	ABUR4TH	Barktooth Warbeard 6/5.	SL	U	●●●	ARu	BRR4	LG	Gwendlyn Di Corei T: Target player randomly discards a card in hand (play only during your turn). 3/5.	SL	R	●●●	JBo	BBUR	LG
Wall of Air Flying. 1/5.	SC	U	●●●	RTh	UU1	ABUR4TH	Bartel Runeaxe Cannot be target of enchant creature spells. Does not tap to attack. 6/5.	SL	R	●●●	ARu	BGR3	LG	Halfdane Make Halfdane 3/3 when cast. During upkeep, Halfdane may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdane is 3/3. */*.	SL	R	●●●	MBe	BUW1	LG
Wall of Kelp UU, T: Put a kelp token into play. Treat this as a 0/1 wall. 0/3.	SC	R	●●●	ARu	UU	HL	Boris Devilboon BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play. 2/2.	SC	R	●●●	JMy	BR3	LG	Hazezon Tamar On your first upkeep after Hazezon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazezon Tamar leaves play. 2/4.	SL	R	●●●	RKF	GRW4	LG
Wall of Vapor Cannot be damaged by creatures it blocks. 0/1.	SC	C	●●●	RTh	U3	LG, CH	Centaur Archer T: Deal 1 damage to target flying creature. 3/2.	SC	U	●●●	MBe	GR1	IA	Hunding Gjornersen Rampage: 1. 5/4.	SL	U	●●	RTh	UUW3	LG
Wall of Water U: +1/+0. 0/5.	SC	U	●●	RTh	UU1	ABUR4TH	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	ABUR4TH							Jacques le Vert Make all your green creatures +0/+2. 3/2.	SL	R	●●●	ARu	GRW1	LG	
Water Elemental 5/4.	SC	U	●●																	
Water Wurm Water Wurm gains +0/+1 if opponent controls an island. 1/1.	SC	C	●●	RSp	U	DK														



TIME BOMB



BLOOD OF THE MARTYR



REVERSE POLARITY

Time Bomb, Blood of the Martyr and Reverse Polarity: Lots of damage to lots of creatures—that's the first thing you get out of Time Bomb. Lots of damage to you and no damage to your creatures—that's what you get out of Blood of the Martyr. Top it off with a Reverse Polarity and you've got a lot of life.

Wind Spirit SC U ●●● KFo U4 IA Flying. Wind Spirit cannot be blocked by less than two creatures. 3/2.	SC	U	●●●	KFo	U4	IA	Chromium SL R ●●● EBe BBUWW2 LG, CH Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.	SL	R	●●●	EBe	BBUWW2	LG, CH	Jasmine Boreal SL U ●●● RKF GW3 LG 4/5.	SL	U	●●●	RKF	GW3	LG
Winter's Chill INS R ●●● EBe UX IA Destroy X attacking creatures at the end of combat. X cannot be greater than the number of snow-covered lands you control. The creatures' controller may pay 1 or 2 for each creature to prevent it from being destroyed. If only 1 is paid, the creature deals and receives no damage during combat.	INS	R	●●●	EBe	UX	IA	Dakkon Blackblade SL R ●●● RKF BUW2 LG, CH * equals the number of lands you control. */*.	SL	R	●●●	RKF	BUW2	LG, CH	Jedit Ojanen SL U ●●● MPo UW4 LG 5/5.	SL	U	●●●	MPo	UW4	LG
Word of Undoing INS C ●●● CRu U IA Return target creature to the hand of its owner. Any white enchantments you own on that creature go to your hand.	INS	C	●●●	CRu	U	IA	Dark Heart of the Wood EN C ●●● CRu BG DK Sacrifice a forest to gain 3 life.	EN	C	●●●	CRu	BG	DK	Jerrard of the Closed Fist SL U ●●● ARu GGR3 LG 6/5.	SL	U	●●●	ARu	GGR3	LG
Wrath of Marit Lage EN R ●●● MRa UU3 IA Tap all red creatures when Wrath of Marit Lage comes into play. Red creatures do not untap during their controller's untap phase.	EN	R	●●●	MRa	UU3	IA	Diabolic Vision SOR U ●●● AWA BU IA Look at the top five cards of your library and put one in your hand. Put the other four on top of your library in any order.	SOR	U	●●●	AWA	BU	IA	Johan SL R ●●● MTe GRW3 LG, CH 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 SC C ●●● HHu U1 LG, 4TH Flying. Does not tap to attack. 1/1.	SC	C	●●●	HHu	U1	LG, 4TH	Earthlink EN R ●●● RKF BGR3 IA Pay 2 during upkeep or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller must sacrifice a land.	EN	R	●●●	RKF	BGR3	IA	Kasimir the Lone Wolf SL U ●●● RKF UW4 LG 5/3.	SL	U	●●●	RKF	UW4	LG
Zuran Enchanter SC C ●●● DSh U1 IA B2, T: Opponent must discard 1 card of his or her choice. Can only be used during your turn. 1/1.	SC	C	●●●	DSh	U1	IA	Elemental Augury EN R ●●● AWA BUR IA 3: Look at the top three cards of any player's library and put them back in any order.	EN	R	●●●	AWA	BUR	IA	Kei Takahashi SL R ●●● SKi GW2 LG, CH T: Prevent up to 2 damage to target creature. 2/2.	SL	R	●●●	SKi	GW2	LG, CH
Zuran Spellcaster SC C ●●● EBe U2 IA T: Do 1 damage to any target. 1/1.	SC	C	●●●	EBe	U2	IA	Essence Vortex INS U ●●● MOK BU1 IA Bury target creature. Creature's controller may counter Essence Vortex by sacrificing life equal to the creature's toughness.	INS	U	●●●	MOK	BU1	IA	Kjeldoran Frostbeast SC U ●●● MPo GW3 IA Any creature blocking or blocked by Kjeldoran Frostbeast is destroyed at end of combat. 2/4.	SC	U	●●●	MPo	GW3	IA
Zur's Weirding EN R ●●● LDa U3 IA All players play with cards in hand face up. Whenever a player draws a card, any other player may sacrifice 2 life to force the drawing player to discard that card.	EN	R	●●●	LDa	U3	IA	Fiery Justice SOR R ●●● MBe GRW IA Do 5 damage divided any way you choose among any number of targets. Target opponent gains 5 life.	SOR	R	●●●	MBe	GRW	IA	Lady Caleria SL R ●●● BWA GGWW3 LG T: Do 3 damage to target attacking or blocking creature. 3/6.	SL	R	●●●	BWA	GGWW3	LG

GOLD

Adun Oakenshield SL R ●●● JMe BGR LG GRB, T: Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●	JMe	BGR	LG
Altar of Bone SOR R ●●● MBe GW IA Sacrifice a creature to choose one creature card from your library and add it to your hand. Reshuffle your library afterwards.	SOR	R	●●●	MBe	GW	IA
Angus Mackenzie SL R ●●● BWA UG LG UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.	SL	R	●●●	BWA	UG	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
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Monsoon	EN	R	••••	Nth	GR2	IA
If an island is untapped at the end of its controller's turn, Monsoon deals 1 damage to that player and the island becomes tapped.						
Mountain Titan	SC	R	••••	MBe	BR2	IA
RR1: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell. 2/2.						
Nebuchadnezzar	SL	R	•••••	RKF	BU3	LG, CH
Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Nicol Bolos	SL	R	•••	EBe	BBUUR2	LG, CH
Flying. An opponent damaged by Nicol Bolos must her discard entire hand. Pay BUR during upkeep or bury Nicol Bolos. 7/7.						
Palladia-Mors	SL	R	••••	EBe	GGRRWW2	LG, CH
Flying, trample. Pay WGR during upkeep or bury Palladia-Mors. 7/7.						
Pavel Maliki	SL	U	••	ARu	BR4	LG
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
Princess Lucrezia	SL	U	••	SeV	BUU3	LG
T: Add U to your mana pool (play as an interrupt). 5/4.						
Ragnar	SL	R	••••	MBe	BGW	LG
UGW, T: Regenerate target creature. 2/2.						
Ramirez DePietro	SL	U	•••	PfO	BBU3	LG
First strike. 4/3.						
Ramses Overdark	SL	R	••••	RKF	BBU2	LG
T: Destroy a target creature with an enchantment on it. 4/3.						
Rasputin Dreamweaver	SL	R	••	ARu	UW4	LG, CH
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began your turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
Reclamation	EN	R	••••	DWi	GW2	IA
No black creature may attack unless its controller sacrifice a land when that creature attacks.						
Riven Turnbull	SL	U	••	RKF	BU5	LG
T: Add B to your mana pool (play as an interrupt). 5/7.						
Rohgahh of Kher Keep	SL	R	••••	EBe	BBRR2	LG
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahh and all Kobolds are tapped and enter opponent's control. 5/5.						
Rubinia Soulsinger	SL	R	•••••	RAI	UGW2	LG
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3.						
Scarwood Goblins	SC	C	••	RSp	GR	DK
2/2.						
Sir Shandalar of Eberyn	SL	U	••	ARu	GW4	LG
4/7.						
Sivritri Scarzam	SL	U	••	Nth	BU5	LG, CH
6/4.						
Skeleton Ship	SL	R	•••••	Multi	BU3	IA
Bury immediately if controller has no islands in play. T: Put a -1/-1 counter on a creature. 0/3. Artists: AWe & TWa						
Solkantar Swamp King	SL	R	•••••	RKF	BUR2	LG, CH
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
Spectral Shield	EC	U	••••	MOK	UW1	IA
Target creature gains +0/+2 and it cannot be the target of further spells.						
Stangg	SL	R	••••	MPa	GR4	LG, CH
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.						
Stormbind	EN	R	•••	Multi	GR1	IA
2: Discard a card at random from your hand to do 2 damage to any target. Artists: Nth & PMa						
Storm Spirit	SL	R	••••	PvE	UGW3	IA
Flying. T: Do 2 damage to target creature. 3/3.						
Sunastion Falconer	SL	U	•••	CRu	GR3	LG
T: Add 2 to your mana pool. 4/4.						
Tetsuo Umezawa	SL	R	•••••	JBa	BUR	LG
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
Tobias Andrian	SL	U	••	ARu	UW3	LG, CH
4/4.						
Tor Wauki	SL	U	•••	RAF	BBR2	LG, CH
T: Do 2 damage to attacking or blocking creature. 3/3.						
Torsten Von Ursus	SL	U	••	MPa	GGW3	LG
5/5.						
Tuknir Deathlock	SL	R	••••	Lda	GGRR	LG
Flying. GR, T: Give target creature +2/+2 until end of turn. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Ur-Drago	SL	R	•••	CRu	BBU3	LG
First strike. Creatures with swampwalk may be blocked. 4/4.						
Vaeictis Asmadi	SL	R	••••	ARu	BBRRG2	LG, CH
Flying. B: Gain +1/+0 until end of turn. R: Gain +1/+0 until end of turn. G: Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaeictis Asmadi. 7/7.						
Wings of Aesthir	EC	U	•••••	EBe	UW	IA
Give target creature flying, first strike, and +1/+0.						
Xira Arien	SL	R	•••	MBe	BRG	LG, CH
Flying. GRB, T: Make target player draw a card. 1/2.						

GREEN

Aisling Leprechaun	SC	C	••	QHo	G	LG
All creatures blocking or blocked by Leprechaun become green. 1/1.						
An-Havva Constable	SC	U	••	Dfr	GG1	HL
Constable's toughness equals 1 plus the total number of green creatures in play. 2/1+.						
An-Havva Inn	SOR	U	••	Bsn	GG1	
Gain 1+X life where X is the number of green creatures in play.						
Arboria	EW	U	•••	DGe	GG2	LG
If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.						
Argothian Pixies	SC	C	•••	AWe	G1	AQ, CH
Cannot be blocked by artifact creatures. damage that Argothian Pixies take from artifact creatures is reduced to 0. 2/1.						
Argothian Treefolk	SC	C	•••	AWe	GG3	AQ
Any damage Argothian Treefolk take from an artifact source is reduced to 0. 3/5.						
Aspect of Wolf	EC	R	••••	JMe	G1	A,B,U,R,4TH
Increase target creature's power and toughness by half the number of forests caster has in play.						
Aurochs	SC	C	•••	KMe	G3	IA
Trample. Aurochs gain +1/+0 for each other Aurochs that attacks this turn. 2/3.						
Autumn Willow	SC	R	•••••	MOK	GG4	HL
Cannot be the target of spells or effects. G: Target player may target Autumn Willow with spells or effects till the end of turn. 4/4.						
Avoid Fate	INT	C	••	PfO	G	LG
Counter target interrupt or enchantment targeting a permanent you control.						
Baldurian Bears	SC	C	•••	QHo	G1	IA
2/2.						
Barbary Apes	SC	C	•••	BWa	G1	LG
2/2.						
Berserk	INS	U	•••••	Dfr	G	A,B,U
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	•••••	MPa	G	A,B,U,R,4TH
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Blizzard	EN	R	••	AMa	GG	IA
CU: 2. You cannot cast Blizzard if you do not control any snow covered lands. Flying creatures do not untap.						
Brown Ouphe	SC	C	•••	DGe	G	IA
G1, T: Counter an artifact ability that requires an activation cost. 1/1.						
Camouflage	INS	U	•••	JMy	G	A,B,U
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
Carapace	EC	C	•••	AMa	G	HL
Target creature gets +0/+2. Sacrifice Carapace to regenerate the creature it enchants. (Two versions)						
Carnivorous Plant	SC	C	•••	QHo	G3	DK,4TH
Counts as a wall. 4/5.						
Cal Warriors	SC	C	••••	MBe	GG1	LG, CH
Forestwalk. 2/2.						
Chub Toad	SC	C	•••	DGe	G2	IA
Gains +2/+2 until end of turn when blocked or blocking. 1/1.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
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Channel	SOR	U	••	RTh	GG	A,B,U,R,4TH
Add 1 colorless mana to your pool for each life point you sacrifice.						
Citanul Druid	SC	U	••	JMe	G1	AQ
Add a +1/+1 counter whenever opponent casts an artifact. 1/1.						
Cockatrice	SC	R	•••••	Dfr	GG3	A,B,U,R,4TH
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Cocoon	EC	U	•••	MTe	G	LG, CH
Put 3 counters on and tap target creature you control. Creature does not untap normally while counters remain. Remove a counter during upkeep. During the upkeep after the last counter is removed, creature gets +1/+1 and flying and Cocoon is destroyed.						
Concordant Crossroads	EW	R	•••	AWe	G	LG, CH
Creatures may attack or tap during the turn they are brought into play.						
Craw Giant	SC	U	••••	CRu	GGGG3	LG, CH
Trample. Rampage: 2. 6/4.						
Crow Wurm	SC	C	••	DGe	GG4	A,B,U,R,4TH
6/4.						
Crumble	INS	C	••••	JMy	G	AQ,R,4TH
Bury target artifact. Artifact's controller gains life points equaling target artifact's casting cost.						
Cyclone	EN	R	••	MTe	GG2	AN,CH
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Daughter of Autumn	SC	R	••	MOK	GG2	HL
W: Redirect 1 damage from white creature to Daughter of Autumn. 2/4.						
Deadfall	EN	U	•••	Nth	G2	LG
Creatures with forestwalk may be blocked.						
Desert Twister	SOR	U	••••	SVC	GG4	AN,R,4TH
Destroy any one card in play.						
Dire Wolves	SC	C	•••	RSp	G2	IA
Gains banding if you control any plains. 2/2.						
Drop of Honey	EN	R	•••	AMa	G	AN
Destroy lowest-powered creature during your upkeep. Drop of Honey is destroyed when there are no more creatures.						
Darkwood Boars	SC	C	••••	MKi	G4	LG,4TH
4/4.						
Earthlore	EL	C	••••	DTu	G	IA
0: Tap target land to give target blocking creature +1/+2 until end of turn.						
Elder Druid	SC	R	•••••	RKF	G3	IA
G3, T: Tap or untap one creature, land, or artifact. 2/2.						
Elven Fortress	EN	C	•••	Multi	G	FE
G1: Give target blocker +0/+1 until end of turn. Artists: RAF, MPa, PvE, TWa.						
Elven Riders	SC	U	•••	MBe	GG3	LG,4TH
Cannot be blocked except by walls and flying creatures. 3/3.						
Elves of Deep Shadow	SC	U	•••	JMy	G	DK
T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
Elvish Archers	SC	R	•••	AMa	G1	A,B,U,R,4TH
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
Elvish Farmer	SC	R	•••	RKF	G1	FE
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.						
Elvish Hunter	SC	C	••••	Multi	G1	FE
G1, T: Target creature does not untap normally during controller's untap phase. Artists: AMa, MPa, SVC. 1/1.						
Elvish Scout	SC	C	•••	Multi	G	FE
G, T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: MPa, CRu, PvE. 1/1.						



KNIGHT OF STROMGALD





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.						
Pyknight	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.						



ARENSON'S AURA



SKULL OF ORM

Radon Spirit	SC	U	••••	CRu	G3	LG,4TH
T: Target creature loses flying ability until turn ends. 3/2.						
• Rebirth	SOR	R	••	MTe	GGG3	LG,4TH
Each player may be healed to 20 life. Any player so choosing antes an additional card from the top of his or her library. Remove if not playing for ante.						
Regeneration	EC	C	•••	QHo	G1	A,B,U,R,4TH,IA
G: Target creature regenerates.						
• Regrowth	SOR	U	••••	DWi	G1	A,B,U,R
Bring a card from your graveyard into your hand.						
Reincarnation	INS	U	•••	EBe	GG1	LG
If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of the target creature's owner.						
Renewal	SOR	C	•	KFo	G2	HL
Sacrifice a land to search your library and put a basic land into play. This does not count towards your one land per turn limit. Reshuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.						
Revelation	EW	R	••	KFo	G	LG,CH
Play with all cards in hand face up.						
Rime Dryad	SC	C	•••	HHu	G	IA
Snow-covered forestwalk. 1/2.						
Ritual of Subdual	EN	R	•••	JHa	GG4	IA
CU: 2. All mana-producing lands produce colorless mana instead of their normal mana.						
Root Spider	SC	U	•	MKi	G3	HL
If assigned as a blocker, Root Spider gains first strike and +1/+0 until the end of turn. 2/2.						
Roots	EC	U	••	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.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Sandstorm	INS	C	••	BSn	G	AN,4TH
Do 1 damage to all attacking creatures.						
Savaen Elves	SC	C	••	RSp	G	DK
GG, T: Destroy target enchant land. 1/1.						
Scaled Wurm	SC	C	•••	DGe	G7	IA
7/6.						
Scarwood Bandits	SC	R	••••	MPo	GG2	DK
Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scarwood Bandits leave play. 2/2.						
Scarwood Hag	SC	U	•••	AMa	G1	DK
GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
Scavenger Folk	SC	C	•••	DDe	G	DK, CH
G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
Scrib 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.						

Arenson's Aura and Skull of Orm: There are permanents that let you get creatures, artifacts and enchantments out of the graveyard every turn, but there's nothing for instants. WatC will probably never make a card like that, but how about a recyclable Disenchant? You can sacrifice Arenson's Aura to destroy another enchantment and then use the Skull to get it back as often as you want.

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Tarpan	SC	C	•••	MOK	G	IA
You gain 1 life if Tarpan goes to the graveyard from play. 1/1.						
Thallid	SC	C	•••	MuH	G	FE
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: EBe, DGe, JMy, RSp. 1/1.						
Thallid Devourer	SC	U	•••	RSp	GG1	FE
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.						
Thelonite Druid	SC	U	••••	MOK	G2	FE
G1, T: Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.						
Thelonite Monk	SC	R	••••	BWa	GG2	FE
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.						
Thelon's Chant	EN	U	•••	MBe	GG1	FE
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.						
Thelon's Curse	EN	R	•••	PVe	GG	FE
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.						
Thermokarst	SOR	U	•••	KMe	GG1	IA
Destroy target land. You gain 1 life if that land is snow-covered.						
Thicket Basilisk	SC	U	••••	Dfr	GG3	A,B,U,R,4TH
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Thorn Thallid	SC	C	•••	MuH	GG1	FE
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: DGe, HHu, JMy, MTe. 2/2.						
Thoughtleech	EN	U	••••	MTe	GG	IA
Gain 1 life whenever target opponent taps an island.						
Timber Wolves	SC	R	•••	MBe	G	A,B,U,R,4TH
Bands. 1/1.						
Tinder Wall	SC	C	••••	REm	G	IA
Sacrifice Tinder Wall to add RR to your mana pool. R: Sacrifice Tinder Wall to do 2 damage to target creature it blocks. 0/3.						
Titania's Song	EN	U	•••	KKa	G3	AQ,R,4TH
Every non-creature artifact in play loses its usual abilities and becomes an artifact creature with power and toughness equal to its casting cost. Should Titania's Song leave play, artifacts revert to normal just before the next turn's untap phase.						
Touch of Vitae	INS	U	•••	LWi	G2	IA
Target creature may untap an additional time this turn. That creature may attack or use abilities requiring the T symbol this turn. Draw a card at the beginning of the next turn.						
Tracker	SC	R	••••	JMe	GG1	DK
GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/2.						
Trailblazer	INS	R	••••	JBa	GG2	IA
Target creature may not be blocked this turn.						
Tranquility	SOR	C	••••	DSh	G2	A,B,U,R,4TH
Discard all enchantments in play.						
Tsunami	SOR	U	•••	RTh	G3	A,B,U,R,4TH
Destroy all islands in play.						
Typhoon	SOR	R	••	AMa	G2	LG
Do 1 damage to opponent for each island he or she controls.						
Untamed Wilds	SOR	U	••	NTh	G2	LG,4TH
Search your library for one basic land and put it in play. This does not count as your normal land-played. Reshuffle your library afterward.						
Venom	EC	C	•••	TwG	GG1	DK,4TH
All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
Venemous Breath	INS	U	•••	LWi	G3	IA
All creatures blocking or being blocked by target creature are destroyed after combat.						
Verduran Enchantress	SC	R	••	KBr	GG1	A,B,U,R,4TH
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	•••	AMa	G2	A,B,U,R,4TH
G: Regenerates. 2/3.						
Wall of Ice	SC	U	•••	RTh	G2	A,B,U,R,4TH
0/7.						
Wall of Pine Needles	SC	U	•••	BSn	G3	IA
G: Regenerate. 3/3.						
Wall of Wood	SC	C	••	MTe	G	A,B,U,R,4TH
0/3.						
Wanderlust	EC	U	•••	CBr	G2	A,B,U,R,4TH
Do 1 damage to controller of target creature during upkeep.						
War Mammoth	SC	C	••••	JMe	G3	A,B,U,R,4TH
Trample. 3/3.						
Web	EC	R	••••	RAI	G	A,B,U,R,4TH
Target creature gains +0/+2 and may block flying creatures.						
Whippoorwill	SC	U	••••	DSh	G	DK
GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-redirecting spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
Whirling Dervish	SC	U	••••	SVC	GG	LG,4TH
Protection from black. Gains +1/+1 after each turn in which it damages opponent. 1/1.						

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						



AMROU KITHKIN



INFINITE AUTHORITY



MAZE OF ITH

Amrou Kithkin, Infinite Authority and Maze of Ith: Let's see...Amrou Kithkin can't be blocked by big creatures, and Infinite Authority ruthlessly slays little critters. Use the Maze of Ith to protect Amrou from dying the first couple of times she's blocked. Eventually she'll get big enough to stand on her own.

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.						
Witigo	SC	R	•••	MBE	GGG3	IA
Put six +1/+1 counters on Witigo when it comes into play. During your upkeep, put a +1/+1 counter on Witigo if it has been blocked or has blocked since your last upkeep. Otherwise, remove a +1/+1 counter from Witigo. 0/0.						
Wild Growth	EL	C	•••	MRa	G A,B,U,R,4th,IA	
Whenever target land is tapped for mana, Wild Growth provides an extra G.						
Willow Faerie	SC	C	••	SVC	G1	HL
Flying. 1/2.						
Willow Priestess	SC	R	••••	SVC	GG2	HL
T: Take Faerie from your hand and put it directly into play as if it were just summoned. G2: Target green creature gains protection from black until the end of turn. 2/2.						
Willow Satyr	SC	R	••	JMe	GG2	LG
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Winter Blast	SOR	U	••••	KFo	GX	LG,4TH
Top X target creatures. Do 2 damage to each target creature with flying.						
Wolverine Pack	SC	C	••	JMe	GG2	LG
Rampage: 2, 2/4.						
Wood Elemental	SC	R	•	BSn	G3	LG
* = the number of untapped forests you sacrificed when casting Wood Elemental. */*.						
Woolly Mammoths	SC	C	•••	Dfr	GG1	IA
Gains trample if you control any snow-covered lands. 3/2.						
Woolly Spider	SC	C	••••	DGe	GG1	IA
Doesn't fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3.						
Warmwood Treefolk	SC	R	•••	JMy	GG3	DK
BB: Give Warmwood Treefolk forestwalk until end of turn and lose 2 life GG: Give Warmwood 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.						
Krothi Berserker	SC	U	••	MBE	RRR2	LG
Rampage: 3, 2/4.						
Aggression	EC	U	••••	REm	R2	IA
Target non-wall creatures gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.						
Aladdin	SC	R	••••	JBa	RR2	AN, CH
RR1: Steal artifact. 1/1.						
Ali Baba	SC	U	•••	JBa	R	AN, 4TH
R: Top a wall. 1/1.						
Aliban's Tower	INS	C	••	JMe	1R	HL
Target defending creature gains +3/+1 till end of turn. (Two versions)						
Ali from Cairo	SC	R	••••	MPa	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	••	PaR	4	HL
First Strike. May attack the turn it comes into play on your side. 3/1. (Two versions)						
An-Zerrin Ruins	EN	R	•••	DDa	RR2	HL
Choose a creature type. That creature type does not untap during untap phase.						
Anaba Ancestor	SC	R	••	AMa	R1	HL
T: Target Minotaur gets +1/+1 till end of turn.						
Anaba Bodyguard	SC	C	•	AMa	R3	HL
First strike. 2/3. (Two versions)						
Anaba Shaman	SC	C	•••	AMa	R3	HL
R, T: Anaba Shaman deals 1 damage to target creature or player. 2/2. (Two versions)						
Anaba Spirit Crafter	SC	R	•••	AMa	RR2	HL
All minotaurs are +0/+1. 1/3.						
Anarchy	SOR	U	•••••	PfO	RR2	IA
Destroy all white permanents						
Artifact Blast	INT	C	•	MPa	R	AQ
Counter any artifact as it is being cast.						
Atoq	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.						
Baldurian Barbarians	SC	C	••	MPa	RR1	IA
3/2.						
Baldurian Hydra	SC	R	•••	MBE	RRX	IA
Put X +1/+0 counters on Baldurian Hydra when it comes into play. 0: Remove a +1/+0 counter to prevent 1 damage to Baldurian Hydra. RRR: Put a +1/+0 counter on Baldurian Hydra during your upkeep. 0/1.						
Ball Lightning	SC	R	••••	QHo	RRR	DK, 4TH
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.						
Barbarian Guides	SC	C	•••	RTh	R2	IA
R2, T: Give target creature a snow-covered landwalk ability of your choice until end of turn. Return that creature to its owner's hand at end of turn. 1/2.						
Battle Frenzy	INS	C	•••	BSn	R2	IA
All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.						
Beasts of Bogardan	SC	U	•••	DGe	R4	LG, CH
Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.						
Bird Maiden	SC	C	••	KFo	R2	AN, 4TH
Flying. 1/2.						
Blazing Effigy	SC	C	••	SVC	R1	LG
When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. 0/3.						
Blood Lust	INS	C	••••	AMa	R1	LG, 4TH
Make target creatures +4/+4 until end of turn. This makes toughness no lower than 1.						
Blood Moon	EN	R	••••	TWa	R2	DK, CH
Turn all non-basic lands into basic mountains while Blood Moon is in play.						
Bone Shaman	SC	C	••	AMa	RR2	IA
B: Creatures damaged by Bone Shaman this turn cannot regenerate. 3/3.						
Brand of Ill Omen	EC	R	•••	RAI	R3	IA
CU: R: Target creature's controller may not cast summon spells.						
Brassclaw Orcs	SC	C	•	MuH	R2	FE
Cannot be assigned to block creatures of power greater than 1. Artists: RAI (two versions), Dfr, HHu. 3/2.						

Brothers of Fire	SC	C	••	MTa	RR1	DK, 4TH
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.						
Brute, The	EC	C	••	MPa	R1	LG, 4TH
Target creature gains +1/+0. RRR: Regenerates.						
Burrowing	EC	C	•••	MPa	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.						
Chaosclaw	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	•••••	RGa	RR3	IA
Take control of target land.						
Crimson Kobolds	SC	C	•	AMa	0	LG
Crimson Kobolds are red creatures. 0/1.						
Crimson Manticores	SC	R	•••	DGe	RR2	LG, 4TH
Flying. R, T: Do 1 damage to target attacking or blocking creature. 2/2.						
Crookshank Kobolds	SC	C	•	CRu	0	LG
Crookshank Kobolds are red creatures. 0/1.						
Curse of Marit Lage	EN	R	••••	AWe	RR3	IA
Top 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.						
Disarmory	INS	R	•••	BWa	R2	LG
Target attacking creature is untapped and placed under your control until end of turn. It is no longer considered an attacker. Play before blocking is chosen.						
Disintegrate	SOR	C	••••	AMa	RX	A,B,U,R,4TH
Do X damage to a target. If target dies this turn, it is removed from game. Creatures affected cannot be regenerated.						
Dwarven Song	INS	U	••	Dfr	R	LG
Change the color of any number of target creatures to red until end of turn.						
Dragon Whelp	SC	U	••••	AWe	RR2	A,B,U,R,4TH
Flying. R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.						

•/• Restricted/Banned
AC Artifact Creature

ART Artifact
CR Current Rarity

CU Cumulative Upkeep
EA Enchant Artifact

EC Enchant Creature
EE Enchant Enchantment

EL Enchant Land
EN Enchantment

EW Enchant World
INS Instant

INT Interrupt
LAN Land

SC Summon Creature
SOR Sorcery



players guide

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Dwarven Armorer	R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••••	BWa	R	FE
Dwarven Armory	2: Sacrifice a land to put a +2/+2 counter on a creature. You may only use this ability during your upkeep.	EN	R	••••	RTh	RR2	IA
Dwarven Catapult	Does X damage, divided evenly among all of your opponent's creatures (round down).	INS	U	•••	JMe	RX	FE
Dwarven Demolition Team	T: Destroy a wall. 1/1.	SC	U	•••	KBr	R2	A,B,U
Dwarven Lieutenant	R1: Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	•	JMe	RR	FE
Dwarven Pony	R, T: Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R	•	MOK	R	HL
Dwarven Sea Clan	T: At the end of combat, Dwarven Sea Clan Deals 2 damage to target attacking or blocking creatures. Only use this ability if creature's controller controls any islands.	SC	U	••	AWe	R2	HL
Dwarven Soldier	If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. Artists: RAJ, RAF. 2/1.	SC	C	••	DSH	R1	FE
Dwarven Trader	1/1. (Two versions)	SC	C	•	MOK	R	HL
Dwarven Warriors	T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.	SC	C	•••••	DSH	R2	A,B,U,R,4TH

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
False Orders	Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.	INS	C	••••	AMa	R	A,B,U
Feint	Top all creatures blocking target attacking creature. Target and its blockers deal no damage in combat.	INS	C	••	BSn	R	LG
Fireball	Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.	SOR	C	••••	MTe	RX	A,B,U,R,4TH
Firebreathing	R: +1/+0.	EC	C	••	Dfr	R	A,B,U,R,4TH
Fire Drake	Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.	SC	U	••	CRu	RR1	DK, CH
Fire Elemental	5/4.	SC	U	•••	MBa	RR3	A,B,U,R,4TH
Firestorm Phoenix	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.	SC	R	••••	JMe	RR4	LG
Fissure	Bury target land or creature.	INS	C	••••	DSH	RR3	DK,4TH
Flame Spirit	R: +1/+0 until end of turn. 2/3.	SC	U	••	JHa	R4	IA
Flare	Flare does 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	••	DTu	R2	IA
Flashfires	Destroy all plains in play.	SOR	U	••••	DWi	R3	A,B,U,R,4TH
Fork	Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.	INT	R	•••••	AWe	RR	A,B,U,R
Frost Giant	Rampage: 2. 4/4.	SC	U	•••	DGe	RRR3	LG
Game of Chaos	Choose target player and flip a coin. If you win, you gain 1 life and that opponent takes 1 damage. Otherwise, you lose 1 life and that opponent gains 1 life. The winner decides whether to continue. The stakes double each round.	SOR	R	•••	DTu	RRR	IA

Name	Description	Kind	CR	Rating	Artist	Cost	Sets Found
Goblin King	While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.	SC	R	•••	JMy	RR1	A,B,U,4TH
Goblin Kites	R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.	EN	U	••	AMa	R1	FE
Goblin Mutant	Trample. Goblin Mutant cannot attack if opponent controls an untapped creature with power greater than 2. Goblin Mutant cannot block a creature of power greater than 2. 5/3.	SC	U	••	DGe	RR2	IA
Goblin Rock Sled	Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.	SC	C	••	DDa	R1	DK,4TH
Goblin Sappers	RR, T: Target creature you control cannot be blocked this turn. That creature and Goblin Sappers are destroyed after combat. RRRR, T: Target creature you control cannot be blocked this turn. That creature is destroyed after combat. 1/1.	SC	C	•••	JMe	R1	IA
Goblin Shrine	If target land is a basic mountain, all Goblins gain +1/0. Does 1 damage to all Goblins if it leaves play.	EL	C	•••	RSp	RR1	DK, CH
Goblin Ski Patrol	R1: Gains flying and +2/+0. You may only use this ability once and only if you control snow-covered mountains. Bury Goblin Ski Patrol at end of turn in which this ability is used. 1/1.	SC	C	••	MPa	R1	IA
Goblins of the Flag	Mountainwalk. Bury Goblins of the Flag if its controller controls any Dwarves. 1/1.	SC	C	•••	TWa	R	DK, CH
Goblin Snowman	Goblin Snowman neither receives nor deals damage in combat when blocking. T: Goblin Snowman deals 1 damage to the creature it blocks. 1/1.	SC	U	•••	DGe	R3	IA
Goblin War Drums	Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dfr, HJu, RKF, JMe.	EN	C	•••••	MuR	R2	FE
Goblin Warrens	R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.	EN	R	••••	Dfr	R2	FE
Goblin Wizard	T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.	SC	U	•••	DGe	RR2	DK
Granite Gargoyle	Flying. R: +0/+1. 2/2.	SC	R	•••	CRu	R2	A,B,U,R
Gravity Sphere	All creatures lose flying ability.	EW	R	•••••	BSn	R2	LG
Gray Ogre	2/2.	SC	C	••	Dfr	R2	A,B,U,R,4TH
Grizzled Wolverine	R: +2/+0 until end of turn. You may only use this ability when a creature blocks Grizzled Wolverine and only once each turn. 2/2.	SC	C	••	CBa	RR1	IA
Heart Wolf	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.	SC	R	••	MOK	R3	HL
Hill Giant	3/3.	SC	C	••	Dfr	R3	A,B,U,R,4TH
Hurlloon Minotaur	2/3.	SC	C	••	AMa	RR1	A,B,U,R,4TH
Hurr Jackal	T: Prevent creature from regenerating this turn. 1/1.	SC	R	•••	DTu	R	AN,4TH
Hyperion Blacksmith	T: Tap or untap target artifact opponent controls. 2/2.	SC	U	•••	Dfr	RR1	LG
Immolation	May target creature +2/-2.	EC	C	••••	SKi	R	LG,4TH
Imposing Visage	Target creature cannot be blocked by less than 2 creatures.	EC	C	•••	Pfo	R	IA
Inferno	Do 6 damage to all players and all creatures.	INS	R	•••	RAF	RR5	DK,4TH
Ironclaw Curse	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.	EC	R	•••	DDa	R	HL
Ironclaw Orcs	May only block creatures of power equaling 1 or less. 2/2.	SC	C	••	AMa	R1	A,B,U,4TH
Incinerate	Do 3 damage to any target. Creatures damaged by Incinerate may not regenerate.	INS	C	••••	MPa	R1	IA
Jokulhaups	Bury all artifacts, creatures, and lands.	SOR	R	•••••	RTh	RR4	IA
Joven	RRR, T: Destroy target non-creature artifact. 3/3.	SL	C	•••	DSH	RR3	HL
Karpalus Giant	0: Top a snow-covered land you control to give Karpalus Giant +1/+1 until end of turn. 3/3.	SC	U	•••	DGe	R6	IA
Karpalus Yeti	T: Karpalus Yeti does damage equal to its power to target creature. Target creature does damage equal to its power to Karpalus Yeti. 3/3.	SC	R	••••	QHo	RR3	IA



WANDERLUST



SPECTRAL SHIELD

Wanderlust and Spectral Shield: Feeling particularly mean? Try Wanderlusting one of your opponent's less offensive creatures and then throwing it under a Spectral Shield. In order to fully appreciate this combo, you must get a perverse sense of pleasure from watching your opponent try to off his own creature.

Dwarven Weaponsmith	SC	U	•••	MPa	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	•	MPa	RR1	DK
damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up.						
Eternal Warrior	EC	C	••••	AMa	R	LG,4TH
Target creature does not tap to attack.						
Falling Star	SOR	R	•••	DSH	R2	LG
From a height of at least a foot, flip Falling Star onto playing area. Any creature Falling Star touches takes 3 damage and taps if it survives. Falling Star has no effect if it doesn't turn at least 360 degrees.						

Giant Strength	EC	C	••••	JHa	RR	LG,4TH
Make target creature +2/+2.						
Glacial Crevasses	EN	R	••	MRA	R2	IA
0: Sacrifice a snow-covered mountain to have no creatures deal damage in combat this turn.						
Glyph of Destruction	INS	C	••	SVC	R	LG
Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.						
Goblin Artisans	SC	U	••	JBa	R	AQ, CH
If desired, tap Goblin Artisans as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.						
Goblin Balloon Brigade	SC	U	•••	ARu	R	A,B,U,R,4TH
R: Gains flying until end of turn. 1/1.						
Goblin Caves	EL	C	•••	DTu	RR1	DK
If target land is a basic mountain, all Goblins gain +0/+2.						
Goblin Chirurgeon	SC	C	•••	MuR	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	•••	TWa	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	•••	MuR	R	FE
Sacrifice a Goblin to deal 5 damage to a target. Artists: Dfr, CRu, RSp. 2/2.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description							Description						
Keldon Warlord	SC	U	•••	KBr	RR2	AB,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-wall 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	••	JBa	R1	LG	Orcish Artillery	SC	U	•••	AMa	RR1	AB,U,R,4TH	Pyroclasm	SOR	U	••••	PMa	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 costing cost as R1. 1/3.							Do 2 damage to each creature.						
Kobold Overlord	SC	R	••	JBa	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	•	JBa	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	AB,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	••••	TWa	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 top 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	AB,U,R,4TH	Orcish Librarian	SC	R	••••	Pfo	R1	IA	Red Elemental Blast	INT	C	•••••	RTh	R	AB,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.						
Manabombs	EN	R	••	CRu	R3	AB,U,R,4TH	Orcish Mechanic	SC	C	•••	PvE	R2	AQ	Rock Hydra	SC	R	•••	JMe	R	AB,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	AB,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 Flare	EN	R	••••	CRu	R2	AB,U,R,4TH								Rukh Egg	SC	C	••••	CRu	R3	AN
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.						
• Marton Stromgold	SL	R	•••••	MPo	RR2	IA														
If Marton Stromgold attacks, all other attacking creatures gain +*/* until end of turn, where * equals the number of other attacking creatures. If Marton blocks, all other blocking creatures gain +*/* until end of turn. 1/1.																				



Blood Moon and Volcanic Eruption: Sometimes temporarily changing all those annoying nonbasic lands to mountains isn't good enough. Feeling violent? Then blow them all sky-high with a Volcanic Eruption. Away go those offending multilands and factories—and everything takes lots of damage. Now that's mass destruction with a worthy cause!

BLOOD MOON

VOLCANIC ERUPTION

Melee 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.	INS	U	••••	DWi	R4	IA	Orcish Oriflame All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists costing cost as R1.	EN	U	•••	Dfr	R3	A,B,U,R,4TH	Stone Spirit Stone Spirit cannot be blocked by flying creatures. 4/3.	SC	U	•••	JMe	R4	IA
Melting All snow-covered lands turn into non-snow-covered lands of the same type.	EN	U	••	RGo	R3	IA	Orcish Spy T: Look at the top 3 cards in target player's library. Return them in order. Artists: DGe, SVC, PVe. 1/1.	SC	C	••••	MuH	R	FE	Storm World Do 1 damage to any player for each card below 4 in hand during upkeep.	EW	R	•••	CRu	R	LG
Meteor Shower Meteor Shower does X+1 damage divided any way you choose to any number of targets.	SOR	C	••••	REm	RXX	IA	Orcish Squatters If Orcish Squatters attacks and is not blocked, you may gain control of a land controlled by the defending player. If you do so, Orcish Squatters deal no damage this turn. 2/3.	SC	R	•••	RKF	R4	IA	• Tempest Efreit T: Pick a card randomly from opponent's hand and place it in yours, burying Tempest Efreit in opponent's graveyard. Opponent may prevent this permanent change in ownership by sacrificing 10 life or conceding game before the switch is made. If so, bury Tempest Efreit in caster's graveyard. 3/3.	SC	R	•	NTh	RRR1	LG,4TH
Mijae Djinn If Mijae Djinn attacks, flip a coin. If opponent wins flip, Mijae Djinn taps but does not attack. 6/3.	SC	R	••••	SVC	RRR	AN,R	Orcish Veteran Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: MBe, Dfr, QHo, DSh. 2/2.	SC	C	•••	MuH	R2	FE	Tor Giant 3/3.	SC	C	••	DSh	R3	IA
Mons' Goblin Raiders 1/1.	SC	C	•	JMe	R	A,B,U,R,4TH	Orgg Trample. Orgg can not attack if opponent controls an untapped creature with power greater than 2. Orgg cannot block creatures of power greater than 2. 6/6.	SC	R	•••	DGe	RR3	FE	Total War Whenever any player declares an attack, destroy all untapped non wall creatures that don't attack. Creatures that the player did not control at the beginning of the turn are not affected by Total War.	EN	R	•••	DTu	R3	IA
Mountain Goat Mountainwalk. 1/1.	SC	C	•••	CBr	R	IA	Panic Target creature may not block this turn. Draw a card at the beginning of the next turn.	INS	C	•••	MKi	R	IA	Tunnel Bury one wall.	SOR	U	••	Dfr	R	A,B,U,R,4TH
Mountain Yeti Mountainwalk, protection from white. 3/3.	SC	C	••••	Dfr	RR2	LG, CH	Power Surge Before untap phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.	EN	R	•••	DSh	RR	A,B,U,R,4TH	Two-Headed Giant of Foriys Trample. May block two creatures in combat. 4/4.	SC	R	••••	AMa	R4	A,B,U
Mudslide Non-flying creatures do not untap unless their controller pays 2 for each creature he or she wishes to untap.	EN	R	••	BSn	R2	IA							Uthden Troll R: Regenerates. 2/2.	SC	U	••••	DSh	R2	A,B,U,R,4TH	

•/* Restricted/Banned	ART Artifact	CU Cumulative Upkeep	EC Enchant Creature	EL Enchant Land	EW Enchant World	INT Interrupt	SC Summon Creature
AC Artifact Creature	CR Current Rarity	EA Enchant Artifact	EE Enchant Enchantment	EN Enchantment	INS Instant	LAN Land	SOR Sorcery



players guide

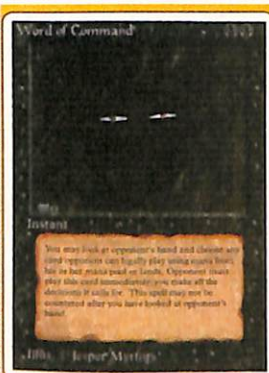
Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Vertigo	INS	U	•••	DTu	R	IA
Do 2 damage to target flying creature, which loses flying until end of turn.						
Wall of Dust	SC	U	••	Rth	R2	LG,4TH
Creatures blocked by Wall may not attack during opponent's next turn. 1/4.						
Wall of Earth	SC	C	••••	Rth	R1	LG
0/6.						
Wall of Fire	SC	U	•••	Rth	RR1	A,B,U,R,4TH
R: +1/+0. 0/5.						
Wall of Heat	SC	C	•••	Rth	R2	LG,CH
2/6.						
Wall of Lava	SC	U	•••	PVe	RR1	IA
R: +1/+1 until end of turn. 1/3.						
Wall of Opposition	SC	U	•••	HMc	RR3	LG,CH
1: +1/+0 until end of turn. 0/6.						
Wall of Stone	SC	U	•••	Dfr	RR1	A,B,U,R,4TH
0/8.						
• Wheel of Fortune	SOR	R	•••••	DGe	R2	A,B,U,R
All players must discard their hands and draw seven new cards.						
Windseeker Centaur	SC	R	•••	AMa	RR1	BOOK
Does not tap to attack. 2/2.						
Winds of Change	SOR	R	•••	JHa	R	LG,4TH
All players must shuffle their hands into their libraries, then draw as many cards as they originally had.						
Winter Sky	SOR	R	••	MKi	R	HL
Flip a coin. Opponent calls heads or tails. If call is in your favor, Winter Sky does one damage to each creature and player. Otherwise each player draws a card.						
Word of Blasting	INS	U	•••	KMe	R1	IA
Bury target wall. Word of Blasting does X damage to the wall's controller, where X equals the casting cost of the wall.						
Ydwen Efrete	SC	R	••	DTu	RRR	AN
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efrete blocks. 3/6.						

WHITE

Abbey Gargoyles	SC	U	••••	CRu	WW2	HL
Flying. Protection from red. 3/4.						
Abbey Maitron	SC	C	•••	MKi	2WW	HL
W. T: +0/+3 till end of turn. 1/3 (Two versions)						
Abu Ja'far	SC	U	••••	KMe	W	AN,CH
If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.						
Adarkar Unicorn	SC	C	•••	QHo	WW1	IA
T: Add either U or U and 1 to your mana pool. This mana can only be used for cumulative upkeep. 2/2.						
Akron Legionnaire	SC	R	•	MPo	WW6	LG,CH
Of your non-artifact creatures, only Akron Legionnaire may attack. 8/4.						
Alabaster Pation	INS	C	••••	HMc	WWX	LG,4TH
Give target player X life or prevent X damage to target creature or player.						
Amrou Kithkin	SC	C	••	QHo	WW	LG,4TH
Kithkin with power greater than 2 may not block Amrou Kithkin. Blocker's power may later be increased. 1/1.						
Angelic Voices	EN	R	••••	JBa	WW2	LG,CH
Give all your creatures +1/+1 if you control any white or artifact creatures.						
Angry Mob	SC	U	••••	DTu	WW2	DK,4TH
Trample. During Angry Mob's controller's turn, "total number of swamps all opponents control. Otherwise, "total number of swamps all opponents control. 2/2.						
Animate Wall	EC	R	•••	Dfr	W	A,B,U,R,4TH
Target wall may now attack.						
Arctic Foxes	SC	C	••	MPo	W1	IA
If defender controls any snow-covered lands, Arctic Foxes may not be blocked by any creature with power greater than 1. 1/1.						
Arenson's Aura	EN	C	••	NLe	W2	IA
W: Sacrifice an enchantment to destroy another enchantment. 3UU: Counter an enchantment as it is being cast.						
Argivian Archaeologist	SC	R	•••••	AWe	WW1	AQ
2: Bring an artifact from your graveyard to your hand. 1/1.						
Argivian Blacksmith	SC	C	••	KKa	WW1	AQ
T: Negate 2 damage to target artifact creature. 2/2.						
Armageddon	SOR	R	•••••	JMy	W3	A,B,U,R,4TH
Destroy all lands in play.						
Armor of Faith	EC	C	•••	AMa	W	IA
Target creature gains +1/+1. W: +0/+1.						
Army of Allah	INS	C	••••	BSn	WW1	AN
+2/+0 to all attacking creatures until end of turn.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Artifact Ward	EC	C	••	DSH	W	AQ
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.						
Aysen Bureaucrats	SC	C	•••	ARa	W1	HL
Tap target creature with power no greater than 2. 1/1.						
Aysen Crusader	SC	R	••	Nth	WW2	HL
X equals number of heroes in play. 2+X/2+X						
Aysen Highway	EN	R	•••	Nth	WWW3	HL
All white creatures gain plainswalk.						
• Balance	SOR	R	•••••	MPo	W1	A,B,U,R,4TH
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Battle Cry	INS	U	•••	DSH	W2	IA
Untap all your white creatures. All creatures that block this turn get +0/+1 until end of turn.						
Beast Walkers	SC	R	••	HHu	WW1	HL
G: Banding until the end of turn. 1/1.						
Benalish Hero	SC	C	•••	DSH	W	A,B,U,R,4TH
Bands. 1/1.						
Black Scarab	EC	U	•••	KFo	W	IA
Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by blue creatures.						
Black Ward	EC	U	••••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from black.						
Blaze of Glory	INS	R	••	Rth	W	A,B,U
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						

Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Circle of Protection: Green	EN	C	•••	Sev	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	••••	MTe	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	•••	DSH	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one white source.						
Cleans	SOR	R	•••••	Pfo	WW2	LG
Destroy all black creatures in play.						
Cleansing	SOR	R	•••	PVe	WWW	DK
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Clergy of the Holy Nimbus SC	C	••	DGe	W		LG
If killed or destroyed, Clergy of the Holy Nimbus regenerate unless opponent pays 1. 1/1.						
Cold Snap	EN	U	••	RGa	W2	IA
CU: 2. During each player's upkeep, Cold Snap does 1 damage to that player for each snow-covered land he or she controls.						
Combat Medic	SC	C	••••	Mu	W2	FE
W1: Prevent 1 damage to a player or creature. Artists: Ebe, Lda, Ama, SVC. 0/2.						
Consecrate Land	EL	U	••••	JMe	W	A,B,U
Target land is immune from all effects that would destroy it.						
Conversion	EN	U	••••	JMy	WW2	A,B,U,R,4TH
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.						
Cooperation	EC	C	•••	Pfo	W2	IA
Target creature gains banding.						
Crusade	EN	R	••••	MPo	WW	A,B,U,R,4TH
All white creatures gain +1/+1.						



Word of Command and Glasses of Urza:

Let's get one thing straight: Word of Command doesn't suck. It's a little tough to use (and the artwork is... uninspired), but an instant that allows you to look at your opponent's hand and cast one of his spells using his mana at a target of your choice—c'mon, that's pretty nuts! Just make sure your opponent has a card in hand that's worth taking control of by playing Peeping Tom with the way underated Glasses of Urza.

WORD OF COMMAND

GLASSES OF URZA

Blessed Wine	INS	C	••	KFo	W1	IA
Gain 1 life. Draw a card at the beginning of the next turn.						
Blessing	EC	R	••••	JBa	WW	A,B,U,R,4TH
W: +1/+1.						
Blinking Spirit	SC	R	•••••	LWi	W3	IA
0: Blinking Spirit returns to its owner's hand. 2/2.						
Blood of the Martyr	INS	U	•	CRu	WWW	DK,CH
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Blue Scarab	EC	U	•••	AWe	W	IA
Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.						
Blue Ward	EC	U	••••	Dfr	W	A,B,U,R,4TH
Target creature gains protection from blue.						
Brainwash	EC	C	••	PVe	W	DK,4TH
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						
Call to Arms	EN	R	••••	RGa	W1	IA
Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Bury Call to Arms if at any time that opponent does not control more cards of that color than any other color.						
Camel	SC	C	•	Sev	W	AN
Bands. Camel gives immunity to Desert damage to all those banded with it. 0/1.						
Caribou Range	EL	R	••••	Rtp	WW2	IA
WW: Tap land Caribou Range enchants to put a Caribou token into play. Treat this token as a 0/1 white creature. 0: Sacrifice a Caribou token to gain 1 life.						
Castle	EN	U	•••	DWi	W3	A,B,U,R,4TH
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Artifacts	EN	U	••••	PVe	W1	AQ,4TH
2: Prevent all damage against you from an artifact source.						
Circle of Protection: Black	EN	C	••••	JMy	W1	B,U,R,4TH,IA
1: Prevent all damage to you from one black source.						
Circle of Protection: Blue	EN	C	•••	DWi	W1	A,B,U,R,4TH,IA
1: Prevent all damage to you from one blue source.						

D'Avenant Archer	SC	C	•••	DSH	W2	LG,CH
T: Do 1 damage to attacking or blocking creature. 1/2.						
Damping Field	EN	U	•	JHa	W2	AQ
No one may untap more than one artifact in each of his or her own untap phases.						
Death Speakers	SC	U	•••	DSH	W	HL
W: Protection from black. 1/1.						
Death Ward	INS	C	••••	HMc	W	A,B,U,R,4TH,IA
Regenerates target creature.						
Disenchant	INS	C	••••	BSn	W1	A,B,U,R,4TH,IA
Destroy target enchantment or artifact.						
• Divine Intervention	EN	R	•••	AWe	WW6	LG
Put 2 counters on card. Remove 1 counter during your upkeep. When both are removed, game ends in a draw.						
Divine Offering	INS	C	••••	JMe	W1	LG
Destroy target artifact, gaining life equaling casting cost of artifact.						
Divine Transformation	EC	U	••••	Nth	WW2	LG,4TH
Give target creature +3/+3.						
Drought	EN	U	••••	Nth	WW2	IA
During your upkeep, pay WW or destroy Drought. In order to cast a spell that has B as part of its casting cost or use an ability that requires B, the player must sacrifice a swamp for each B in the spell or effect.						
Dust to Dust	SOR	C	•••	DTu	WW1	DK
Remove any two target artifacts from the game.						
Elder Land Wurm	SC	R	••••	QHo	WWW4	LG,4TH
Trample. Elder Land Wurm cannot attack until it has been assigned to block. 5/5.						
Elvish Healer	SC	C	•••	REm	W2	IA
T: Prevent 1 damage to any target or up to 2 damage to a green creature. 1/2.						
Enchanted Being	SC	C	••	DSH	WW1	LG
Reduce damage dealt to Being during combat by creatures with enchantments on them to 0. 2/2.						
Enduring Renewal	EN	R	•••••	HMc	WW2	IA
Play with your hand face up. If you draw a creature from your library, discard it. Whenever a creature goes to your graveyard from play, return it to your hand.						

Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found	Name Description	Kind	CR	Rating	Artist	Cost	Sets Found
Energy Storm CU: 1. Damage done by instants, interrupts, and sorceries is reduced to 0. Flying creatures do not untap during their controller's untap phase.	EN	R	****	SEv	W1	IA	Holy Day Creatures attack and block as normal but deal no damage.	INS	C	***	JHa	W	LG	Kjeldoran Guard T: Give target creature +1/+1 until end of turn. If that creature leaves play, bury Kjeldoran Guard. Use only when attack or defense is announced, and only if defending player controls no snow-covered lands. 1/1.	SC	C	**	AWa	W1	IA
Equinox Tap target land to counter a spell that destroys your land (play as an interrupt).	EL	C	**	SVC	W	LG	Holy Light Give all non-white creatures -1/-1 until end of turn.	INS	C	**	Dtu	W2	DK	Kjeldoran Knight Banding. W1: +1/+0 until end of turn. WW: +0/+2 until end of turn. 1/1.	SC	R	****	RSp	WW	IA
Exorcist W1: T. Destroy target black creature. 1/1.	SC	R	***	Dtu	WW	DK	Holy Strength Target creature gains +1/+2.	EC	C	***	AMa	W	ABUR,4TH	Kjeldoran Phalanx First strike, banding. 2/5.	SC	R	***	RKF	W5	IA
Eye for an Eye Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.	INS	R	****	MPo	WW	AN,R,4TH	Iceborn 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	**	MuH	W	FE	Kjeldoran Royal Guard T: Redirect all damage done to you by unblocked creatures this turn to Kjeldoran Royal Guard instead. 2/5.	SC	R	****	LWi	WW3	IA
Farmstead Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.	EL	R	*	MPo	WWW	ABUR	Iceborn Javelineers When cast, put a javelin counter on Javelineers. T: Remove the counter to deal 1 damage to any target. Artists: EBe, MBa, SKi. 1/1.	SC	R	*	PVe	WW	FE	Kjeldoran Skycaptain Flying, banding, first strike. 2/2.	SC	U	****	MPo	W4	IA
Farrel's Mantle If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchants.	EC	U	***	AWa	W2	FE	Iceborn Lieutenant W1: Give target Soldier +1/+0 until end of turn. 1/2.	SC	R	*	MuH	W	FE	Kjeldoran Skyknight Flying, banding, first strike. 1/1.	SC	C	****	MPo	W2	IA
Farrel's Zealot If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: EBe, MBa, RKF. 2/2.	SC	C	**	MuH	WW1	FE	Iceborn Moneychanger Lose 3 life when casting and put 3 counters on Iceborn 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, MBa, Dtu. 0/2.	SC	C	***	MuH	W	FE	Kjeldoran Warrior Banding. 1/1.	SC	C	***	MPo	W	IA
Farrelite Priest 1: Add W to your mana pool (play as an interrupt). Bury Farrelite Priest if more than 3 is spent in this way in one turn. 1/3	SC	U	*	Pfo	WW1	FE	Iceborn Phalanx Bands. 2/4.	SC	U	***	Kfo	W4	FE	Knights of Thorn Protection from red, banding. 2/2.	SC	R	****	CRu	W3	DK
Fasting Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.	EN	U	**	DSh	W	DK	Iceborn Priest WW1: Make target creature +1/+1 until end of turn. 1/1.	SC	U	***	Dtu	W	FE	Lance Target creature gains first strike.	EC	U	**	RAI	W	ABUR
Festival Opponent may not declare an attack this turn. Play during opponent's upkeep.	INS	C	**	MPo	W	DK	Iceborn Scout 1: T. Give target creature first strike until end of turn. Artists: RAI, Pfo, RKF, DSh. 1/1.	SC	C	****	MuH	W	FE	Land Tax If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.	EN	R	****	BSn	W	LG,4TH
Fire and Brimstone Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.	INS	U	**	JMe	WW3	DK	Iceborn Skirmishers Bands, first strike. All creatures that band with Skirmishers gain first strike until end of turn. 1/1.	SC	R	***	Hfu	W3	FE	Leeches Target player removes all poison counters. Player takes 1 damage for each poison counter removed.	SOR	R	*	ARa	WW1	HL
Formation Give target creature banding until end of turn. Draw a card at the beginning of the next turn.	INS	R	**	KMe	W1	IA	Iceborn Town Put 4 Citizen tokens, which are 1/1 white creatures, in play.	SOR	R	****	TWb	W5	FE	Lifeblood Take 1 life whenever opponent taps a mountain.	EN	R	****	MTe	WW2	LG
Fortified Area Give all your walls +1/+0 and banding.	EN	C	**	RAF	WW1	LG	Indestructible Aura Reduce to 0 all damage dealt to target creature until end of turn.	INS	C	**	MPo	W	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
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	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	Last Order of Jarkeld * equals the number of creatures controlled by target opponent. 1+*/1+*.	SC	R	***	ARu	WW2	IA
General Jarkeld T: Exchange two blocking creatures without creating an illegal block. 1/2.	SL	R	***	Rth	W3	IA	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	ABUR,4TH	Martyr's Cry Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.	SOR	R	***	JMe	WW	DK
Glyph of Life Add to your life points damage done to target wall by attacking creatures.	INS	C	*	SVC	W	LG	Ivory Guardians Protection from red. Make all guardians +1/+1 if opponent controls red cards. 3/3	SC	U	***	MBa	WW4	LG, CH	Martyrs of Korlis Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn. 1/6.	SC	U	***	MOK	WW3	AQ
Great Defender Give target creature +0/+X until end of turn, where X is the creature's casting cost.	INS	U	**	MPo	W	LG	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	Mercenaries If Mercenaries damages a player, that player may pay 3 to prevent that damage. 3/3.	SC	R	*	CBr	W3	IA
Great Wall Creatures with plainswalk may be blocked.	EN	U	*	SEv	W2	LG	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	****	Rth	WW2	ABUR,4TH	Mesa Falcon Flying. W1: +0/+1 until end of turn. 1/1. (Two versions)	SC	C	***	MPo	W1	HL
Greater Realm of Preservation W1: Prevent all damage to you from a red or black source.	EN	U	****	Nth	W1	LG	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	ABUR,4TH	Mesa Pegasus Flying, bands. 1/1.	SC	C	****	MBa	W1	ABUR,4TH
Green Scarab Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.	EC	U	***	NLe	W	IA	Keepers of the Faith 2/3.	SC	C	**	DGe	WW1	LG, CH	Miracle Worker T: Destroy target enchantment on one of your creatures. 1/1.	SC	C	***	RSp	W	nv
Green Ward Target creature gains protection from green.	EC	U	**	Dfr	W	ABUR,4TH														
Guardian Angel Negate X damage dealt to a target. Psst: put this card next to Paralyze.	INS	C	***	AMa	WX	ABUR														
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: Top 3 target white creatures you control to destroy any target creature. 2/6.	SC	R	****	MBa	W5	FE														
Hazduhr the Abbot X, T: Redirect to Hazduhr X damage dealt to white you control. 2/5.	SC	R	***	Dfr	WW3	HL														
Heal Prevent 1 damage to any target. Draw a card at the beginning of the next turn.	INS	C	**	MTe	W	IA														
Healing Salve Gain 3 life, or negate up to 3 damage dealt to a target.	INS	C	***	Dfr	W	ABUR,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														
Hippon Hippon 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	***	MBa	W	ABUR,4TH														



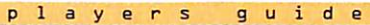
CRIMSON MANTICORE



BLOOD LUST

Crimson Manticores and Blood Lust: Mmmmm...

Nope, don't think I've ever seen anyone play a Crimson Manticore. Yeah, the casting cost is a bit high for a 2/2, but he's a flyer who can ping attackers and blockers. Mix in a Blood Lust and you can turn an attacking Shivan into a truly fearsome 9/1 monstrosity...until your I'll red buddy pings that stupid flying lizard right into the graveyard.



Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description						
Samite Alchemist	SC	C	••	TW	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	•••	TW	W1	AB, UR, 4TH
T: Prevent 1 damage to any target. 1/1.						
Savannah Lions	SC	R	•••	DG	W	AB, UR, 4TH
Seeker	EC	C	•••	MP	WW2	LG, 4TH
Target creature may only be blocked by white or artifact creatures.						
Seraph	SC	R	•••••	CR	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	•••••	DS	WW3	AB, UR, 4TH
Flying. Does not tap to attack. 4/4.						
Serra Aviator	EW	R	••••	NL	W3	HL
All creatures with flying get +1/+1						
Serra Bestiary	EC	C	••	AM	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.						
 <div style="float: right; writing-mode: vertical-rl; transform: rotate(180deg); background-color: black; color: white; padding: 5px; font-weight: bold;">MYSTIC REMORA</div>						
<p>Mystic Remora: This <i>Ice Age</i> enchantment is one of the more underrated cards out there. Fact of the matter is, Mystic Remora is a very effective way to draw more cards. It may not stay out for very long, but for one blue mana it's worth it even if you only get to draw two extra cards.</p>						
Serra Inquisitors	SC	U	••	DD	W4	HL
If blocking or blocked by black creatures, Inquisitors get +2/0. 3/3.						
Serra Paladin	SC	C	••	PV	WW2	HL
T: Prevent 1 damage to any creature or player. WW1, T: Attacking does not count target creature to tap this turn. 2/2.						
Shahrazad	SOR	R	•	KF	WW	AN
Players must suspend game in progress and play a game of <i>Magic</i> with their current libraries. Loser of that game loses half of life points in the original game.						
Shield Bearer	SC	C	••	DF	W1	IA
Banding. 0/3.						
Shield Wall	INS	U	••	DS	W1	LG, CH
Give all your creatures +0/+2 until end of turn.						
Snow Hound	SC	U	•••	PW	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	•••	DD	WW1	HL
All falcons +1/+1. W1: Target falcon gains banding until the end of turn. 2/2.						
Spirit Link	EC	U	•••••	KF	W	LG, 4TH
Take 1 life for every point of damage target creature does.						
Spiritual Sanctuary	EN	R	•••	AW	WW2	LG
Any player controlling plains takes 1 life during his or her upkeep.						
Squire	SC	C	•	DD	W1	DK
1/2.						
Swords to Plowshares	INS	U	•••••	KF	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	•	DD	WW1	DK
All Goblins are destroyed.						
Trade Caravan	SC	C	•	KF	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

Name	Kind	CR	Rating	Artist	Cost	Sets Found	Name	Kind	CR	Rating	Artist	Cost	Sets Found
Description							Description						
Ebon Stronghold LAN U • MPo FE Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.	LAN	U	•	MPo	FE		Mishra's Factory LAN U •••• KFo, PFo AQ, 4TH T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.	LAN	U	••••	KFo, PFo	AQ, 4TH	
Elephant Graveyard LAN R ••• RAI AN T: Add 1. T: Regenerate an Elephant or Mammoth.	LAN	R	•••	RAI	AN		Mishra's Workshop LAN R ••• KFo AQ T: Add 3 to your mana pool. This mana may only be used to cast artifacts.	LAN	R	•••	KFo	AQ	
Forest LAN C — CRu AB, U, R, 4TH, IA T: Add G to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	CRu	AB, U, R, 4TH, IA		Mountain LAN C — DSh AB, U, R, 4TH, IA T: Add R to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DSh	AB, U, R, 4TH, IA	
Glacial Chasm LAN U •• LDa IA CU: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.	LAN	U	••	LDa	IA		Mountain Stronghold LAN U • TWa LG All your red legends may band with other legends.	LAN	U	•	TWa	LG	
Halls of Mist LAN R •••• MPo IA CU: 1. No creature may attack if it attacked during its controller's last turn.	LAN	R	••••	MPo	IA		Oasis LAN U •••• BSn AN, 4TH T: Negate 1 damage to any creature.	LAN	U	••••	BSn	AN, 4TH	
Hammerheim LAN U •••• BWa LG Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.	LAN	U	••••	BWa	LG		Pendelhaven LAN U •••• BWa LG Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.	LAN	U	••••	BWa	LG	
Havenwood Battleground LAN U • MPo FE Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.	LAN	U	•	MPo	FE		Plains LAN C — JMy AB, U, R, 4TH, IA T: Add W to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	JMy	AB, U, R, 4TH, IA	
Hollow Trees LAN R ••• PMo FE Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.	LAN	R	•••	PMo	FE		Plateau LAN R ••••• DTu AB, U, R T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.	LAN	R	•••••	DTu	AB, U, R	
Icatian Store LAN R ••• PMo FE Comes into play tapped. You may leave Icatian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.	LAN	R	•••	PMo	FE		Rainbow Vale LAN R ••• KFo FE T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.	LAN	R	•••	KFo	FE	
Ice Floe LAN U ••• JMe IA You may choose not to untap Ice Floe. T: Tap target non-flying creature that attacks you. That creature does not untap as long as Ice Floe is tapped.	LAN	U	•••	JMe	IA		River Delta LAN R ••••• Sev IA If there are any depletion counters on River Delta, it does not untap. Remove a depletion counter from River Delta at the end of your upkeep. T: Add B to your mana pool and put a depletion counter on River Delta. T: Add U to your mana pool and put a depletion counter on River Delta.	LAN	R	•••••	Sev	IA	



THALLID



ALTAR OF BONE

Thallid and Altar of Bone

Boy, being a token creature in Magic is probably one of the more depressing and demoralizing jobs out there. When you're not being treated like snack food by the Lord of the Pit or as a projectile by the Skull Catapult, odds are you're just hanging around to block some crazy 10/10 creature or something. Or hey, how about being sacrificed to an Altar of Bone so your master can get a creature he loves more than you? Geez, Alanis Morissette thought she had it tough!

Island LAN R — MPo AB, U, R, 4TH, IA T: Add U to your mana pool.	LAN	R	—	MPo	AB, U, R, 4TH, IA
Island of Wak-Wak LAN R ••••• DSh AN T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	•••••	DSh	AN
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.	LAN	U	•••••	NLe	LG
Karpalus 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.	LAN	R	•••	NLe	IA
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.	LAN	U	•	PMo	HL
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.	LAN	R	•••••	LWi	IA
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.	LAN	R	•••••	BWa	IA
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.	LAN	R	•••••	MPo	AN
Maze of Ith LAN U ••••• AMa DK T: Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.	LAN	U	•••••	AMa	DK

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.	LAN	U	•	MPo	FE
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.	LAN	R	•••••	CRu	DK
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.	LAN	R	•••	PMo	FE
Savannah LAN R ••••• RAI AB, U, R T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.	LAN	R	•••••	RAI	AB, U, R
Scrubland LAN R ••••• JMy AB, U, R T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.	LAN	R	•••••	JMy	AB, U, R
Seafarer's Quay LAN U • TWa LG All your blue legends may band with other legends.	LAN	U	•	TWa	LG
Snow-Covered Forest LAN U — PMo IA T: Add G to your mana pool.	LAN	U	—	PMo	IA
Snow-Covered Island LAN U — AMa IA T: Add U to your mana pool.	LAN	U	—	AMa	IA
Snow-Covered Mountain LAN U — TWa IA T: Add R to your mana pool.	LAN	U	—	TWa	IA
Snow-Covered Plains LAN U — CRu IA T: Add W to your mana pool.	LAN	U	—	CRu	IA
Snow-Covered Swamp LAN U — DSh IA T: Add B to your mana pool.	LAN	U	—	DSh	IA
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.	LAN	R	•	RAF	DK

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.	LAN	U	•••••	DGe	AQ, 4TH
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.	LAN	R	•••	PFo	IA
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.	LAN	U	•	MPo	FE
Swamp LAN C — DFr AB, U, R, 4TH, IA T: Add B to your mana pool. Two Alpha versions, three versions in other sets.	LAN	C	—	DFr	AB, U, R, 4TH, IA
Taiga LAN R ••••• RAI AB, U, R T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.	LAN	R	•••••	RAI	AB, U, R
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.	LAN	R	•••	NLe	LG
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.	LAN	R	•••••	JMe	IA
Tolaria LAN U ••••• NLe LG Legendary. T: Add U to your mana pool. T: During upkeep, remove bonding ability from target creature until end of turn.	LAN	U	•••••	NLe	LG
Tropical Island LAN R ••••• JMy AB, U, R T: Add either G or U to your mana pool. Treat as both a Forest and an Island.	LAN	R	•••••	JMy	AB, U, R
Tundra LAN R ••••• JMy AB, U, R T: Add either U or W to your mana pool. Treat as both an Island and a Plains.	LAN	R	•••••	JMy	AB, U, R
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.	LAN	R	•••	Nth	IA
Underground Sea LAN R ••••• RAI AB, U, R T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.	LAN	R	•••••	RAI	AB, U, R
Unholy Citadel LAN U • MPo LG All your black legends may band with other legends.	LAN	U	•	MPo	LG
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.	LAN	U	•••	BWa	LG
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.	LAN	C	••	AMa	AQ
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.	LAN	C	••	MTe	AQ
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.	LAN	C	••	MPo	AQ
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.	LAN	R	•••••	BWa	IA
Volcanic Island LAN R ••••• BSn B, U, R T: Add either U or R to your mana pool. Treat as both an Island and a Mountain.	LAN	R	•••••	BSn	B, U, R
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.	Land	U	•	PMo	HL

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INQUEST

players guide



UNLIMITED EDITION

ACTIONS

Name	Special Abilities	Type	Discipline	Rating	Rarity
Ancient Influence	+1 stealth. All players choose a vampire they control and gain an amount of blood equal to the vampire's capacity. Each player then loses 5 pool. Can only be played once per game.	Political		****	C
Angella Empowerment	+1 stealth. All players lose 1 pool for each minion under their control.	Political		**	C
Archon	+1 stealth. Prince or Justicar. Target vampire acquires the ability to attack other vampires as a direct action at +1 stealth. Target vampire is also immune to bloodhunt votes. These abilities can be taken away by a vote action, which would be at +1 stealth.	Political		****	U
Army of Rats	+1 stealth. During your untap, your prey loses 1 pool. Any minion can burn this card as a direct action.	Action	An	****	C
Arson	Burn a location as a direct action. Cannot be replaced until after combat.	Action			C
Autarkis Persecution	+1 stealth. All players gain 1 pool for each minion under their control.	Political		***	C
Bewitching Oration	Gain 2 votes. (Gain 4 votes.)	Modifier	Pr	***	C
Blood Bond	+1 stealth. Target vampire cannot block the acting vampire for the rest of the game.	Action		*	U
Bloodhunt	+1 stealth. Prince or Justicar. Play on a vampire that is not a prince or justicar. Any vampire can attack that vampire as a direct action at +1 stealth.	Action		***	U
Bonding	+1 bleed. (+1 bleed and +1 stealth.)	Modifier	Do	****	C
Bribes	Use before votes are cast. Each player voting completely in your favor gains 1 pool.	Modifier		***	C
Bruhja Justicar	+1 stealth. Target ready Bruhja is declared the Bruhja Justicar. Each Bruhja gets 1 extra vote.	Political		****	R
Bum's Rush	Attack an opponent's minion as a direct action. You have one optional maneuver for this combat.	Action		***	C
Business Pressure	Any player can spend pool for votes at a ratio of 2 votes for 1 pool. (As above, but you get 3 votes for each pool spent.)	Modifier	Pr	**	R
Camarilla Exemplary	+1 stealth. Choose a vampire. For the rest of the game, any player attempting to block that vampire must pay 1 pool.	Political		**	C
Cat Burglary	+1 stealth. Bleed any player as a direct action. If more than 1 pool is bled, ignore the excess.	Action	Ce	***	R
Cat's Guidance	Untap this vampire. Can only be used immediately after this vampire blocks. (+1 intercept.)	Reaction	An	***	C
Change Target	Play when your minion is blocked. Untap the minion and the blocker, and cancel the current action. This minion cannot take the same action again this turn.	Modifier		**	U
Charming Lobby	+1 stealth. Call a vote. If it passes, the next vote you call passes automatically. (As above, but you get 2 additional votes.)	Action	Pr	**	U
Cloak the Gathering	Cannot be used by the acting vampire. Give your acting vampire +1 stealth. This does not tap the vampire playing this card.	Modifier	Ob	***	C
Computer Hacking	Bleed your prey at +1.	Action		***	C
Conditioning	+2 bleed. (+3 bleed.)	Modifier	Do	***	C

Name	Special Abilities	Type	Discipline	Rating	Rarity
Consanguineous Boon	+1 stealth. Choose a clan. Each player gains 1 pool for each member of that clan he or she controls.	Political		**	C
Consanguineous Condemnation	Choose a clan. All vampires of that clan become tapped.	Political		**	C
Conservative Agitation	Divide the loss of X pool between at least 2 players, where X is the number of players in the game.	Political		***	C
Cryptic Mission	+1 stealth. Do 1 damage to target minion or remove 1 blood from target vampire. (As above, but the acting vampire gains 1 blood.)	Action	Th	**	C
Cryptic Rider	Use after a successful political action. The next vote you call this turn passes automatically.	Modifier		**	U
Cunctator Motion	+1 stealth. Rearrange the ante cards among all remaining players.	Political		***	R

Name	Special Abilities	Type	Discipline	Rating	Rarity
Earth Control	+1 stealth. (+2 stealth.)	Modifier	Pr	****	C
Elder Kindred Network	Can only be used before votes are cast during a political action. If the vote fails, the acting player loses 1 pool plus 1 extra for each vote difference.	Reaction		**	U
Embrace, The	+1 stealth. Treat this card as a 1 capacity vampire. You may immediately play one of your skill cards on this vampire.	Action		***	R
Enchant Kindred	Bleed your prey at +1. (Add 2 blood from the blood bank to a younger uncontrolled vampire.)	Action	Pr	***	C
Enhanced Senses	+1 intercept. (+2 intercept.)	Reaction	Au	***	C
Entrancement	Bleed your prey at +1 stealth. (+1 Stealth. Gain control of an ally from any player.)	Action	Pr	****	R
Faceless Night	+1 stealth. (+1 stealth. Any vampire attempting to block this action becomes tapped.)	Modifier	Ob	***	C
Far Mastery	+1 stealth. Gain control of a retainer from any vampire. (Gain control of an ally from any player.)	Action	Do	***	R
Fast Reaction	Can only be used after one of your blocking minions has just entered combat. This vampire becomes tapped and enters combat with the acting minion. The acting minion cannot use any strikes in the first round. (As above, with an optional press.)	Reaction	Au	***	C
5th Tradition: Hospitality, The	+1 stealth. Prince or Justicar. Target vampire gains enough blood from the blood bank to fill it to capacity.	Action		***	U



SUCCUBUS CLUB



HAVEN UNCOVERED

Succubus Club & Haven Uncovered:

The Club is one of the more underrated cards in VTES because it demands you look upon the other Methuselahs as potential allies, rather than as threats or as lunch. However, sometimes it's best to put aside differences to achieve a common goal—like taking out an extremely powerful vampire that makes everyone else edgy.

Down Operation	Modifier	Fo	***	U
If this vampire is blocked, all damage dealt in the resulting combat is aggravated. A vampire attempting to block has the option to back out. (As above, but the blocker can't back out.)				
Day Operation	Modifier	Fo	****	R
This action cannot be blocked. The acting vampire goes to torpor after the action is completed. (As above, but this can be used in response to a block attempt.)				
Deflection	Reaction	Do	***	C
A minion bleeding you must bleed a player of your choice instead, other than that minion's controller. Tap the reacting vampire. (As above, but the reacting vampire doesn't tap.)				
Delaying Tactics	Reaction		***	U
Cancel the current political action. The political action returns to its owner's hand, and cannot be played again this turn. Untap the acting vampire.				
Disarming Presence	Modifier	Pr	*	U
Play before votes are cast during a political action. All vampires that cast votes become tapped. (As above, but your vampires don't become tapped if they vote.)				
Disputed Territory	Political		**	C
+1 stealth. Choose target location and target player. If the vote is successful, target player gets control of the chosen location.				
Distraction	Action	Ce	***	R
+1 stealth. Replace this card, then draw 5 cards and discard to your maximum hand size. (Tap a minion of your prey or predator as a direct action.)				
Domain Challenge	Political		**	C
+1 stealth. All players lose 1 pool for each minion they control that is tapped.				
Dramatic Upheaval	Political		****	U
+1 stealth. Switch places with target player.				
Dread Gaze	Reaction	Pr	**	C
Gain 2 votes. (Gain 4 votes.)				
Eagle's Sight	Reaction	Au	****	U
+1 intercept. (Vampire may attempt to block any minion's action.)				

1st Tradition: The Masquerade	Political		****	R
+1 stealth. Each player must either pay 2 pool or skip his or her turn. Card is burned when you have either skipped 3 turns or paid 6 pool.				
4th Tradition: The Accounting	Action		***	U
+1 stealth. Prince or Justicar. Put up to 3 blood from the blood bank on a younger uncontrolled vampire.				
Freak Drive	Modifier	Fo	****	R
Can only be used after this vampire completes an action. Untap this vampire. (Untap this vampire, even if the action is blocked.)				
Gangrel Justicar	Political		****	R
+1 stealth. Target ready Gangrel is declared the Gangrel Justicar. Each Gangrel gets 1 extra vote.				
Govern the Unaligned	Action	Fo	*****	C
Bleed your prey at +2. (+1 stealth. Add up to 3 blood to a younger uncontrolled vampire from the blood bank.)				
Grave Robbing	Action	Do	***	U
Take control of a vampire from any torpor and move it to your torpor. (As above, but the acting vampire can pay 2 blood to move the stolen vampire into your controlled region.)				
Hidden Lurker	Action	Ob	***	C
Play after one of your acting minions has just completed combat. This vampire now enters combat with the blocker. The blocking minion cannot use any strikes during the first round. (As above, with an optional press.)				
High Stakes	Political		**	R
+1 stealth. Each player must ante an additional card or be ousted from play.				
Indomitability	Fo	***	C	
Prevent 1 damage. (Press, or prevent 1 damage with an optional press.)				
Kindred Intelligence	Action		**	R
+1 stealth. Move the top card of your crypt to your inactive region.				
Kindred Restructure	Political		***	U
+1 stealth. Choose a new seating order.				
Kindred Segregation	Political		***	U
+1 stealth. Burn all allies. Players can repay an ally's cost to keep it in play.				

Name	Type	Discipline	Rating	Rarity	Name	Type	Discipline	Rating	Rarity	Name	Type	Discipline	Rating	Rarity
Special Abilities					Special Abilities					Special Abilities				
Kine Dominance Bleed your prey at +1 with +1 stealth. (Take control of a location from any player as a direct action.)	Action	Do	•••••	R	Pulse of the Canaille +1 stealth. You may look at all players' hands for the rest of the turn. (This vampire gets 3 bleed for the rest of the game.)	Action	Au	••••	U	Telepathic Vote Counting Cancel a political action and take the card back into your hand. (Target vampire cannot vote in this action.)	Modifier	Au	••	R
Kine Resources Contested +1 stealth. Divide the loss of 4 pool between at least 2 players	Political		•••	C	Rampage Burn any location as a direct action. This action is at +1 stealth if you control the location.	Action	Po	••	U	3rd Tradition: Progeny, The +1 stealth. Prince or Justicar. Treat this card as a 1 capacity vampire. You may immediately play one of your skill cards on this vampire.	Action		•••	U
Legal Manipulations Bleed your prey at +2. (As above, but gain 1 pool if the bleed is successful.)	Action	Pr	••••	C										
Lexatolonia +1 stealth. Choose a player who has received a victory points since your last turn. All of that player's minions become tapped and do not untap on his or her next turn.	Political		••	U										
Lost in Crowds +1 stealth. (+2 stealth.)	Modifier	Ob	••••	C										
Magic of the Smith +1 stealth. Search your library for one piece of equipment and put it on the acting vampire. You must still pay the normal equip cost. (As above, but with +3 stealth.)	Action	Th	••	R										
Malkavian Justicar +1 stealth. Target ready Malkavian is declared the Malkavian Justicar. Each Malkavian gets 1 extra vote.	Political		••••	R										
Mask of 1,000 Faces Can only be used by an untapped vampire other than the acting vampire. The acting vampire becomes untapped, and this vampire takes over the action. (As above, but with +1 stealth.)	Modifier	Ob	••	U										
Masquerade Enforcement +1 stealth. Whenever a player moves a vampire from uncontrolled to controlled territory, that player loses 1 pool. This card can be burned by a vote action, which would be at +1 stealth.	Political		•••	U										
Movement of the Slow Body +2 stealth. Can only be used by a tapped vampire in torpor. This vampire untaps. (As above, but the vampire also gets 1 bleed.)	Action	Pt	•	U										
Night Moves Bleed your predator or prey at +3 stealth. If more than 1 pool is bled, ignore the excess. (As above, but with +6 stealth.)	Action		••••	U										
Nosferatu Justicar +1 stealth. Target ready Nosferatu is declared the Nosferatu Justicar. Each Nosferatu gets 1 extra vote.	Political		••••	R										
Obedience Can only be used when this vampire has blocked a younger vampire. The action remains blocked, but there is no combat, and both vampires untap. The acting vampire cannot perform the same action this turn. (As above, but the acting vampire stays tapped.)	Reaction	Do	•••	U										
Parity Shift +1 stealth. Prince or Justicar. Choose a player who has more blood than you. Divide up to X of that blood among any number of players, where X is the number of players in the game.	Political		••••	U										
Patagia +1 stealth. For the rest of the game, the acting Nosferatu gets one optional maneuver during each combat.	Action		••	R										
Peace Treaty +1 stealth. Burn all weapons. Players can repay a weapon's cost to keep it in play.	Political		••	C										
Political Backlash Play when a vote fails. The player calling the vote loses 2 pool.	Reaction		••	C										
Political Flux +1 stealth. Choose a number from 1 to 12. This is the amount of blood the next player earns for ousting his or her prey.	Political		•	C										
Praxis Seizure: Atlanta +1 stealth. Target vampire becomes the Prince of Atlanta.	Political		••••	R										
Praxis Seizure: Boston +1 stealth. Target vampire becomes the Prince of Boston.	Political		••••	R										
Praxis Seizure: Chicago +1 stealth. Target vampire becomes the Prince of Chicago.	Political		••••	R										
Praxis Seizure: Cleveland +1 stealth. Target vampire becomes the Prince of Cleveland.	Political		••••	R										
Praxis Seizure: Dallas +1 stealth. Target vampire becomes the Prince of Dallas.	Political		••••	R										
Praxis Seizure: Houston +1 stealth. Target vampire becomes the Prince of Houston.	Political		••••	R										
Praxis Seizure: Miami +1 stealth. Target vampire becomes the Prince of Miami.	Political		••••	R										
Praxis Seizure: Seattle +1 stealth. Target vampire becomes the Prince of Seattle.	Political		••••	R										
Praxis Seizure: Washington, D.C. +1 stealth. Target vampire becomes the Prince of Washington, D.C.	Political		••••	R										
Praxis: Solomon +1 stealth. If there are any contested cards, you decide who gets to keep the card, and who must discard their copy.	Political		••	U										
Psychic Projection +1 stealth. Give one of your minions +2 intercept until your next untap phase. (Give all of your minions +1 intercept until your next untap phase.)	Action	Au	••	R										
Psychic Veil All of your vampires gain +1 stealth to their actions this turn. (As above, but allies get the bonus as well.)	Action	Ob	•••	R										
Pulling Strings Target younger vampire cannot vote. (As above, but the vampire doesn't need to be younger.)	Reaction	Dom	•	U										



CONSANGUINEOUS CONDEMNATION



LEGAL MANIPULATION

Consanguineous Condemnation & Legal Manipulation: Call Judge Ito 'cause there's disorder in the courtroom! Most V:TES decks revolve around vampires of only one or two clans. The Condemnation, if it passes, taps all vampires of a single clan, leaving your prey vulnerable to the bite of your legal sharks. Best used by the Toreador, who have a number of princes to sway the voting and have mastery of the Presence discipline.

Rapid Healing +1 stealth. Can only be used by a vampire in torpor. The vampire leaves torpor. (As above, and the vampire gains 1 bleed.)	Action	Fo	•••	C
Rat's Warning Can only be used by a tapped vampire, and only after a bleed is declared against you. Untap this vampire. (As above, and you get an optional press if combat ensues.)	Reaction	An	••	C
Regaining the Upper Hand +1 stealth. Target player gets the edge.	Political		•	C
Restoration +1 stealth. This vampire gains 2 blood. (This vampire gains 3 bleed.)	Action	Fo	••	C
Reversal of Fortunes +1 stealth. The order of play is reversed, but the prey is still the player to your left.	Political		•	U
Ritual Challenge +1 stealth. This Gangrel gets 2 hand damage for the rest of the game.	Action		•••	R
Ritual of the Bitter Rose Can only be used when you diablerize a vampire. All of your ready vampires gain an amount of blood equal to the amount of blood on the diablerized vampire.	Modifier		••	R
Rumors of Gehenna +1 stealth. Choose two players. For the rest of the game, these players can play two master cards per turn.	Political		•••	R
Sabbat Threat +1 stealth. Name some or all of the players. Each player named gets a threat counter. A player loses 1 pool for each threat counter he or she has during his or her untap. A player can give up the edge to get rid of all his or her threat counters.	Political		•••	U
Scorn of Adonis Any player who casts at least 1 vote against you loses 1 pool.	Modifier		•	U
2nd Tradition: Domain, The Prince or Justicar. +2 intercept. Can only be used by a tapped vampire that is attempting to block.	Reaction		••	U
Seduction Target younger vampire cannot block the acting vampire. (As above, but the vampire doesn't need to be younger.)	Modifier	Do	••	C
6th Tradition: Destruction, The +1 stealth. Prince of Justicar. Can only be used when a vampire has committed diablerie since your last turn. That vampire is burned.	Action		•	U
Social Charm Bleed your prey at +1. (As above, and gain 1 pool if the bleed is successful.)	Action	Pr	••••	C
Spirit's Touch, The +1 intercept. (+1 intercept, with an optional maneuver if there is combat.)	Reaction	Au	•••	C
Spying Mission +1 stealth. Can only be used when bleeding. Instead of removing pool, place this card on the acting vampire. The next time this vampire bleeds the same player, burn this card for a +2 bleed.	Modifier	Ob	•••	U
Surprise Influence Gain 2 votes.	Reaction		••	C
Telepathic Counter Reduce a bleed against you by 1. (Reduce a bleed against you by 2.)	Reaction	Au	••	C
Telepathic Misdirection +1 intercept. (A minion bleeding you must bleed a player of your choice instead, other than that minion's controller. Tap the reacting vampire.)	Reaction	Au	•••	C

Threats +1 bleed. (+2 bleed.)	Modifier	Do	•••	C
Toreador Justicar +1 stealth. Target ready Toreador is declared the Toreador Justicar. Each Toreador gets 1 extra vote.	Political		••••	R
Tremere +1 stealth. Target ready Tremere is declared the Tremere Justicar. Each Tremere gets 1 extra vote.	Political		••••	R
Ventrue Justicar +1 stealth. Target ready Ventrue is declared the Ventrue Justicar. Each Ventrue gets 1 extra vote.	Political		••••	R
Voter Captivation Can only be played when the acting vampire's vote passes. The vampire gains blood equal to the margin of victory. (As above, but up to 2 blood can go to your pool instead.)	Modifier	Pr	•••	U
Wake with Evening's Freshness Can only be used by a tapped vampire. This vampire may block and play reaction cards for the duration of the current action. Cannot be replaced until after combat.	Reaction		•••••	C

ALLIES

Name	Clan	Cost	Rating	Rarity
Arms Dealer 1 life. 1 damage, 0 bleed. As an action at +1 stealth, the Arms Dealer may search your library for one weapon and add it to your hand.	Bru	•	•	U
Gypsies Unique. 1 life. 1 damage, 1 bleed. All actions performed by the Gypsies are at +1 stealth.	Gan	3	•••	U
Hell Hound 2 life. 1 damage, 0 bleed. Can only block. Regenerates 1 damage per turn.		2	•	R
Knights, The Unique. 2 life. 2 damage, 0 bleed.	Bru	1	•	R
Loyal Street Gang 2 life. 1 damage, 0 bleed.	Bru	1	•	U
Muddled Vampire Hunter Unique. 1 life. 4 damage, 0 bleed. May attack any vampire as a direct action. The Vampire Hunter's attacks are first strike.	Mal	2	••••	U
Outcast Mage 2 life. 2R, 1 bleed. 1 optional maneuver per combat.	Tre	3	•••	U
Political Ally Unique. 1 life. 0 damage, 3 bleed.	Ven	2	••	R
Renegade Garou 3 life. 2 damage, 0 bleed. 1 optional maneuver per combat. Gets 1 additional strike per round. May attack any minion as a direct action at +1 stealth. Regenerates 1 damage per turn.	Gan	5	•••••	R
Slashers, The Unique. 3 life. 1R, 0 bleed.	Bru	1	•	R
Thodius Zho (Mage) Unique. 2 life. 2R, 2 bleed. 1 optional maneuver per combat. Can remove 1 blood from any controlled vampire as a direct action at +1 stealth.	Tre	4	•••	R

AN Animalism
AU Auspex
Bru Brujah
CE Celerity
DO Dominance
FO Fortitude

Gan Gangrel
Mal Malkavian

Nos Nosferatu
OB Obscure

PO Potence
PR Presence

PT Protean
TH Thaumaturgy

Tor Toreador
Tre Tremere

Ven Ventrue

KEY



players guide

COMBAT

Name Cost Discipline Rating Rarity
Special Abilities

Acrobatics 1 Ce *** C

Additional Strike (Strike: Dodge with an additional strike.)

Aid from Bats An *** C

Strike: 1R with an optional maneuver. (Same, with an optional press.)

Amaranth *** U

User can diabolize a vampire instead of letting it go to torpor. Cannot be used by a vampire going to torpor.

Aura Reading Au ** U

Play before range is chosen. All players may look at your opponent's hand for the rest of combat. (Your hand size is 9 for the rest of combat. Discard to your maximum size after combat.)

Behind You Ob ** R

Maneuver. (Strike: Dodge.) This card can only be used on the first round of combat.

Blood Fury 1 Th *** C

Strike: 2 damage. Only usable at close range. This damage cannot be prevented by cards requiring fortitude. Any weapon used by the victim this round does no damage. (As above, but 3 damage.)

Blood Rage Fo ** C

Strike: 1 damage. Only usable at close range. This damage cannot be prevented by cards requiring fortitude. Any weapon used by the victim this round does no damage. (As above, but 2 damage.)

Blur 1 Ce **** C

Additional strike. (2 additional strikes.)

Body of Sun 4 Pt *** R

Strike: 3 damage if at close range, 1 aggravated damage if at long range, to all combatants and retainers. (As above, but the user takes no damage.)

Boxed In *** C

Press. Do not replace until after combat.

Burst of Sunlight Th **** R

Strike: 1R, aggravated, to all vampires in combat. (As above, but 2R.)

Canine Horde An ** C

Strike: 1R. (Strike: Ranged. Destroy equipment with first strike.)

Cauldron of Blood 1 Th *** C

Cannot be used on the first round. Strike: 3 damage. (Strike: 5 damage.)

Claws of the Dead 1 Pt **** C

This vampire's hand damage is aggravated for the rest of the round. (Maneuver.)

Concealed Weapon Ob * C

You may pay the equip cost of a weapon in your hand to equip this minion with the weapon at the beginning of a round. The weapon cannot do more than 4 damage or cost more than 2 pool.

Conquer the Beast An ** R

Can only be used at the beginning of combat. You get 1 press each round to continue combat and you may not use equipment. This continues until 3 rounds of combat pass with no cards played by either player. (As above, but the press is optional.)

Dead-end Alley *** C

Press. Can only be used to continue combat.

Disguised Weapon Ob *** C

You may pay the equip cost of a weapon in your hand to equip this minion with the weapon at the beginning of a round. (As above, but you can use this card when choosing a strike.)

Dodge ** C

Strike: dodge. Cannot be replaced until after combat.

Dragon Breath Rounds * U

Use during damage resolution. Add 2 aggravated damage to a gun's damage and burn the gun.

Drain Essence 2 Th *** U

Cannot be used on the first round. Strike: ranged. Steal 2 blood. (As above, but steal 4 blood.)

Draining out the Beast An ** C

Use at the beginning of the first round. Opponent can only use presses to continue combat, maneuvers to cancel maneuvers, and cannot use equipment. Its hand damage is +1. (As above, and opposing vampire takes 1 damage after each round.)

Earth Meld Pt **** C

Strike: combat ends. (Strike: combat ends and this vampire untaps.)

Fake Out ** C

Maneuver. Cannot be replaced until after combat.

Fast Hands 1 Ce * U

Strike: steal weapon. (As above, with first strike.)

Fists of Death 1 Pot **** R

Can only be used at the beginning of combat. +1 hand damage for the rest of combat. (As above, but with +2 hand damage.)

Name Cost Discipline Rating Rarity
Special Abilities

Flash Cel *** C

Maneuver or press. (Maneuver with an optional press.)

Flesh of Marble Pt *** R

Can only be used at the beginning of a round. If the vampire takes more than 1 damage, the total is reduced to 1. Aggravated damage cannot be prevented this way. (As above, but aggravated damage can be prevented.)

Form of Mist Pt **** U

Strike: dodge. (Strike: combat ends. The vampire may continue the action at +1 stealth, although it can still be blocked.)

Form of the Ghost Pt ** C

Maneuver. (Press.)

Glaser Rounds * U

Add 2 to a gun's damage for the rest of combat. This cannot be used the first time the gun is used in combat.

Gleam of the Red Eyes Pt ** C

Press. (Maneuver.)

Growing Fury Po ** C

Cannot be used on the first round. Strike: use your hand or melee weapon at +2 damage. (As above, but with +3 damage.)

Immortal Grapple Po ** R

Can only be used at close range. Only hand strikes can be made against vampire using this card. (As above, with an optional press.)

Internal Pursuit Ce ** U

Press. (For the rest of combat, each time you replace a card, draw an additional card. You must then discard one card for each additional card drawn.)

Lucky Blow *** C

Strike: your hand or melee weapon does +1 damage. Cannot be replaced until after combat.

Majesty Pt **** C

Strike: combat ends. (As above, and this vampire can spend 1 blood to untap.)

Manstopper Rounds ** U

Add one to a gun's damage for the rest of this combat.

Mighty Grapple Po *** C

Press to continue combat. (Strike: your hand or melee weapon is at +1 damage with an optional press to continue combat.)

Movement of the Mind Th * C

Press to end combat. (Maneuver.)

Nimble Feet Ce ** C

Press. (Additional strike.)

Nosferatu Putrescence * U

Play on a Nosferatu in combat, even if your minions are not involved. The affected Nosferatu gets -1 hand damage for the rest of the game.

Open Grate ** C

Press to continue combat.

Psyche Ce *** U

Press. (Play at the end of combat. Combat starts again, resetting all effects and limitations.)

Name Cost Discipline Rating Rarity
Special Abilities

Skin of Steel 1 Fo **** C

Prevent all damage from one strike. (Prevent all damage from all of opponent's strikes this round.)

Taste of Vitae **** U

This vampire gains all blood lost by the opposing vampire this round. Cannot be played by a vampire going to torpor.

Theft of Vitae Th **** C

Strike: ranged. Steal 1 blood. (As above, but steal 2 blood.)

Thrown Gate Po ** C

Strike: 1R with an optional maneuver. (Strike: 2R with an optional maneuver.)

Thrown Sewer Lid Po * C

Strike: 3R, can only be used at long range. (As above, with an optional press.)

Torn Signpost Po **** U

Can only be used at the beginning of a round. The vampire does 2 hand damage this round. (As above, but the vampire does 3 hand damage.)

Trap **** C

Can only be played at the beginning of combat. This combat automatically has a press to continue combat. This continues until 3 rounds pass without any cards being played.

Undead Persistence Fo ** U

Press. Can only be played when the vampire should go to torpor. The vampire continues to fight until combat ends or 3 rounds pass without any cards being played. (Prevent 2 damage.)

Undead Strength Po *** C

Strike: use hand or melee weapon at +1 damage. (As above, but damage is +2.)

Unflinching Persistence Fo ** C

Prevent 1 damage. (Maneuver and prevent 1 damage later in the round.)

Vampiric Speed Ce *** C

Strike: dodge. (Strike: dodge with an optional press.)

Vanish from Mind's Eye Ob * C

Press to continue combat. (Press.)

Walk of Flame Th ** U

Cannot be used on the first round. Strike: 1R, aggravated damage. (Strike: 2R, aggravated damage.)

Weather Control Th ** U

Can only be used at the beginning of a round. All combatants and retainers suffer 1 damage that cannot be prevented at the beginning of each round, including this one. (As above, but the damage increases by one each round.)

Well-Aimed Car Po * U

Cannot be used on the first round. Can only be used at long range. Strike: 4R. (As above, with an optional press.)

Wolf Claws 1 Pt **** C

This vampire's hand damage is aggravated for the rest of the round. (Press.)



OZMO



FACELESS NIGHT

Pulled Fangs ***** R

Can only be used at close range, and only if your minion inflicts more damage than the opposing minion. Pulled Fangs does 1 aggravated damage, and the victim cannot hunt. If the victim must hunt, it goes to torpor. Any vampire can burn this card by taking two actions which would be at +1 stealth.

Read Intentions Au ** C

Press to end combat. (Dodge.)

Shattering Blow Po * C

Strike: destroy equipment. (As above, but with first strike.)

Sideslip Ce *** C

Strike: dodge. (Prevent 1 damage.)

Skin of Night Fo ** U

For the rest of this round, aggravated damage is treated as normal damage. (As above, and prevent 1 damage.)

Skin of Rock Fo *** C

Prevent 1 damage. (Prevent 2 damage.)

Zip Gun * U

Treat this as an equipment card that is a gun. Play before range is chosen. 1R each strike with one optional maneuver each combat. Zip Gun does 1 damage to the bearer when used, but only once per combat.

EQUIPMENT

Name Type Cost Rating Rarity
Special Abilities

Aaron's Feeding Razor — 1 * R

Unique. This vampire gains 1 additional blood when hunting.

Assault Rifle Gun 5 *** U

4R each strike, with 1 optional maneuver per combat.

Bastard Sword Melee Weapon 1 ** U

2 damage.

Ozmo & Faceless

Night: What red direct damage decks are to *Magic*, the Malkavian stealth/bleed decks are to *V-TES*. Malkavian vampires have access to both Obfuscate (which gets you past defenders) and Dominate (to increase bleed). You'd have to be insane not to see the deadly potential of the mod clan.

Name Special Abilities Type Cost Rating Rarity

Bomb	Weapon	1	•	U
The wearer may destroy the Bomb to burn a location as a direct action. The Bomb may be used as a strike in combat to do 5R to both combatants. This also destroys the Bomb.				
Chainsaw	Weapon	2	•	U
3 damage. Can only be used once per combat.				
Deer Rifle	Gun	2	•	C
1R each strike, with 2 optional maneuvers per combat.				
Flak Jacket	—	1	•••	C
Prevents 1 damage per combat.				
Flame Thrower	Weapon	4	••	U
2R, aggravated damage each strike.				
.44 Magnum	Gun	2	•••	C
2R each strike, with 1 optional maneuver per combat.				
Grenade	Weapon	•	•	U
3R. Grenade is burned after use. Bearer suffers 1 damage if used at close range.				
Hawg	Vehicle	••	•	C
1 press per turn.				
IR Goggles	—	••	•	U
1 optional maneuver per combat.				
Ivory Bow	Weapon	1	•••	R
Unique. 1R, aggravated, each strike.				
Laptop Computer	—	1	•••	C
+1 bleed. A minion can only have one Laptop Computer.				
Monade of Clarity	—	•••	•	R
Unique. During your untap, you may ask one player a yes or no question. The answer must be true, and if the questions pertains to the future, the player must be faithful to his or her answer if possible.				
Rowan Ring	Melee Weapon	1	••	R
Unique. Strike: paralyze. If used successfully, ring is given to its victim.				
RPG Launcher	Weapon	2	••	R
6R, each strike. Cannot be used on the first round of combat, and can only be used at long range.				
Saturday Night Special	Gun	1	•	C
1R each strike, with 1 optional maneuver per combat.				
Sawed-off Shotgun	Gun	2	•	C
3R. Can only be used once per combat.				
Sengir Dagger	Melee Weapon	2	•••	R
Unique. 1 damage. All damage done by the Dagger is aggravated.				
Soul Gem of Erius	—	•••	•	R
Unique. If the bearer is burned, draw the top card of your crypt. If the vampire is younger, it comes into play at full capacity and inherits the Soul Gem. If it is older, it is put in your uncontrolled area and the Soul Gem is burned.				
Sport Bike	Vehicle	1	••••	U
+1 intercept.				
Stake	Melee Weapon	••	•	U
1 damage. If the stake inflicts more than one damage in a combat, the victim is paralyzed and inherits the stake.				
Submachine Gun	Gun	4	••	U
3R each strike, with one optional maneuver per combat.				
Talbot's Chainsaw	Weapon	3	••	R
Unique. 3 damage. 1 press per combat. Prevent 1 damage per combat. The bearer must attack another minion as a direct action at +1 stealth. If the bearer is ready during your untap, one of your minions takes 3 damage.				

MASTERS

Name	Type	Clan	Cost	Rating	Rarity
Special Abilities					
Academic Hunting Ground	Location	Tre	2	•••	U
During your untap, one of your ready vampires gets 1 blood from the blood bank.					
Aching Beauty	Tor	2	••	•	U
Play on a Toreador. If the Toreador is blocked, the blocking player loses 1 pool.					
Al's Army Apparatus	Location	Bru	••	•	R
Tap to search your library for a weapon. Reshuffle your library afterwards and discard your hand to its maximum size.					
Anarch Revolt	—	•••	•	•	U
Each player loses 1 pool during his or her untap phase. Any vampire can burn this card by calling a vote. This would be a political action at +1 stealth.					
Anarch Troublemaker	Unique	••••	•	•	R
You may tap two of your prey's vampires or burn a piece of your prey's equipment. If you do this, control of the Troublemaker is passed to your prey.					
Animalism	Skill	••	•	•	C
Target vampire gains the discipline Animalism and +1 blood capacity. If the vampire already has Animalism, it gains superior Animalism.					
Arcane Library	Location	2	••••	•	R
Tap to add 1 blood from the blood bank to one of your uncontrolled Tremere during your influence phase.					
Art Museum	Location	Tor	2	••••	R
Tap to add 1 blood from the blood bank to one of your uncontrolled Toreador during your influence phase.					
Ascendence	•	•	•	•	C
You gain 1 pool.					
Asylum Hunting Ground	Location	Mal	2	•••	U
During your untap, one of your ready vampires gets 1 blood from the blood bank.					
Auspex	Skill	••	•	•	C
Target vampire gains the discipline Auspex and +1 blood capacity. If the vampire already has Auspex, it gains superior Auspex.					
Backways	Location	Gan	2	••••	U
Tap to give one of your Gangrel +1 stealth.					
Barrens, The	Location	•••	•	•	C
Tap to discard a card from your hand and draw a card to replace it.					
Betrayer	•••	•	•	•	R
Play if you have an uncontrolled vampire that another player controls. At the beginning of that player's turn, he or she loses 1 pool. The player can pay an additional pool to guess which vampire is the betrayer. Betrayer is burned if the guess is correct.					
Blood Doll	••	•	•	•	C
Play on one of your vampires. During your master phase, you may exchange 1 blood between this vampire and your pool.					
Blood Puppy	Unique	3	••	•	R
Put 3 blood from the blood bank on Blood Puppy. During your untap, you can either add a blood to the Puppy from the blood bank, move a blood from the Puppy to your pool, or burn the Puppy to take all blood on it. Any vampire can burn the Puppy as a direct action.					
Brainwash	••	•	•	•	C
Play on one of your prey's uncontrolled vampires. No transfers can be made to this vampire. Any minion may burn this card as an action at +1 stealth.					

Name Special Abilities Type Clan Cost Rating Rarity

Celerity	Skill	••	•	•	C
Target vampire gains the discipline Celerity and +1 blood capacity. If the vampire already has Celerity, it gains superior Celerity.					
Chantry	Location	Tre	••••	•	U
Spend 1 pool or 1 blood from one of your Tremere to bring a Tremere out of torpor.					
Cultivated Blood Shortage	••	•	•	•	U
All ready Ventrue lose 1 blood during their controller's untap. If a Ventrue has no blood to lose, it becomes tapped. Any vampire can burn this card as a direct action at +1 stealth.					
Curse of Nitocris	Unique	••	•	•	R
Give this card to any player. That player loses 1 pool during each of his or her untap phases. This card is passed to a new player each time someone takes control of the edge.					
Deal with the Devil	••	•	•	•	C
Discard your hand and replace it with a new one.					
Dominate	Skill	••	•	•	C
Target vampire gains the discipline Dominate and +1 blood capacity. If the vampire already has Dominate, it gains superior Dominate.					
Eco Terrorists	Location	Gan	2	••••	R
Tap to add 1 blood from the blood bank to one of your uncontrolled Gangrel during your influence phase.					
Effective Management	••••	•	•	•	C
Move the top card of your crypt to your inactive region.					
Elder Library	Location	••	•	•	C
Your hand size is increased by 1.					
Elysium: The Arboretum	Location	••••	•	•	U
Tap to end a combat before range is determined. Any vampire may burn this card by calling a vote. This would be a political action at +1 stealth.					
Fame	••••	•	•	•	U
Play on a ready vampire. If this vampire goes to torpor, its prey loses 3 pool. As long as this vampire is in torpor, each player loses 1 pool during his or her untap phase.					
Fortitude	Skill	••	•	•	C
Target vampire gains the discipline Fortitude and +1 blood capacity. If the vampire already has Fortitude, it gains superior Fortitude.					
Fragment of the Book of Nod	Unique	•••	•	•	R
Tap to draw two cards and then discard down to your maximum hand size. Other vampires can try and take control of this card as a direct action.					
Frenzy	Out of turn	••	•	•	C
Play before range is chosen. Target vampire may not use equipment and may not use presses to end combat. This round has a press which can be used to continue combat.					
Game of Malkav	Mal	•••	•	•	U
Each player holds 1 to 5 blood in their hand; you may hold 1 to 6. Open hands simultaneously. Each player adds the amount they held to their blood pool unless another player held one less. In this case, the player loses the amount held.					
Gangrel De-evolution	•	•	•	•	U
Target Gangrel's bleed is reduced by 1 for the remainder of the game.					
Giant's Blood	•••	•	•	•	R
Restore target vampire to full capacity from the blood bank. Giant's Blood can only be played once per game.					
Gird Minions	•	•	•	•	C
You may transfer as much blood as you want from your blood pool to one or more of your controlled vampires.					
Gokanda - Inner Peace	••••	•	•	•	R
Target vampire of capacity 8 or greater is burned. Its controller gains the vampire's capacity in blood. Its controller can cancel this card by paying 2 pool.					
Haven Uncovered	••••	•	•	•	C
Play on a ready vampire. Target vampire can be attacked by any minion as a direct action at +1 stealth. Target vampire can burn this card as an action at +1 stealth.					
Hostile Takeover	Ven	1	••	•	R
All players bid for control of target vampire. The highest bid goes to the former controller of the vampire. If the former controller wins, half the winning bid (rounded up) goes to the bank.					
Illegal Search and Seizure	••	•	•	•	C
Burn any weapon that does more than 3 damage or that costs more than 2 pool. The bearer suffers 1 damage, which cannot be prevented.					
Information Highway	Location	••••	•	•	U
You gain two extra transfers each turn.					
Kindred Society Games	Tor	••	•	•	R
Play on any ready vampire. Target vampire must pay 1 blood to untap during untap phase. The vampire may instead stay tapped and put this card on a younger tapped vampire. If there are no legal targets, this card is burned.					
KRCG News Radio	Location	2	••••	•	U
Tap to give one of your minions +1 intercept. Tap and pay 1 pool to give another player's minion +1 intercept.					
Labyrinth, The	Location	Nos	1	••••	U
Tap to give one of your Nosferatu +1 stealth.					
Letter from Vienna	••	•	•	•	U
All ready Tremere become tapped.					



BASILIA



TIMOTHY CROWLEY

Basilia & Timothy Crowley: One of the odder clan pairings, the Gangrel and the Ventrue can be used to take advantage of diablerie. The Gangrels rush into combat, knock the blocking vampires into torpor and then feast upon them... while the Ventrue use their influence to stop the inevitable Blood Hunts that arise from this infernal behavior. Nice? No. Effective? You bet.

Brujah Frenzy Out of Turn •• U
Play on a Brujah when it performs an action that is not blocked. The Brujah is blocked and enters combat with a minion of your choice. That minion cannot belong to the Brujah's controller.

AN Animalism
AU Auspex

Bru Brujah
CE Celerity

DO Dominate
FO Fortitude

Gan Gangrel
Mal Malkavian

Nos Nosferatu
OB Obfuscate

PO Potence
PR Presence

PT Protean
TH Thaumaturgy

Tor Toreador
Tre Tremere

Ven Ventrue

KEY



players guide

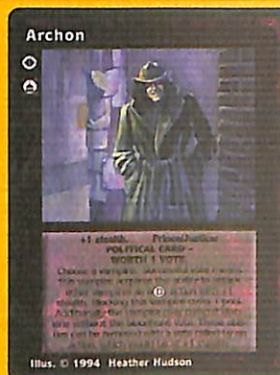
Name	Type	Clan	Cost	Rating	Rarity
Special Abilities					
Life Boon	Out of turn		•	U	
Give any amount of blood to a player with no blood to keep him or her in the game. During your untap, you may collect 1 blood from him or her. The first victory point and ante that player wins are given to you instead.					
Madness Network	Unique	Mal	•••	R	
After any player is finished with actions, any untapped Malkavian may take an action. Any minion can burn this card with an action that any untapped Malkavian may attempt to block.					
Major Boon	Out of turn		•••	U	
Play this card to take another player's blood loss from a bleed. In the future you can force that player to take the blood loss from a bleed against you.					
Malkavian Dementia			•••	U	
Take control of a ready Malkavian controlled by another player until your next untap phase.					
Malkavian Prank		Mal	•••	R	
All other players must hold 1 to 4 blood in their hands. You must guess the amount for each person. If you are correct, you gain that much from his or her pool. If you are wrong, he or she gains that much from the bank.					
Malkavian Time Auction		Mal	•••	R	
Choose one of your cards. Players bid pool for control, and you collect bids from the two highest bidders.					
Masquerade Endangered	Out of turn		••	U	
Play on a vampire that hunts. The vampire gains no blood from hunting and it does not untap next untap phase. Burn this card instead.					
Metro Underground	Location		•••	U	
Tap and spend 1 pool to untap one of your vampires at the end of your turn.					
Millicent Smith - Puritan Vampire Hunter	Unique		•••	R	
Control of Millicent passes to your predator at the end of your turn. If a player controlling Millicent has any of his or her vampire's actions blocked, Millicent and that vampire are burned.					
Minion Tap			•••	C	
You may transfer as much blood as you want from one of your vampires to your blood pool.					
Minor Boon	Out of turn		•	U	
Play when another player's vampire goes to torpor to prevent it from going to torpor. In return, the vampire can't bleed you until it rescues one of your vampires from torpor.					
Misdirection		X	••••	C	
X minions become tapped.					
Mob Connections	Unique		•••	U	
Tap for a press which can only be used to continue combat. Any minion may burn this card as a direct action.					
Obfuscate	Skill		••	C	
Target vampire gains the discipline Obfuscate and +1 blood capacity. If the vampire already has Obfuscate, it gains superior Obfuscate.					
Police Department	Location		••	U	
Tap for a press, which can only be used to end combat.					
Potency	Skill		••	C	
Target vampire gains the discipline Potency and +1 blood capacity. If the vampire already has Potency, it gains superior Potency.					
Powerbase: Chicago	Location		1	•••	U
During your untap, either put 1 blood on the Powerbase or take all blood from the Powerbase to your blood pool. Any vampire can steal the blood on this Powerbase for its player as a direct action.					
Powerbase: Washington, D.C.	Location		1	•••	U
During your untap, either take one blood from the Powerbase or put up to 3 blood from your pool on the Powerbase. This amount is matched by the blood bank. Any vampire can steal the blood on this Powerbase for its player as a direct action.					
Presence	Skill		••	C	
Target vampire gains the discipline Presence and +1 blood capacity. If the vampire already has Presence, it gains superior Presence.					
Prolean	Skill		••	C	
Target vampire gains the discipline Prolean and +1 blood capacity. If the vampire already has Prolean, it gains superior Prolean.					
Protracted Investment			3	•••	C
Put 6 blood from the blood bank on this card. Instead of playing a master card, you can transfer 1 blood from this card to your blood pool.					
Rack, The	Location		••	U	
Choose a vampire when the Rack changes controllers or comes into play. That vampire gets up to 2 blood from the blood bank during each of its controller's untap phases. Any vampire can steal the Rack as a direct action.					

Name	Clan	Cost	Rating	Rarity
Special Abilities				
Rötschreck	Out of turn	••		U
Play when a minion attempts to use aggravated damage against a vampire, whether successfully or not. Combat ends before damage is resolved. That vampire is put in torpor, tapped, with this card on it. During the vampire's next untap phase, burn this card instead of untapping the vampire. (The DT has overruled this text and ruled that Rötschreck affects the minion doing the aggravated damage, not receiving it.)				
Short Term Investment		1	•••	C
Put 3 blood from the blood bank on this card. Instead of playing a master card, you can transfer 1 blood from this card to your blood pool.				
Slum Hunting Ground	Location	Nos 2	•••	U
During your untap, one of your ready vampires gets 1 blood from the blood bank.				

Name	Clan	Cost	Rating	Rarity
Special Abilities				
Vast Wealth			••	U
Play on a ready minion. That minion can equip itself with the first piece of equipment in your library as an action at +1 stealth. The normal equip cost must still be paid. Reshuffle your library afterwards.				
Ventrue Headquarters	Location	Ven 1	•••	U
Tap for 3 votes.				
Vulnerability		1	•••	U
Target vampire in torpor is burned.				
Warzone Hunting Ground	Location	Bru 2	•••	U
During your untap, one of your ready vampires gets 1 blood from the blood bank.				
XTC Laced Blood	Out of turn		•	R
Play on a vampire that has just hunted. That vampire must hunt each turn. Any vampire can burn this card as an action at +1 stealth. The affected vampires must still hunt that turn.				



CRYPTIC RIDER



ARCHON

Cryptic Rider & Archon: A nasty trick for any political deck. Bait the other Methuselahs into passing a vote, something that seems innocuous or may even hurt you in the short term. Then wallop them by making your highest politically ranked character into a vampire god!

Smiling Jack the Anarch	Unique	••••	R
You must transfer 1 blood from your blood pool to this card during your untap phase. During each other player's untap, that player either loses 1 pool or 1 blood from a vampire he or she controls for each blood on Jack. Any vampire can burn this card as a direct action.			
Society Hunting Ground	Location	Tor 2	••• U
During your untap, one of your ready vampires gets 1 blood from the blood bank.			
Society of Leopold	Unique	••	R
Play on a vampire. During its controller's untap phase, the player must either burn the vampire or remove 1 blood from it. The vampire can put this card on another vampire as a direct action at +1 stealth.			
Spawning Pool	Location	Nos	•• R
You can put 1 blood from one of your ready Nosferatu onto this card during your untap phase. If you block a bleed against you and combat goes to the second round, tap the Spawning Pool to do 1 damage to the acting minion for each blood on the Spawning Pool.			
Storm Sewers	Location	Nos	••• U
Tap when you declare an action. If the action is blocked, combat is automatically at close range.			
Succubus Club	Location	••	R
During your untap you can trade blood or cards with other players. Any terms can be set, but all both players must end up with the same hand size.			
Sudden Reversal	Out of turn	••••	U
Burn a master card played by another player. That card has no effect, but any blood spent on it can be retrieved by the player who paid it.			
Temptation of Greater Power	Justicar	3	• R
Choose a vampire. Players bid pool for control of the vampire and the highest bid goes to the blood bank. Players can borrow up to 5 blood from the bank, but it must be paid back on a 1 per turn basis.			
Thaumaturgy	Skill	••	C
Target vampire gains the discipline Thaumaturgy and +1 blood capacity. If the vampire already has Thaumaturgy, it gains superior Thaumaturgy.			
Tragic Love Affair		•	U
Play on a Toreador, which becomes tapped. This Toreador does not untap during its controller's untap phase. The player may pay 1 pool to move this card to a different Toreador. A player can burn this card by giving up the edge.			
Unnatural Disaster		2	•• C
Burn any location.			
Uptown Hunting Ground	Location	Ven 2	••• U
During your untap, one of your ready vampires gets 1 blood from the blood bank.			
Vampiric Disease		•	R
Target vampire gets a disease counter. Whenever a vampire with a disease counter is in close range combat, the opposing vampire gets a counter as well. Diseased vampires cannot gain blood from hunting, and they lose 1 blood whenever they untap.			

Zoo Hunting Ground	Location	Gon	2	•••	U
During your untap, one of your ready vampires gets 1 blood from the blood bank.					

RETAINERS

Name	Clan	Discipline	Cost	Rating	Rarity
Special Abilities					
Charnas the Imp	Tre		1	••	R
Unique. 1 life. Play Charnas on target minion of your choice. Whenever target minion untaps, it takes 1 damage. If the minion is burned, its controller may put Charnas on any minion.					
Ghoul Escort			1	•••	R
4 life. If this vampire's action is blocked, you can burn the Ghoul and untap your vampire to avoid entering combat. The blocker remains tapped.					
Ghoul Retainer			2	••	R
2 life. Does 1 damage each round of combat, or can use a weapon of the employing minion that the minion is not using.					
Homunculus	Pt		•••	U	
1 life. The vampire may spend 1 blood to untap at any time. (As above, but with 2 life.)					
J.S. Simmons Esq.	Unique.	1 life.	+1 bleed.	••	R
Jackie Therman	Unique.	1 life.	One optional maneuver per combat.	•	R
Mr. Winthrop	Unique.	1 life.	+1 intercept.	•••	R
Murder of Crows	AN		1	•	R
1 life. Does 1R each combat round. (As above, with 2 life.)					
Owl Companion	AN		•••	U	
1 life. You may look at opponent's hand during any combat involving the attached vampire. (As above, but with 2 life.)					
Raven Spy	AN		1	•••	U
1 life. +1 intercept. (As above, but with 2 life.)					
Resplendent Protector	Tor		•	R	
1 life. Prevents 1 damage per combat.					
Tasha Morgan	Unique.	+1 bleed.		•••	R
Wolf Companion	AN		1	•	U
2 life. Does 1 damage each round of combat. (As above, but with 3 life.)					

VAMPIRES

Name	Clan	Cost	Discipline	Rating	Rarity
Special Abilities					
Adrianne	Tor	6	AU, CE, PO, PR	•••	U
+1 bleed.					
Agrippina	Nos	4	OB, PO	•••	U

Name	Special Abilities	Clan	Cost	Discipline	Rating	Rarity	Name	Special Abilities	Clan	Cost	Discipline	Rating	Rarity	Name	Special Abilities	Clan	Cost	Discipline	Rating	Rarity
Aleph		Mal	4	AU, DO	••	U	Ebenezer Roush		Nos	8	AN, OB, PO, PT	•••	U	Natasha Volfchek		Ven	9	FO, PR, CE, DO, PO	•••	U
Anastasia Grey		Gan	3	AN, PT	•••	U	Roxanne may attack a vampire of your prey or predator, as long as that vampire's capacity is no greater than 3. This is a direct action at +2 stealth.						Primogen. +1 bleed. Natasha gets +1 stealth on all political actions.							
Andreas-Bard of Crete		Tor	9	AU, CE, PR, DO, PT	••••	U	Elliot Sindair-Virt. Thes.		Tor	7	PR, AU, CE	••	U	Navar McClaren		Cai	1	AN	••	U
Primogen. Andreas can spend 1 blood to get +1 intercept once per turn.							Primogen. 2 hand damage.						Nik		Cai	1	CE	•••	U	
Angel		Bru	2	CE	••	U	Emerson Bridges		Ven	8	DO, FO, PR, PO	••••	U	When attempting to block Nik, all Brujah get +1 intercept.						
Angus-The Unruly		Gan	10	AN, PT, CE, FO, PO	•••	U	Prince of Washington, D.C.						Normal		Mal	2	OB	••	U	
Gangrel Justicar. 2 hand damage.							Felicia Mostrom		Tor	5	AU, CE, PR	••	U	Ozmo		Mal	6	AU, DO, OB	••••	U
Anneke		Tor	10	AU, CE, PR, DO	••••	U	Gideon Fontaine		Ven	3	PR	•••	U	+1 bleed.						
Toreador Justicar. +1 bleed. Anneke may attempt to block any vampire after others have failed or declined.							Gilbert Duane		Mal	7	AU, DO, OB	••••	U	Quinton McDonnell		Gan	8	FO, AN, CE, PT	•••	U
Anson		Tor	8	CE, PR, AU, DO	••••	U	Prince of Miami						Primogen. 2 hand damage.							
Prince of Seattle. If Anson is ready, you can play 2 master cards per turn.							Gilane St. Claire		Gan	7	AN, FO, PT	••••	U	Rake		Bru	6	PR, AU, CE, PO	••••	U
Anvil		Bru	6	CE, PO, DO, PR, TH	••••	U	Primogen.						Prince of Atlanta. When in combat with a Venture, Rake has +1 hand damage.							
Primogen.							Giuliano Vincenzi		Gan	2	FO	•	U	Ramiel Dupré		Tor	5	PR, AU, CE, DO	•••	U
Appolunus		Bru	10	CE, PR, FO, PO	•••	U	Grendel-Worm Eaten		Nos	5	OB, AN, PO	•••	U	Ricki Van Demys		Gan	3	FO, PT	•••	U
Primogen. +1 bleed. Appolunus has 1 optional press during each combat.							While Grendel is ready, you can look at the top card of your crypt.						Roland Bishop		Mal	4	AU, DO, OB	•••	U	
Astrid Thomas		Tre	7	DO, TH, AU, PO	•••	U	Gunther-Beast Lord		Gan	7	AN, AU, FO, PT	••••	U	Roland Lousarian		Ven	3	FO, PR	••	U
Primogen. When Astrid votes, all other Tremere must vote as she does.							Gunther can untap at the end of your turn by paying 1 blood.						Roman Alexander		Gan	4	AN, FO, PT	••••	U	
Badger		Gan	6	FO, PT, AN, PO	••••	U	Hasina Kesi		Cai	1	PO	••	U	Roreca Quaid		Tre	2	TH	••	U
Basilia		Gan	10	AN, FO, PT, OB, PO	•••	U	Each time Hasina goes to torpor, you must pay 1 pool.						Roxanne-Rextric of 13th		Mal	9	AU, DP, OB, FO, PO	•••	U	
Primogen. Basilia's hand damage is aggravated.							Heather Florent-Opp.		Ven	6	FO, PR, DO	••	U	Primogen. Roxanne may attack a vampire of your prey or predator, as long as that vampire's capacity is no greater than 3. This is a direct action at +1 stealth.						
Bear Paw		Gan	5	AN, FO, PR, PT	•••	U	Any blood you gain from the Edge can be put on Heather instead.						Rufina Soledad		Ven	2	FO	••	U	
Bianca		Bru	6	CE, PR, PO	•••	U	Hector Sosa		Bru	4	PO, PR	•••	U	Sabine Lafitte		Tre	5	AU, DO, PO, TH	••	U
2 hand damage.							Helena Casimir		Ven	9	DO, PO, PR, CE, FO	••	U	During your untap, you may transfer 1 blood from Sabine to any other Tremere in play.						
Black Cat		Bru	5	CE, PO, PR	••	U	Primogen. +1 bleed.						Sammy		Nos	4	AN, OB, PO	•••	U	
Black Cat's equip actions cost 1 less pool, but not less than 0.							Ignatius		Tre	4	AU, DO, TH	•••	U	Sarah Cobbler		Tre	4	TH, DO	•••	U
Brazil		Mal	2	AU	••	U	Igo-The Hungry		Cai	1	PR, PT	••••	U	Sebastian Marley		Nos	7	AN, AU, OB, PO	•••	U
Camille Devereux		Gan	5	FO, PT, AN	••••	U	Igo doesn't get the normal +1 stealth when hunting.						Sheldon-Lord of the Clog		Nos	8	OB, PO, AN, FO	••••	U	
Cardano		Tre	9	DO, FO, TH, AN, AU, CE	•••	U	Jazz Wentworth		Ven	5	PR, DO, FO	••	U	Prince of Cleveland. When blocking Nosferatu, Sheldon gains +1 intercept.						
Prince of Boston.							If no one controls the Edge, Jazz can take it as an action at +1 stealth.						Sheldan-Lord of the Clog		Nos	9	AN, AU, OB, PO, FO	•••	U	
Cassandra-Magus Prime		Tre	10	AU, DO, TH, CE, PR	•••	U	Jing Wei		Tre	3	DO, TH	•••	U	Nosferatu Justicar.						
Primogen. 2 hand damage. If Cassandra is ready, your hand size is 1 larger.							Justine-Elder of Dallas		Tre	8	AU, DO, TH, OB	••••	U	Sir Walter Nash		Ven	7	DO, FO, PR	••••	U
Chester DuBois		Nos	7	AN, PO, FO, OB	•••	U	Primogen. When blocking vampires of capacity 3 or less, Justine does not tap.						Prince of Chicago							
Primogen.							Kallista-Master Sculptor		Tor	6	AU, CE, PR, PT	•••	U	Smudge-The Ignored		Cai	1	••••	U	
Colin Flynn		Tor	3	AU, CE	•••	U	KoKo		Nos	2	PO	••	U	If Smudge diabolizes an older vampire, he gets 2 hand damage for the rest of the game.						
Courtland Leighton		Ven	4	DO, FO, PR	•••	U	Lazarus		Tre	9	AU, DO, TH, CE, PO	••••	U	Sylvester Simms		Mal	8	AU, OB, AN, DO, PR	••	U
Crusher		Bru	9	CE, PO, PR, FO	••••	U	Primogen. Lazarus can do 1R damage in combat.						Primogen. All players lose 1 blood if Sylvester goes to torpor.							
Primogen. 2 hand damage. Crusher can spend 1 blood to get 1 dodge once per combat.							Lucia Pacciola		Ven	6	DO, FO, PR	•••	U	Tatiana Romanov		Tor	7	AU, CE, PR	••••	U
Dancin' Dana		Mal	6	AU, CE, OB	••	U	Lucian		Mal	10	AU, DO, OB, CE, TH	••••	U	Prince of Houston. +1 bleed.						
2 hand damage.							Malkavian Justicar. As a strike, Lucian can steal equipment.						Thomas Thorne		Tre	6	DO, AN, AU, CE, TH	•••	U	
Delilah Easton		Tor	2	PR	••	U	Lucretia-Cess Queen		Nos	10	OB, AU, AU, CE, DO, PO	••••	U	Tiberius-Scandalomonger		Nos	5	AN, CE, OB, PO	•••	U
Demetrius Slater		Tor	4	AU, CE, PR	••	U	Primogen. Lucretia gets +1 stealth to each of her actions.						If Tiberius is ready, you can look at the top card of your prey's library during your untap.							
Democritus		Ven	10	DO, PR, AU, CE, FO	••••	U	Lupo		Bru	2	PO	•••	U	Timothy Crowley		Ven	7	FO, PR, AN, DO	••••	U
Ventrue Justicar. +1 bleed. If Democritus is ready, all players contesting cards with you must pay 1 extra blood to avoid yielding.							Lydia Van Cuelen		Tre	6	AU, DO, PR, TH	•••	U	Prince of Dallas.						
Didi Meyers		Mal	5	FOR, AU, CE, OB	••••	U	+1 bleed.						Tura Vaughn		Bru	8	CE, PR, PO, DO	•••	U	
Dieter Kleist		Tor	2	AU	•••	U	Mariel, Lady Thunder		Mal	7	DO, OB, AU, TH	••••	U	Primogen. When blocking Brujah, Tura gains +1 intercept.						
Dimple		Nos	2	OB	••	U	Before range is chosen, torpor Mariel to end any combat that does not involve her. All participating retainers and minions suffer 1 damage.						Tusk-Talebearer		Nos	6	OB, AN, PO	•••	U	
Dollface		Mal	3	AU, OB	•••	U	Marty Lechtanski		Nos	9	DO, OB, PO, AN, FO	••	U	If Tusk is ready, you can look at the top card of your library.						
Don Cruz-The Idealist		Bru	10	CE, PO, PR, AN, FO, PT	••••	U	Primogen. Marty can spend 1 blood to get 1 press once per combat.						Ulugh Beg-The Watcher		Tre	10	AU, DO, TH, CE, FO, PO	•••	U	
Brujah Justicar. Don Cruz can spend 1 blood to get 1 maneuver once per combat.							Masika		Tor	10	AU, CE, PR	••••	U	Tremere Justicar. If Ulugh is ready, you can discard 1 additional card at the end of your turn.						
Dorian Strack		Tor	4	AU, CE	•••	U	Primogen. +1 bleed. Masika can untap between players' turns.						Uma Hatch		Bru	3	CE, PR	••	U	
Dr. Jest		Mal	8	OB, AU, DO, FO, PR	•••	U	Melissa Barton		Ven	5	CE, DO, FO, PR	••	U	Uriah Winter		Cai	1	FO, PO	•	U
Primogen. If Dr. Jest is untapped at the beginning of your turn, your prey must discard and replace 1 card at random.							Whenever a player exchanges the Edge for a vote, Melissa gains 1 blood.					If your prey has more blood than you during your untap, he or she gains control of Uriah.								
Dr. John Casey		Tre	3	AU, TH	•••	U	Merill Molitor		Tre	5	TH, AU, DO	•••	U	Violette Prentiss		Ven	4	PR, DO	•••	U
Dre-Leader of C.D.		Bru	3	CE, PO	•••	U	Once per combat, Merrill Molitor can change 1 damage from aggravated to normal.						Viam Andor		Gan	2	AN	•••	U	
Duck		Nos	3	OB, PO	•••	U	Miranda Sanova		Bru	8	CE, PR, AU, OB, PO	••	U	Wynn		Gan	10	AN, FO, PT, OB, PO	••••	U
							Primogen. Any Brujah attempting to block Miranda do so at -1 intercept.													



ANSON



SENGIR DAGGER

Anson & Sengir Dagger: There's no combo here—we just wanted to make all you *Magic* players feel at home. That really is a picture of Anson Maddocks, card artist extraordinaire. And, for all of you who hear "vampire" and think of a flying 4/4 black creature... knock yourselves out.

Check out page 98 for complete check-lists of Dragon Dice, Hersey and Red Zone expansion set!

SwanSONG

Rick Swan's unique take on the world of gaming

The Secret Origin of Me



In 1985, things looked bleak. I lived in a town the size of a pimple. My bank account was stuck in the single digits. I had a pretty secure job as a newspaper editor, but after a year, I was already sick of it.

And silly me, I wanted to break into the game business, even though I wasn't exactly the world's best prospect. I had no contacts, no experience and no knowledge of the industry other than what I'd read in magazines.

But what the heck. I decided to give it a shot anyway, and here's what I did. The dates are approximate. Names have been omitted to protect the identities of the creeps who rejected me.

This is a true story.

Date: January 1985.

Action: I spot a promising help wanted ad. TSR, the home of *Dungeons & Dragons*, is seeking to fill a staff position. I send in my resume detailing my stint as an editor, the handful of game reviews I'd written and my willingness to do anything. I enclose a Polaroid of me surrounded by stacks of games, grinning like an ape.

Result: Nothing.

Date: February 1985.

Action: Undeterred, I send my resume to some more companies: Fantasy Games Unlimited, F.A.S.A., Mayfair and Hero. The letters are addressed to the "Personnel Department." I leave out the Polaroid.

Result: Nothing.

Date: March 1985.

Action: I decide that maybe I'm not reaching the right people. I place calls to Parker Brothers (the biggest game company I can think of) and Game Designers Workshop (the company nearest where I live) and try to find out who does the hiring. After a few days of phone tag, I finally connect with nice people from both companies. They invite me to forward my credentials. I do.



MAYBE THIS
WILL GET YOUR
ATTENTION!

Result: Nothing.

Date: May 1985.

Action: I spend a month putting together an 18-page story outline for *Call of Cthulhu*, my favorite roleplaying game. The plot involves a race of alien serial killers who kidnap farm women for breeding experiments. I send the manuscript to Chaosium Inc., the *Cthulhu* publisher.

Result: Three weeks later, I receive a letter from a Chaosium staffer. He thanks me for my interest, points out several weaknesses in my outline, suggests a few books I might read, and gently but firmly informs me that Chaosium is not interested in pursuing my idea.

Date: July 1985.

Action: I spend another month writing a proposal for a roleplaying supplement titled *Sauropods and Space Drives*, adaptable to any game. It's about a kingdom of elves who've learned to domesticate dinosaurs and are tinkering with interstellar travel. Copies of the 49-page manuscript are sent to Iron Crown Enterprises, Palladium and Pacesetter Ltd.

Result: Nothing.

Date: August 1985.

Action: Time for another round of resumes. I target the smaller companies: Bard, Grimoire, Columbia, Gamelords, Task Force and Flying Buffalo.

Result: Nothing.

Date: November 1985.

Action: For three months, I work on an original board game called *Stitches*. The premise: Players are mad scientists who harvest body parts from cemeteries and medical schools, then create their own monsters. The monsters are turned loose in a city to fight to the death. Whoever owns the surviving monster wins. I make game boards, cards, tokens and rule books by hand and send copies to Milton Bradley, the Avalon Hill Game Company and West End Games.

Result: Nothing.

Date: January 1986.

Action: Discouraged, fed up, I fire off a letter to TSR, saying in its entirety: "To Whom It May Concern: What do I have to do to write for *Dungeons & Dragons*?"

Result: Two weeks pass. Out of the blue, I get a call from a TSR editor, offering me the chance to work on a project for *Oriental Adventures*, their new *Dungeons & Dragons* line. I am stunned. The editor proposes a general direction for the manuscript, a deadline and a fee. I agree to everything. He says I'll receive a contract in a few days.

Before he hangs up, there's a question I'm dying to ask. "So what did you think of my resume?"

A long pause. "What resume?"

Rick Swan's maiden effort, *Night of the Seven Swords*, was published in late 1986. Do not—repeat—do not pester TSR with the approach described above; it won't work. Feel free, however, to pester anyone else you like.



middle earth™

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— *The Hobbit*

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